

**Version 2.0 (Trial)****Definitions**

Gens d'Armes	Knights or equivalent social status man in full plate armour, armed with a heavy couched lance designed for massive shock impact and secondary (good) sword on a barded horse. Elite or average (min). Moves quite slowly. Very few available.
Heavy Lancer	Big man with full or nearly full plate armour, armed with a lighter lance and secondary melee weapon on a big but unarmoured horse. Any morale class. Moves quite quickly.
Light Lancer	Man on a normal or small horse armed with a lance designed for hand-to-hand fighting mainly against unarmoured opponents. Skirmish capability, even with the lance. May also have a bow. Any morale class but unlikely to be elite. Moves very quickly and can turn fast etc.
Reiter	Generic term for cavalryman in at least half plate armour on an unarmoured horse, armed with two pistols & heavy sword. Designed for shooting in caracol whilst staying still or moving forward or back slowly as up to ranks are exchanged. When enemy is disrupted by the shot, the cavalry can charge into contact. Moves quite quickly. Caracol moves only forward and back, not sideways. May shoot up to 4 ranks deep but in melee counts only two.
Arquebus	Early period firearm. Slow and clumsy to use. Very inaccurate and quite short range. Easy to use and so requires little training.
Matchlock Musket	Improves on arquebus. Faster and easier to use than an arquebus and has greater range and penetrative power.
Good / Poor	Over / Underperforming soldier or weapon (different effects under the rules). Benefits / failings in combat factors. Not a morale issue. May be a good soldier but issued with a poor weapon, for example.
Firelock musket	Not in early period. A big improvement on the matchlock in terms of rate of fire. Initially issued to French Train guard units from 1674 but then increasing to all shot after this period
Caracol	Rotating fire formation used by Reiters and some other pistol-armed cavalry
Fraised Pike	Pike is deployed behind the shot instead of between two shot sub-units. The practice was soon abandoned.
P&S Heavy Armour	Pike with body and leg armour (ex-Heavy). Shot with substantial Jack and helmet (medium Armour). Quite rare in later period but common in 1670s and into the 80s. A type favoured by Spanish when they could afford it.
P&S Medium Armour	Pike with body armour (Heavy). Shot with heavy Jack or thick coat providing medium Armour. The most common type throughout the period. All Nations
P&S Light Armour	Pike with Jack (medium) under their coat, shot with no armour. Most common type of P&S by end of period. Soon replaced by units with no pike at all armies (other than French) with shot equipped with socket bayonets and decent muskets.
Smoke Coverage	Every time a base fires a gunpowder weapon, a cloud of smoke is placed in front of that base. If smoke covers any part of the unit as viewed by the firer, test for smoke effect in any situation (charge distance, firing effect etc.) See explanatory Notes
Plug /Socket Bayonet	Early bayonets. If a plug bayonet is fitted, the unit may not fire.