

~The Complete Spanish Fury~

Playability Without Sacrificing Historicity (Hopefully!)

Introduction & Origin

The Spanish Fury project came about due to an interest in the late 16th century. Literary, Theological, scientific, and of course, military, interest. As far as the hobby industry was concerned, there was at the time and still is a lack of available products on the market, both in boardgames and miniatures. This did not immediately give birth to the idea of a comprehensive system to make up the shortfall.

The original module, ***Siege!*** was made almost on a whim. The idea of making a siege game that was playable brought about the first tinkering with the period. In its first edition, the game was poorly playtested and contained convoluted rules. It did however spark a significant number of congratulatory emails. We became convinced that we were not the only people who felt the need for more games for this era.

Next up was ***Battle!*** This came on the heels of the popular ***Ironbow*** rules for the Crusades period. The concept of a true ebb-and-flow of engagements led to developing a ruleset that would immerse a player in the “feel” of a period- with command, organization, and peculiarities of individual regiments and whole armies. The rules wouldn’t work for any other era, even 50 years before or after. We felt we captured this, and for one of the first times in our history, we were fully satisfied with a ruleset.

We began to speak of a campaign system, and liking the modules together. “What about smaller engagements” came up a few times. We almost went with a pared-down version of ***battle!*** but decided against it. Always big on new ideas, we considered a game that would be very easy to play but again ooze with late 16th century flavour. The result was ***Actions!*** with its many quaint and curious troop types and amusing scenarios.

By now we had produced a working campaign game. The Innovatively named ***Campaign!*** was an almost unqualified success in the first playtest. Using the First War of Religion as a scenario, we found that the game led you to make many of the same choices historical commanders did, and indeed helped you make sense of why they did what they did. It was decided at that time that the module would only be released when all others were, as the capstone of the complete set of four modules.

Four modules, until the Armada hove into view. One of the most exciting and fascinating evens of the late 16th century, it seemed a shame to leave out the possibility of someone wanting to get the whole experience, not just the potential land campaign. ***Sail!*** was the result. Again, the idea of playability without sacrificing historicity brought about a game that was also highly successful in playtesting- in fact, it became the most playtested of all Spanish Fury modules.

For those looking at this for the first time, allow us to introduce the Five modules of the Spanish Fury system:

Spanish Fury, Siege!

This is a boardgame that covers a siege and usually assault on a town. Units represent companies of foot and horse, pioneers and gun batteries.

Spanish Fury, Battle! (Pistolado)

Miniatures rules for larger battles, where figures are grouped into regiments, and regiments into brigades.

Spanish Fury, Actions!

Miniatures rules for smaller battles, where figures are grouped into squadrons and squadrons into companies. Engagements range from head on fights to barracks raids and cattle lifting.

Spanish Fury, Sail!

Miniatures rules for large or small sea battles, where each figure represents an individual ship, and these are grouped into squadrons.

Spanish Fury, Campaign!

A boardgame with an interface to use the other four modules. Included is a scenario from the First Wars of Religion in France. Armies and Navies maneuver on the board, capturing towns and provinces while defeating enemy armies.

How to use the Spanish Fury System

Each individual module is a game in its own right, and can be played independently of its brothers for its own sake. An individual could however, use the rules provided below to convert engagements generated by the games into tabletop battles with miniatures using our miniatures rules. Playing the Campaign! module would enable a player to use all five modules to resolve just about any type of warfare in the 16th century warfare. We have provided an example below to illustrate (see “A Day in the Life of a Spanish Fury Player”).

Components and Conversions

For those who want to play campaigns (either using *SF: Campaign!* or one of their own choosing), we have included charts enabling a player to switch between systems with as little pain as possible. For example: How does a regiment of Catholic League foot convert into squadrons and companies for *Actions!*? How many Spanish Galleons does it take to give up enough Marines to make up a brigade of infantry for *Battle!*? We have included a set of **Conversion Sheets** to graphically show the basic principles of what makes up what. We have also added a complete **Components Guide** which explains where every counter and card comes from and what their function is- even where to place them, and when.

Generating Tabletop Battles

.....And what modules to use

The following Generation system was designed for use with *SF: Campaign!* players wanting to experience tabletop miniatures engagements in the context of an ongoing campaign. Battles can occur in *SF: Campaign!* whenever one player enters a space with an enemy force regardless of the size of both forces. Sometimes the numbers are so skewed in favour of one side that it might be better to just roll on the charts provided with *Campaign!* and get it over with. With more even forces, how does one choose the right module of the system or the type of battle to be fought? On what terrain? This will all be dealt with below. We should not forget that *SF: Siege* also generates engagements. Again, see below for details.

Force Disparity

As mentioned above, sometimes its not worth fighting a tabletop engagement because the size of the forces involved are so different as to make it interesting only for the most hard-core campaigners. For example, if 20 SPs of Swiss Infantry backed by 10 SPs of Reiters attack one SP of Italian Infantry, you might just want to resolve it with the Skirmish chart in the *Campaign!* rules rather than spend an afternoon setting up a table to play it out using *Actions!* hoping for a real upset. The same goes for ships. One small armed merchant facing thirty or forty Venetian Galleys might be better served using the chart provided with the *Sea Campaign* rules.

On the other hand, don't give up of uneven battles entirely. I've seen two companies of Border Reivers put four companies of English Pike & Shot (supported by a company of Reivers and artillery) to flight in an *Actions* scenario, and even get away with the cattle they were escorting. Ultimately you must use your dicretion.

Force Sizes determining what module to use

This is also a general rule requiring discretion. You don't want to use the Battle! rules to play out a scrap between 5-6 SPs per side. You'd end up with one understrength regiment each. Not much of an exercise. Here's a simple formula that could be of service:

Ten companies (SPs) or less per side- **SF: Actions!**

More than Ten companies per side- **SF: Battle!**

Types of engagements generated by SF: Siege!

There are four different types of land engagements that can be generated during a game of *Siege!* as well as two types of Naval engagements. Remember that **all** of the counters included with *Siege!* have conversion information available on the conversion charts- even Trenches!

Defender Sortie: All sorties are under Ten companies for the attacking player, so they will all be resolved using *Actions!* The besieging player may set up his companies in their trenches or forts if any exist, with any artillery present in earthwork batteries or in the fort. Pioneers are represented by Prisoner squadrons (four per Pioneer coy.) and are set up in the works as other troops. Surrounding terrain is as per the scenario- better billeting numbers mean farms, lower means more barren. Forests and Swamps are easily represented, as are rivers. Defensive works should be in the middle of the table.

The besieged enter from the board edge opposite any works. Because these attacks are usually surprises, the following rule applies: Defending (besieger) forces may not act in any way until any of them are attacked, or the alarm is raised. Roll 2d6 at the beginning of each turn. On a 9-12 the alarm is raised and they may act normally. Add one to the roll if an officer or hero is present, subtract one if the attacking force has either.

Roll for rescue parties normally (and secretly), before the *Actions!* game begins. If successful, the besieger rolls 2d6 at the beginning of each turn to see when they arrive, again on a 9-12, adding one if an officer or hero is with the rescuers. If successful, the companies may enter normally as an action that turn from the board edge opposite the one entered by the attacking (besieged) player. Victory: Pushing an enemy army past its break point brings about the same result in *Siege!* as the losing side failing its morale test. Further, either side retiring off the board by choice brings the same result.

Running Supplies or troops to the town: Basically the same as a sortie, except for the victory conditions. The relief force must physically get past any defenders (besiegers) and exit the opposite board edge. If running supplies, they must be represented. Each point of Powder is represented by two wagons. Each point of Food four wagons. All Treasury (total) is represented by one wagon. All of the wagons representing a point must exit the opposite board edge to count. There should be a road running the length of the table. Victory is determined either by successfully exiting the opposite board edge with any troops or supplies. An army pushed past its break point immediately loses- if the defender (besieger) all remaining supplies are considered to reach the town. If the opposite is true all supplies are considered lost and any troops return from whence they came. Rescue is handled as for Sorties.

Battles of the Corps D'Observation: These types of engagements follow the usual Ten Company rule. The Terrain is decided on per the Random Board Generator (below). Victory is award for either pushing the enemy past his break point (or beyond hopeless confidence level) or either side withdrawing voluntarily. Note that if the besieger loses this type of battle the siege fails entirely.

Storming the breach: This can be played using the *Actions!* rules for those who are ambitious.... however these are quite difficult to simulate, and we suggest using the rules provided within *Siege!* for resolving assaults.

Naval Sorties: These are fought using the *Sail!* rules of course. They can be fought in the Harbour or Roads sea areas. If in the harbour include shallows and restrictive terrain. If in the roads, more open sea. Both sides set up on their third of the board from their table edge. Victory is determined by forcing the enemy out of the sea area voluntarily or by sinking or capturing all of his ships. The wind direction is chosen by the sortieing ships before the game is set up, although the intensity is rolled randomly. This represents the sortieing ships waiting for the wind to be in their favour before attacking.

Assaults: Should have very restrictive waters, with one fort on the board if the town has poor walls, two if average and three if good. The attackers enter the harbour from the board edge. Victory is determined the same as sorties. The wind and intensity as per Sorties. There is of course no retreat for ships except from the assaulting players board edge.

Blockade Running: Since blockade running is more about evasion than battle, players should use the rules provided with *Siege!* as is.

Breaking the Blockade: The board should be more open, with some shallows. The blockading ships setup within 12" of the center of the board, while the blockade breakers enter from their board edge. Victory is determined as per sorties. The wind and intensity as per Sorties.

Types of engagements generated by SF: Campaign!

There are really only three types of land engagements that can be generated during a game of *Campaign!* However, to make things a little more interesting, we have provided a way to vary these encounters to make them more than "meeting engagements". As with *Siege!* remember that counters included with *Campaign!* have conversion information available on the conversion charts.

A) Engagements with Ten or Less companies per side, using *Actions!*

Players roll 1d6 and consult the list below for the scenario, or pick one by mutual agreement. Upon scenario selection, players must decide who is to be the attacker or defender. Check the strategy of the senior officer in the *Campaign!* forces present. Both players roll 1d6. The side with the higher strategy officer subtracts from his strategy the lower officers, and adds that number to his die roll. The higher total chooses.

General Principles for all scenarios:

- 1) Both sides secretly roll 1d6 and subtract the Generalissimo's strategy number. Negative results have no effect. Any other number represents the percentage (in 10's) of troops that will be unavailable for the battle, rounding up. Randomly select this amount of squadrons from companies available to the player that will not be used in the battle, or eliminate whole companies. It is the rolling players' choice.
- 2) The Generalissimo of any force will be the colonel in the *Actions!* battle. For each strategy point, randomly choose one officer from which the player may select one to be the colonel. He may also add one officer to random group for each valor point.
- 3) Terrain chosen should be equitable to both sides (by mutual agreement) and should try to represent the space in which the battle was generated in the *Campaign!* game. In the case of a force crossing a river into an enemy occupied space, you'll probably want to go with the "In My Pocket" scenario below, with the defender holding a bridge or ford. A number of generic boards have been provided to choose from, or you may design your own for each engagement.
- 4) Victory is always based on driving the opposing force past its break point. If neither side is willing to engage the other, the attacker is considered to have lost for Campaign Morale purposes. Note that a player may march off his board edge at any time, but is considered to have lost for Campaign Morale purposes. Further, any force retiring without having been fired on with small arms or having been charged loses one company randomly chosen for every four enemy companies present (rounded down). These represent the likely losses from sudden flight in the face of a fresh, unblooded enemy.
- 5) For the results of Victory, see the "Skirmishes" section of the *Campaign!* rules under "Outcome".
- 6) Artillery: Both sides roll for available artillery which is not represented (other than Siege guns) in the Campaign rules. For each 6 squadrons of Infantry, roll 2d6. On a 10-11 that player receives one Drake. On a 12, a Saker. Spanish, Venetian, and Portuguese armies receive a +1 to the roll.

- 1) **Caught the sleeper**
- 2) **In my pocket**
- 3) **Surprised**
- 4) **Plunder Party**
- 5) **Meeting Engagement**
- 6) **Desperate Measures**

Caught the sleeper

The defender sets up in a hamlet in the center of the board. All squadrons must be set up within houses except four, which are pickets. These must be at least 12" away from any house in the hamlet. The Attacker may set up second anywhere at least 12" from any house or picket. Defenders may not act until enemy forces are within sight of any of the pickets or attack anything. All defenders except the pickets have a humiliated marker placed on them that cannot be removed. The terrain should depend on the space in the *Campaign!* game, but should represent an inhabited area. Pickets may set up in ambush. Defenders in houses write down their initial dispositions and are hidden.

In my pocket

The defender has chosen good ground to defend, and should be allowed to set up the board such that the terrain favours him, such as a hill, a hamlet, or a convenient stream where he wants it. Defender sets up first.

Surprised

A road should run through the center of the board, with a slight rise on the defender's side of the center of the board. The defender's set up on the board in single squadron wide companies, starting from the rise all the way back. The attackers set up second anywhere at least 12" away from the centerline of the board. All defending companies have a Humiliated marker placed on them that cannot be removed. Defender sets up first.

Plunder Party

Routine "Supply Requisitioning" turns ugly when the enemy shows up to spoil the fun. Defending companies set up anywhere on their half of the board, with no company closer than 18" from any other. The attacker sets up anywhere on his half of the board. The terrain should have a number of small hamlets and farms on it. Defender sets up first, not in ambush.

Meeting engagement

Both sides alternate setting up companies on their side of the board. A stand up fight!

Desperate Measures

The attacker chooses half the companies available to him and sets them up within 12" of his table edge (they do not roll for available forces). The defender sets up his forces next anywhere on his half of the board. The attacker must exit his forces ***off the enemy's board edge***- they may not retreat off their own (physical barrier).

B) Engagements with more Ten companies per side, using *Battle!*

As with ***Actions!*** Players roll 1d6 and consult the list below for the scenario, or pick one by mutual agreement.

General Principles for all scenarios:

- 1) Both sides secretly roll 1d6 and subtract the Generalissimo's strategy number. Negative results have no effect. Any other number represents the percentage (in 10's) of troops that will be unavailable for the battle, rounding up. Randomly select this amount of SPs from those available to the player that will not be used in the battle. The easiest way is to randomly select a regiment and remove the SPs from it. If this does not suffice, select a second regiment.
- 2) Terrain chosen should be equitable to both sides (by mutual agreement) and should try to represent the space in which the battle was generated in the ***Campaign!*** game. In the case of a force crossing a river into an enemy occupied space, you'll probably want to go with the "In My Pocket" scenario below. The **attacker** should be holding a small bridgehead across the river (with at most 20% of his force), perhaps defending a bridge of boats or ford (unless you imagine an army trying to storm across a ford or bridge in the face of the enemy. It

happened, but not often). A number of generic boards have been provided to choose from, or you may design your own for each engagement.

3) Victory is always based on driving the opposing force beyond the Hopeless confidence level, or one side retreating. If neither side is willing to engage the other, the attacker is considered to have lost for Campaign Morale purposes. Note that a player may march off his board edge at any time, but is considered to have lost for Campaign Morale purposes.

Further, any force retiring without having been fired on with small arms or having been charged loses one company randomly chosen for every four enemy companies present (rounded down, but always one at least). These represent the likely losses from sudden flight in the face of a fresh, unblooded enemy.

4) Determining initial confidence level: As per the ***Battle!*** rules. Campaign morale modifiers apply if playing a scenario from an ongoing ***Campaign!*** game.

5) For the results of Victory, see the “Bring to Battle” section of the ***Campaign!*** rules under “Outcome”.

6) Artillery: Both sides roll for available artillery which is not represented (other than Siege guns) in the Campaign rules. For each regiment of Infantry, roll 2d6. On a 9 that player receives one Saker. On a 10, a Demi-Culvern. On an 11, a Culvern. On a 12, a Cannon-Royale. Spanish armies receive a +1 to the roll.

- 1) **Were the Scouts sleeping?**
- 2) **Fatal Dispute**
- 3) **In My Pocket II**
- 4) **Now you see it**
- 5) **Tempted beyond endurance**
- 6) **Meeting Engagement**

Were the scouts sleeping?

The defending army must set up in three battles (per the force’s army roster). No regiment from any battle may be closer than 18” from any regiment in another battle. The may be set up anywhere on their half of the board. The attacking force sets up second on their half of the board. The defenders may not have better than Equipoised confidence at the start of the scenario regardless of their actual status.

Fatal Dispute

An argument among the leaders of the defenders army over strategy and billets has led to a temporary separation in the army. Only 50% of the army, chosen by the defender, may set up on the board. The rest may enter from their board edge on any turn after the 8th by rolling a 10-12 on a 2d6. Do not roll randomly for available troops. One Officer should be kept out of play with the off-board force. Set up anywhere within 24” of their board edge. The Attacker sets up second within 36” of his board edge.

In My Pocket II

As per “In My Pocket” above (but on a larger scale).

Now you see it

The attacker sets up first within 18” of the centerline of the board on his half. The defender sets up his forces anywhere on his side of the board at least 18” from the centerline of the

baord on his half. There should be a large hill on the defender's half of the board that can conceal a large part of his army if he so chooses. It should be forested however, and block the movement of formed bodies (excellent for Enfants Perdue, however!).

Tempted Beyond Endurance

The defender should set up his army entrenched along a low ridge midway on his half of the board. The attacker may set up anywhere on his side of the board. Regardless of the situation, the attacking force begins with Exultant confidence.

Meeting Engagement

Both sides alternate setting up brigades on their side of the board. Fight until one side wins.

One Day in the Life of A Spanish Fury User Examples of Conversions

We are going to assume for this example that the ***SF: Campaign!*** module is being used by a two players. They are playing the First War of Religion scenario included in the package. They have set up the board and pieces and have begun playing as if it were regular boardgame. While the armies jockey for position, two smaller forces make contact in the town of Magny. One from Rouen (Huguenots), led by Montgomery, and one (Catholic) under Aumale trying to keep the province of Vexin at least neutral by capturing minor towns (it would be hard for the Catholics to control it without Rouen).

The Protestants were in the Magny space as a blocking force. The town is in Catholic control, and Aumale's force entered it during his turn to fight Montgomery's troops. Since they don't control the town, the Protestants can't enter it for protection.

The Huguenots have 4 SPs of Huguenot foot, and 2 SP of Light Horse. The Catholics have 3 SPs of French Catholic foot, and 1 SP of Gendarmes.

The players could immediately proceed with this small battle using the Skirmish resolution table provided with the ***SF: Campaign!*** rules, and move on. However, both players are keen on using their miniatures armies to resolve the engagement

First,

Find out which rules to use. Since there are under ten companies per side, ***Actions!*** is the set to be used.

Second,

Convert the forces available using the conversion sheet.

The Catholics start with:

Third,

Find out what scenario will be played. Rolling a d6, a 4 to get a "Surprised" scenario. Both players roll a d6 and add their respective Generalissimo's Strategy rating to their roll. The

Protestants roll a 4 and add 4 for Montgomery's Strategy for a total of 8. The Catholics roll 2 adding Aumale's rating of 4 for a 6. Thus the Protestant player is allowed to choose. To the Catholic players amusement he chooses to defend! There are important disadvantages for the defender in this scenario, but the protestant player has a plan- by forcing the Catholics to attack to win, he can use his skirmish army to defeat them, realizing he couldn't do the reverse with those Gendarmes on the board. The historical rationale? Montgomery hoped to sneak up on the enemy but was himself outmaneuvered.

Fourth,

Set up the board. The campaign map shows Magny near some foothills and forests, but not among them. Keep this in mind when laying out the board. The rise must be there for the scenario, but some smaller mounds around the board would be a good idea (excellent for last stands!) and a few clumps of woods.

Fifth,

Play the game. Follow the Campaign! rules for the effects of victory and defeat on campaign morale and what the defeated force must do (retreat).

Sixth,

Go back to playing the Campaign game.

Spanish Fury, module 2- Campaign!

This is module number 2 of the Spanish Fury Renaissance Warfare series. The Dreux campaign of 1562-1563 has been included as a scenario and as such, the rules will use examples from that campaign.

Scale: Each turn represents one week of real time. Note that although an army could march further in the allotted time than the game may allow, most armies were not able to uniformly march about to their heart's content. Bugged down by the wounded and sick, the need to secure supplies, broken artillery carriages and a rest periods caused most armies to move only when they could, not when they wanted to. Each strength point of troops represents roughly 200-300 men.

The Key: Every game system has a key element that is critical to successful play. It in the 16th supply was the main concern of a commander who had any hope of success. In "Campaign!" supply has been portrayed in Action points. The more action points, the more an army can do. Action points are tallied at the beginning of each turn, and the closer an army is to supply lines and friendly towns, the more it will achieve. Treasury points may be expended to buy action points. Excess action points can under certain circumstances be converted to treasury points.

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1) Definitions

Monthly Interphase: First week of each month.

Acting Player: The player who is currently executing his actions for the turn.

Ownership: At start, the scenario special rules dictate which Provinces, Cities, Towns, Minor Towns are possessed by each player. During play, any of these may be lost to enemy action or random events.

Headquarters: Per scenario, a given player's base town. A source of Supply.

Off-Board Supply Value: As per Headquarters, but actually a Road leading off the board.

Province Supply Values: Each Province's value is given in the scenario.

Army: The combination of any regimental or Artillery strength points of 20 SPs or more stacked with an Officer is considered an Army, and must be placed in Order of Battle on the Army status sheet.

Main Army: The army with the Generalissimo present. Has a special ability for raising Treasury and Recruitment.

Detail: Counters representing horse and foot that may be dropped off in towns to form Garrisons. Detail markers are also used on Army Status sheets to show the activity of any light horse present.

Detachment: A force of less than 20 SPs. Must be placed on the Army Status sheet.

Force: A generic term that encompasses both Army and Detachments.

Garrison: A number of SPs that are not part of a specific regiment, either starting the scenario in a space or have been dropped off.

Regiment: The basic administrative unit made up of strength points, either Horse or Foot. Used to calculate required pay. Although regiments can be destroyed, new ones can never be created, except if stated in the scenario special rules.

Light Horse: Skirmishing cavalry that are not brigaded into regiments, but exist only as SPs. Used for Scouting, Foraging, Skirmishing, and in a pinch, Battle.

Mercenary Regiment: This term applies to Landsknechts, Reiters, and Swiss at all times. It applies to other regiments only if so stated in the scenario special rules.

Siege Train: A counter represent several very heavy, wall-shattering guns, not normally deployed in the line of battle.

Action Points (APs): Available to pay for actions each turn, based on supply status.

Treasury Points (TPs): Represent treasury for purchase of supplies, paying troops, etc.

Strength Points (SPs): Regiments are composed of individual strength points [Sps] which represent 200-500 men. Artillery batteries are also represented by Sps.

Order of Battle Sheet- Every Force is placed on an OOB sheet on their side of the table. This is used to keep track of the size of an Army, its March Order and other information markers.

Officer: An Officer represents a character, his staff, and guards. Officers are used to move troops and can modify various die rolls depending on their ratings. Each force requires one Officer to be name Generalissimo, or Commander-in-Chief.

Generalissimo: The Commander-in-Chief of a force. Must be chosen from among Officers present.

Light Horse: Includes Petronels, Stradiots, and Borderers and Light Lancers.

Bid: Under certain circumstances players checking eachothers army size attempt to gain an advantage while not giving away an army's actual strength. Players bid Light Horse SPs in their respective Armies Scouting boxes.

Module 3: Spanish Fury, Campaign!

Officer Ratings: In the Spanish Fury system, one set of Officer counters is used throughout. The only rating that applies in *Campaign!* Is Strategy and Humour.

Strategy- Strategy is used by commanders to determine who has Advantage in a given situation. See the individual rules sections for usage.

Humour- The various ratings are *Chivalrous*, *Intrepid*, *Stolid*, *Flighty* and *Uncommitted*. These ratings can have an effect on how armies will act in certain circumstances.

Lines of Communication: A path from a force to a supply source is a line of communication. See LOC rules.

Campaign Morale: The overall morale status of the army. Effects Sieges, battles, desertion and movement of each army.

Attrition: Check every turn for each force of 20 SPs or more.

Headquarters: City or Town on board which is the administrative center of an army. Tracing a LoC to the headquarters gives an army more AP's.

Off-Board Supply Source: Each player has an Off-Board supply source designated in the scenario. This represents provinces or ports supplying the main army. Keeping your headquarters in communication with the offboard supply source is critical.

2) Sequence of Play

Each turn is one week. Four weeks per month (I, II, III and IV), and a Monthly interphase in the first week. Segments are marked either “both players”, which are handled simultaneously, while those marked “Acting player [or Non-Acting]” are run through entirely by one player first, then by the other, before moving on to the next phase.

- 1) Random Events/Weather (both players)
- 2) Supply & Administration- Check ownership (both players)
- 3) Strategic Advantage- Determine which player moves first this turn. (both players)
- 4) Action Execution (Acting player) & Counter Action (Non-Acting player)
- 5) Attrition (both players)
- 6) Siege Resolution (both players)

Overview:

Each turn players tally their supply status for each army on the board. They then determine who will execute actions first. Note that a player can end up executing Actions last in one turn, and first in another- thus effectively getting two turns in a row. In the Action Execution segment, the Acting player expends Action points (and treasury) to perform activities, such as moving, raiding, assaulting towns, etc. After this, the other player becomes the Acting player and performs his activities. Any battles which occur are resolved during each players Action Execution segment, except sieges, which occur in the siege resolution segment.

3) Ownership

Each scenario setup must have ownership of provinces and towns stated. These will remain in that player's control until enemy action or Random Events cause it to change. A province that does not meet the criteria for ownership is considered disputed. To own a province, a player must control at least 2/3rds of the city points in it (rounded up). Place an ownership or disputed marker in each province. Each City is worth Five control points. Each Town is worth three, and each Minor Town one. Each province must be checked for ownership each turn in the Supply & Administration phase. *Note: This is not as onerous as it seems, since it is rare that more than one or two provinces will need checking on any given turn, if any.*

4) Supply

a) General: Each Administration phase, players must check the supply status of each friendly force on the board. This will dictate how many actions it may perform this turn using the Supply Status table, total the number of supply points available. Index this number with the Army Size Table to get the army's supply status. Action points must be used each turn. Any unused APs may be converted into TPs at varying rates (see below). *Note: Again, it may seem daunting but you will find it is quite easy and fast, considering how few forces are on the board.*

Supply Status Table	Points
In Friendly City space	+3 points
In Friendly Town space	+2 point
In Friendly Minor Town space	+1 point
Province Value	+See Province Values*
LoC open to Headquarters	+3 points
LoC open to Off-Board Supply	+2 points
Each Two Light Horse SP Foraging	+1 points (Max +4)
Each Adjacent province owned, with LoC	+1 points
Not Main Army	-3 points

b) *Province Values

Each Province is given a value in the scenario special rules, ranging from 1-6. A player currently in a province which he currently controls (see ownership) receives the full value of the Province when calculating Supply status. A Disputed province yields half of its value (rounded up) while an enemy controlled province gives no supply.

c) Action Points

After determining the forces supply status, the actual amount of APs available is determined by cross-referencing the Supply status by the number of Sps in the force:

	1-10	11-25	26-40	41-60	61+
0-2	3	2	1	0	0
3-4	5	4	3	1	1
5-8	7	6	5	3	1
9-12	9	8	7	5	3
13+	10	9	8	6	5

d) Lines of Communication

To receive the benefits of Headquarters, Off-Board Supply and Adjacent Provinces, a force must be able to trace a Line of Communication (LoC) to them. They must be connected by roads through friendly, unbesieged towns (not necessarily the one currently occupied by the force in question). An enemy force may also block a LoC to the extent that only half of any supply modifiers (rounded up) are available to the force checking its supply status.

e) Purchasing Supply

After calculating available supply to a force, a force may choose to purchase more APs at a rate of 1 TP to one AP, using any treasury the force has available. A force may purchase APs to bring a force up to a maximum of 10 APs for the force in any one turn. *Example: A force of 26 Sps with a supply level of 4 will receive 3 Aps for the turn. This force may spend up to 7 Tps maximum in this turn, to bring the Aps up to 10.*

f) Deficit Spending

After calculating available supply, a force may choose to add 4 APs to its total on any turn, as long as it does not exceed the 10 AP maximum. In so doing however, they must check attrition TWICE in the attrition phase. Further, the force suffers an immediate loss of one SPs, and forces over 25 SPs lose two. These casualties may not be saved through paying TPs per standard attrition rules.

g) Converting APs to TPs

Only the Main Army has this ability. APs are converted to TPs at a rate of 2:1. Thus a force with 6 unused APs can convert them to 3 TPs.

5) Attrition

a) General: Every force over 20 SPs must check for attrition each turn, based on the Province Supply value of the province it is currently in. Note that Attrition is NOT checked in spaces where full sieges are in progress. This is handled in the *Spanish Fury, Siege!* Rules. Roll 1d6 on the Attrition Table and apply modifiers:

Attrition Table		Province Supply Value				
Die Roll	1	2	3	4	5	6
0	0	0	0	0	0	0
1	1	0	0	0	0	0
2	1	1	0	0	0	0
3	1	1	1	0	0	0
4	1	1	1	0	0	0
5	2	1	1	1	0	0
6	2	1	1	1	1	0
7	3	2	1	1	1	0
8*	4	3	2	2	1	1
9*	5	4	3	3	2	2

Cause	Effect
Unpaid	+1
Mutinous	+3
Over 20 Sps	+1
Over 35 Sps	+2
Generalissimo Inspiring Rating 2+	-1
In enemy town space	+1
Campaign Morale	+/-
LoC to Headquarters or OBS	-1

Result

The number shown is the amount of SPs lost from the force in question. On a modified roll of 8 or 9, half of the losses (rounding down) must be horse, if present.

b) Purchasing “Casualties”

Paying for them at a rate of 2 TPs per Infantry SP and 3 TPs per Horse SP will save any SPs lost, so that they are not removed from play.

6) Mutiny

a) General: Every monthly interphase, each player must pay each **regiment** of his in play, regardless of its size. (Historical Note: Commanders often promised pay and arrears of pay to regiments during and after campaigns at their **paper strength**, since surviving soldiers would often receive more and it was an incentive not to desert). For an army to be considered **fully paid**, each regiment must receive one Treasury point. For an army to be considered **unpaid**, at least one Treasury point for every three regiments (rounding up) must be paid. If even this amount is not paid, the army is considered **mutinous**. This has an effect on campaign morale and attrition. Either all regiments must be paid or none- no partial payments are allowed, so a player's entire army in play will either be considered Paid, Unpaid, or Mutinous.

b) Pillage

Forces (not Garrisons) will, during their action-executing phase begin by pillaging the space they are in. See pillage rules.

Die Roll	Effect
1-3	No Effect
4	Lose 1 CM, Main army may not move
5	Lose 2 CM, Main army may not move
6	Disband one regiment

Explanation

Lose n CM: Lose that many campaign morale points, and the largest friendly army on the board may not leave it's current hex, regardless of supply points, For one turn.

Disband one regiment: Roll 1d6 for each regiment in play, starting with any mercenary regiments first. On a 6, that regiment disbands. Stop rolling for regiments after the first one disbands. Remove all SP on the board from that regiment in its largest concentration; in other words, in an army. Regiments under siege will disband unless they are the sole garrison of a town- if they are, roll 1d6: on a 5 or 6, the SP and the town change sides. Replace them with any enemy regimental units of the same type, unless mercenaries which use the same counters.

7) Scouting & Intelligence

a) General: Players may never examine the contents of an enemy force or OOB sheet. While all forces are placed on the board, the players will never fully know their opponent's strengths. However, forces within 3 spaces of each other may learn some information about the composition of their enemies.

b) Scouting

Once each turn, during his action execution segment, a force within three spaces of an enemy force may attempt to scout it, once. Other forces may attempt to scout the same enemy force, but again, only once per turn. Roll 1d6 on the Scouting table below:

Die Roll	Intelligence
1-3	No Intelligence
4-5	Troop types present
6	Troop types present, SPs within 50%

Modifiers	Effect
More Light Horse (bid)	+2

Explanation

No intelligence: No information is gathered.

Troops types Present: The scouted player must inform his opponent if there are Horse, Foot, and/or Artillery present.

Troop types present, SPs within 50%: As above, plus the scouted player must inform his opponent of his total SPs present inflated or deflated by 50%, at the scouted players discretion.

b) Bidding:

Players in two opposing armies often find themselves required on various tables to Light Horse SPs. This begins with the player whose Action Execution phase it is. Players bid as if in an auction, using Light Horse SPs hidden on their army status sheets in the Scouting box. The high bidder receives the modifier. *In this way even a player's true scouting potential is hidden.*

8) Order of Battle

a) General: Any force containing 20 or more strength points must set up the force off-board on an Order of Battle sheet. Each OOB sheet has the following boxes:

Army: Each separate Army on the board uses it's own Army section, which contains Troop Boxes.

Force Size: To ease record keeping, use this track to note the size of the Force.

Troop Boxes: Every strength point of Infantry, Cavalry, and Artillery, as well as Officers must be placed in the Advanced Guard, Main Battle, or Rearguard. They must be distributed so that each box must contain at least 20% or the Army's total strength (or their abouts). Each one must have an officer in command of it (if not enough are available, use a random leader). It can only be modified or changed at the beginning of a players Action Execution segment.

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Advanced Guard: The forward screen of the army. May be used to Raid.

Main Battle: Usually contains most of the army, including artillery and baggage.

Rearguard: Protects the tail of the army on the march. Defends against Raids.

Army Status Boxes: To illustrate a player's army status, markers are placed in the following areas-

Campaign Morale: Used to keep track of a sides Campaign Morale.

Pay Status: Shows whether a side is Paid, Unpaid, or Mutinous.

Light Horse Boxes: All light horse SPs must be placed in either the Forage or Scouting boxes

b) Important Note

Players may never inspect eachother's OOB sheets, or counter stacks of any kind.

9) Campaign Morale

a) General: The starting campaign morale level is given in the scenario special rules. In the Dreux scenario, the Catholics begin with a CM level of 8, while the Huguenots begin with 7. This level will change throughout play, and will effect the performance of all troops in the army. See the tables below:

Event	Change to CM level
Capture City	+2/-1
Capture Town	+1
Win/Lose Raid	+1/-1
Win/Lose Major Battle	+3/-3
Win/Lose Skirmish	+1/-1
Capture/Lose Headquarters	+3/-3
Officer Killed/Captured	-1
Siege Fails	-2

Explanation:

Capture City or Town: By whatever means.

Win/Lose Raid: See Raid rules for winners and losers.

Win/Lose Major Battle/Skirmish: See Battle rules for classification as Skirmish or Major Battle, and for determining winners and losers.

Capture/Lose Headquarters: By whatever means. Note that in some scenarios, the loss of a sides headquarters can mean total defeat, as the loss of Paris does in the Dreux scenario.

Commander Captured/Killed: Whether in Battle or Siege.

Siege Fails: If a siege is lifted for any reason.

b) Effect of Campaign Morale

Each side has a campaign morale chart, with a counter to mark the current level. Beneath the level is the modifier of being at that level, which applies to numerous situations in the game.

Campaign Morale									
1	2	3	4	5	6	7	8	9	
-2		-1		0	+1		+2		

10) Actions

a) General: During the Execute Actions phase, players may choose actions for their forces to perform. Each activity costs a number of Action Points. A player may only give orders to forces to perform actions for which they have available action points. Orders marked with an asterisk (*) may not be performed by Detachments. Orders marked (**) may be performed by detachments but only against minor towns. Forces led by an officer with a Strategy of 5 or higher may perform any task.

Move [cost- see terrain] From town space to adjacent town spaces.

Pillage [2 AP] Enables a force to raise more treasury points, but can cause a loss of victory points. See scenario special rules. Once per space per turn.

Besiege [5 AP]** Enables a Force to begin a formal siege of a Town or City.

Sudden Assault [4 AP]** An Army may seize a town or minor town space it is in.

Summon [1 AP]** A Force may Summon any town space it enters.

Recruit* [2 AP] An Army may attempt to recruit Sps in a province it owns.

Raid: [2 AP] The army's advanced guard may attack an adjacent enemy force.

Bring to Battle: [2 AP] The Army attempts to bring an enemy force to battle.

River Crossing Attempt at enemy space*:

City: [4 AP]

Town: [3 AP]

Minor Town [2 AP]

11) Movement

a) General: Movement takes place from space to adjacent space along roads, and each road has a cost in Aps to move along it. A force may freely move into and through any spaces during its turn, even enemy controlled towns. Free movement may be blocked under the following circumstances:

- 1) Entering a space with an enemy force present or adjacent.
- 2) Attempting to cross a river at an enemy town space.

b) Road types and AP costs

The chart below shows the types of roads and the AP cost to cross from one space to another on them:

Road Type	AP Cost
Highway	1
Secondary	2
Trail	3

c) Moves with other Actions

A force may halt at any time to perform any other actions, and may move again during the same Execute Actions phase if it still possesses action points. *Example: An army with 6 APs moves from Dreux to unfriendly Tarcy (1 AP). It then performs a Sudden Assault (4 APs) which fails, and then moves to friendly Blois.*

d) River crossing at enemy space

Crossing a river at an enemy space requires a die roll (after paying the AP cost). An Army must roll 12 or higher on 2d6 to successfully cross. Add the Generalissimos strategy rating to the dice roll. A force that fails may continue acting or even try again if it still possesses the required APs for an attempt.

e) Sieges and Sudden Assaults on enemy spaces at river crossings

If an army chooses to Besiege or Suddenly Assault an enemy space from across a river (*example: from Pontoise to Gisors*) it must pay the AP cost for both Besieging and Crossing the river, which will be automatically successful (the river crossing). An army must be eligible to begin a siege (see Siege rules) to perform this action.

f) Moving into an enemy occupied space or adjacent to an enemy force

See “Bring to Battle” rules.

12) Recruitment

a) General: To be eligible to recruit, an Army must be in a controlled territory and be able to trace an LoC to its headquarters or Off Board Supply Source. Further, only the Main Army may recruit. An army may only recruit once per turn per space. For each recruiting attempt roll 1d6 on the Recruitment table below. An army must immediately pay 2 TP for each Foot SP and 3 TPs for each Horse SP successfully recruited. Recruited SP may only join native regiments- none may be added to mercenary or auxillary regiments.

D6	Type Recruited
1	None
2	None
3	None
4	1 Foot
5	1 Foot
6	1 Horse or Foot

Modifier	
Campaign Morale	+/-
Unpaid	-1
Mutinous	-2

13) Pillage

a) General: An army may pillage any space it is in, whether friendly or enemy controlled. In so doing, it may incur victory point penalties as stated in the scenario special rules. Further, for each pillage action, roll 1d6. On a 6 the Supply value of the province drops by one. For each pillage action, an army immediately loses one SP from any regiment of its choice for every three regiments present, rounding up. An army that mutinies immediately pillages the space it is in but no TPs are gained. Roll 1D6 on the Pillage table below: *(Note- this does not necessarily represent the town itself being pillaged, but the surroundings)*

D6	Treasury Points Gained
1-3	4 TPs
4	5 TPs
5	6 TPs
6	7 TPs

Cause	Effect
Unpaid	-1
Mutinous	-2
Minor Town space	-1
City space	+2
Province Supply value 3	+1
Province Supply value 4+	+3

14) Bring to Battle

a) General

When a player moves into a space containing an enemy force, he may attempt to bring that enemy force to battle. Further, a force moving to a space adjacent to an enemy force may be intercepted.

b) When enemy forces are in the same space

The player whose action phase it currently is may perform only the following actions when in the same space as an enemy force:

- 1) If besieging the town, continue. See Siege rules for relief forces and reinforcements.
- 2) Move out of the space.
- 3) Raid the enemy force. See Raid rules.
- 4) Attempt to bring the enemy force to battle (see below)

c) Procedure

If the moving player chooses to bring the enemy force to battle (paying the AP cost), he must check with the enemy player as to what his choice of action is, whether to Fight or Flee:

- 1) If it is the main army, the player may choose either of the options (Fight or Flee)
- 2) If it is not the main army, the player must roll 1D6 on the Command Decision table below,

Applying the appropriate modifiers:

D6	Fight or Flee
1-3	Flee
4-6	Fight

Modifiers	
Smaller than attacking force (bid)	-2
Larger than attacking force (bid)	+1
Chivalrous Generalissimo	+2
Intrepid Generalissimo	+1
Flighty Generalissimo	-1
Uncommitted Generalissimo	-2
Generalissimo strategy 4+	-1 or +1

d) Fight

If the Fight option is chosen or determined, the players may either choose to fight with the skirmish rules or may choose a Field of Battle (see below).

e) Flee

If a Flee option is chosen, the fleeing player attempts to Break Contact. Both sides roll 1d6 and add any applicable modifiers. If the Fleeing player scores higher, no battle takes place, and the Fleeing player may, if he so chooses, move to an adjacent space not occupied by enemy forces. Otherwise, a battle takes place. See Fight, above.

Modifiers	
More Light Horse (bid)	+2
Artillery Present in army	-1
Generalissimo's Strategy rating	

f) Interception

The non-acting player may intercept an enemy force moving adjacent or in the same space it occupies. Should the non-acting force choose to intercept, both players roll 1d6 (if intercepting an adjacent force, halve the intercepting players die roll, rounding down) and add it to their Generalissimos strategy rating. If the intercepting forces' total is higher an interception has taken place. If it is adjacent to the moving force, move the intercepting force into the same space. Treat this situation as if the intercepting force has tried to "Bring the Enemy to Battle" as above. The acting player may not act any further that turn.

g) Battle Resolution

There are no charts or tables provided for resolving battles other than "Skirmishes" below. Instead, they must be resolved on the tabletop using miniatures. See "The Complete Spanish Fury" rules in the "Creating Tabletop Battles" section for the different types of engagements.

h) Outcome

Once a battle has ended the effect on the campaign must be calculated. This depends on who won, the state of the loser, or if it was a draw. See below:

Victorious or Draw:

Half of all casualties returned to player. Regiments routed off table lose 25% of their strength. Pursuers all return without loss.

Defeated (withdrew, confidence Hopeless or better):

All casualties lost. Regiments routed off table lose 50% of their strength. Pursuers return with 25% loss. Guns not withdrawn lost to Victor.

Defeated (confidence below Hopeless):

All casualties lost. Regiments routed off table lose 75% of their strength. Pursuers return with 50% loss. Guns not withdrawn lost to Victor.

i) Board Position

Defeated players must withdraw from the space they are in, in a direction except that used to enter the space by the opposing player, whether the space is occupied by enemy forces or not. They must move at least one space, but may move to the nearest controlled town within 3 spaces if not blocked by an enemy force.

A drawn battle leaves both players in the space where the battle occurred.

j) Campaign Morale

Don't forget to modify player's Campaign Morale appropriately.

15) Skirmishes

a) General: When an engagement takes place, either a Battle or a Raid, and each side is composed of less than 20 SPs, the action should be fought with the *Spanish Fury, Actions!* rules (See "The Complete Spanish Fury"), or as a skirmish using the table below. **Warning:** using the table below with a large number of SPs will result in a bloodbath. It works best with a maximum of 10 SPs. The system used here is the same as those for battles in the *Spanish Fury, Siege!* rules, with different modifiers.

Combat Table	
	% of Coys
Roll	
2	-
3	10
4	10
5	20
6	30
7	30
8	40
9	40
10	50
11	60
12	70

Die Roll Modifiers:	
Odds- 3:2	+/-1
2:1	+/-2
3:1+	+/-3
Raid Modifier (Raids Only) +/-	

b) Results

Each player now checks to see if any casualties have been inflicted on the enemy. The number shown is the percentage of companies (rounding up) of each player that has caused casualties to the enemy. The players now roll saving throws. The opposing side may choose 1/2 of the coys that will check for loss, the rest by the owner, rounded up. The side that suffers the most casualties based on his original strength, (percentage wise) or both if the casualties are equal, must check morale.

Comentado [abc1]: I don't understand the combat results exactly, have I gotten it right with my combat example?

Combat Target Saving Throws:	
Coy Type	Saving Throw
Foot	4-6
Horse	4-6
Battery	3-6

Modifier: +/- National Saving Throw Mod.

c) Combat Example

Eight German Landsknecht foot SPs along with six Reiter SPs meet five French Gendarmes, and two Swiss SPs outside the town of Mantes. The Germans were moving south of the Seine to rejoin their comrades. The combat factor for the German foot is 1, and the Reiters 2, while the French Gensdarmes is 1.5 and the Swiss 2. This gives us a value of 20 for the Germans (8 for the Landsknechts and 12 for the Reiters) and 12 for the French (7.5 for the Gensdarmes, rounded to 8, and 4 for the Swiss).

We then throw 2d6 for each side, the Germans scoring 5 (20%) and the French 6 (30%). Next consult the Die Roll Modifiers. The Germans outnumber the French 14 to 7, or 2:1. This adds +2 for the German Roll and -2 for the French.

Our adjusted number of coys causing casualties is 30% for the Germans and 10% for the French. Again rounding up, 6 hits scored by the Germans cause a casualty while only one French SP does so. We then make the appropriate saving throws. The French roll for their Gensdarmes (the Germans chose three of them, the French two) 3, 5, 5, 6, 6, so being exceptionally well armored only one SPs is lost. One hit is on the Swiss, who, rolling a one (-2), lose the SP. While the Germans roll a 4 -1 (national modifier) for a result 3, lose one SP. The French have taken more losses (based on the original strength of 7 French SPs to the German's 14) so the French must check morale.

d) Morale, Victory and Defeat

After every combat the side that took the most losses (percentage wise of original strength) must check morale. If the losses are equal both players must check morale. To pass a morale check the player must roll equal to or less than the Morale number of the nationality that has the most SPs present on 2d6.

Morale Modifiers:	
Swiss or Spanish present, but not predominant	-1
Campaign Morale	+/-

e) Outcome

If neither side fails their morale check, there is no change in the campaign morale and play continues as if no battle had taken place. If either side fails its morale check, see below for the results:

If the skirmish is the result of a Raid

Raider Fails Morale Check: The Raiding player suffers the loss of one campaign morale point, and the Army must halt all Actions for the turn. Unused APs are lost.

Raided Army Fails Morale Check: The Raided player suffers the loss of one campaign morale point. If the Main Battle was the battle attacked, the Army loses half of its TPS and must retreat one space away from the raiders.

If the skirmish is NOT the result of a Raid

Side which failed morale check: A failing player suffers the loss of one campaign morale point, and the Army must retreat one space out of the space where the skirmish has taken place, while losing half of any TPs it possesses

16) Raid

a) General: A force with a raid order may attack any enemy force in the same or adjacent space, unless the enemy force is on the opposite side of a river if the only bridge available is at an unfriendly town. The raiding player is composed of the advanced guard of the attacking army, and may not exceed 15 Sps. A Leader must be chosen to lead the raid. The raiding force is not actually moved out of its hex. It is considered to be a round-trip, regardless of the outcome.

Both the raiding player and the enemy now roll 1d6, and check any modifiers available below to determine who has the advantage. The highest modified roll has the advantage.

Raiding Force		Defenders	
Leader's Strategy rating		Generalissimos Strategy Rating	
All Horse	+2	All horse	+1
More Light Horse (bid)	+1	More Light Horse (bid)	+1
Campaign Morale Modifier	+/-	Campaign Morale Modifier	+/-

The raiding player now rolls one die to determine which enemy Battle (Main, Advanced, or Rear) he will attack. Roll 1d6 and consult the table below. The player with the advantage may modify the roll, up or down, by 1.

Roll	Defending Battle Attacked
1-3	Rearguard
4	Main
5-6	Advanced Guard

Once this is determined, a battle must be fought using the Skirmish rules above. First, Each side's Raid Modifier must be determined. See the chart below.

Raid Modifier	
More Light Horse	+1
Advantaged	+1
Campaign Morale	+/-

17) Sieges

This rules section covers Sieges, Summons, and Sudden Assaults.

a) General: For an army to have any chance to either attempt a Summons, Sudden Assault or Siege it must be composed of the following:

- 1) Minor Town: At least 10 Sps.
- 2) Town: At least 15 Sps and an Artillery battery
- 3) City: At least 25 Sps, some of which are Horse, and an Artillery battery.

b) When an enemy force enters a town space where a garrison is present

When an army enters a town space where enemy forces are present, the defenders must make a choice. They may Stand Siege or Come Out and Fight. If the former course is chosen, the enemy force may either choose to remain in the space, move out, or attempt a Summons, Sudden Assault, or begin a Siege (APs must remain to perform these actions that turn).

c) Garrisons

Each town has a maximum garrison it can hold within its walls (*plague and abysmal living conditions forced commanders to limit garrison sizes*). Any excess of SPs must be considered to be outside of the walls, and are treated as if they chose to Come Out and Fight when the enemy force enters the space.

Type of Town	Maximum garrison
Minor Town	6 SPs
Burg	12 SPs
City	25 SPs

d) Summons

An army may make a summons on any town in a space it occupies or even an adjacent space. Roll 2d6 on the following table:

Die Roll	Effect
2-12	No Effect
13-14	Town surrenders, honours for garrison
15+	Town surrenders along with garrison

Modifiers (Besieged)	
No garrison	+3
No Officer	+2
City	-4
Burg	0
Minor Town	+4
Campaign Morale	+/-
Each Artillery battery	-2

Modifiers (Besieger)	
Outnumber Garrison 5:1	+1
Outnumber Garrison 10:1	+2
Each Artillery Battery	+1
Siege Train	+3
Besieger Generalissimo strategy 4+	+1
Campaign Morale	+/-

e) Sudden Assault

An army in an enemy town space may attempt a Sudden Assault. Roll 2d6 and consult the following table, using the modifiers from Summons, above:

Die Roll	Effect
2-8	Failure- Town does not fall
9+	Success- town and garrison surrender

f) Sudden Assault Casualties

If successful, the town is captured, the garrison loses one SPs and the remainder become prisoners. The besieger loses 1d6 worth of SPs. If the attack fails, the garrison loses one SP and retains control of the town, while the besieger loses 2d6 worth of SPs.

g) Full Siege:

Players who decide on a Full Siege must use the *Spanish Fury, Siegel* system for resolution.

h) Spanish Fury, Siegel Interface

Since each campaign turn represents two weeks while *Siegel* turns represent one week, two *Siege* turns must be played to each *Campaign!* Turn. Sieges are resolved at the beginning of the besieging player's action phase. Once a siege begins, all forces are removed from the *Campaign!* Map and placed on the *Siegel* map.

i) Determining Setup Values

In *Siegel* Players roll randomly to see what their resources are at the beginning of the game. In *Campaign!* Most of these factors are decided by the actual status of the belligerents in question and on the current circumstances. Results are *Poor*, *Average* or *Good* as used in the *Siegel* Rules.

j) At Start Forces

The forces available are those actually present at the siege in the campaign. Bourgeois Militia and Pioneers are determined normally.

k) Victuals/Powder

Determine Victuals and Powder separately.

Each side checks the roads leading out of the town under siege. The first two towns on each road segment are checked for ownership. Each city is worth 4 points. Each Burg is worth two, and each Minor Town one. Double the total if a LoC can be traced to a Headquarters or Off Board Supply Source. Add the Province's Supply Value if controlled.

If the total is 10 or less, subtract two from the roll in the *Siegel* rules

If the total is more than 20, add two to the roll.

l) Resolve

The resolve level of each side is equal to its current Campaign Morale.

m) Treasury

TPs available are those actually present at the siege in the campaign for the besieger, and are determined per the *Siegel* Rules for the besieged. Any left over TPs belonging to the besieged after the siege, regardless of the outcome, are lost.

n) Wall Points

Unless stated otherwise in the scenario special rules, all Minor towns have *Poor* walls, Towns *Average*, and Cities *Good*.

o) Billeting Factors

Roll for the Billeting Factor normally, but add one to the roll if the Provinces supply value is 4+, and subtract one if it is 2 or less.

p) Supply

Each side checks the roads leading out of the town under siege. The first two towns on each road segment are checked for ownership. Each city is worth 4 points. Each Burg is worth two, and each Minor Town one. Double the total if a LoC can be traced to a Headquarters or Off Board Supply Source. Add the Province's Supply Value if controlled.

If the total is 10 or less, the Supply Factor is Poor.

If the total is between 11 and 20, the Supply Factor is Average.

If the total is more than 20, the Supply Factor is Good.

q) Defense

Roll for Defense normally.

r) Reinforcement

The Reinforcement table is not used during play. If any forces enter the space where the siege is taking place in campaign, they enter the *Siege!* game as reinforcements.

s) Pay

Both sides begin the siege at their current pay status in the campaign. After this, pay is handled by the *Siege!* rules for any participants in the space where the siege is going on.

t) Siege Outcome

If a town falls for any reason, any defending SPs left become prisoners, and are removed from play, along with any Officers. If the siege fails for any reason, all forces are placed back into the *Campaign* game. The town may not be besieged again for at least one turn, and if it is, the at start situation is determined again as if no siege had taken place.

18) Officer Casualties

a) General: Every time a force is involved in a skirmish, raid, or sudden assault, an Officer present may become a casualty. Each player Rolls 2D6. On an 11 or higher an Officer has become a casualty. Choose randomly from those present. Any Officers in a town that is taken by a summons or a sudden assault become prisoners and are removed from play. The player who's side lost either a raid or a skirmish, and failed its morale check adds 3 to the roll. If an Officer becomes a casualty, roll 1d6 on the table below:

1d6	
1-2	Killed
3-4	Injured- remove from play, no CM loss
5-6	Captured

19) Regiments & Garrisons

Regiments

The basic administrative unit is a regiment. Each regiment is composed of SPs, whether of Horse or Foot, and is represented by a regiment counter in an army. Individual regiments may be dropped off whole in any space, and immediately form an army, with a random Officer supplied. This officer is removed when the regiment is joined to an army that already has a non-random officer. These SPs may be traded between similar regiments (i.e. Landsknechts to Landsknechts) in the same space, but never between different regiment types. Individual SPs may be dropped off as garrison in controlled towns (see below). Regiments are destroyed when the last SPs of the regiment in an army is lost. New regiments may not be created within the scope of the scenario.

Garrisons

Some scenarios have individual SPs (Detail counters) that do not form an army starting out in controlled town. SPs may be dropped off (in controlled towns only) by passing armies. The SPs do not belong to a specific regiment, nor do they have any other status than as Foot or Horse. Once placed they may not be moved except with an army, and then only if added to an existing regiment in that army. They must be added to the lowest quality regiment present (Levy type if possible) regardless of which regiment they may have originally come from. NOTE: This can be used for evil purposes by the unscrupulous- Drop off some Italian foot in a town, and in the next turn move in a regiment of Spaniards by themselves to pick them up. If a friend is using such tricks, get new friends!

Regiment Counters, Sheet 1 (French Huguenot, Royalists, English, Dutch, Germans)

	Actions! 6x Miller (Lance)	Siege! 1x Gendarmes Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 6x Miller (Pistol)	Siege! 1x Gendarmes Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 3x Huguenot Shot 2x Levy Shot 1x Levy Pike Shot	Siege! 1x French Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 6x French Gendarmes	Siege! 1x Gendarmes Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions 3x Fr. Legion Arq. 3x Fr. Legion Pike (3x Fr. Legion Musk)	Siege! 1x French Coy	Campaign! 1x SP	Battle! 6x Figures	Notes Legion Muskets may be used instead of Arquebus for every 3rd company
	Actions! 3x Eng. Vet. Shot 3x Eng. Vet. Pike	Siege! 1x English Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 3x Levy Arquebus 3x Levy Pike Pike	Siege! 1x English Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 6x Demilancers	Siege! 1x Gendarmes Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 6x Border Reivers	Siege! 1x Light Horse Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 6x Gendarmes	Siege! 1x Gendarmes Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 3x Levy Shot 3x Levy Pike (6x Beggars)	Siege! 1x Italian Coy	Campaign! 1x SP	Battle! 6x Figures	Notes Beggars may be used used instead of others for every 3rd company
	Actions! 3x Landskn. Shot 3x Landskn. Pike	Siege! 1x German Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 3x Landskn. Shot 3x Landskn. Pike	Siege! 1x German Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 6x Reiters	Siege! 1x Reiter Coy	Campaign! 1x SP	Battle! 6x Figures	Notes

Regiment Counters, Sheet 2 (Italians, Swiss, Spanish, French Catholics, Common)

	Actions! 5x Levy Shot 1x Levy Pike	Siege! 1x Italian Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 5x Swiss Pike 5x Swiss Shot	Siege! 1x Swiss Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 6x Gendarmes	Siege! 1x Gendarmes Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 4x Spanish Pike 2x Spanish Arq. (2x Spanish Musk)	Siege! 1x Spanish Coy	Campaign! 1x SP	Battle! 6x Figures	Notes Spanish Muskets may be used instead of Arquebus for every 4th company
	Actions 2x Landskn. Pike 4x Spanish Arq. (4x Walloon Musk)	Siege! 1x German Coy	Campaign! 1x SP	Battle! 6x Figures	Notes Walloon Muskets may be used instead of Arquebus for every 2nd company
	Actions! 6x Stradiots	Siege! 1x Light Horse Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 6x French Gendarmes	Siege! 1x Gendarmes Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 3x Fr. Legion Pike 3x Fr. Legion Arq. (3x Fr. Legion Musk)	Siege! 1x French Coy	Campaign! 1x SP	Battle! 6x Figures	Notes Legion Muskets may be used instead of Arquebus for every 3rd company
	Actions! 4x Levy Shot 2x Levy Pike	Siege! 1x French Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 6x Light Lancers	Siege! 1x Light Horse Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 6x Petronels	Siege! 1x Light Horse Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 6x Landskn. Shot	Siege! 1x Italian Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 6x Levy Shot	Siege! 1x Italian Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
	Actions! 3x Culvern	Siege! 1x Battery	Campaign! 1x SP	Battle! 3x Demi-Cannon	Notes These are Siege Guns, Not Field Batteries

Regiment Counters, Sheet 3 (Sail! soldier compliments)

 Italian R. A	Actions! 5x Levy Shot 1x Levy Pike	Siege! 1x Italian Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
 Swiss A	Actions! 5x Swiss Pike 5x Swiss Shot	Siege! 1x Swiss Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
 Span. Gens. A	Actions! 6x Gendarmes	Siege! 1x Gendarmes Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
 Spanish Terc. A	Actions! 4x Spanish Pike 2x Spanish Arq. (2x Spanish Musk)	Siege! 1x Spanish Coy	Campaign! 1x SP	Battle! 6x Figures	Notes Spanish Muskets may be used instead of Arquebus for every 4th company
 Walloon A	Actions 2x Landskn. Pike 4x Spanish Arq. (4x Walloon Musk)	Siege! 1x German Coy	Campaign! 1x SP	Battle! 6x Figures	Notes Walloon Muskets may be used instead of Arquebus for every 2nd company
 Stradiots C	Actions! 6x Stradiots	Siege! 1x Light Horse Coy	Campaign! 1x SP	Battle! 6x Figures	Notes
 Roy. Censd. A	Actions! 6x French Gendarmes	Siege! 1x Gendarmes Coy	Campaign! 1x SP	Battle! 6x Figures	Notes

**Officer Counter [Battle]**

Placed in a Brigade Box on the Army Sheet in *Battle!* to denote that this leader is in command of a particular brigade, or placed in the Generalissimo box to show he is Commander in Chief. In *Campaign!* it is placed on the Army Sheet to show it is either in command of or present with a particular force, and with which battle (Avant, Main or Rear). In *Siege!* this type of Officer counter may be used in place of the generic ones provided with that module, particularly if the siege is part of a campaign.

**Regiment Counter [Battle]**

Placed in a Brigade Box on the Army Sheet in *Battle!* to denote which brigade and under which Officer the regiment serves. Used in conjunction with its Regiment Card of the same name. In *Campaign!* it is placed on the Army Sheet to denote the number of Strength points currently in an officers command in a particular force.

**Force Marker [Campaign]**

Used in *Campaign!* to show the position on the board of a particular force. The composition of force itself is shown on the army sheet. Each force is led by an officer and has SPs present.

**Control Marker [Campaign]**

In *Campaign!* control markers are placed on the board to show control of towns as well as provinces.

**Detachment Marker [Campaign]**

In *Campaign!* detachment markers are placed on the board or Army sheet to show detached SPs (Strength Points). Usually used when garrisons are dropped off in towns.

**Month Marker [Campaign]**

In *Campaign!* placed on the Turn Record track to show the current month.

**Week Marker [Campaign]**

In *Campaign!* placed on the Turn Record track to show the current week.

**Admiral [Siege]**

In *Siege!* Admirals are deployed with ship counters and confer certain benefits to them.

**Hero [Siege]**

In *Siege!* Heroes are deployed with ship counters and confer certain benefits to them.

**Ship [Siege]**

In *Siege!* Ships are used to blockade and bombard for the besieger, and to run blockades and attack blockaders for the besieged. They are deployed in sea areas on the map.



Company Counter [Siege]

In *Siege!* the basic troop unit is the company. These are grouped by colour and represent any company type required. They are deployed on the map in the town for the besieged, and in the field or villages for the besieger. They may also be placed in various off-board zones during play.



Artillery Counter [Siege]

In *Siege!* these are siege artillery. They are deployed in the town for the besieged, and outside for the besieger. They are used to batter down walls and keep back assault troops, and even to slow down the work of pioneers digging works around the town. In *Campaign!* this counter also represents siege artillery, useful when besieging or assaulting towns.



Treasury Counter [Siege]

In *Siege!* this marker is placed on the numbered track to show how many treasury points remain for both the besieger and besieged. Treasure is used to pay soldiers.



Resolve Counter [Siege]

In *Siege!* this marker is placed on the numbered track to show how many resolve points remain for both the besieger and besieged. When a side's resolve reaches zero, they lose. Resolve is affected by casualties to troops, officers, lack of pay and food.



Powder Counter [Siege]

In *Siege!* this marker is placed on the numbered track to show how many powder points remain for both the besieger and besieged. When a side's powder reaches zero, their offensive and defensive capabilities are severely restricted.



Victual Counter [Siege]

In *Siege!* this marker is placed on the numbered track to show how many victual points remain for both the besieger and besieged. When a side's victual level reaches zero, they are forced to surrender or raise the siege.



Pioneer Counter [Siege]

In *Siege!* Pioneers are placed on the map and perform engineering operations. They may build forts, dig trenches, and repair walls. They are treated as other Companies but have no combat capabilities.



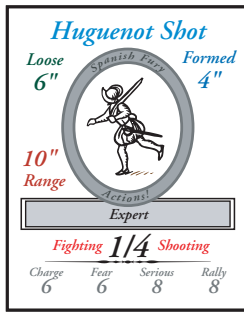
Order Counter [Battle]

Each brigade (a grouping of regiments under an Officer) in *Battle!* has an order assigned to it at all times. The Red orders are Aggressive, the blue, Passive.



Cohesion Counter [Battle]

Regiments in *Battle!* can lose cohesion due to terrain or enemy action. Any regiment that is not at Sharp (perfect) cohesion will have one of these (there are five) counters on the table behind it.

**Squadron Card [Actions]**

This type of card is used in *Actions!* to show the values of the troops under your command. At the start of a scenario, take out one card for each squadron type in your at-start forces. These tell you the fighting, moving and morale characteristics of each unit.

**Fortune's Wheel Card [Actions]**

Desperate players can appeal to fortune in tight spots (see rules). The player draws a card and checks if it pertains to his situation. It can have positive or negative effects.

**Actions! Officer Counter [Actions]**

Each company (a unit made up of squadrons) in *Actions!* has an Officer attached. They can confer benefits and even penalties to the company they command. The Officer counter is placed directly behind the company on the tabletop. One other Officer is chosen as Colonel in command of all companies of a particular side.

**Terror Marker [Actions]**

This happy fellow is a Terror marker. These are placed on the board behind companies that suffer adverse morale and shooting result. If more Terror markers are accrued than the company has Squadrons, the company immediately routs.

**Prisoner Marker [Actions]**

Companies that are routed and come into contact with enemy forces become prisoners. A Prisoner marker is placed behind the company, which is treated as an object for the remainder of the scenario, even if rescued by their comrades.

**Humiliated Marker [Actions]**

This counter is placed on companies that have been defeated by their inferiors in hand-to-hand combat. It acts as a Terror marker except that it cannot be removed during the scenario.

Landsknechts
Veterans

Fire Mod. 0
Marching 5

Combat

	90% Pride	90% Pride	Fire Mod.
Column	5	4	-2
Hedgehog	5	4	-3
Shot Forward	3	2	0

Affected by:  

Cohesion 

Cohesion Level	Waver Modif.	Combat Modif.	Fire Modif.
(0) Sharp	0	0	0
(-1) Trim	0	0	0
(-2) Uneven	0	0	0
(-3) Disarray'd	+1	-1	-1
(-4) Ragged	+2	-2	-2
(-5) Mob	+3	-3	-3

Casualties 

10%	20%	More
0	-2	-4

Rally 

1	2	3	4	5	6
-4	-4	-5	-5	-6	-6

Affected by:  

Waver'ng 

To Charge	8	Ch	9	H	10	Rt
Charged By Car	7	St	8	-1	11	X
Charged by Foot	7	Sc	8	-1	11	Ln
Disaster	7	M	8	Rt	9	Ln

Affected by:      

Long Range 1
Close Range 2
Charged 1c
Double 1c
March 0c

Regiment Card [Battle]

This type of card is used in Battle! to show the values of the regiments under your command. At the start of a scenario, take out one card for each regiment type in your at-start forces. These tell you the fighting, moving and morale characteristics of each unit.

Spanish Galleon

Galleon Rate (700-1200 Tons)

Bow Chasers/Rake
Turning 1
Stern Chasers/Rake

Port Broadside
Beam
Starboard Broadside

4" Short Range
9" Long Range (-5G)

Damage	0	1	2	3	4	W
Broadside	5	4	3	2	1	-
Bow	2	1	-1	-	-	-
Stern	2	1	-1	-	-	-
Handling	1	1	1	0	-1	-
Soldiers	6	5	4	3	2	1
Structure	8	7	6	4	3	2

Beating    Fair Winds
   Fresh Winds

Off the Quarter 4
Running 4

Ship Card [Sail]

This is a Sailing Ship card which includes everything a player needs to know to take one or more miniatures of this type into battle. At the beginning of a scenario take out a card for each type of ship represented (not one for each individual ship).

Spanish Fury: Campaign! Minor Force Sheet

Army: _____

Commander		Supply Points
1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Counter: ☐

Commander		Supply Points
1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Counter: ☐

Commander		Supply Points
1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Counter: ☐

Commander		Supply Points
1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Counter: ☐

Commander		Supply Points
1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Counter: ☐

Commander		Supply Points
1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Counter: ☐

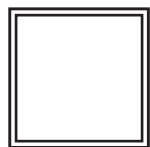
Army: _____

Warchest

Supply
Points

Paid

Force
Counter:



Generalissimo



Picquets



Foragers

Commander	Van-Guard		Commander	Main Body		Commander	Rear-Guard	
1	6	11	1	6	11	1	6	11
2	7	12	2	7	12	2	7	12
3	8	13	3	8	13	3	8	13
4	9	14	4	9	14	4	9	14
5	10	15	5	10	15	5	10	15

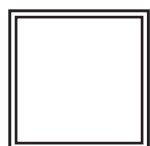
Army: _____

Warchest

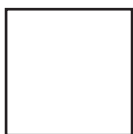
Supply
Points

Paid

Force
Counter:



Generalissimo



Picquets



Foragers

Commander	Van-Guard		Commander	Main Body		Commander	Rear-Guard	
1	6	11	1	6	11	1	6	11
2	7	12	2	7	12	2	7	12
3	8	13	3	8	13	3	8	13
4	9	14	4	9	14	4	9	14
5	10	15	5	10	15	5	10	15

Spanish Fury, Actions!

A game of company level battles and ambushes in the late 16th century

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1) Introduction & Summary of Play

What are these rules about? The Spanish Fury system now has modules for Sieges, Field Battles, and Naval Engagements. The Campaign system is just around the corner. One more element was needed to finish the project, and that's *Actions!* These rules cover conflicts involving at most 2500 men, at the least about 500. This includes all types of low-level fighting, from ambushes, prison-breaks, cattle rustling to the storming of some forts. We tried to keep the rules down to a minimum, so not every contingency is covered. If you run into an awkward rules situation, either write us or insert your own idea. These rules are really meant to be taken for fun rather than as overly realistic. Still, we tried our best to keep a balance.

Scale:

The basic unit of the game is the squadron, which is composed of somewhere between 25-50 men. These are often the size of weak companies, but we use the term company to cover the next administrative level, composed of several squadrons, somewhere between 150-250 men. Each company has a Captain, who has great influence on his men. The overall

commander of a side is called a Colonel. Our typical forces lists include troops for Spanish, French (Catholic & Protestant), English, Dutch, Scottish, Irish, German, Danish, Swedish, Muscovite, Polish and Turkish armies! Also included is one that covers Portuguese and Italian armies, which enables you to put together a Venetian, Genoese, and just about any other Italian state. It should be remembered, however, that the lists are meant to be typical forces for small engagements, and are not proportional for larger armies. They are also not true army lists.

These rules were written primarily for 15mm figures, but should work for any. Each inch is around 10-15 yards, each turn a few minutes. For **Basing**, we standardize on a 30mm square with 3-4 foot figures or 1-2 horse figures on it. Any similar system will work fine.

Summary of Play:

Player can make up a scenario or use our scenario generator for a game. After setting up the board and choosing forces, these are organized into companies, each with a randomly chosen Captain, and a Colonel for the whole force. Players then set up their troops per the scenario requirements, and play begins.

Players determine who has “Advantage” and will go first. They then alternate performing actions with one company at a time- sort of a “you go, I go”. These companies can move, shoot, charge, and take possession of objects (like cattle), as well as various other activities. Nothing is simultaneous except for hand to hand combat and fire-fights.

As companies close in on their enemies, their characteristics and their Captain’s characteristics become important. Canny troops are good at ambushes; Disciplined and Tough troops are excellent in hand to hand. Slippery troops are good at hit and run skirmishing. Heroic Officers and those “favored by Mars” can make a big difference in combat and morale. Cowards, the opposite. Swordsmen can challenge their opponents to single combat. Fighting can bring on morale tests, and companies broken and fleeing in rout.

Companies can accumulate Terror markers from being shot at or in melee. Once a company has more Terror markers than Squadrons, they will rout- so keep an eye on your smaller companies.... Terror markers can be removed by giving your company a breather from the action.

All of the scenarios offered are objective based. Many have been won by a sneaky player out thinking his more powerful opponent. If you need to rescue prisoners or lift cattle, keep that in mind instead of organizing a massive fire-fight that might give the enemy time to secure his charges.

2) Definitions

Action Segment: An action segment is not the same as an Action Phase. A segment is a particular company's chance to perform an action in a given turn. Thus a player with five companies gets five action segments, one for each company. Note that a company cannot receive more than one action per turn.

Turn: All of the sequences in the sequence of play performed once is a turn, including all action segments.

Squadron: The basic unit in the system, representing a specific type of soldier or gun. Several squadrons make up a company.

Officer: Either a Captain (who commands a company) or a Colonel (who command all the companies of a side). Their characteristics effect the company they command.

Betters: Disciplined troops are the Betters of both Undisciplined troops and those without a discipline characteristic. Undisciplined troops see all other troops as their betters, except other undisciplined troops.

Company Characteristics: Some types of companies have characteristics giving them special abilities.

Leader Characteristics: Officers can have one or more characteristics, and can even have negative characteristics that REMOVE a characteristic from a company that possesses it.

3) Sequence of Play

- 1) Determine Advantage: Both players roll 1d6, adding 1 for each Canny company or Officer (max +3). The side with the higher number will act first with one company.
- 2) Action Phase: Each player alternates Acting with one company until none are left on either side. NB- nothing is simultaneous in the Actions phase, except hand-to-hand combat and fire-fights.

4) Company Organization

What makes up a company?

Companies are composed of two elements. They are an Officer and a number of Squadrons. The maximum number of Squadrons in a company is six. Further, all of these Squadrons must be the exact same type (i.e. All Borderers, or all Huguenot Shot, etc).

Can Companies ever be divided during play?

Yes. Companies can divide themselves in two as an action in an action segment. A new Officer is chosen, and the new company is considered totally independent of the other. (Beware; the smaller the company the easier they with rout [Ed]) On the turn they divide, neither company may perform any other action. Note that any Terror markers on the company are divided up as equally as possible, rounding up, so be careful!

Example: a six-squadron company has three Terror markers on it. If it splits in two, then each new three-squadron company has two Terror markers on it, meaning you've actually GAINED one Terror marker.

Can Companies ever be combined during play?

Yes. They must be in contact at the start of an action segment (even if in an HTH battle). They are considered one company. Of the two Officers one is randomly chosen as the Captain. On the turn they combine, neither company may perform any other action. Note that all of the company's Squadrons must be of the exact same type.

5) Company Characteristics

What is the effect of the various characteristics listed on the Squadron Cards?

Canny: Can detect an ambush at double range. Adds one to Advantage roll.

Expert: Adds one to Shooting rolls.

Tough: May forego any morale test (except charge), placing a Terror marker on itself instead.

Terrible: Modifies charge morale test of enemies.

Undisciplined: Cannot form Compact Body

Disciplined: Can Demand 3rd HTH round

Fanatical: Never surrenders

Slippery: Can demand only one HTH round, and may immediately retire when charged by an enemy if they so choose, unless the enemy company is also slippery.

6) Officers

What are the types of Officers, and their functions?

Captains control their company directly, and can never leave it. Colonels do not possess a company of their own. They may, by moving onto a friendly company, become its Captain While still attached to it. The original Captain remains with the company, and takes over again when the Colonel moves away.

What is the Effect of Officers?

Each Officer can have a characteristic on his counter that effects the company he is with. These characteristics can confer on a company a characteristic it does not otherwise possess, such as an Officer with a **Canny** characteristic making a Levy Pikemen company **Canny**. Officers may also have negative characteristics that can take a specific characteristic away from a company he commands. If he is **Undisciplined**, and commands a company of English Veteran Pikemen, they lose their **Disciplined** characteristic.

What are the other characteristics Officers can possess that are not those conferred on Squadron types?

These are the other characteristics Officers may possess:

Swordsman: Gives an advantage in personal challenges in HTH battles.

Hero: Add one to the company's base fighting number.

Mars: As per Hero. Further, a company lead by a Mars may add 50% to its HTH total. However, upon doing this, roll 1d6; on a 4-6 the Officer is killed and the company routs.

Inspirational: Subtract one from all morale test roles.

Coward: Add one to all morale test roles.

Bookish: Before his company acts, roll 1d6. On a 6 it may perform no voluntary action that turn.

Can Officers challenge one another to Single Combat?

Not surprisingly, Yes! When their companies are in HTH combat, any officer that does not have a negative characteristic may challenge his opposite number to single combat (it is immediately accepted). This can only be done before the first round on any turn. Each rolls

1d6, adding one if they are Swordsmen. If any Officer's total is at least two higher than his opponent, then he is victorious and the losing officer is killed. Although a new Officer is drawn immediately, neither theirs nor their predecessor's characteristics may be used for this turn's HTH battle.

Can Officers become casualties?

Yes. Whenever an Officer's company receives a Serious combat result against it, or is involved in a HTH battle, roll 2d6. On a 10 or higher, the Officer is killed. Add three to the roll if the Officer's company routs due to a lost HTH battle. When an Officer is killed, place a Terror marker on his company, and immediately choose a new Officer.

How are Officers shown on the tabletop, and can they move independently?

An Officer is depicted with his counter on the tabletop, behind his company. You may, if you so choose, place a figure for each Captain with his company, and place the counter behind the figure. Captains cannot leave their company, so they have no independent movement. Colonels however, should be represented by a figure, and move independently. They move 10" per turn. Treat terrain as for foot or horse (He's only one guy!). Note that Colonels move during any action segment in which a friendly company is acting. They do not require their own action segment.

How are Officers chosen randomly at the beginning of a scenario?

All unused Officer counters are placed in a container. An available company is chosen and an Officer is drawn which is placed on the company. No Officer may ever be switched with other companies or officers. When choosing a Colonel, two Officers are drawn and one is chosen, the other is put back. See the Nation Force Tables in the Appendix for special rules.

When an Officer is killed, how do you get a new one?

All unused Officer counters are placed in a container and one new officer is drawn, regardless of troop type.

7) Actions

What are the different actions a company may perform?

A company may perform one of the following actions during its action segment of the turn:

- 1) Move (and Shoot)
- 2) Change formation
- 3) Charge an enemy company
- 4) Rally from Terror or from Rout
- 5) Take possession
- 6) Divide/Recombine companies
- 7) Mount/Dismount from horses

Who can perform what actions, and when?

After the first player to act is determined (see play sequence) the other player may act with one company. After which the other player acts with a company, until all companies have acted, even if they choose to do nothing. Note that actions are NOT simultaneous (except hand-to-hand combat and fire-fights).

At what time are routs, HTH combats and similar actions executed? Is there a special phase?

No. They are performed in sequence as regular actions. *For example*, a Portuguese player has a company of levy arquebusiers, a routing company of Levy pikemen, and a company of Petronels engaged in HTH combat with a company of Spanish Arquebusiers. He has the advantage, so acts first. He could choose to act with his idle Arquebusiers –or- try to rally his routers –or- resolve the HTH. Let's say he chooses to rally his routers (it fails, so they keep routing). The Spanish player goes next. He has let's say, five companies. He can choose to resolve the Petronel/Arquebusier HTH battle, whether he initiated it or not previously. Had the Portuguese player chosen that action first, the Spaniard could not have chosen it again.

Can a company ever react to the act of an enemy company?

Yes. A company may react to an enemy company under the following circumstances:

- 1) If being charged, and have not routed, a company so equipped may shoot at the chargers, unless they have already fired at them this turn.
- 2) Companies equipped to shoot which are themselves fired upon at close range may fire at the same time as their opponents, provided they have not already fired this turn. This is called a fire-fight.
- 3) If a morale test brought on by enemy action causes the testing company to face Consequences, they will execute them immediately.

8) Movement and Formations

How far can companies move during a turn?

The maximum move distance per turn for every Squadron type is shown on its card. A company may move up to the amount when acting, modified by terrain.

How do companies turn, face to flank and rear?

Turns are made by wheeling on the corner figure of a company. Loose bodies may turn to flank and rear at no cost, while formed bodies use up half their move to do so. All companies may “drift” up to roughly 20 degrees while moving.

How do companies change from line to column?

A company can change from a line to any type of column, and vice-versa, at a cost of its full move.

How does terrain effect various Squadron types?

Horse & Foot:

It costs half of a company's move to:

Cross a ford, Hedges (1) and Walls (1)

Movement cost is double when:

Climbing a steep hill

Entering buildings (1)

Moving through Light Woods, broken ground, marshy ground, or on beaches

Impassible terrain includes:

Lakes, Oceans, Mountains, Deep Woods (2)

Notes:

- (1) Impassible to all horse
- (2) Inherently Canny troops treat deep woods as light woods, except horse.

How close can a company move to an enemy company without charging it?

No company may move closer than 2" without charging the enemy company, unless they are charging an adjacent company within 2".

When a company is called on to retire, either through Shooting results or morale tests, how is this executed?

The company in question moves back 3" if Foot, still facing the enemy, and for horse, 6". It may stop earlier before it runs into either impassable terrain, or a friendly or enemy company.

What are the Formations companies may be in?

There are two actual formations, one of which a company must always be in. They are **Formed** and **Loose** bodies. Formed bodies have all squadrons in base to base contact with the other squadrons in a company, either in a line or column (see examples). Loose bodies have gaps between them of up to a quarter inch, and also form lines or columns.

What are the advantages of each type of Formation?

Formed bodies HTH and Shooting totals are increased by 25%. Loose bodies move faster, as shown on the squadron cards. Note that Undisciplined troops can never deploy as Formed Bodies.

Can Formed bodies become unformed involuntarily?

Yes, under the following circumstances:

- 1) Moving through terrain that causes it to slow down
- 2) After a full turn (regardless of how many rounds) of HTH combat.
- 3) Disembarking boats
- 4) Mounted troops dismount

How do companies switch from Formed to Loose bodies voluntarily?

At the start of its action segment a company may switch to either without cost.

Can mounted companies dismount?

Yes. A company that chooses to dismount as an action replaces all figures with dismounted equivalents, one squadron for one. Place a herd (the horses) behind the company that has dismounted. Treat the horses as a regular herd until the company should choose to remount (they must be in contact).

What are the characteristics of dismounted horsemen- do they use a different card?

Dismounted troops use the same card as when they were mounted, with the following changes:

- 1) The fighting value of all non-slippery horse becomes 4, while slippery horse becomes 1.
- 2) The move rate of all non-slippery horse becomes 4, while slippery horse becomes 6.

9) Morale

What can cause a company to take a morale test?

A company must test morale of the type shown for the following causes:

- 1) Charging an enemy (Charge)
- 2) Charged by their Betters or from Ambush (Fear)
- 3) Lost a Squadron for whatever cause (Serious)
- 4) Suffered a Serious (*) result (Serious)
- 5) Trying to rally (Rally) from Terror or Rout

How does one take a Morale test?

On each Squadron card are the Success numbers for each type of test. Roll 2d6. If the number is equal to or lower than the Success number, then the test has been successfully passed. Failure to pass brings on Consequences. NOTE: All morale rolls fail on an unmodified 12 die roll.

What are the consequences for failing a morale test?

This depends on the type of morale test as shown below:

Failed Charge test: Company may not charge enemy this turn.

Failed Fear test: Rout immediately

Failed Serious test: Immediately Retire.

Failed Rally test: Continue routing.

How does a company accumulate Terror markers, and what is their effect?

Terror markers are placed on a company due to Shooting and HTH battle results, and when ambushed. If a company has more Terror markers than Squadrons, it immediately routs.

Note that each Terror marker on a company reduces its number of squadrons counted for HTH and Shooting total by one. Thus a four squadron regiment with a Terror marker on it count only three squadrons. If the number of Terror markers equals the number of squadrons, only half of one squadron is counted.

How does one get rid of Terror markers?

A company may choose as its action to rally from Terror, at which point all Terror markers are removed. A company that rallies from rout immediately removes all Terror markers.

10) Shooting

Who can shoot?

Any company that has a Shooting value can shoot, as can Artillery. The third rank of a column and beyond may not fire.

What is the range of weapons?

Every Squadron has a card with the range of its weapons shown. If the target is more than half the range number shown, it is considered to be at long range, and the Shooting total of the firing company is halved. Any weapon with a range of 3" or less is never considered to be firing at long range. Note that in fog or at night, no long range shooting is allowed, and all short range shooting totals are halved.

What about fire arcs? (sigh..)

Companies fire forward. Guns also. If you must have a specific fire arc, lets say 30 degrees to either side of every Squadron or Gun to be counted. Use your discretion and judgement, and for pity's sake, don't fight over it! </rant>

How is shooting executed?

Determine the Shooting total of the company. To do this Multiply the base Shooting number times the number of squadrons in the company. Each type of Artillery has its own Shooting total.

Example: Five stands of Reiters- (base shooting value 4) x (5) squadrons = 20

Note: Companies with Terror markers on them reduce their number of squadrons firing by the number of Terror markers on it. Thus in the above example, if the Reiters had two Terror markers on them, their total would have been 12.

	4-8	9-16	17-24	25-35	36+
1	-	-	-		
2	-	-	-		Retire
3	-	-	-	Retire	Terror
4	-	-	Retire	Terror	Lose Sqdr'n
5	-	Retire	Terror	Lose Sqdr'n	Lose Sqdr'n
6	Retire	Terror*	Lose Sqdr'n*	Lose Sqdr'n*	Lose Sqdr'n*

Modifiers:

Target ½ size of Shooters: +1 Column

Target 2x size of Shooters: -1 Column

Target Behind Cover: -1 column

Expert Shooter: +1 to die roll

Formed Body +25% Shooting total

Note: Shooting totals less than 4, and column shifts moving the 4-8 column to the left have no effect on their targets.

Retire = Target company immediately makes a retire move. It may not act again this turn (Except in this fire-fight if it has not done so yet).

Terror = Target company has one Terror marker placed on it.

Lose Squadron = Target company loses one Squadron and takes a Fear morale test.

*= Check for Officer casualty

11) Charging

Who can charge whom?

1) Horse can charge any except disciplined pikemen in a Formed Body.

2) Foot can charge any except horse, unless it is engaged in HTH combat

When can a company charge an enemy company?

A company can do this during its action segment if it can meet the following criteria:

- 1) It is not itself routing or engaged in an HTH battle.
- 2) The target company is within its move distance, and in plain sight (not blocked by other regiments).
- 3) The target company is not behind a high wall or parapet, or across terrain impassible to the charging company.

How does it execute a charge?

Simply move the company into contact with the enemy company (so that they are as evenly distributed against each other as possible. If both the target and the charging company are the same type (Horse or Foot), the charged company may meet the chargers half way (unless they were charged in flank or rear).

Can the company being charged shoot at the charging company?

Yes, unless it has already fired at them this turn. If it causes it to retire or rout, the charge does not continue, and no HTH battle ensues.

Flank charges seem a little easy (with moves non-simultaneous). Are there any restrictions?

Yes. A company must be totally behind (or reasonably so) the line stretching across the front of the target company (at the start of its action segment) to be able to charge its flank. Otherwise it must charge its front. The same is true for charging the rear. It must be facing the rear of the target at the start of its action segment to do so.

12) Hand to Hand Battles**Who can fight in HTH battles? What part of a company is included?**

Companies which have charged or been charged and passed their morale tests. All of a company's squadrons are counted in the battle, whether or not they are in direct contact with the enemy company.

What happens when a company charges an enemy company in the flank?

If a company is charged in the flank its HTH total is halved. All squadrons are turned to face their foe unless already engaged in HTH. Place a Terror marker on it immediately.

What happens if a company charges an enemy company in the rear?

The charged company immediately takes a disaster test. If the company does not rout, treat it as a flank attack above. Place three Terror markers on it immediately.

What happens if a company is charged while engaged in an HTH battle?

If charged in the rear, the charged company surrenders (and each Squadron replaced by a prisoner object), unless it is Fanatical, in which case it is treated as if charged in the rear above. Engaged companies do not test morale when charged. If charged in the flank and has fought a round of HTH this turn and is still engaged, it fights a new HTH battle with its new opponent, and its HTH total is quartered. If all are still engaged at the end of the turn, treat the next turn's HTH battle as a single one, with all HTH totals being normal (not halved or quartered).

What happens in an HTH battle in which two companies fight one?

Add the HTH totals of the companies fighting more than one opponent, and treat as one combined HTH battle.

How (and when) are hand-to-hand battles resolved?

HTH battles are resolved immediately after a charge takes place. Determine the HTH total of the companies involved. To do this Multiply the base fighting number times the number of squadrons in the company. Note, both are Loose bodies, not Formed.

Example: Six stands of Armed Sailors- (base 3) x (6) stands = 18

Or, Four Stands of Spanish Herrurelos (base 4) x (4) stands = 16

After this, apply all modifiers and roll on the table below. If both sides are still engaged, a second round is immediately fought, perhaps with new HTH totals (due to Terror results).

Note that Disciplined troops can demand a third round of combat (if still engaged) and Slippery troops can demand only one round of combat. See company characteristics, above.

	Advantage	3:2	2:1	3:1	4:1+
1	S/Terror*	S/Terror*	S/Hmlt'd!*	S/Hmlt'd!*	S/Hmlt'd!*
2	Stand Off	Stand Off	Locked	Locked	Locked
3	Locked	Locked	Locked	W/Terror	W/Terror
4	Locked	Locked	W/Terror	W/Terror	Lose Sqdr'n
5	Locked	W/Terror	W/Terror	Lose Sqdr'n	Defeated
6	W/Terror*	W/Terror*	Lose Sqdr'n	Defeated	Defeated

Modifiers:

Behind fortifications +50% HTH total

In Cover (Trench, Stone Wall, hedge, Building etc.) +25% HTH total

Uphill, Defending Breach, Bridge or Ford +25% HTH total

Formed Body +25% HTH total

S/Terror = Stronger Side places one Terror marker on company

T/Terror = Weaker Side places one Terror marker on Company

S/Humiliated = The stronger side places a humiliated marker on company. Treat as a Terror marker that cannot be rallied.

Stand Off = Both sides move their company back two inches; the engagement is over.

Locked = HTH continues (until last round; if on the last round, to next turn)

Lose Squadron = Weaker Side loses one Squadron

Defeated = Weaker Side loses two Squadrons and survivors rout!

*= Check for Officer casualty. Fear Morale test.

Example: Using the above example, The Sailors check their total against the Herrurelos and find they have the Advantage (18 to 16 are less than 3:2). Roll 1d6 on the Advantage column, getting a 1. A terror marker is placed on the Sailor company. They must now take a morale test, of the Fear type. They need a 6 or less on two dice, and roll a 5, so do not rout. The Herrurelos are Slippery, so they could leave, causing a Stand Off result, but choose to stay for round two. The Officer casualty is checked but with no result. Recalculate for round two.

Sailors: (base 3) x (6, -1 for Terror, 5) stands = 15

Herrurelos: (base 4) x (4) stands =16

The Tables have turned! Herrurelos now have the advantage. They roll a 4, so both sides are locked in HTH until next turn. Since the Herrurelos are horse and the Sailors are foot, they choose to end the HTH with a Stand Off.

How can a hand-to-hand battle end?

It can end in any of the following ways:

- 1) In a Horse verses Foot battle, if at the end of the last round of a turn's combat both sides are still engaged, the Horse may automatically declare a Stand Off result. Only the horse company moves back 2".
- 2) One side has more than one Terror marker for each Squadron in the Company, in which case they rout.
- 3) If the Weaker Side inflicts a Humiliated! Result on their opponent, they may declare a Stand Off, if they so choose.
- 4) A Slippery company may, at the end of the final round of HTH combat for the turn declare a stand off, unless their opponents are also slippery. Only the Slippery horse company retires.

13) Routing, Pursuing & Rallying

What makes a company rout?

There are two causes- having more Terror markers than Squadrons, or a morale test Consequence that requires the company to rout.

When do they rout?

Immediately after the Consequence is determined.

How do they rout?

As best as possible, they must rout straight back away from the enemy company that caused them to rout. If there is an enemy company in their path they will surrender (and replace all squadrons with prisoners objects) unless fanatical, in which case they immediately halt between the two companies and rally. Note that if the enemy company to their rear is in contact with them, the routers are considered destroyed and removed. Further, if impassible terrain blocks their path, the company is considered destroyed and removed. If a friendly company is in their path, they pass through it, making it a Loose body, and causing a fear morale test.

Who pursues, and when?

Only companies who have caused an enemy company to rout in a HTH battle will pursue immediately. They will follow the routers path exactly, at their full move rate. They are automatically considered to be in Loose Formation. Note that Foot never pursues horse.

How long do pursuers pursue?

They may continue to pursue as long as they choose, either hoping to catch up to the routers, or stop them from Rallying. Undisciplined troops must continue pursuing for at least one turn after the initial pursuit. Pursuers will halt if they move within 2" or an enemy company which is not engage in HTH or in rout

Who may rally?

Any routers who are unpursued or have more than their full move distance between them and their pursuers at the start of their action segment.

How does a company rally?

A company pass a morale test using their rally number. Upon succeeding, they may choose any Formation or shape, facing in any direction. If they fail, they must continue routing that turn.

What happen to routers who leave the table?

They are considered destroyed. Pursuers must stop pursuing at the table's edge.

14) Ambushes**When does a company lay an ambush?**

Ambushes must be laid during the setup before the game begins, either informing the referee, or using the Captain's **Feldmachink** system, or any other, including noting its location on a scrap paper, keeping the company off the board (hidden!).

Where can an ambush be laid?

In any location where troops can be hidden, either light or deep woods, in buildings, behind a hill or buildings or woods.

How are ambushes detected?

Any company may choose to scout any terrain they suspect of hiding an ambush, once in their action segment. The suspicious terrain must be within 4" of the company in question unless they are Canny, in which case, 8". Roll 1d6. On a 5-6 the ambush is discovered. Place the company on the table. An ambush detected is no longer an ambush. Note that if a company moves around a corner of a terrain object and sees a company that was in ambush, the spotted company may still in its action phase spring the ambush on the spotting company, if it fulfills the requirements below. In other words, the spotting company is just as surprised as if the ambushers were hidden in woods or other terrain.

When can Ambushes be sprung?

Unique among actions, an ambush can be sprung during another player's action, providing that action was a move that brought the company closer to the ambushing company and within its charge distance or (short shooting range if the ambushers only wish to fire). At this point, the rest of the move is preempted and the ambusher's charge or Shooting attack takes place. Treat this as the next consecutive action segment of the ambusher's side.

How are ambushes sprung, and what are their effects?

An ambush is sprung when the ambushing player decides to place his company on the table. If the ambushers decide to charge an enemy company, they receive the following benefits:

- 1) They do not need to pass a morale check before they charge.
- 2) They add 2" to their move range (due to surprise!).
- 3) They cause the target to take a fear test, regardless of their characteristics.
- 4) One Terror marker is placed on the ambushed company

If the ambushers only shoot, and do not charge, then only 3) and 4) above apply. Note that regardless of how many companies fire on an ambushed company, the effects remain the same as if only one did.

What about visability, in say, light woods?

Discretion should be used, but it is safe to say that any troops inside woods but just at the rim are visible. This would not include orchards.

15) Night Battles & Fog

How are Night Battles and Fog handled?

Since sight range is radically shortened at night or in fog, a referee is required, or perhaps the use of the **Feldmachink-**

(See the Captain's homepage <http://perfectcaptain.50megs.com/captain.html>)

The following effects are also in play:

- 1) All companies add one to morale rules, except those that are Canny
- 2) All companies have one Terror marker on them, which cannot be rallied
- 3) No Shooting is allowed at more than 3", Artillery included.
- 4) Troops should be able to follow a road or river without getting lost.

16) Artillery (Guns)

Is a Gun considered a company?

Yes, in that it takes its turn sequentially in the Action segment.

What is the Organization of a Gun company?

A Gun company is composed of a Gun, its horse team and its crew. No officer is included. If the Gun crew is separated from its Gun for any reason, it is treated as a Foot company until reunited with a Gun. Crews can take control of any Gun without a crew. Horse teams are always part of the Gun and may not move away from it.

What actions can Guns take?

They can only Move (unlimber, limber), Shoot, Reload, and Rally (from Terror).

Can a Gun shoot every turn?

No. Guns may fire a maximum of every second turn. When a Gun fires place a bit of cotton in front of it. On its next action segment, it may remove the cotton as an action, meaning it is reloaded.

What are the ranges of the various Guns?

Because of the small scale of Actions, guns have no range restrictions, and no short or long range.

Can Guns move?

Unless stated otherwise in the scenario, all guns have horse teams, and move at the rate shown on the Artillery card. Otherwise they move at the dragged rate shown. Guns may not enter any terrain other than roads or open, and gentle hills. Guns may choose as their action for the turn to change their facing. Guns transported by horse teams must limber up as an action before they may move as an action the next turn. They must unlimber as an action before they can fire. Note that Guns are considered unloaded as soon as they are limbered and must reload to fire.

What is the effect of fire on Guns?

The only effect possible on Guns is “Lose Squadron” or “Terror”. These effect the crew, never the Gun.

What happens when a Gun is charged?

The charging company must still pass a charge morale test. If it does so, the Gun may still fire on the charging company (if within its arc). If it is not forced to retire or is routed, the Gun crew immediately routs.

How do you determine a Shooting Total with Guns?

Sakers shoot on the “9-16” column, Drakes on the “17-24”, and Culverns on the “25-35”.

17) Buildings**Could you give us a general description of how buildings work, please?**

My pleasure. A building on the tabletop represents anywhere from 1-4 main buildings, sheds, chicken coops, or whatever. Each building covers four square inches of ground for game purposes. They can be occupied by a single company of up to four squadrons. Larger buildings such as churches should be divided into increments of four square inches, and each increment is treated as a different building for game purposes. Occupants receive certain defensive benefits. Buildings can be burned beyond use (see Petardmen and Setting Fires, below).

18) Fortune's Wheel

What is Fortune's Wheel?

I feel a quote would do well here from a famous, if mythical, soldier:

.....*Fortune is painted blind, with a muffler afore her eyes, to signify to you that Fortune is blind; and she is painted also with a wheel, to signify to you, which is the moral of it, that she is turning, and inconstant, and mutability, and variation: and her foot, look you, is fixed upon a spherical stone, which rolls, and rolls, and rolls.....*

-Captain Fluellen, Henry V

At anytime in a given time, once per turn, a player may appear to Fortune's Wheel. If they do so, the player nominates the situation and draws a Fortune's Wheel counter randomly and applies it immediately. If the counter does not apply to the situation it is discarded, and no other draw is made that turn.

What are the different situations a player may nominate to appeal to Fortune's Wheel, and how are they resolved?

A player may choose to "appeal to Fortune's Wheel" (in other words, make a draw) at the following time and situation. Also shown are the only possible counters that apply (others being discarded, having no effect):

- 1) At the start of an opponent's action segment, before the company's action begins:
Applicable: ***Steal a March, Dumbfounded***
- 2) When Shooting at the enemy, or shot at by them, or in Hand to Hand combat:
Applicable: ***Roman-Like, Confusion***
- 3) When testing morale for any cause:
Applicable: ***Manly, Unmanly***
- 4) When receiving a Terror marker
Applicable: ***Bullet-Proof, Clean-Heeled***
- 5) At the commencement of a single combat between officers
Applicable: ***Mark Anthony, King Saul***

Explanation:

Steal a March: The appealing player may move one of his companies instead of the one already chosen to act by his opponent. In effect, he gets two actions in a row (note: no company may act twice in a turn).

Dumbfounded: The appealing player loses his next action segment, in effect giving his opponent two action segments in a row (note: no company may act twice in a turn).

Roman-Like: Whoever is doing the shooting or rolling on the Hand to Hand table shifts the column one to the right.

Confusion: Whoever is doing the shooting or rolling on the Hand to Hand table shifts the column one to the left.

Manly: Add two to the morale number of the company testing.

Unmanly: Subtract two from the morale number of the company testing.

Bullet-Proof: The Terror marker is not placed on the company.

Clean-Heeled: Add an extra Terror marker to the appealing company.

Mark Anthony: The appealing captain dexterously dispatches his opponent without rolling.

King Saul: The appealing captain throws himself on his own sword out of terror or disgrace.

19) Flight & Victory

How does the game end, and how is the victor determined?

Unless stated in the scenario, the game ends in victory for one player when the enemy has been put to flight or voluntarily withdrawn. Each army has a Flight number, shown as a percentage. When enough squadrons have been destroyed, captured or routed off the board to exceed the percentage of the players original force size, that side has been put to flight. Example: A Polish force has 22 squadrons in it. During the scenario, as soon 12 or more squadrons have been lost or routed off the board, the Poles are considered to have been put to flight, and they lose the scenario.

Specific Rules

These rules are only used in particular types of scenarios:

A) Walls, Parapets, and Sconces

(These represent minor military fortifications rather than garden walls and such)

How does a company occupy such fortifications?

Place the company along its perimeter as if defending them. If not in this position, they receive no benefit from them except that they are immune to enemy fire from the opposite side.

How does one move across/along such fortifications?

They can only be traversed at a gate, a breach, or using ladders. One companies in a single squadron column may move through a gate or breach (note, the gate must be opened or has been petarded/cannonaded open). Companies occupying fortification treat them as a road.

How do ladders work?

A company designated as equipped with ladders at the start of the game may lay them against a wall that they are in contact with at the start of their action segment. They may not have been engaged in a HTH battle or have themselves shot thus far in the game. They may drop them at any time (to fight or shoot) but may not pick them up again. Once laid against a wall (see below) by troops who have forced defenders to retire, they remain in place for others troops following, who act as if they had ladders.

How are Hand-to-Hand battles resolved?

Once against the wall, ladder-armed companies may immediately engage in a HTH battle with any defenders. No morale tests need be taken by either side. If no defenders are present, they are immediately placed on the far side of the wall, on the ground. The battle is handled normally with the following exceptions:

- 1) The ladder-armed company may declare a Stand Off result at the end of any round. Note that their ladders are lost and they may not remount the walls.
- 2) Either side may ignore a Stand Off result and cause the battle to continue by accepting one Terror marker on their company.
- 3) Companies defending Walls and Parapets involved in a stand off result do not move back 2" unless they so choose.

Do all Squadrons in company count as fighting in breaches and Gates? What about bridges?

In these circumstances, only one squadron in each company counts as fighting, but of course all Squadrons are affected by the results as normal.

Can a Gun breach a Wall or Gate?

In the context of a scenario, walls cannot be breached. Breaches should be included in scenario special rules. Gates however, can be blown open (permanently) by guns achieving a "Lose Squadron" result on the Shooting table. No modifiers apply when shooting at gates.

Where do routers and retiring troops go when they are in a Sconce?

They must move to the center of the Sconce. Routers may attempt to rally unless enemy forces are in the sconce, in which case they surrender and replaced by prisoners (in possession of the closest player.)

B) Boats & Beach Landings

What is the carrying capacity of a boat?

A boat may carry two Squadrons or one Gun and Crew (except Culverns). Note that a company taking to boat must not be composed of more than two companies.

How do boats move, and at what rate?

Boats move 5" downstream/with tide, 3" upstream/against tide. If there is no current or tide, 4" per segment. They should travel as straight as possible. Use your judgement! A boat may beach itself by moving into contact with a pier or beach.

How do companies board/disembark from boats?

Beached boats may be boarded/Disembarked from by a company in contact with it at the beginning of its action segment. It may not move the same turn, or fire.

What happens when boats are shot at?

Retire results are ignored. Terror is handled normally. A "Lose Squadron" Result capsizes a boat and the company aboard is lost. Artillery fire will also sink a boat if it scores a * result.

Can a company shoot from a boat?

No.

What about Guns debarking from a boat? Are there any special rules?

Yes. Guns debarking from boats must reload before they can fire. Place a bit of cotton in front of it to signify this.

C) Capturing & Moving Objects

Can objects move? How?

Yes. All objects have a move rate, and (invisible) “drivers” that enable them to move as the owner wishes. They have no facing or formation. Objects that are in base contact with an enemy company, even one that has not taken of the object, cannot move until they are either no longer in contact or the enemy has taken possession of them. Note that ALL herds are moved in the same action segment, not in separate segments.

How does terrain effect them?

Wagons must remain on roads. Prisoners treat terrain as Foot, Herds as Horse.

How do they affect movement of other companies?

Prisoners have no effect on movement of others. They are effectively “not there”. Herds that are moved through or fought over by companies are scattered and removed from play. Wagons are treated as if they were a piece of stone wall for movement and defensive purposes, and cannot be destroyed.

How can they be captured/Change ownership?

Prisoners: A company moving onto unguarded prisoners immediately gains ownership. A company that causes any enemy companies in contact with the prisoners to retire immediately gains possession of them. Any prisoners unguarded in buildings require the capturing company to perform a take possession action. Prisoners can never be harmed in any manner, except by the following troops:

Fanatical against anybody * Irish against anybody * English against Irish * Germans against Swiss * Turks Vs Anyone, and vice-versa * Anyone against Rebels

Herds: Moving a company adjacent (in contact) to them and closer than any other enemy company may take possession of the Herd.

Wagons: Are captured in the same manner as herds.

D) Petardmen and Setting Fires

What can Petardmen destroy? How?

Petardmen can destroy gates on fortifications. A Petardmen squadron in contact with a gate may as an action attempt to destroy it. Roll 1d6. On a 4-6 the attempt succeeds, and the gate is considered permanently open. On a 1-3, the attempt fails, and the Petardmen are removed from play (no more munitions!). Furthermore, Petardmen may add one to all setting fire attempts.

How can fires be set?

Any company can attempt to set buildings on fire. It must be in contact with the building, with no troops inside. Roll 1d6. On a 5-6, place a Terror marker on the building. At the beginning of each turn, add one more Terror marker. When the total or Terror markers equals five, the building is considered uninhabitable and effectively destroyed. Stone building may not be burned.

How can fires be fought?

Fires can be fought in the same manner as they are set. Roll 1d6. On a 4 one terror marker is removed. On a 5, two markers. On a 6, three.

Appendix:

Troop Types:

Fighting/Shooting [Characteristic] Charge/Fear/Serious/Rally [LB/FB] (Range)

Spain:

Spanish Arquebusiers (SA) 2/5 Disciplined 7/7/8/9 [6"/4"] (10")

Spanish Musketeers (SM) 2/6 Disciplined & Expert 7/8/9/9 [5"/4"] (12")

Spanish Pikemen (SP) 10/0 Disciplined, Tough & Terrible 10/11/10/10 [4"/3"]

Walloon Musketeers (WM) 2/5 Expert 6/7/8/9 [5"/4"] (12")

Herrurelos (Hr) 4/4 Slippery 8/8/9/9 [8"/6"] (6")

Sword & Bucklermen (SBM) 6/0 Tough & Disciplined 9/9/9/10 [5"/4"]

Huguenots:

Millers (MrL) (Lance) 10/0 Disciplined, Tough & Terrible 11/11/10/10 [8"/6"]

Millers (MrP) (Pistol) 8/2 Disciplined, Tough & Terrible 10/10/10/10 [8"/6"] (3")

Huguenot Shot (HS) 1/4 Expert 6/6/8/8 [6"/4"] (10")

French Catholics:

Gensdarmes (Fg) 8/0 Tough 10/9/9/8 [8"/6"]

Legion Arquebusier (LgA) 1/5 [] 6/7/8/8 [6"/4"] (10")

Legion Musketeer (LgM) 1/5 Expert 6/7/8/8 [5"/4"] (12")

Legion Pikemen (LgP) 6/0 [] 8/8/8/8 [4"/3"]

Monks & Jesuits (MJ) 1/3 Fanatical & Undisciplined 7/5/6/6 [5"/-] (8")

English:

Border Reiver (Br) 4/2 Canny, Slippery & Undisciplined 8/7/7/6 [9"/-] (3")

Demilancer (DL) 8/0 Disciplined 10/10/9/9 [8"/6"]

Veteran Shot (VS) 2/5 Disciplined 7/7/8/9 [6"/4"] (10")

Veteran Pikemen (VP) 7/0 Tough & Disciplined 9/9/9/10 [4"/3"]

Longbowmen (Lb) 1/4 [] 5/6/7/7 [6"/4"] (10")

Scots:

Border Reiver (Br) 4/2 (Canny, Slippery & Undisciplined 8/7/7/6 [9"/-] (3")

Highlander 3/2 (Hl) Canny & Undisciplined 9/7/7/5 [6"/-] (6")

Scots Pikemen (ScP) 5/0 Tough 7/8/8/7 [5"/3"]

Irish:

Irish Horse (IH) 3/2 Canny, Slippery & Undisciplined 7/6/8/7 [9"/-] (3")

Kern (Kn) 3/2 Canny, Slippery & Undisciplined 6/5/7/5 [6"/-] (3")

Bonnacht (Bn) 4/3 Canny 8/7/8/7 [6"/4"] (3")

Gallowglasses (Gs) 7/0 Tough & Terrible 10/10/10/10 [5"/4"]

German:

Reiter (Rr) 8/4 Tough & Disciplined 9/9/9/10 [7"/5"] (3")

Landsknecht Shot (LnS) 2/5 Disciplined 6/7/9/9 [6"/4"] (10")

Landsknecht Pikemen (LnP) 6/0 Disciplined 8/8/9/9 [4"/3"]

Dutch:

Beggars (Bg) 5/3 Tough, Undisciplined & Fanatical 8/8/9/7 [6"/-] (6")

Swiss:

Swiss Pikemen (SwP) 11/0 Tough, Terrible, Disciplined & Fanatical 11/11/11/11 [5"/4"]

Swiss Shot (SwS) 2/4 Fanatical 8/8/11/11 [6"/4"] (10")

Swedish:

Swedish Crossbows (SC) 1/3 [] 6/6/7/7 [6"/4"] (8")

Scandinavian Pistoleers (SP) 7/3 Disciplined 9/8/9/9 [7"/5"] (3")

Danish:

Scandinavian Pistoleers (SP) 7/3 Disciplined 9/8/9/9 [7"/5"] (3")

Muscovite:

Deti Boyarski (DB) 6/2 [] 8/8/8/8 [9"/6"] (6")

Streletsi (Stl) 3/4 Disciplined 7/8/8/9 [6"/4"] (10")

Militia Shot (MS) 1/4 [] 5/5/6/7 [6"/4"] (8")

Militia Spear/Axemen (MSp) [] 6/6/6/7 [6"/4"]

Polish:

Hussars (Hsr) 10/0 Tough, Disciplined & Terrible 11/11/11/11 [9"/6"]

Ratjars (Rj) 6/3 Disciplined 8/9/9/9 [7"/5"] (3")

Haiduks (Hdk) 2/4 [] 7/8/8/8 [6"/4"] (10")

Wybraniecka (Wy) 1/3 Undisciplined 6/6/7/6 [6"/-] (10")

British Shot (BS) 2/5 [] 7/7/8/9 [6"/4"] (10")

Turkish:

Sipahis (Sph) 7/2 Disciplined 9/8/8/9 [9"/6"] (6")

Janissaries (Js) 4/4 Disciplined, Fanatical & Terrible 10/10/10/10 [6"/4"] (10")

Tufekis (Tfk) 1/4 [] 6/6/7/7 [6"/4"] (10")

Akinjis (Aki) 4/2 Canny, Slippery & Undisciplined 6/6/8/9 [9"/-] (6")

Martolos (Mts) 1/4 Undisciplined & Canny 7/6/7/7 [6"/-] (8")

Barbary Corsairs (BrC) 2/4 Slippery, Canny & Undisciplined 8/7/8/8 [6"/-] (8")

Typical Europeans/Auxiliaries:

Gentlemen Volunteers (GV) 5/2 Tough 10/9/9/10 [6"/4"] (6")

Gensdarmes (Gd) 7/0 [] 9/9/8/9 [8"/6"]

Royal Guards Shot (RS) 2/5 Disciplined 7/8/9/10 [6"/4"] (10")

Royal Guards Pikemen (RP) 7/0 Tough & Disciplined 9/9/9/10 [4"/3"]

Levy Pikemen (LP) 4/0 [] 7/7/7/7 [4"/-]

Levy Arquebus (LA) 1/4 [] 5/6/7/7 [6"/-] (10")

Peasants (Ps) 2/2 Canny & Undisciplined 7/5/6/4 [6"/-] (6")

Mutineer Shot (MtS) 1/5 [] 6/7/8/7 [6"/4"] (10")

Mutineer Pike (MtP) 6/0 Tough 8/8/8/7 [4"/3"]

Armed Sailors (AS) 3/3 Undisciplined 6/6/7/8 [6"/4"] (8")

City Militia (CM) 2/3 Undisciplined 5/5/5/5 [6"/-] (8")

Petronels (Pt) 2/4 Slippery 5/6/8/9 [9"/6"] (6")

Light Lancers (LL) 4/0 Slippery 7/7/8/9 [9"/6"]

Stradiot (Str) 4/2 Slippery, Canny & Undisciplined 8/7/8/9 [9"/-] (6")

Hospitaler 9/0 Tough, Disciplined & Fanatical 11/11/11/11 [4"/3"]

Maltese Militia 1/4 Undisciplined & Canny 6/6/7/9 [6"/-] (8")

Cossack Spearmen 5/0 Canny 7/7/8/8 [6"/4"]

Cossack Shot 2/4 Canny & Undisciplined 6/7/8/8 [6"/-] (10")

Cossack Horse 4/4 Canny, Slippery & Undisciplined 8/7/8/9 [9"/-] (6")

Tatar Horse 5/0 Canny, Undisciplined & Slippery 8/7/7/9 [9"/-] (6")

Tatar Foot 1/3 Canny, Undisciplined & Slippery 6/6/6/7 [6"/-] (8")

Foresters (Fs) 1/4 Canny, Undisciplined & Expert 4/5/6/6 [6"/-]* (12")

Petardmen (Pm) 3/0 [] 4/4/10/10 [5"/-]*

Artillery Crew 0/0 [] 0/0/6/8 [6"/-]*

Types of Guns: (Shooting Total) [Dragged or Horse Drawn]

Culvern (25-35) [0"/2"]

Drake (17-24) [1"/3"]

Saker (9-16) [2"/4"]

Types of Objects: [On Foot/Dragged or Horse Drawn/Mounted]

Herds [-/2"]

Prisoners [4"/8"]

Wagons [1"/4"]

*= May only have one Squadron per company.

Scenario Generation

For those not playing campaigns or specific scenarios, we offer this scenario generator, based on whatever period or geographical area you prefer. Players can choose a specific scenario, and then choose any nation allowable. For example, in the scenario named Razzia, one player ***must*** play the Turks, while the other can choose from any Eastern European nation, or the Venetians.

Celtic

- 1) Supply Column Ambush (Irish Vs English)
- 2) Ambush at the ford (Irish Vs English)
- 3) Unplanting the Planters (Irish Vs English)
- 4) Cattle lifting (Irish/Scots Vs English)
- 5) Prison Break (Irish/English/Scots)
- 6) Feud (Irish/Scots)
- 7) Hot Trod (English Vs Scots)
- 8) Debatable Land Clearing (English/Scots)
- 9) Rebellion (English Vs Scots)

European & Turkish

- 1) Artillery Train Ambush (Any Western/Eastern European/Turks)
- 2) Delaying Action (Any Western/Eastern European/Turks)
- 3) Topping the rise (Any Western/Eastern European/Turks)
- 4) Cap'n art thou sleeping there below? (Any Western/Eastern European/Turks)
- 5) Ensconced? (Any Western European)
- 6) Cadiz, or something similar (Any Western European)
- 7) Eastward Ho! (Muscovites Vs Tatars)
- 8) Swamped (Any Eastern European/Swedes)
- 9) Fire & Sword (Danes Vs Swedes)
- 10) Razzia (Turks Vs Eastern European/Venetian)

Nations:

Celtic: Scots, Irish

Western European: English, French Catholic, French Protestant, Dutch, Spaniards, Danes, Swedes*, Venetian, German Mercenary

Eastern European: Muscovites, Poles, Swedes*

Turkish: Turks

*= The Swedes are both Western & Eastern European for the purposes of the game.

Notes on Scenarios

Officers: After both sides have organized their squadrons into companies, they must choose a Captain for each one (No switching! See officer rules). Then both sides choose a Colonel.

Forces: Shows the forces potentially available. Roll on National Force Table. The first force shown is always the attacker unless stated otherwise in the scenario. Note that neither player need tell his opponent the composition of his force at any time (play fair!).

Board: A 4' x 4' board should do for most of the scenarios, although larger boards are better for larger forces.

Player Board Edge: Some scenarios require each player to choose a board edge, opposite each other unless stated otherwise. This is important for setup purposes.

Celtic Scenarios

1) *Supply column Ambush*

Placing garrisons in the interior was the English solution to the Irish problem. It so became obvious that the reverse was true. To support these outposts the English would have to send supply columns through hostile territory where ambushes were an everyday occurrence.

Forces:

English: Moderate, Predominantly Foot, with Wagons

Irish: Moderate, Mixed

Board:

The board should be close, with a main road running its length, some cottages, plenty of woods close to the road, and rolling hills. The English enter from one end. The Irish set up anywhere on the board, in Ambush if they so choose.

Special Rules:

The English must enter the board with companies in one-squadron wide companies. They may not change formation or leave the road until any Irish are spotted.

Victory Conditions:

The English must exit the road opposite with at least two wagons.

2) *Ambush at the Ford*

English supply columns were at their most vulnerable when crossing choke points. Some of their most spectacular defeats occurred at fords.

Forces:

English: Large, Predominantly Foot, with Wagons

Irish: Large, Mixed

Board:

The board should be close, with a main road running its length, some cottages, plenty of woods close to the road. A river should cross the board at about 2/3rds or the way down the table from the English end, and should have a ford where the river crosses, with perhaps swamps nearby. The English enter from one end. The Irish set up anywhere on the board, in Ambush if they so choose.

Victory Conditions:

The English must exit the road opposite with at least two wagons and at least six squadrons of any type.

3) *Unplanting Planters*

To the English, it was a right, reasonable, and a civilizing influence. To the Irish, cultural genocide. The plantation system would not really take root until the 17th century, but attempts to make English colonies were carried out earnestly in the latter 16th.

Forces:

English Reinforcements: Few, Predominantly Mounted.

English Planters: 2 Squadrons Levy Shot, 2 Squadrons Peasants

Irish: Moderate, Mixed

Board:

The board should be fairly open, with small hamlet in the center. A road should be running up to it. There should be plowed fields nearby. Rolling hills and some woods are a good idea.

The English Reinforcements enter from one end (where the road is). The Irish set up anywhere on the board, in Ambush if they so choose, at least 16" from the nearest building. English Planters set up anywhere in the hamlet.

Victory Conditions:

The Irish must burn every building in the hamlet.

4) Cattle Lifting

Cows were currency in Ireland, and the staple of the Scots border. Unfortunately, they were quite mobile, and easily led from owner to owner...

Forces:

Irish, English, or Scots: Few, Predominantly Mounted.

Board:

The board should be fairly open, with scattered cottages. There should be numerous rolling hills, and some woods (more in Ireland). The defenders place eight herds at least 12" apart. They then place all of their forces, none in Ambush. The Attackers then enter from any board edge.

Victory Conditions:

The Attackers must escape with at least four herds or a combination of captured and scattered herds so that none are left on the board.

5) Prison Break

Getting someone out of jail was a difficult task. They would be held in a fortress, and getting them out would be the task of a few determined men, such as the Kinmont Willie incident. However, if the kidnappers could be caught up with before transferring their prisoners to secure quarters....

Forces:

Irish or Scottish: Few, Predominantly Mounted.

English: Few, Predominantly Foot

English Reinforcement: Few, Predominantly Mounted

Board:

The board should be fairly close, with small hamlet in the center. A road should be running up to it. There should be numerous rolling hills. The English setup in the hamlet, not in ambush (see Special Rules). The Attackers enter from any board edge. The English roll for reinforcements at the start of every turn. On an 11 or 12, they enter on the road.

Special Rules:

- 1) The Prisoners are secretly placed in one of the buildings. They may be discovered by troops as if they are searching for an ambush, or by being in contact with the building. If any defenders are in the building, the prisoners will be freed only when the defenders are forced to leave. Note that the prisoners will immediately be considered mounted, using the borderer or Irish horse card for move purposes.
- 2) The English in the hamlet are asleep. Therefore, no English company may move until an enemy company charges any one of them or fires at them. If charged while sleeping place a Terror marker on them immediately.

Victory Conditions:

The Attackers must get the prisoners safely off any board edge. Note, either player may not harm the prisoners.

6) Feud

In Celtic lands, feuds were a real and regular part of life. Perceived wrongs could lead to violence, and decades long feuding between entire clans. While plunder and kidnapping were common, but the real target were the leaders of the families in question.

Forces:

Irish vs Irish or Scots vs Scots

Both Sides: Moderate, Mixed

Board:

The board should be fairly open, with scattered buildings, a stream with a ford, some hills, and swamps, and perhaps some areas where heroic last stands can take place. The Attacker enters from one end, the defender from opposite. Neither Colonel may exit the board.

Victory Conditions:

First side to kill or capture the opposing Colonel wins.

7) Hot Trod

Border custom allowed that any robbed or wronged party could, if it mounted a pursuit within six days, declare a Hot Trod. Neighbors, and even enemies in the first village they came upon over the border were required to ride with them to hunt down the outlaws. The hope was to catch them "red handed", and recover the stolen property.

Forces:

Scots: Moderate, Predominantly Mounted.

English Moderate, Predominantly Mounted, six herds, two prisoners

Board:

The board should be open, with a main road running its length, some cottages, numerous hills and some rocky, broken ground. The English Start no more than 24" from the Scots board edge. The Scot enter from their board edge.

Victory Conditions:

The English must escape from the board edge opposite the Scots with at least one prisoner and three herds. The prisoners are on foot.

8) Debatable Land Clearing

Neither government tolerated squatters in the debatable land, that stretch of territory claimed by both sides. Sometimes smaller clans or broken men would attempt to settle there and would find themselves under attack from everyone, since no laws protected them.

Forces:

Scots or English: Few, Predominantly Mounted.

Settlers, Six Squadrons of Peasants, One of Foresters, Six herds

Board:

The board should be covered in rolling hills, a few woods and some rocky, broken ground. In the center of the table should be a small hamlet. The Settlers start anywhere on the board, in ambush if they so choose. The attackers enter from any board edge.

Victory Conditions:

The attackers must clear the board of all settlers.

9) Rebellion

Raiding was one thing, rebellion quite another. The government could not stand by and allow dissent to grow, and so invariably sent whatever forces they could to quell these unruly subjects. Border customs and laws were silent during these full-scale wars.

Forces:

Rebels (Scots or English): Large, Predominantly Mounted.

Government: Large, Mixed

Board:

The board should be open, with a main road running its length, some cottages, numerous hills and some rocky, broken ground. The Rebels start no more than 24" from their board edge, in ambush if they so choose. The Government forces enter from their board edge.

Victory Conditions:

The government forces win if they kill the rebel Colonel, or destroy, capture or rout off the board all enemy companies. The Rebels win if they avoid this while doing the same to at least half the government forces.

European Scenarios

1) Artillery Train Ambush

Sometimes enemy garrisons were left behind lines in their strong points due to lack of resources or of foresight. These garrisons could wreak havoc on supply lines conveying food, recruits and even more precious commodities to the front lines.

Forces:

Attacker: Few, Predominantly Mounted.

Defender: Few, Predominantly Foot, Two drakes with no crew.

Board:

The board should be relatively flat, With a road running from end to end. Perhaps some hills and a stream parallel to the road, with a small bridge. In the Netherlands, the stream can be replaced with a dyke and some marshy areas. The defenders enter from their board edge, and the attackers from the board edge opposite the stream/dyke, at any time.

Special Rules:

The Guns cannot fire, as they have no crews. Treat them for all intents and purposes as Wagons, drawn by horses.

Victory Conditions:

The attackers must capture both guns before they get off the opposite board edge.

2) Delaying Action

Forces on the run or not expecting attack were most vulnerable. Often guards would be placed in passes or at fords to slow down a vigorous enemy. Usually few in number, these guards often held the fate of their comrades in their hands.

Forces:

Attacker: Moderate, Predominantly Foot.

Defender: Few, Predominantly Mounted, one Saker with crew

Board:

The board should be relatively open, With a road running from one end to a fork, which both lead to fords in a stream running across the board, and from thence off the opposite board edge. There should be a few hills on the other side of the stream, on one of which the

Saker should be paced. Some marshy ground would look nice, too. The defenders set up within 12" of the fords, in ambush if they so choose. The Attackers enter from the edge of the board with the single road.

Victory Conditions:

The attackers must exit more than 50% of their Squadrons off the opposite board edge within say, 25 turns, depending on the board length.

3) Topping the Rise

Due to poor scouting, it was common for two small forces to come upon each other without warning while on the march.

Forces:

Attacker: Large, Mixed.

Defender: Large, Mixed.

Board:

The board should be relatively open, with a road running from one end of the board to the other. A small hamlet may be present, as well as some woods. A ridge should be placed 24" from the defenders board edge, running the width of the board. The defender sets up on or behind this, with no one in ambush. The attacker sets up within 24" of his board edge.

Victory Conditions:

The battle will end when one side has been driven from the field.

4) Cap'n art thou sleeping there below?

Enemy encampments were prime targets for raiders. Huge armies could be put to flight by a small, determined force with surprise on their side.

Forces:

Attacker: Few, Predominantly Mounted.

Defender: Moderate, Predominantly Foot

Board:

The board should be fairly close, with small hamlet in the center. A road should be running up to it. There should be numerous rolling hills and woods. The defenders setup in the hamlet, not in ambush (see Special Rules). The Attackers enter from any board edge.

Special Rules:

- 1) The defenders in the hamlet are asleep. Therefore, no defending company may move until an enemy company charges any one of them or fires at them. If charged while sleeping place a Terror marker on them immediately.
- 2) This battle takes place at night.

Victory Conditions:

The attackers win if they capture, destroy, or put to flight enemy squadrons of an equal number to their own force.

5) Ensconced?

Small forts, or sconces, would be set up by armies to seal off blockaded towns, often miles away from it. To break these blockades, small forces would be sent out to pick off a sconce or two and then sneak supplies into the towns.

Forces:

Attacker: Moderate, Predominantly Foot, two Drakes and crew.

Defender: Few, Predominantly Foot, one Saker and crew.

Board:

The board should be open, with an 8" x 8" Sconce in the middle. Some woods may be present, but not closer than 24" from the Sconce. A road should be running past the Sconce from one board edge to another. The defenders setup in the Sconce, not in ambush. The Attackers enter from any board edge.

Board:

Any or all of the attackers may be equipped with ladders.

Victory Conditions:

The attackers win if they empty the Sconce of all defenders at any time.

6) Cadiz, or something similar

One of the most difficult tasks of this period was a naval landing. Without long ranged Gunnery support, in small craft, facing a prepared enemy, it took great courage and determination to conquer an objective.

Forces:

Attacker: Large, Predominantly Foot, two Sakers and crew.

Defender: Moderate, Predominantly Foot, two Sakers and crew.

Board:

24" from the attackers board edge is open water, with the tide heading for shore. After this should be a beach. Beyond the beach should be the outskirts of a town with a small Sconce in the center of the board, visible from the attackers board edge. The attackers enter on boats from their board edge. The defenders may set up anywhere on land, not in ambush.

Special Rules:

The attacker's fleet is considered off the board, but can bombard the shore. Count them as having two cuverns at long range of any target visible from their board edge. They can fire every turn without having to reload.

Victory Conditions:

The attackers win if drive all enemy forces into the sconce or off the board (to make plundering easier).

7) *Eastward Ho!*

Russian Colonization of Siberia was successful in large part thanks to the many rivers available. Convoys transporting cannon, Cossacks, and corn east were often blocked by Tatar tribesmen who put chains across restricted waterways, ambushing the Russians as they attempted to dismantle them.

Forces:

Muscovites: 8xCS, 2xCP (Spearmen, really), two Sakers and crew.

Tatars: 16xTF, 6xAk, 4xPs (use Akinjis as Tatar Horse)

Board:

The board must have a river running through it, about 12" wide. 12" inches from the Tatar board edge a chain is blocking the river, making movement across it impossible. The chain is anchored a 1/2" onto the land on either side. There should be woods and brush interspersed on either bank, with perhaps some low hills and marshes. The Cossacks enter the board on the river in boats. The Tatars may set up in ambush anywhere on the board. The current is head downstream from the Cossacks.

Victory Conditions:

The attackers win if they have a friendly company in contact with either end of the chain at the beginning of their action segment.

8) *Swamped*

Livonia and surrounding provinces were fought over by Russians, Swedes, Poles, and Germans during this period. Marshlands near the borders were so pervasive as to make raiding and moving armies difficult any season except winter, when the marshes would freeze.

Forces:

Attacker: Moderate, Mixed

Defender: Moderate, Mixed

Board:

The board should, as the title states, be mostly swamp, with no hills, and some trees. There should be some dry ground on the board, connected by a poor quality road. The defender may set up within 12" of his board edge, the Attacker within 12" of his.

Victory Conditions:

This is a straight fight that will continue until one side has been driven off the field.

9) *Fire & Sword*

The campaigns fought over Scania in the Northern Seven Years War became an arsonist's dream. Both sides mercilessly burned every village they could in an effort to break the other side's resolve. Larger goals were often forgotten and areas with the largest concentrations of villages became prime targets.

Forces:

Danes: Moderate, Mixed.

Swedes: Few, predominantly Foot, one Saker.

Board:

The board should have a concentration of cottages on it (a village), surrounded by fields, some parkland (manicured woods) without too many hills. The Swedes set up anywhere on the board, not in ambush (unprepared) at least 12" from the Danish board edge. The Danes entering from their board edge.

Victory Conditions:

The Danes must either clear the Swedes of the board or burn at least six buildings.

10) Razzia

The Turkish Empire was large, and run centrally from Istanbul. On the borders, local Ghazis lived on brigandry, whether there was peace or not. Further, the Turks liked to keep their opponents off balance and led yearly raids and sometimes invasions that carried off anything that moved- including people.

Forces:

Turks: Moderate, Mixed.

Defenders: Few, predominantly Mounted, one Saker, six herds.

Board:

The board should have a village in the center of it, surrounded by fields. There should be numerous hills, perhaps even a restricted pass, as well as some woods. The defenders set up anywhere on the board, in ambush if they so choose. The Turks enter from their board edge. The defender must also place six herds anywhere at least 8" away from each other.

Special Rules:

- 1) Any Turkish company that is adjacent to a building without defenders inside may as an action take ownership of civilians within (one stand of prisoners). Each building has one stand in it.
- 2) Reinforcements- starting on the 12th turn, the defender rolls 1d6 at the start of the turn. On a 6, reinforcements arrive. Check for these as "Few, predominantly Mounted". There is only one group of reinforcements.

Victory Conditions:

The Turks must capture and remove from the board a total of six herds or prisoners (including surrendered troops).

National Force Tables:

Players roll on the table indicated in the scenarios, from the appropriate column.

From the Captain: Please note that the forces shown here are not necessarily representative of the ratio of troop types in any given army. They are merely possible bodies of men used for various missions. Feel free to change the compositions any time (with your opponents' consent!)

Scottish Forces (Few)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xScP	4xLA, 4xBr	4xBr, 4xLA
2) 4xLB, 4xHl	4xLB, 2xLA, 2xBr	8xBr
3) 4xLA, 4xScP, 1xBr	2xHl, 4xBr, 2xPt	6xBr, 2xPt, 2xLA
4) 2xHl, 6xLA, 2xLB, 1xBr	4xLA, 4xScP, 4xBr	6xBr, 2xHl, 6xLB
5) 8xLA, 4xScP, 2xBr	4xLA, 2xPt, 6xBr	8xBr, 2xPt, 4xLA
6) 2xLB, 6xLA, 6xScP, 2xBr, 1xSaker	4xHl, 8xBr, 1xSaker	10xBr, 2xLA, 1x Saker

Scottish Forces (Moderate)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 8xScP	6xLA, 6xBr	8xBr, 4xHl
2) 8xLA, 4xHl	4xLB, 6xLA, 2xBr	10xBr, 2xPt
3) 4xLB, 6xLA, 4xScP, 2xBr	4xLA, 6xBr, 2xHl	12xBr, 2xPt, 2xLA
4) 4xScP, 6xLA, 6xLB, 2xBr	6xLA, 4xScP, 6xBr	12xBr, 4xLB
5) 4xHl, 8xLA, 6xScP, 4xBr	6xLA, 12xBr	14xBr, 4xPt
6) 10xLA, 6xScP, 2xGv, 4xBr, 1xDrake	6xLB, 14xBr, 1xDrake	20xBr, 1xDrake

Scottish Forces (Large)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8x LA, 8xScP, 4xBr	6xLA, 6xLB, 6xBr	18xRr
2) 8xHl, 8xLB, 4xScP	16xLA, 4xBr	2xPt, 14xRr, 4xLA
3) 12xLA, 8xScP, 4xBr	8xLA, 2xHl, 12xBr	20xBr, 4xHl
4) 4xScP, 10xLA, 8xLB, 4xBr	8xLA, 8xScP, 8xBr	18xBr, 6xLB
5) 8xLB, 12xLA, 8xScP, 4xBr	10xLA, 4xPt, 4xLB, 12xBr	4xHl, 20xBr, 4xLA
6) 20xLA, 12xScP, 4xBr, 1xDrake, 1xSaker	12xLB, 2xScP, 4xPt, 16xBr, 1xDrake, 1xSaker	2xPt, 26xBr 1xDrake, 1xSaker

Special Rules for Scots:

- 1) Border warfare being what it was, university educated officers were few and far between. Therefore, any company of Borderers allocated a **Bookish** Officer may immediately replace him with another randomly chosen Officer.
- 2) The Scottish Flight number is 30%.

Spanish Forces (Few)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x SA, 4xSP	4xSA, 4xHr	4xHr, 4xStr
2) 4xWM, 4xSP	4xWM, 2xSBM, 2xHr	4xHr, 4xRr
3) 2xSA, 2xWM, 4xSP, 1xHr	2xSA, 4xHr, 2xStr	4xGd, 4xHr, 2xLA
4) 2xSBM, 6xSA, 2xSM, 1xHr	4xLnS, 4xLnP, 4xRr	4xHr, 4xPt, 4xSM
5) 4xSM, 4xLA, 4xLP, 2xHr	4xSA, 4xHr, 2xGd, 2xRr	4xHr, 4xPt, 4xLL, 2xGd
6) 2xWM, 6xSA, 6xSP, 2xHr, 1xSaker	4xSM, 4xGd, 4xHr, 1xSaker	8xHr, 4xPt, 1x Saker

Spanish Forces (Moderate)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x SA, 4xSP, 4xLP	6xSA, 6xHr	4xHr, 4xStr, 4xSA
2) 4xWM, 4xSM, 4xSP	4xWM, 6xLA, 2xHr	4xHr, 4xRr, 4xPt
3) 4xSA, 6xWM, 4xSP, 2xHr	4xSA, 4xHr, 4xSrt	4xGd, 4xHr, 2xLA, 4xRr
4) 4xGV, 6xSA, 6xSM, 2xHr	6xLnS, 6xLnP, 4xRr	4xHr, 4xPt, 4xLL, 4xSM
5) 4xSM, 8xLA, 6xLP, 4xHr	6xSA, 6xHr, 4xGd, 2xRr	8xHr, 4xPt, 4xLL, 2xGd
6) 4xWM, 6xSA, 6xSP, 2xSBM, 4xHr, 1xDrake	6xSM, 6xGd, 8xHr, 1xDrake	8xHr, 8xPt, 6xLL, 1xDrake

Spanish Forces (Large)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8x MS, 8xMP, 4xHr	6xSA, 6xSM, 6xHr	6xHr, 6xStr, 6xSA
2) 8xWM, 8xSM, 6xSA	8xWM, 8xSA, 4xHr	6xHr, 6xRr, 8xPt
3) 8xSA, 4xWM, 8xSP, 4xHr	8xSA, 8xHr, 6xStr	4xGd, 8xHr, 4xSA, 8xRr
4) 4xSBM, 10xSA, 8xSM, 4xHr	8xLnS, 8xLnP, 8xRr	6xHr, 6xPt, 6xLL, 6xSM
5) 8xSM, 12xLA, 8xLP, 4xHr	10xSA, 8xHr, 4xGd, 8xRr	8xHr, 8xPt, 8xLL, 4xGd
6) 8xWM, 12xSA, 10xSP, 2xSBM, 4xHr, 1xDrake, 1xSaker	12xSM, 6xGd, 12xHr, 2xPt, 1xDrake, 1xSaker	8xHr, 8xPt, 8xLL, 8xRr, 1xDrake, 1xSaker

Special Rules for Spaniards:

- 1) Because of their professionalism, the Spanish Officer corps had weeded out the worst from among their ranks. Therefore, after allocating all of the Captains normally, a Spanish player may pick out one other captain for every four companies (round up) and replace any Captain with them. Further, the Spanish pick out three Officers for Colonel, choosing the best one.
- 2) Any **Bookish** Officers allocated may be immediately replaced (The Spaniards believed in experience, not theory!).
- 3) The Spanish Flight number is 60%.
- 4) Levy troops in the Spanish list represent local recruits; Landsknechts can represent Burundians and Germans.

French Catholic Forces (Few)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xLP	4xLA, 4xPt	4xLL, 4xPt
2) 4xLgM, 4xLP	4xLgM, 2xLgA, 2xLL	4xLL, 4xRr
3) 2xLA, 2xLgA, 4xLgP, 1xPt	2xLA, 4xLL, 2xPt	6xFg, 2xPt, 2xLA
4) 2xGV, 6xLA, 2xLgM, 1xPt	4xLnS, 4xLnP, 4xRr	4xLL, 4xPt, 4xLgM
5) 4xLgA, 4xLA, 4xLP, 2xLL	4xLA, 2xPt, 4xFg, 2xRr	4xRr, 2xPt, 4xLL, 4xFg
6) 2xLgM, 6xLgA, 6xLgP, 2xPt, 1xSaker	4xLgM, 4xFg, 4xLL, 1xSaker	8xLL, 4xPt, 1x Saker

French Catholic Forces (Moderate)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xLgP, 4xLP	6xLA, 6xLL	4xHr, 4xPt, 4xLA
2) 4xLA, 4xLgA, 4xSP	4xLgA, 6xLA, 2xPt	4xHr, 4xRr, 4xPt
3) 4xLgA, 6xLA, 4xLP, 2xPt	4xLA, 4xLL, 4xPt	4xFg, 4xHr, 2xLA, 4xRr
4) 4xGV, 6xLA, 6xLgM, 2xPt	6xLnS, 6xLnP, 4xRr	4xFg, 4xPt, 4xLL, 4xLgM
5) 4xSwS, 8xLA, 6xSwP, 4xLL	6xLA, 6xPt, 4xFg, 2xRr	8xLL, 4xPt, 6xFg
6) 4xLgA, 6xLA, 6xLgP, 2xGv, 4xPt, 1xDrake	6xLgM, 6xFg, 8xPt, 1xDrake	8xLL, 8xRr, 6xFg, 1xDrake

French Catholic Forces (Large)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8x LA, 8xLP, 4xPt	6xLA, 6xLgM, 6xPt	6xPt, 6xPt, 6xLA
2) 8xSwS, 8xSwP, 6xLA	8xLgA, 8xLA, 4xPt	6xPt, 6xRr, 8xPt
3) 8xLA, 4xLgA, 8xLP, 4xPt	8xLA, 8xPt, 6xPt	4xFg, 8xPt, 4xLA, 8xRr
4) 4xSP, 10xLA, 8xLgM, 4xPt	8xLnS, 8xLnP, 8xRr	6xPt, 6xPt, 6xLL, 6xLgM
5) 8xLgM, 12xLA, 8xLP, 4xPt	10xLA, 8xPt, 4xFg, 8xRr	8xPt, 8xRr, 8xLL, 4xFg
6) 8xLgA, 12xLA, 10xLgP, 2xGv, 4xPt, 1xDrake, 1xSaker	12xLgM, 6xFg, 12xPt, 2xRr, 1xDrake, 1xSaker	8xPt, 8xFg, 8xLL, 8xRr 1xDrake, 1xSaker

Special rules for French Catholics:

- 1) Because of the limited number of available Gensdarmes companies, the King could afford to be choosy. Therefore, any **Bookish** Officers allocated to a Gensdarmes company may be immediately replaced (You can't lead a wild Gallic charge from behind a copy of "Art of War"!).
- 2) The French Catholic Flight number is 40%.
- 3) Note that Legion squadrons can be used to represent troops from Gascony.

French Protestant Forces (Few)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xLP	4xLA, 4xPt	4xLL, 4xPt
2) 4xHS, 4xLP	4xHS, 2xLnS, 2xLL	4xLL, 4xRr
3) 2xLA, 2xLnS, 4xLnP, 1xPt	2xLA, 4xLL, 2xPt	6xRr, 2xPt, 2xLA
4) 2xGV, 6xLA, 2xHS, 1xPt	4xLnS, 4xLnP, 4xRr	4xLL, 4xPt, 4xHS
5) 4xLnS, 4xLA, 4xLP, 2xLL	4xLA, 2xPt, 4xMr, 2xRr	4xRr, 2xPt, 4xLL, 4xMr
6) 2xHS, 6xLnS, 6xLnP, 2xPt, 1xSaker	4xHS, 4xMr, 4xLL, 1xSaker	8xLL, 4xPt, 1x Saker

French Protestant Forces (Moderate)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xLnP, 4xHS	6xLA, 6xLL	4xRr, 4xPt, 4xLA
2) 4xLA, 4xLnS, 4xHS	4xLnS, 6xLA, 2xPt	4xLL, 4xRr, 4xPt
3) 4xLnS, 6xLA, 4xLP, 2xPt	4xLA, 4xLL, 4xPt	4xMr, 4xPt, 2xLA, 4xRr
4) 4xGV, 6xLA, 6xHS, 2xPt	6xLnS, 6xLnP, 4xRr	4xMr, 4xPt, 4xLL, 4xHS
5) 4xHS, 8xLA, 6xLP, 4xLL	6xLA, 6xPt, 4xMr, 2xRr	8xLL, 4xPt, 6xMr
6) 4xLnS, 6xLA, 6xLnP, 2xGv, 4xPt, 1xDrake	6xHS, 6xMr, 8xPt, 1xDrake	8xLL, 8xRr, 6xMr, 1xDrake

French Protestant Forces (Large)

Predominantly Foot	Mixed	Predominantly Mounted
1) 10x LA, 6xHs, 4xPt	6xLA, 6xHS, 6xPt	6xPt, 6xRr, 6xLA
2) 10xLnS, 6xHS, 6xLA	8xLnS, 8xLA, 4xPt	6xLL, 6xRr, 8xPt
3) 8xLA, 4xLnS, 8xLsP, 4xPt	8xLA, 8xPt, 6xPt	4xMr, 8xPt, 4xLA, 8xRr
4) 4xGV, 12xLA, 6xHS, 4xPt	8xLnS, 8xLnP, 8xRr	6xPt, 6xPt, 6xLL, 6xHS
5) 6xHS, 12xLA, 10xLnP, 4xPt	10xLA, 8xPt, 4xMr, 8xRr	8xPt, 8xRr, 8xLL, 4xMr
6) 8xLnS, 12xLA, 10xLsP, 2xGv, 4xPt, 1xDrake, 1xSaker	6xHS, 8xMr, 12xPt, 4xRr, 1xDrake, 1xSaker	8xPt, 8xMr, 8xLL, 8xRr 1xDrake, 1xSaker

Special Rules for Huguenots:

- 1) Because of the limited positions available, Officers for Miller companies were the best available. Therefore, when allocating Officers on Miller companies, the Huguenot player may pick out two more Officers and chose the best one (the other picked officer put back).
- 2) Note that the HS represent experienced shot that were experts at guerilla warfare, mainly from the south.
- 3) The Huguenot Flight number is 40%.

Dutch Forces (Few)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xLP	4xLA, 4xPt	4xRr, 4xPt
2) 4xBg, 4xLP	4xBg, 2xLnS, 2xLL	4xLL, 4xRr
3) 2xLA, 2xLnS, 4xLnP, 1xPt	2xLA, 4xLL, 2xPt	6xRr, 2xPt, 2xLA
4) 2xGV, 6xLA, 2xBg, 1xPt	4xLnS, 4xLnP, 4xRr	4xLL, 4xPt, 4xBg
5) 4xLnS, 4xLA, 4xLP, 2xLL	4xLA, 2xPt, 4xGd, 2xRr	4xRr, 2xPt, 4xLL, 4xGd
6) 2xBg, 6xLnS, 6xLnP, 2xPt, 1xSaker	4xBg, 4xRr, 4xLL, 1xSaker	8xRr, 4xPt, 1x Saker

Dutch Forces (Moderate)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xLnP, 4xLP	6xLA, 6xLL	4xRr, 4xPt, 4xLA
2) 4xLA, 4xLnS, 4xLP	4xLnS, 6xLA, 2xPt	4xLL, 4xRr, 4xPt
3) 4xLnS, 6xLA, 4xLP, 2xPt	4xLA, 4xLL, 4xPt	4xGd, 4xPt, 2xLA, 4xRr
4) 4xGV, 6xLA, 6xBg, 2xPt	6xLnS, 6xLnP, 4xRr	4xRr, 4xPt, 4xLL, 4xBg
5) 4xBg, 8xLA, 6xLP, 4xLL	6xLA, 6xPt, 4xGd, 2xRr	8xRr, 4xPt, 6xGd
6) 4xLnS, 6xLA, 6xLnP, 2xGv, 4xPt, 1xDrake	6xBg, 6xRr, 8xPt, 1xDrake	8xPt, 8xRr, 6xGd, 1xDrake

Dutch Forces (Large)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8x LA, 8xLP, 4xPt	6xLA, 6xBg, 6xPt	6xPt, 6xRr, 6xLA
2) 8xLnS, 8xBg, 6xLA	8xLnS, 8xLA, 4xPt	6xLL, 6xRr, 8xPt
3) 8xLA, 4xLnS, 8xLnP, 4xPt	8xLA, 8xPt, 6xPt	4xGd, 8xPt, 4xLA, 8xRr
4) 4xGV, 10xLA, 8xBg, 4xPt	8xLnS, 8xLnP, 8xRr	6xPt, 6xRr, 6xLL, 6xBg
5) 8xBg, 12xLA, 8xLP, 4xPt	10xLA, 8xPt, 4xGd, 8xRr	8xPt, 8xRr, 8xLL, 4xGd
6) 8xLnS, 12xLA, 10xLsP, 2xGv, 4xPt, 1xDrake, 1xSaker	12xBg, 2xGd, 12xPt, 6xRr, 1xDrake, 1xSaker	8xPt, 8xGd, 8xLL, 8xRr, 1xDrake, 1xSaker

Special Rules for Dutchmen:

- 1) Because of the nature of their existence, the Beggars could brook no slackers in their ranks. Therefore, any *Bookish* or *Coward* Officers allocated to a Beggar company may be immediately replaced.
- 2) The Dutch Flight number is 35%.
- 3) Beggars represent both the “Sea” & “Woods” variety. Levy troops can represent less experienced (or desperate) Beggars.

English Forces (Few)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LB, 4xLP	4xLB, 4xPt	4xRr, 4xPt
2) 4xVS, 4xVP	4xVS, 2xLnS, 2xBr	4xBr, 4xDI
3) 2xLB, 2xLnS, 4xLnP, 1xBr	2xLB, 4xLL, 2xPt	6xRr, 2xPt, 2xLB
4) 2xGV, 6xLB, 2xVS, 1xPt	4xLnS, 4xLnP, 4xRr	4xLL, 4xPt, 4xVS
5) 4xLnS, 4xLA, 4xLP, 2xBr	4xLA, 2xPt, 4xDI, 2xBr	4xRr, 2xBr, 4xLL, 4xDI
6) 2xVS, 6xLB, 6xVP, 2xPt, 1xSaker	4xVS, 4xDI, 4xLL, 1xSaker	8xRr, 4xPt, 1x Saker

English Forces (Moderate)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LB, 4xLnP, 4xLP	6xLB, 6xLL	4xBr, 4xPt, 4xLB
2) 4xLA, 4xVS, 4xVP	4xLnS, 6xLB, 2xPt	4xBr, 4xRr, 4xPt
3) 4xVS, 6xLB, 4xLP, 2xBr	4xLB, 4xBr, 4xPt	4xDI, 4xBr, 2xLB, 4xRr
4) 2xVP, 6xLB, 6xVS, 2xBr	6xLnS, 6xLnP, 4xRr	4xBr, 4xPt, 4xLL, 4xVS
5) 4xVS, 8xLA, 6xLP, 4xPt	6xLA, 6xPt, 4xDI, 2xBr	8xRr, 4xPt, 6xDI
6) 4xVS, 6xLA, 6xVP, 2xBr, 4xPt, 1xDrake	6xVS, 6xRr, 8xPt, 1xDrake	8xPt, 8xRr, 6xDI, 1xDrake

English Forces (Large)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8x LB, 8xLP, 4xPt	6xLA, 6xVS, 6xPt	6xPt, 6xRr, 6xLA
2) 8xLB, 8xVS, 6xLA	8xLnS, 8xLA, 4xPt	6xPt, 6xRr, 8xPt
3) 8xLA, 4xLnS, 8xVP, 4xPt	8xLA, 8xPt, 6xPt	4xDI, 8xPt, 4xLA, 8xRr
4) 4xVP, 10xLA, 8xVS, 4xPt	8xLnS, 8xLnP, 8xRr	6xPt, 6xPt, 6xLL, 6xVS
5) 8xVS, 12xLA, 8xLP, 4xPt	10xLA, 8xPt, 4xDI, 8xRr	8xPt, 8xBr, 8xLL, 4xDI
6) 8xLnS, 12xLA, 10xSP, 2xVP, 4xPt, 1xDrake, 1xSaker	12xVS, 2xDI, 12xPt, 6xRr, 1xDrake, 1xSaker	8xPt, 8xDI, 8xLL, 8xRr, 1xDrake, 1xSaker

Special rules for Englishmen:

- 1) Although inexperienced for most of the period covered, English Officers were fast learners. Therefore the English may pick three Officers when choosing a Colonel, and keep the best one.
- 2) The English Flight number is 45%.

German Mercenary Forces (Few)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xLP	4xLA, 4xPt	4xRr, 4xPt
2) 4xLnS, 4xLP	6xLnS, 2xPt	8xRr
3) 2xLA, 2xLnS, 4xLnP, 1xPt	2xLA, 4xRr, 2xPt	6xRr, 2xPt, 2xLnS
4) 2xLnP, 6xLA, 2xLnS, 1xPt	4xLnS, 4xLnP, 4xRr	4xRr, 4xPt, 4xLnS
5) 4xLnS, 4xLA, 4xLnP, 2xPt	4xLA, 2xPt, 6xRr	10xRr, 2xPt, 2xLnP
6) 8xLnS, 6xLnP, 2xPt, 1xSaker	4xLnS, 8xRr, 1xSaker	8xRr, 4xPt, 1x Saker

German Mercenary Forces (Moderate)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xLnP, 4xLP	6xLA, 6xPt	4xRr, 4xPt, 4xLA
2) 4xLA, 4xLnS, 4xLnP	4xLnS, 6xLA, 2xPt	8xRr, 4xPt
3) 4xLnS, 6xLA, 4xLnP, 2xPt	4xLnS, 4xRr, 4xPt	8xRr, 4xPt, 2xLA
4) 4xLnP, 6xLA, 6xLnS, 2xPt	6xLnS, 6xLnP, 4xRr	8xRr, 4xPt, 4xLnS
5) 4xLnS, 8xLA, 6xLnP, 4xPt	6xLnS, 6xPt, 6xRr	12xRr, 4xPt
6) 4xLnS, 6xLA, 6xLnP, 2xRr, 4xPt, 1xDrake	6xLnS, 8xRr, 6xPt, 1xDrake	8xPt, 14xRr, 1xDrake

German Mercenary Forces (Large)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8x LA, 8xLP, 4xPt	6xLA, 6xLnS, 6xPt	6xPt, 6xRr, 6xLnS
2) 8xLnS, 8xLnS, 6xLA	8xLnS, 8xLA, 4xPt	14xPt, 6xRr
3) 8xLA, 4xLnS, 8xLnP, 4xPt	8xLnS, 8xPt, 6xRr	8xPt, 4xLnS, 12xRr
4) 4xLnP, 10xLA, 8xLnS, 4xPt	8xLnS, 8xLnP, 8xRr	6xPt, 12xRr, 6xLnS
5) 8xLnS, 12xLA, 8xLnP, 4xRr	10xLnS, 8xPt, 12xRr	8xPt, 20xRr
6) 8xLnS, 12xLA, 10xLnP, 2xRr, 4xPt, 1xDrake, 1xSaker	12xLnS, 8xPt, 12xRr, 1xDrake, 1xSaker	8xPt, 24xRr 1xDrake, 1xSaker

Special Rules for Germans:

- 1) Mercenary leaders were usually of long experience, and the toughest made their way to the top. Therefore if the Colonel chosen by the German player is not ***Tough***, he ***may*** continue to choose Officers until he finds one who is a ***Tough*** character.
- 2) The German Flight number is 40%.

Irish Forces (Few)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x Kn, 4xBn	4xKn, 4xIH	4xIH, 4xBn
2) 4xLA, 4xHl	4xLA, 2xBn, 2xIH	8xIH
3) 8xKn, 1xIH	2xHl, 6xIH	8xIH, 2xHl
4) 2xGs, 6xKn, 2xLA, 1xIH	4xKn, 4xBn, 4xIH	8xIH, 4xLA
5) 4xGs, 4xKn, 4xBn, 2xIH	8xKn, 2xIH	8xIH, 4xGs
6) 2xLA, 10xKn, 2xHl, 2xIH	4xLA, 8xIH	10xIH, 4xLA

Irish Forces (Moderate)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8x Kn, 4xBn	6xKn, 6xIH	8xIH, 4xKn
2) 10xKn, 4xBn	8xKn, 4xIH	4xKn, 6xIH, 4xBn
3) 8xKn, 6xBn, 2xIH	4xKn, 4xIH, 4xBn	4xGs, 2xKn, 8xIH
4) 4xGs, 6xKn, 6xLA, 2xHl	2xKn, 6xLA, 8xIH	8xIH, 4xHl, 4xLA
5) 4xLA, 8xKn, 6xBn, 4xIH	6xHl, 6xBn, 4xGs, 2xIH	8xIH, 4xBn, 6xGs
6) 10xKn, 6xBn, 8xGs, 4xIH	6xLA, 6xIH, 8xGs	8xKn, 10xIH, 6xGs

Irish Forces (Large)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8x Kn, 8xBn, 4xIH	6xKn, 6xLA, 6xIH	10xIH, 8xKn
2) 8xKn, 8xLA, 6xBn	8xLA, 8xKn, 4xIH	6xKn, 10xIH, 4xBn
3) 8xKn, 4xLA, 8xBn, 4xIH	8xKn, 8xBn, 6xIH	4xGs, 8xKn, 4xBn, 8xIH
4) 4xGs, 10xKn, 8xLA, 4xIH	8xKn, 8xHl, 8xIH	6xHl, 6xLA, 12xIH
5) 8xLA, 12xKn, 8xBn, 4xIH	10xKn, 8xBn, 4xLA, 8xIH	8xKn, 8xBn, 14xIH
6) 8xGs, 6xKn, 6xHl, 10xLA, 6xIH	12xKn, 2xGs, 10xLA, 8xIH	8xKn, 8xGs, 20xIH

Special Rues for Irishmen:

- 1) Gallowglasses were famous for their bravery in battle and unwillingness to retreat. Therefore, any Gallowglass company allocated a **Coward** Officer may immediately replace him with a new one.
- 2) Because of the general lack of military theorists in Irish armies, any company allocated a **Bookish** Officer may immediately replace him with a new one.
- 3) The Irish Flight number is 30%.
- 4) Highlanders (Hl) represent "New Scots" mercenaries.

Danish Forces (Few)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xLP	4xLA, 4xPt	4xRr, 4xPt
2) 4xRgS, 4xLP	4xRgS, 2xLnS, 2xRr	4xGd, 4xRr
3) 2xLA, 2xLnS, 4xLnP, 1xPt	2xLA, 4xRr, 2xPt	6xRr, 2xPt, 2xLA
4) 2xGV, 6xLA, 2xRgP, 1xPt	4xLnS, 4xLnP, 4xRr	4xScP, 4xPt, 4xRgS
5) 4xLnS, 4xLA, 4xLP, 2xPt	4xLA, 2xPt, 4xScP, 2xRr	8xRr, 2xPt, 4xGd
6) 2xRgS, 6xLnS, 6xLnP, 2xPt, 1xSaker	4xRgS, 4xRr, 4xScP, 1xSaker	8xRr, 4xPt, 1x Saker

Danish Forces (Moderate)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xLnP, 4xLP	6xLA, 6xPt	4xRr, 4xPt, 4xLA
2) 4xLA, 4xLnS, 4xLP	4xLnS, 6xLA, 2xPt	8xRr, 4xPt
3) 4xLnS, 6xLA, 4xLP, 2xPt	4xLA, 4xRt, 4xPt	4xGd, 4xPt, 2xLnS, 4xRr
4) 4xGV, 6xLA, 6xRgP, 2xPt	6xLnS, 6xLnP, 4xRr	4xRr, 4xPt, 4xScP, 4xLnS
5) 2xRgS, 8xLnS, 6xLnP, 4xPt	6xLnS, 6xPt, 4xScP, 2xRr	10xRr, 4xPt, 4xGd
6) 4xLnS, 6xLA, 6xLnP, 2xGV, 4xPt, 1xDrake	6xRgS, 6xRr, 8xPt, 1xDrake	8xPt, 8xRr, 6xScP, 1xDrake

Danish Forces (Large)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8x LA, 8xLP, 4xPt	6xLA, 6xRgS, 6xPt	6xPt, 6xRr, 6xLA
2) 8xLnS, 8xLnP, 6xLA	8xLnS, 8xLnP, 4xPt	6xPt, 6xRr, 8xPt
3) 8xLA, 4xLnS, 8xLnP, 4xPt	8xLA, 8xPt, 6xPt	4xGd, 8xPt, 4xLA, 8xRr
4) 4xGV, 10xLA, 8xLnP, 4xPt	8xLnS, 8xLnP, 8xRr	12xPt, 6xRr, 6xRgP
5) 4xRGs, 12xLnS, 12xLnP, 4xPt	10xLnS, 8xPt, 4xScP, 8xRr	8xPt, 12xRr, 8xScP
6) 8xLnS, 12xLA, 10xLnP, 2xGv, 4xPt, 1xDrake, 1xSaker	12xLnS, 2xGd, 12xPt, 6xRr, 1xDrake, 1xSaker	8xPt, 8xScP, 16xRr, 1xDrake, 1xSaker

Special Rules for Danes:

- 1) While the Danes used large numbers of mercenaries in their ranks, their aristocratic Gendarmes were highly prized. Most of these were converted to pistol armed horse in the mid 1560's. Therefore, any Scandinavian Pistoleers or Gensdarmes companies that are allocated any **Bookish** Officers may immediately replace them with a new one.
- 2) The Danish Flight number is 40%.

Swedish Forces (Few)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xLP	4xLA, 4xPt	4xRr, 4xPt
2) 4xRgS, 4xRgP	4xRgS, 2xRgP, 2xScP	4xGd, 4xScP
3) 4xLA, 4xLP, 1xPt	2xLA, 4xScP, 2xPt	6xScP, 2xPt, 2xSC
4) 2xGV, 6xLA, 2xRgP, 1xPt	4xLnS, 4xLnP, 4xRr	4xGd, 4xPt, 4xRgS
5) 4xLnS, 4xLA, 4xLP, 2xPt	4xLA, 2xPt, 4xGd, 2xRr	8xRr, 2xPt, 4xGd
6) 2xRgS, 6xLnS, 6xLnP, 2xPt, 1xSaker	4xRgS, 4xScP, 4xGd, 1xSaker	8xRr, 4xPt, 2xScP, 1x Saker

Swedish Forces (Moderate)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xLnP, 4xLP	6xLA, 6xPt	4xRr, 4xPt, 4xLA
2) 4xLA, 4xSC, 4xLP	4xSC, 6xLA, 2xPt	8xScP, 4xPt
3) 10xLA, 4xLP, 2xPt	4xLA, 4xScP, 4xPt	4xGd, 4xPt, 2xLnS, 4xScP
4) 4xGV, 6xRgS, 6xRgP, 2xPt	6xLnS, 6xLnP, 4xRr	4xRr, 4xPt, 4xGd, 4xLnS
5) 2xRgS, 8xLnS, 6xLnP, 4xPt	6xLA, 6xPt, 4xGd, 2xScP	10xRr, 4xPt, 4xGd
6) 4xSC, 6xLA, 6xLnP, 2xGV, 4xPt, 1xDrake	6xRgS, 6xScP, 8xPt, 1xDrake	8xPt, 8xScP, 6xGd, 1xDrake

Swedish Forces (Large)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8xSC, 8xLP, 4xPt	6xLA, 6xSC, 6xPt	6xPt, 6xRr, 6xSC
2) 8xLA, 8xLP, 6xSC	8xLA, 8xLP, 4xPt	6xPt, 6xRr, 8xPt
3) 8xLA, 4xRgS, 8xRgP, 4xPt	8xLA, 8xScP, 6xPt	4xGd, 8xPt, 4xLA, 8xScP
4) 4xGV, 10xLA, 8xLP, 4xPt	8xLnS, 8xLnP, 8xRr	12xPt, 6xScP, 6xRgS
5) 8xRgS, 12xLA, 8xLP, 4xPt	10xRgS, 8xPt, 4xGd, 8xScP	8xPt, 12xRr, 8xGd
6) 8xLnS, 12xLA, 10xLnP, 2xGv, 4xPt, 1xDrake, 1xSaker	12xLA, 2xGd, 12xPt, 6xScP, 1xDrake, 1xSaker	8xPt, 8xGd, 16xScP, 1xDrake, 1xSaker

Special Rules for Swedes:

- 1) Thanks to Erik XIV's reforms of the cavalry, any Scandinavian Pistoleers company that is allocated an ***Undisciplined*** officer may immediately replace him with a new one.
- 2) The Swedish Flight number is 40%.

Muscovite Forces (Few)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x MS, 4xMSp	4xMS, 4xCsH	4xSB, 4xCsH
2) 4xCsS, 4xMSp	4xTF, 2xStl, 2xTH	4xTH, 4xSB
3) 2xMS, 2xStl, 4xMSp, 1xCsH	2xMS, 4xTH, 2xCsH	6xSB, 2xCsH, 2xCsS
4) 2xTF, 6xMS, 2xBg, 1xCsH	4xStl, 4xMSp, 4xSB	6xSB, 6xCsH
5) 4xStl, 4xMS, 4xMSp, 2xTH	4xMS, 2xCsH, 4xTH, 2xSB	8xSB, 2xCsH, 4xTH
6) 2xCsP, 6xStl, 6xMSp, 2xCsH, 1xSaker	4xTF, 4xSB, 4xCsH, 1xSaker	8xSB, 4xCsH, 1x Saker

Muscovite Forces (Moderate)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x MS, 4xMSp, 4xMSp	6xMS, 6xTH	4xSB, 4xCsH, 4xMS
2) 4xMS, 4xStl, 4xMSp	4xStl, 6xMS, 2xCsH	4xTH, 4xSB, 4xCsH
3) 4xStl, 6xMS, 4xMSp, 2xCsH	4xMS, 4xTH, 4xCsH	4xCsH, 2xMS, 8xSB
4) 4xTF, 6xMS, 6xCsS, 2xCsH	6xStl, 6xMSp, 4xSB	4xSB, 4xCsH, 4xTH, 4xCsS
5) 4xTF, 8xMS, 6xMSp, 4xTH	6xMS, 6xCsH, 6xSB	8xSB, 4xCsH, 6xTH
6) 4xStl, 6xMS, 6xMSp, 2xCsP, 4xCsH, 1xDrake	6xTF, 6xSB, 8xCsH, 1xDrake	8xCsH, 8xSB, 6xTH, 1xDrake

Muscovite Forces (Large)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8x MS, 8xMSp, 4xCsH	6xMS, 6xCsS, 6xCsH	6xCsH, 6xSB, 6xMS
2) 8xStl, 8xTF, 6xMS	8xStl, 8xMS, 4xCsH	6xCsH, 6xSB, 8xCsH
3) 8xMS, 4xStl, 8xMSp, 4xCsH	8xMS, 8xCsH, 6xCsS	4xTH, 8xCsH, 4xMS, 8xSB
4) 4xTF, 10xMS, 8xStl, 4xCsH	8xStl, 8xMSp, 8xSB	6xCsH, 6xSB, 6xTH, 6xStl
5) 8xStl, 12xMS, 8xMSp, 4xCsH	10xMS, 8xCsH, 4xCsS, 8xSB	8xCsH, 10xSB, 10xTH
6) 8xStl, 12xMS, 10xCsP, 2xTF, 4xCsH, 1xDrake, 1xSaker	12xStl, 2xTH, 12xCsH, 6xSB, 1xDrake, 1xSaker	8xCsH, 12xTH, 12xSB 1xDrake, 1xSaker

Special Rules for Muscovites:

- 1) Muscovite armies of this period were more famous for their defeats rather than their victories. Purges in the officer class (the Boyars) led to a paucity of good officers. Therefore the Muscovite player must use the first officer randomly chosen as Colonel.
- 2) The Muscovite Flight number is 40%.

Polish Forces (Few)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x Hdk, 4xCsS	4xHdk, 4xCsH	4xHsr, 4xCsH
2) 4xWy, 4xCsS	4xWy, 2xHdk, 2xRj	4xRj, 4xHsr
3) 2xHdk, 2xBS, 4xCsP, 1xCsH	2xHdk, 4xRj, 2xCsH	6xHsr, 2xCsH, 2xHdk
4) 2xBS, 6xHdk, 2xWy, 1xCsH	8xHdk, 4xHsr	4xRj, 4xCsH, 4xWy
5) 4xWy, 4xHdk, 4xCsS, 2xRj	4xHdk, 2xCsH, 4xTH, 2xHsr	4xHsr, 2xCsH, 4xRj, 4xTH
6) 2xWy, 12xHdk, 2xCsH, 1xSaker	4xWy, 4xHsr, 4xRj, 1xSaker	8xHsr, 4xCsH, 1x Saker

Polish Forces (Moderate)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8x Hdk, 4xCsS	6xHdk, 6xRj	4xHsr, 4xCsH, 4xHdk
2) 10xHdk, 4xCsS	10xHdk, 2xCsH	4xRj, 4xHsr, 4xCsH
3) 10xHdk, 4xCsS, 2xCsH	4xHdk, 4xRj, 4xCsH	4xTH, 4xCsH, 2xHdk, 4xHsr
4) 4xBS, 6xHdk, 6xWy, 2xCsH	6xCsS, 6xHdk, 4xHsr	4xHsr, 4xCsH, 4xRj, 4xWy
5) 4xWy, 8xHdk, 6xCsS, 4xRj	6xHdk, 6xCsH, 4xTH, 2xHsr	8xHsr, 4xCsH, 6xTH
6) 16xHdk, 2xWy, 4xCsH, 1xDrake	6xWy, 6xHsr, 8xCsH, 1xDrake	8xCsH, 8xHsr, 6xTH, 1xDrake

Polish Forces (Large)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8x Hdk, 8xCsS, 4xCsH	6xHdk, 6xWy, 6xCsH	6xCsH, 6xHsr, 6xHdk
2) 8xWy, 14xHdk	16xHdk, 4xCsH	6xCsH, 6xHsr, 8xCsH
3) 16xHdk, 4xCsS, 8xWy, 4xCsH	8xHdk, 8xRj, 8xCsH	4xTH, 8xCsH, 4xHdk, 8xHsr
4) 4xBS, 10xHdk, 8xWy, 4xCsH	16xHdk, 8xHsr	6xCsH, 6xHsr, 6xRj, 6xWy
5) 8xWy, 12xHdk, 8xCsS, 4xCsH	10xHdk, 8xCsH, 4xTH, 8xHsr	8xCsH, 8xHsr, 8xTH, 4xRj
6) 20xHdk, 10xCsS, 2xCsP, 4xCsH, 1xDrake, 1xSaker	12xWy, 2xTH, 12xCsH, 6xHsr, 1xDrake, 1xSaker	8xCsH, 8xTH, 8xRj, 8xHsr 1xDrake, 1xSaker

Special Rules for Poles:

- 1) Some of the deadliest Cavalry in Europe, and small in number, Hussar companies were not given to amateurs. Therefore, any *Bookish* or *Coward* Officers allocated to a Hussar company may be immediately replaced.
- 2) The Polish flight number is 50%.

Turkish Forces (Few)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8x Tfk	4xTfk, 4xAkj	4xSph, 4xAkj
2) 4xJs, 4xTfk	4xJs, 2xTfk, 2xAkj	4xAkj, 4xSph
3) 2xTfk, 2xMts, 4xJs, 1xAkj	2xTfk, 6xAkj	6xSph, 2xAkj, 2xTfk
4) 2xMts, 6xTfk, 2xJs, 1xAkj	8xTfk, 4xSph	8xAkj, 4xJs
5) 4xJs, 8xTfk, 2xAkj	4xTfk, 2xAkj, 4xTH, 2xSph	4xSph, 6xAkj, 4xTH
6) 2xJs, 12xTfk, 2xAkj, 1xSaker	4xJs, 4xSph, 4xAkj, 1xSaker	8xSph, 4xAkj, 1x Saker

Turkish Forces (Moderate)

Predominantly Foot	Mixed	Predominantly Mounted
1) 2x Tfk	6xTfk, 6xAkj	4xSph, 4xAkj, 4xTfk
2) 10xTfk, 4xJs	10xTfk, 2xAkj	8xSph, 4xAkj
3) 10xTfk, 4xJs, 2xAkj	4xTfk, 8xAkj	4xTH, 4xAkj, 2xTfk, 4xSph
4) 4xMts, 6xTfk, 6xJs, 2xAkj	12xTfk, 4xSph	4xSph, 8xAkj, 4xJs
5) 4xJs, 8xTfk, 6xMts, 4xAkj	6xTfk, 6xAkj, 4xTH, 2xSph	8xSph, 4xAkj, 6xTH
6) 16xTfk, 2xJs, 4xAkj, 1xDrake	6xJs, 6xSph, 8xAkj, 1xDrake	8xAkj, 8xSph, 6xTH, 1xDrake

Turkish Forces (Large)

Predominantly Foot	Mixed	Predominantly Mounted
1) 16x Tfk, 4xAkj	6xTfk, 6xJs, 6xAkj	6xAkj, 6xSph, 6xTfk
2) 8xJs, 14xTfk	16xTfk, 4xAkj	6xAkj, 6xSph, 8xAkj
3) 16xTfk, 4xMts, 8xJs, 4xAkj	8xTfk, 16xAkj	4xTH, 8xAkj, 4xTfk, 8xSph
4) 4xMts, 10xTfk, 8xJs, 4xAkj	16xTfk, 8xSph	12xAkj, 6xSph, 6xJs
5) 8xJs, 20xTfk, 4xAkj	10xTfk, 8xAkj, 4xTH, 8xSph	8xAkj, 8xSph, 8xTH, 4xRj
6) 20xTfk, 10xJs, 2xMts, 4xAkj, 1xDrake, 1xSaker	12xJs, 2xTH, 12xAkj, 6xSph, 1xDrake, 1xSaker	14xAkj, 8xTH, 10xSph 1xDrake, 1xSaker

Special Rules for Turks:

- 1) The Janissaries were at this time an elite formation. Therefore, any *Bookish* or *Coward* Officers allocated to a Janissary company may be immediately replaced.
- 2) The Flight number for a Turkish force is 50%.

Portuguese & Italians (Few)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xLP	4xLA, 4xPt	4xGd, 4xPt
2) 4xLA, 4xLP, 1xPt	6xLA, 2xPt	8xPt
3) 4xLA, 4xAS, 1xPt	2xLA, 4xGd, 2xPt	6xGd, 2xPt, 2xLA
4) 2xAS, 8xLA, 1xPt	4xLnS, 4xLnP, 4xRr	4xGd, 4xPt, 4xLA
5) 8xLA, 2xAS, 2xGV, 2xPt	4xLA, 2xPt, 2xGd, 4xLL	4xGd, 6xLL, 2xPt, 2xAS
6) 8xLA, 4xAS, 2xGV, 2xPt, 1xSaker	4xLA, 4xGd, 4xPt, 1xSaker	4xGd, 4xPt, 4xLL, 1x Saker

Portuguese & Italians (Moderate)

Predominantly Foot	Mixed	Predominantly Mounted
1) 4x LA, 4xAS, 4xLP	6xLA, 6xPt	4xGd, 4xPt, 4xLA
2) 4xLA, 4xLP, 4xAS	4xLP, 6xLA, 2xPt	4xGd, 4xPt, 4xLL
3) 4xLP, 6xLA, 4xAS, 2xPt	4xLA, 4xGd, 4xPt	4xGd, 4xLL, 4xPt, 2xLA
4) 4xAS, 12xLA, 2xPt	6xLnS, 6xLnP, 4xRr	4xGd, 4xLL, 4xPt, 4xLA
5) 4xGV, 8xLA, 6xAS, 4xPt	6xLA, 6xPt, 2xGd, 4xLL	6xGd, 4xPt, 6xLL
6) 4xGV, 6xLA, 6xAS, 2xGd, 4xPt, 1xDrake	6xLA, 4xGd, 4xLL, 6xPt, 1xDrake	8xPt, 8xGd, 6xLL, 1xDrake

Portuguese & Italians (Large)

Predominantly Foot	Mixed	Predominantly Mounted
1) 8x LA, 8xLP, 4xPt	6xLA, 6xLP, 6xPt	6xPt, 2xGd, 6xLA, 4xLL
2) 8xLnS, 8xLnS, 6xLA	8xAS, 8xLA, 4xPt	14xPt, 6xGd
3) 8xLA, 4xLnS, 8xAS, 4xPt	8xLA, 8xPt, 6xGd	8xPt, 4xLA, 6xGd, 6xLL
4) 4xAS, 10xLA, 8xLP, 4xPt	8xLnS, 8xLnP, 8xRr	6xPt, 6xGd, 6xLL, 6xLA
5) 8xLP, 12xLA, 4xAS, 4xGV, 4xGd	10xLA, 8xPt, 6xGd, 6xLL	8xPt, 10xGd, 10xLL
6) 8xLP, 12xLA, 10xAS, 2xPt, 4xGV, 1xDrake, 1xSaker	12xLA, 8xPt, 6xGd, 6xLL 1xDrake, 1xSaker	10xPt, 10xGd, 10xLL 1xDrake, 1xSaker

Special Rules for Portuguese & Italians:

- 1) Venetians may exchange any Petronels (Pt) for Stradiots (Str).
- 2) Non-Seafaring Italians may exchange any Armed Sailors (AS) for Levy Arquebus (LA).
- 3) The Portuguese may exchange up to half their Petronels (Pt) for Akinjis (Akj). These represent North African Berbers.
- 4) The Flight number for Italian armies is 30%. Venetian and Portuguese armies have a Flight number of 40%.

“Impeaching the Enemy”

A small campaign for use with *Actions!*

Introduction:

While one-off games are amusing, nothing beats a campaign game. Module 3 of the Spanish Fury series, *Campaign!* is still in the playtest stage, so we thought a small campaign included with the rules would be a good idea. The theme we chose was modeled on the writings and adventures of the great English captain, Francis Vere. Our campaign is also set in the Eighty Years war, during the period of English intervention. A Dutch town is under siege. One player, the Spaniard, must prepare his defenses to keep the town blockaded. The other player, the Englishman, must find a way to slow down or even raise the siege.

The English have about three weeks to discomfit the Spanish or the town will fall. He will do this by breaking the outer defenses of the besiegers; knocking out sconces, driving off cattle, and running supplies into town. Each week is one operation. If they can cause enough damage, the siege will be lifted. The Spanish player also has a tough job. The terrain is not wide open, which means his garrisons can become isolated. He must link all of his troops with mobile reserves, prepare ambushes, and secure supplies. Both sides can scout the enemy to discover their intentions. Intelligence is often more important than firepower.

What you will need to play

Map (provided)

Counters (provided)

Miniatures

Paper: *Note- Unlike our other games for the Spanish Fury system, this campaign requires some light record keeping. This was decided on to keep counter densities low. Sorry about that.*

The Captain

Setup:

The English player does not set up his forces, as they are off map. The Spanish player must allocate companies to various locations, in secret. They must then place a total of 15 herds divided as they please at any location that is marked “pasturage”, the position of these are revealed to the English. All squadrons allocated to a particular location may not be moved for the duration of the game. All unallocated squadrons become part of the Reserve. After this, any squadrons placed in any locations marked “Known” are revealed to the English player.

Sequence of Play:

- 1) Assign scouting parties.
- 2) The English Player plans mission and route, while the Spaniards plan their defenses.
- 3) Both sides attempt to scout the enemy.
- 4) The player who outscouted the enemy may make changes to their plans.
- 5) The turn is executed, and victory determined.

The Map:

The map is composed of locations and routes. Locations represent potential Spanish garrisons and English objectives. The routes connect these locations, and movement can only be along routes.

The Forces:

The English player secretly rolls once on their “moderate” force table, and once on the “few”. The Spanish player rolls twice on their “large” force table, adding one to the roll, no more than once per column.

Also received at start are a number of Colonels. Captains for each company are drawn only when required for a battle, and then dismissed (put away) After the battle is completed. Note that if more than one Colonel is present in a battle, excess Colonels may be used as Captains and retained after the battle.

Assigning Scouting Parties:

Both sides may choose to assign Scouting Parties out of their available forces: The Spanish from their Reserves, the English from any available squadrons. A maximum of six may be chosen by either side, either Horse or Foot. These totals are not revealed between players. Some types are more valuable for scouting. See below. Note that any squadrons assigned to Scouting Parties may not take part in any other activities for that turn. They are effectively “out of play”.

Missions:

The English player must determine a mission each turn. He may choose from one of the following:

- 1) Storm: Attack and capture a Sconce
- 2) Run Supplies into town: Attempt to get a few wagonloads of supplies into town. The English force must bring along six wagons, and the number that arrive in town when the English enter it determine the victory points awarded.
- 3) Steal Herds: “Borrow” some of the besiegers’ supplies. The number brought back to English lines determines the victory points awarded.
- 4) Cut Enemy Communications: Sever the main route of powder, food, and dispatches to the besieger’s headquarters. The location represents the main staple or depot.

Planning Missions:

Along with each mission, the English must choose a target. The target must be a location that contains elements that the mission requires for success. Thus a “Storm” mission must have as its target a location with a Sconce in it, a “Run Supplies” mission must have the town itself as a target, a “Steal Herds” mission a location with Herds present, and finally, a “Cut Enemy Communications” mission a location on the main communications route. Further, the route that the English will take must also be chosen and written down. They must also choose what squadrons will be included in the mission- sometimes they will not use all available forces to enable them to be more stealthy. Unused Squadron have no other effect on that turns activities.

Planning Defenses:

Squadrons allocated to particular locations may not be moved or repositioned during the scenario. However, Reserve squadrons may be positioned or repositioned during the planning segment. All Reserved squadrons must be placed in a maximum of two locations.

Scouting:

In the scouting segment, players attempt to discover each other's dispositions. The player with the highest scouting total will out scout his opponent. Neither side need reveal all of their scouting parties. They may "bid" a certain amount, back and forth, until one or both sides run out of squadrons. Highest roll on a d6 goes first.

Example- The English have three foot squadrons. The Spaniards four. The Spaniards win the die roll, and open the bidding at three. The English only have three, so they know they can't win. They decide not to bid and reveal anything to the Spaniards. For their part, the Spanish have out scouted their enemy and hidden the fact that they have another squadron out of action for the turn.

The out scouted player must now suffer the consequences.

If the English are outscouted, they must write out the mission type (Storm, etc) they chose on two separate sheets of paper. They must then write a false mission on a separate piece of paper. Finally, a blank sheet is added to the other three. These are shuffled somehow, and the Spanish player draws two sheets. The other two are put away- **NEITHER** player may look at them. The Spanish player may then look at what he drew, never showing the English player. He may then reposition his reserves as he sees fit.

If the Spanish are outscouted, they must write out the location of both reserves on separate sheets of paper. They must then write a false location on a separate piece of paper. Finally, a blank sheet is added to the other three. These are shuffled somehow, and the English player draws two sheets. The other two are put away- **NEITHER** player may look at them. The English player may then look at what he drew, never showing the Spanish player. He may then change his mission and its route as he sees fit.

Executing Missions:

When it comes time to execute the mission, the English player looks at the route he has chosen. He notes the first location on the map he chose to enter on. He then informs the Spanish player of the location. He must then determine if he has been discovered (see below). If discovered and the Spanish choose not to Intercept, the English move to the next location on their route and repeat the process until they reach the target location, then carry out their mission.

If they are discovered and defeated in battle or if they decide to abort the mission, or they have successfully completed it, the English must get back to their own lines. To do this, they follow the same process as they did before, only they may choose their route back as they go along, from location to location. If defeated in battle and forced to retreat they must go back to the previous location they just came from. If they were retreating to a location and are defeated there also, they are considered captured and out of play.

Note that on the return trip the English may not attempt to perform other or even similar missions. They will not Storm Sconces, cut communications or lift herds! (They just want to get home....)

Discovery and Interception:

When an English force enters a location, whether it is occupied or not, they must check if they have been discovered. The English player rolls 2d6. On a 9 or higher, he has been discovered. There are modifiers to the roll. The Spanish player tells the English player of any modifiers without giving specifics. He merely tells the English the modifier. The English then does the same for the Spanish player. If discovered, the Spanish player may decide to attack. If he chooses to do so, he may then secretly decide to summon any Reserves stationed in any adjacent location. If he does, reinforcements may arrive during the battle. Proceed to the battle rules. The modifiers to the discovery roll are as follows:

English force is composed entirely of Horse: -2*

English force composed of only "Canny" and "Slippery" squadrons: -3*

English force is under twelve squadrons strong: -2

English force is over twenty squadrons strong: +2

Each "Slippery" or "Canny" Squadron in Spanish forces present: +1

*= Only one of these modifiers can be used.

Battle rules:

All battles are fought using the Actions! Rules....(no kidding?). The map shows the type of terrain in the area, and should be used to make up the map. The setup and victory conditions depend on what brought the battle on. See below:

Successful Interception by the Spanish:

The English player must cross the board and escape off the other side, with any herds or wagons also. The Spanish may set up anywhere at least 12" from the English board edge, in ambush if they so choose. If the English cause the Spanish to take flight, any Spanish survivors are replaced in the town or put in Reserve at the end of the week's activities. Any English forces that do not exit are considered captured. If the English are put to flight, they must follow the procedure shown in the Executing Missions rules above. Note that if they are defeated before their mission is completed, they **MUST** retreat to their own lines. They will not attempt to complete the mission.

Note that even if the Interception takes place in a space with Herds, a Sconce, or a Staple, they will not be included in the battle. However if an interception takes place in a space with a Sconce, the defending Spaniards receive a Saker and crew with any force deployed. These guns may not be moved after the battle and are always available integrally with the Sconce regardless of their fate in battle.

Storming a Sconce:

The Sconce is placed in the center of the board. Spanish player sets up inside, and the English enter from their board edge. To win, the English have to be in sole possession of the Sconce. If this should happen at any time, the Spanish are immediately put to flight. The English may enter with ladders for any company that so chooses. Note that Spanish forces defending Sconces always receive a Saker and crew with any force deployed in battle.

These guns may not be moved after the battle and are always available integrally with the Sconce regardless of their fate in battle.

Steal Herds:

The Spanish player sets up eight Herds at least 12" apart anywhere on the board. He may then set up his forces anywhere at least 12" from the English board edge, in ambush if they so choose. The number of Herds the English capture or scatter will determine their victory points.

Cut Communications:

The board should include a small village in the center of it (the staple). The Spanish set up anywhere at least 12" from the English board edge, in ambush, if they so choose. The English must put them to flight to win. If they do, the "cut communications" mission cannot be chosen again.

Running Supplies:

There are never any battles based on this mission reaching the target location, since they are in a friendly location.

Reinforcements:

Any Reserves that have been summoned (see above) will respond immediately, before the battle is begun, before the Spaniards can even see the English enter. They must decide on the composition of the force they will send from among the reserve. This is called a Rescue Party. The size and composition of the Rescue party will determine when it will arrive. The Spanish player may roll every turn after the 5th to see if the rescue party has arrived. Roll 2d6. On a Roll of 11 or higher, they will arrive from opposite the English edge of the board. The roll is modified as shown below:

Composed Entirely of Horse: +3

Total force eight squadrons or less: +2

Total force more than twelve squadrons: -2

Led by "Villiago": +1

After turn 10: +1

After turn 15: +2

Regardless of whether these troops arrive or not, they are placed back in their previous location at the end of the battle. If the Spanish are defeated, all of the Spanish forces are considered out of play for the turn, and are placed in the Reserve for next turn.

Victory:

The number of points accumulated by the English determines victory:

Less than ten points: Spanish Major victory- Town falls, unconditional surrender

Between eleven and twenty points, Spanish Minor Victory- Honours of War for garrison

Between twenty-one and thirty points, Draw- Siege continues

Between thirty-one and forty points, English Minor Victory- Siege becomes Loose blockade
More than forty points, English Major Victory- Siege lifted

Victory points are awarded as follows:

Run Supplies mission- each wagon moved to town: 4 points

Successful Storm Sconce mission: 8 points

Each Herd scattered: 1 point

Each Herd brought back to English lines: 2 points

Successful "Cut Communications" mission: 12 points

From the Captain:

Well, there you go. It's not much, but it's something. This campaign could easily be adapted for play with any nations, anywhere, from Danzig to Kinsale. If you do change this around, or come up with your own campaign, please write us. We would be glad to offer graphic support and put it up on our page, giving you full credit.

Spanish Fury, Battle!

-Or-

Pistolado!

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For Army Lists, Commander characteristics, and Historical Notes, see the Designer's Notes at the end of the rules.

1) Scales, Basing and Unit Organization

Figure scale is up to you- 1:40 being a good start, especially if you don't possess 400+ figures. The ground scale is roughly 1"=25 yards. As far as time is concerned, it is impossible to dogmatically adhere to a given turn being a specific amount of time, because the variety of circumstances makes it impossible. There are historical battles from this period that were over in less than an hour, and others that lasted all day. We therefore submit that a turn represents anywhere between 15 minutes to an hour.

Conventional basing principles don't apply to the rules per se; since regiments are thought of principally as blocks, or cards, in these rules, any basing will do, as long as it is fairly consistent. Some flexibility is good. Don't base all the pike and shot of a foot regiment on one base, although you COULD in these rules. It would make it difficult to show different formations. However, if you want to make your battlefield look aesthetically pleasing, separating your shot from the main pike block is a good idea. See the examples section on how we based our armies, and why. Don't worry- regardless of what rules your figures are based for, they'll work with Pistolado!

The basic troop unit in these rules is the regiment. Foot regiments are composed of various proportions of pike and shot, except for Enfants Perdue detachments, which are all shot. Horse regiments can be Lance, Pistol, or Carbine armed. **Several regiments will form a brigade.** Each brigade has a Commander, who in turn takes his orders from a Generalissimo, or Commander-in-Chief. **Artillery is always unbrigaded.**

2) Glossary

Artillery: A model represents a battery of 2-4 guns. Types represented range from Sakers (smallest) to Cannon Royal (largest).

Brigade: A group of regiments, which may be composed of horse or foot, or both, under a Commander.

Caracole: A tactic of pistol and carbine armed cavalry, whereby successive ranks fire at the enemy, then wheel around to the rear of the regiment to reload.

Commander: A brigade Commander who receives and interprets orders for his Brigade. Place the counter of the Commander in the appropriate brigade box of the Army register sheet, face down if he is only a Gentleman Volunteer.

Confidence Level: Each army has a confidence level which is calculated at the beginning of a battle. It can fluctuate during the game, bringing severe consequences to an army that is in difficulties, or enhancing its abilities when things go well.

Cohesion Status: Each regiment is always in one of six types of cohesion, ranging from Sharp (most ordered) to Mob (worst).

Disorganized: A regiment whose current cohesion status is either Ragged or Mob can incur certain penalties such as being vulnerable to an opportunity charge.

Enfants Perdue detachment: A Foot regiment composed exclusively of shot armed men in a loose formation.

Ferocity: The degree to which a regiment strikes fear into an enemy. Effects waver tests.

Firearms: Foot and Horse Regiments capable of firing are counted as carrying firearms (Arquebus and Muskets for Foot, Pistols and Carbines for Horse).

Generalissimo: Commander-in-chief of the entire army. Only he can issue orders to Commanders. Place the counter showing the Generalissimo in the Generalissimo box of the Army Register.

Gentleman Volunteer: An Officer without a Command. See the Commanders and Generalissimos rule.

Grade: Experience level of a regiment. Veteran (highest), Seasoned (Middle) and Levy (lowest).

Isolation: An isolated regiment suffers waver penalties and can surrender.

Light Horse: Encompasses Petronel, Light Lancer, Borderer and Stradiot regiments.

Officer Ratings: Generalissimos and Commanders have the following ratings:

Inspiring: A modifier added when checking an Army's Initial Confidence Level.

Influence: The number shown is added to all Commanders strategy rating when required during the battle. Only the Generalissimo uses this rating in a given battle.

Strategy: Used to determine Strategic advantage at the beginning of the battle, and to determine precedence when regiments in his brigade are charging.

Valour: This number is added to any regiment in melee which the Commander or Generalissimo is personally leading (attached to).

Humour: This rating shows the character of a Commander during a battle, and determines how he reacts to Orders and battlefield situations. See Doubt rules for details.

Messenger: A figure used to convey a Generalissimo's order. It is only a marker and has no fighting capability or any other status.

Officers: A general term used for Generalissimos and Commanders.

Rally from Rout: An unpursued regiment may attempt to stop routing.

Rally from Pursuit: A pursuing horse regiment may attempt to stop pursuing.

Rally from Disorder: An attempt to regain lost cohesion.

Regiment: A unit of Horse or Foot, regardless of size. Does not include artillery, but does include Enfants Perdue detachments.

Reiter: German mercenary pistoleers, inventors of "The Caracole".

Reserve Brigade: A brigade that contains regiments that may, at the discretion of the Generalissimo, be attached to another brigade, and to which regiments of other brigades may be attached.

Skirmishing Horse: Arquebus-armed cavalry who provide support fire for another horse regiment.

Unresponsive unit: A unit that cannot be controlled temporarily, either because it is involved in Melee, is in pursuit, or in rout. A **Responsive Unit** is the opposite.

Waver: A morale test brought on by battlefield actions.

3) Sequence of Play

Pre-Game Sequence:

A) Determine Army Confidence level: Each army calculates its Initial Confidence level [9] based on nationality, size, Temper range, and other modifiers.

B) Determine Terrain: Both players must agree on the layout of the board before play begins. Since these are not competition rules, players should use their discretion to produce as interesting a board as possible, not necessarily being balanced or fair! Perhaps

the best way is to prepare a table together, the side with the strategic advantage picking their board edge first, with his opponent opposite.

- C) **Determine Hour:** This may be determined by both players, or randomly. Players must decide on how many turns there are until twilight. At twilight, roll 1d6, subtracting 2 if it is winter. This is the number of turns remaining. At the end of the last turn, if a side has not fully withdraw or been reduced to a less than Hopeless confidence level, the battle is a draw.
- D) **Battle Plan Segment:** Each side must make a rough diagram of the board on a sheet of paper. Using counters provided corresponding to regiments in their order of battle, each player organizes his brigades on the Army Status Sheet, and places Commanders in charge of each brigade. If historical Officers not available, use randomly **chosen** officers (see “The Captains” in the Designer’s Notes). Generalissimos and subordinates (if they are separate players) draw up the starting position of all brigades (roughly) in the army.
- E) **Army Deployment:** Armies are deployed on the field per the battle plan.
- F) **Strategic Advantage:** Both players total the Strategy rating of the Generalissimo and any three other Commanders, including Gentlemen Volunteers. Add 1d6 to each total. The side with the higher number has the Strategic advantage, and may now, after both sides have setup on the table, reposition one of its brigades to another location in his battleline.
- G) **Initial Orders:** Players issue orders to each brigade.

Game Sequence:

- 1) **Command Segment:**
 - a) **Orders:** Generalissimo may attempt to change a Commander’s order. (See Command [4]) Messengers are moved.
 - b) **Doubt:** Commanders in Doubt may try to change their own orders (See Doubt [7])
 - c) **Brief Speeches (Optional):** Brigades close to the enemy place Brief Speech (BS!) markers on individual regiments [6].
- 2) **Action Segment:**
 - a) **Unresponsive regiments** perform actions (rout, pursuit, etc.) after which they may attempt to rally from either Pursuit or Rout [18].
 - b) Regiments expose **Brief Speeches** [6].
 - c) **Aggressive Actions:** Regiment allowed to by orders may decide to charge, and declare their target [16]. They, and their targets, take waver tests [14] (See Regiment cards).
 - d) **Execute Charges and Countercharges**, and any actions brought on by waver test (rout, pursuit [17]).
 - e) **All other units perform actions-** moves [10], formation changes [12], Rallying from Disorder [11].

3) Resolution Segment:

- a) **Fire resolution:** All units capable of engaging in fire combat [15] resolve it now.
- b) All **Opportunity Charges** [16] are carried out by **Horse** regiments that are allowed by their orders [5].
- c) All **Melee engagements** are resolved [16] and any regiments routed or pursuing as a result of this turns melee are moved.
- d) Move **Confidence** track [8] based on events this turn, and carry out any actions required.

4) Command

Every army had a Chain of Command. In these rules the hierarchy is quite simple- The Generalissimo (Commander in Chief) at the top, and his subordinate Commanders, who are all equal.

Who can issue orders?

Only the Generalissimo may issue orders.

When can he issue them?

They can only be issued during the Command segment.

Who does, and can, he send them to?

To Commanders of brigades, and only if the brigade in question is in his clear line of sight.

How many can he issue in a turn?

A Generalissimo may issue only ONE order per turn. He may also issue a general “Withdraw” or an “Assault” order to all brigades at once.

How does he send them?

On the turn the Generalissimo issues an order, he places the marker under a messenger figure. The messenger moves each turn including the turn it was issued. When the messenger moves into contact with the Commander who was to receive the message, it is considered to have been received. Messengers only move during the ORDERS segment. They can never move within the charge move of an enemy unit. A Generalissimo may also give an order to a Commander he is in base-to-base contact with.

5) Orders

Order rules are probably the most important, least thought of and used element of most miniatures rule sets. We have tried to rectify that in Pistolado! By making them reasonable and clear. There will always be gray areas and situations not perfectly covered in the rules. Please use gentlemanly discretion when deciding on how to proceed.

Who has, and gets, orders?

All Commanders of brigades will have an order at all times. There is never an instance where a brigade will be without one.

When do they get them?

Each brigade begins the game with an order (see Pre-Game Sequence [3])

The Generalissimo during the Command segment may change them.

Can anything stop an order from being carried out?

Yes. Under certain circumstances, a Commander may **Doubt** them. See Doubt rules [7]).

How Do They Work?

The following is a list of possible orders that may be issued to a Commander of a brigade by a Generalissimo.

Assault:

This represents a brigade given the order for an attack on an enemy for the purpose of its total overthrow.

This is a battle-winning, brigade-smashing attack meant to decide the issue, not just skirmishing or pinning an enemy down.

Horse Brigades:

An all horse brigade must move forward at least at their march rate against the enemy opposite them, or any target specified in Special Orders (below). They may, when outside charge reach, attempt to rally from disorder for one turn, after which they must charge when within reach of an enemy, except enemy Light horse or Enfants Perdue, which can be charged at discretion. In larger brigades, units in back of one which is charging need not move around it to find an enemy, but may remain behind it up to a full charge move if so desired.

Foot Brigades:

An all foot brigade must move forward at least at their full march rate, until just outside the long range of any enemy regiments firearms, or just outside an enemy regiment's charge range. At this point they may attempt to rally any disorder (for one turn, maximum) before advancing. They must then advance to short range of any attached shot, and fire once only, after which they must charge any enemy foot before them. Units without attached shot may halt for one turn to rally any disorder at a distance equal to their charge move before charging the next turn. Enfants Perdue detachments are never required to charge or even move to short range.

Mixed Brigades:

Units in mixed brigades act as shown above, but with the following options:

- 1) Units in a mixed brigade with Assault orders may advance at the march rate of the slowest regiment present if they so choose.
- 2) Foot in a mixed brigade may remain in place or move up behind the horse to act as a rallying point. They become a bulwark against any enemies who defeat the horse of their brigade and break through them. They may act as if they have Hold orders at any time, without having to change orders.
- 3) They may support the horse by moving adjacent to them in the front line to support them with fire or merely with their presence. They may act as if they have Harass orders without having to change orders.

Harass:

The purpose of a Harass order is to cause the enemy harm without committing your own brigade to a life-or-death struggle. Harassment usually entails units in your brigade shooting at the enemy in hopes of causing casualties and disorder to the extent that they are 'softened up', and vulnerable to an Assault.

All Brigades:

All regiments must advance at a rate equal to at least the march rate of slowest regiment in the brigade, to within long or short range of any firearms regiments the brigade possesses and attack enemy regiments by firing at them. All regiments which can engage in fire must attempt to do so, unless they are behind regiments already engaged, in which they may choose to move around them or remain where they are. Regiments may not charge opponents except for cavalry who may charge any enemy regiments who have become disordered to the extent that they are Ragged or a Mob (see Charging & Melee [16], opportunity charges).

Demonstrate:

Sometimes a Commander needs to pin a section of the enemy line in place, to maintain his control of the initiative or to take it away from the enemy. To do this, a friendly brigade will have to put on the pretense of an attack, and keep the other side guessing as to it's true intentions.

All Brigades:

All regiments must advance at a rate equal to at least the march rate of the slowest regiment in the brigade, to within or just outside long range of any firearms regiments the brigade possesses, or outside the range of enemy firearms. Regiments may fire on any enemy regiments in range but are not required to do so. Horse regiments may remain outside any enemy firearm range, although if firearm equipped may close and fire on the enemy. Regiments may countercharge if charged.

Maneuver:

A commander may decide to move an entire brigade to a new location and not expect it to fight on the way. Most likely used to correct a poorly thought out initial setup, but can also represent a tactical repositioning of a brigade to put pressure on or rescue another section of the line of battle.

All Brigades:

All regiments must advance at a rate equal to at least the march rate of the slowest regiment in the brigade to a place signified on the rough map diagram created in the Battle Plan Segment. Draw out the route roughly on paper as well. All regiments in the brigade must follow the route as reasonably as possible. If the brigade is under Firearms attack or within charge range of an enemy regiment, the Commander must immediately check for Doubt (see Doubt rules).

Hold:

Some Generalissimo's want to, or need to fight a defensive battle with their whole army or in some sector of the field. Either that, or part of their plan calls for a segment of the army to wait for the right moment to begin their advance on the enemy.

All Brigades:3

No regiments in a command with Hold orders may advance beyond the position they are in when they receive the order. Regiments may fire on any enemies in range but are not required to do so. No regiments may charge, but may countercharge if charged (see waver table on regimental card).

Withdraw:

Sometimes, discretion is the better part of valour. A Generalissimo may choose to pull a section of his line back from an advanced position to reorganize it, or lead his entire army off the field.

All Brigades:

All regiments in a brigade must retire from their current position and move toward the rear board edge. Regiments must move at least half the march rate of the slowest regiment in the brigade. Any regiment charged may face its attackers, but not if only being attacked with firearms or artillery.

General note for all orders:

Regardless of which order a brigade is currently executing, regiments in any brigade may manouvre in relation to eachother at the discretion of the player commanding the regiment, either moving weaker regiments to the rear of the brigade, horse behind foot when facing more dangerous regiments etc. **Further, if a situation arises that are not covered directly in the rules, both players should agree to use their discretion. In one playtest, an entire brigade was obliterated but for a badly damaged Gensdarme regiment. It faced a Reiter unit six times its size WITH support. The Gensdarmes had an assault order. Should they have charged? You decide.....**

NB: Please **DO NOT** abuse this sensible rule for the purposes of violating the spirit of the rules. Example: Brigade with Assault orders rotating regiments back to front rather than moving towards the enemy. *This type of movement should be used to reorganize and optimize a brigade, not to cheat death!* Note that regiments currently locked in melee will not respond to any orders.

What happens when a brigade's orders are completed?

Some orders will self terminate, such as aggressive orders in which opposing brigades are defeated, or maneuvering brigades who have reached their destination. In this case the brigade's order is immediately changed to hold in all cases.

Reserve Brigades:

Reserves are a critical but often forgotten component of strategy. Without reserves exploitation of enemy weaknesses, and the prevention of enemy attempt to exploit yours becomes almost impossible. A Generalissimo who has not husbanded reserves will have his potential victories turned into draws while a rebuff may easily become a rout.

What is a Reserve Brigade?

A Reserve brigade is an brigade that began the scenario with a Reserve order or has been given a Reserve order by a Generalissimo.

What does it do?

A Reserve acts as if it has Hold orders. Reserve brigades may **detach** any regiment in its brigade to another brigade. Further, an army with at least one brigade in reserve receives a bonus for its Confidence Level, as do Reserve Brigades.

How do detached regiments operate? (See also “What does it do?”)

The must move at least at their full march rate until they reach the vicinity of their new brigade, and then act as part of their brigade normally. If attacked while on the way, the regiments will behave as if they have Maneuver Orders.

Can a reserve brigade become a regular brigade?

It can, whenever it is issued any other order, or it fails to meet the criteria for being a reserve brigade (see below).

What are the criteria for becoming or remaining a Reserve brigade?

A brigade must fullfill the following criteria:

- a) It has received or is currently under a Reserve order
- b) It is not within short range of any enemy artillery.
- c) It is on it's initial third of the board.
- d) There are no enemy brigades or their elements on the army's initial third of the board.

NB- If at any time it fails to meet this critiera, its orders change to Hold. Note that a Commander who Doubts his Orders and changes them will immediately forfeit his Reserve status, but will take on his new order, not *necessarily* Hold.

6) Brief Speeches (Optional, or rather, Informal)

When moving regiments in close proximity to the enemy, some expedients are required to avoid an “if you move there, I’m moving here” situation arising where a player will react to his opponents move rather than plan his own. This rule is a method of avoiding that situation in a simple and painless manner. A brief speech, by the way, is an Elizabethan English phrase for a tactical order.

When are brief speeches used?

Brief speeches are used when opposing brigades come roughly to just outside one full regimental card length away. They are placed in the Command segment of the sequence of play only.

Who receives brief speeches?

Only individual regiments of a brigade receive them. They have nothing to do with Commanders or Generalissimos, or brigade orders (although they cannot be used in a way that is forbidden by brigade orders). *It is assumed the Lt. Colonels in command of the regiment is giving them directly to his men.*

What are the different brief speeches, and how are they used?

Brief speech counters are placed on individual regiments, face down in the Command segment. Here is a description of the brief speeches and their usage:

March: Each move counter is placed in front of the regiment, with the arrow pointing generally in the direction they intend to move in.

Double: Same as March, but the regiment moves at double rate.

Retire: The regiment may either turn around and move, or move backward.

Rally: The regiment attempts to Rally from Disorder, taking a Marshalling check.

Defend Ground: The regiment remains in place.

Why is there no brief speech for Charging?

The brigade with the highest strategy rating declares charges. They are not simultaneous. A player may choose to place a blank brief speech on a regiment intending to charge to keep the enemy guessing as to his intentions.

7) Doubt

In the chaos of battle, where communications are unsure even in the best of times, commanders need to use their initiative to survive. They may receive direct orders from their Generalissimo, but deem that they are out of date or unclear. This can cause a commander to experience doubt as to his generalissimo's intentions.

When would you check to see if a Commander doubts his orders?

Only in the Command segment [3], and at no other time.

What are the various "Humours" of commanders?

The five Humours are Chivalrous, Intrepid, Stolid, Flighty and Uncommitted. Commanders who are Chivalrous or Intrepid are Aggressive. Those who are Flighty or Uncommitted are Passive. Stolid Commanders are neither Aggressive nor Passive.

Who would Doubt his orders? Under what circumstances?

For Aggressive Commanders:

- 1) He receives a non-aggressive order.
- 2) He currently has a non-aggressive **or demonstrate** order, and is under attack by firearms, or an enemy regiment is with a charge move of a regiment in his brigade (check every turn these conditions apply)

For Passive Commanders:

- 1) He receives an aggressive order.

For Stolid Commanders:

- 1) He receives an aggressive order while his army's confidence level is desperate or hopeless, or a passive order while his army's confidence level is Resolute or Exultant.

What do you do if a Commander doubts his orders?

The commander must then roll on the Doubting Orders table to see if he accepts his new orders or situation, Or changes them to suit his own temperament. Roll on the appropriate row for the Humour of the Commander (Chivalrous, Intrepid, etc) and apply any modifiers. **A plus result means the order becomes more aggressive by that many levels, while a minus means the order becomes more passive by that many levels.**

Example: Dameville (chivalrous) is holding (Hold order) a bridge against D'Andelot's Landsknechts, who, at the opposite end of the bridge are firing on his Gensdarmes. In the next Command segment, Dameville tests to see if he changes his orders. He looks at the Chivalrous row of the Doubt Chart, and rolls a 7. No modifiers apply, so he keeps following orders and stays put. Had he rolled an 11, his orders would have been changed to Harass, and he would have started across the bridge.

8) Brigades

To properly order a battleline, regiment needed to be brigaded together, and each brigade given a task. The better organized the more flexible an army's operation.

What are brigades composed of?

A brigade will always have a Commander, and can have any number of either horse or foot regiments, or both.

Example: Count Arembourg is the Commander of a brigade in a Spanish Army, composed of a Spanish regiment, two Landsknecht regiments, a Petronel regiment, and a regiment of Walloon Gensdarmes.

What about Artillery?

Artillery is never brigaded. They are not bound by orders of any type.

How are brigades deployed? Do they have to stay together?

As a general rule, no regiment in a brigade should be more than one charge move from at least one other regiment in the brigade. If a regiment is separated from its brigade for any reason, it should try to rejoin it as soon as possible. Use your discretion.

Can regiments be attached or detached from a brigade?

Only a Reserve brigade can detach regiments. They can be attached to other, non-reserve brigades. See Reserve brigades in the order rules [5].

9) Confidence

An army's effectiveness is not only based on quality of weapons and armour. Supply, pay and the mood of each soldier, based on training, devotion to his cause, and trust in his leaders are critical factors in determining how well an army will fight. In game terms, an army with low confidence will prove less effective in attack, harder to rally, and more likely to run away.

What are the levels of Confidence?

There are five different levels- Exultant, Resolute, Equiposed, Desperate, and Hopeless. An army will always be at one of the levels throughout a battle, and can fluctuate between them. Although an Army can never go above Exultant, it can go below Hopeless, at which point that army can no longer win.

What level do armies begin at?

This must be determined During the Pre-Game Sequence. The base level of all armies is Equiposed. Each army must apply the modifiers below to see if they will begin at a different level. Total all the modifiers and check it against the army's Temper range (found in the Army Lists). If the total is higher than the range, the Army begins the battle Resolute. If it is less than the range, it begins the battle Desperate. Total the applicable modifiers. Roll 1d6. On a one, subtract one from the modifier total. On a six, add one.

Initial Confidence Modifiers	
Campaign or Scenario Special rules modifier	+/-
Paid Army	+2
Generalissimo's Inspiration	+/-
Patriotic (per campaign or scenario)	+3
More than 50% veteran	+2
More than 50% Levy	-2
Outnumbered at least 2:1 in cavalry	-2
Outnumbered at least 2:1 in infantry	-1
Facing Spanish Infantry	-2
On home territory	+1
No Artillery	-2

Example: A Spanish army is checking to see what it's Initial Confidence Level will be. The Scenario Special rules state that since news has arrived that the Dutch rebels have just lost an army in the south, the felicitous Spaniards receive a +2 modifier. Their general Don Juan of Austria, has an inspiration rating of 2, for a total of 5 so far. To this the die roll die roll of 6 indicates one has been added, for a total of 5. This Spanish army has more than 50% of it's regiments rated veteran, so 2 more is added, for a total of 7. This is high above the Spaniard's Temper range, so they will begin the battle Resolute.

How does the Confidence level fluctuate during a battle? [Fortuna]

Certain events will make an army experiences a "Cause For Alarm" (CfA), or a "Cause for Rejoicing" (CfR). When either of these occur, a player must roll 2d6 and add or subtract the appropriate modifiers. The total is then checked against the army's Fortuna number for the current confidence level it is at (found in the Army List). In a CfA, if the player rolls under the army's CfA number, The confidence level drops. In the case of a CfR, The player must roll higher than the CfR number to gain a level. The results are applied immediately, and if

there is a change move the Confidence counter to the new level. An army roll every turn that a CfA or a CfR occurs. The type of events are shown below:

Causes for Alarm:

Enemy on Flank or Rear
 Enemy seizes any defensible terrain on friendly half of board*
 Friendly battery seized**
 Generalissimo or Commander is captured or killed
 Half of any friendly brigade in rout or surrendered
 Friendly Swiss, Spanish Infantry, Millers, routed

Causes for Rejoicing:

Seized enemy battery
 Seized any defensible terrain on enemy half of table*
 Enemy battery seized**
 Half of any enemy brigade in rout or surrendered
 Enemy Swiss, Spanish Infantry, Millers, routed

*Defensible terrain: large hills, towns, or any defended positions

**Based on current owner (captured/recaptured)

Modifiers	
Enemy on friendly half of board	-1
No brigades in reserve	-1
Every two friendly regiment value points previously routed off table or surrendered (round up)***	-1
More than one Cause for Alarm this turn	-2
Friendly Troops on opponent's half of table	+1
At least one friendly brigade is in reserve	+1
More than one Cause for Rejoicing this turn	+2

***Keep track of all regiment losses. When routed off board or surrendered, remove regiment counter from brigade section of the Army status sheet and place on current confidence level circle.

What is a “regiment value” in the modifiers above?

Each regiment has a base value of one. Add one if an army begins a battle with less than 12 regiments. Note that all Enfants Perdue detachments have a regimental value of **one-half**.

Example: A Dutch army is currently “Equipoised” in a battle with the Spaniard. In turns past, a have lost two regiments routed off the board. This turn, a Walloon regiment brushed some Dutch arquebusiers (Enfants Perdue detachment) off a prominent hill on the Dutch side of the board, prompting a Cause for Alarm (CfA) Fortuna roll. At Equipoised, the Dutch number for CfA is 7. Counting up the modifiers, “Enemy on friendly half of board” (-1), and the two regiments previously routed (-2), they now roll 2d6. The

get a 10, modified to 7. Since it is not lower than the Dutch Fortuna number (CfA) for Equiposed, the level remains the same.

How does an Army's Confidence Level effect it?

The effects of an Army's confidence level is shown below:

<i>Exultant:</i> Subtract two from all Waver rolls. Add one to all Melee numbers Add two to all Doubt rolls
<i>Resolute:</i> Subtract one from all Waver rolls Add one to all Doubt rolls
<i>Equiposed:</i> No Effect
<i>Desperate:</i> Add one to all Waver rolls Subtract one from all Doubt rolls Regiments can surrender
<i>Hopeless:</i> Add two to all Waver rolls Subtract two from all Doubt rolls Subtract one from all Melee numbers Regiments can surrender Routed regiments cannot Rally from Rout

What happens to an Army if it's confidence level is Hopeless and it loses a level?

An army who's confidence rating drops below Hopeless immediately loses the battle. If the battle is part of a campaign and the players choose to continue to see if the defeated can escape with the surviving troops, they must face the following consequences:

All brigades orders are changed to withdraw. Any regiments in melee immediately rout, and any regiment required to take a Waver test immediately surrenders if it is isolated, and otherwise routs. All Artillery is abandoned to the enemy. The Army's confidence level can never go back to Hopeless or better.

10) Movement

Moving a regiment of 3000 men armed with pike and arquebus was no easy feat. However, stern drilling could do wonders in a short time.

When does movement take place?

All Movement by responsive regiments takes place in the Action Segment.

How fast do regiments move?

Each regiment cards all have a move scale on the side of them showing how far a regiment can move. Note that the lowest rate produces no disorder in a regiment, while the quicker rate **automatically produces** some. Charge rate can only be used when charging an enemy (See Charging & Melee).

How fast do Officers move?

Officers can all move a distance equal to the full length of a regiment card, in any direction (this is for simplicity sake, and so you won't have to find a ruler- the length of a card is further than the move rate of the fastest regiment).

How do regiments maneuver on the table?

Regiments can move straight forward up to the entire rate they choose to move. To turn they must pivot the forward rank of the regiment on its corner and count the distance move by the opposite end as part of the move distance available (see movement examples provided). They may also drift slightly from side to side as they move forward, up to about 15 degrees total (use your discretion and imagination!).

Can regiments move through other regiments or artillery batteries?

Regiments may not move through other regiments. They may move through Artillery batteries, but must count this as a major obstacle for disorder purposes. Skirmishing horse attached to a Lance-armed regiment may not pass through any other regiments, but may pass through an Artillery battery if it were a minor obstacle. Enfants Perdue detachments can pass through a regiment of horse or foot causing it one level of disorder **(the Horse or Foot regiment, not the Epd, which has no cohesion)**.

How close can a regiment move to an enemy regiment or battery without charging it?

No regiment can move closer than **half** (roughly) the width of a regimental card unless it is charging or countercharging. Since artillery crews abandon their guns when they are **within short firearms range** of an enemy regiment, a regiment does not have to stop moving when confronted by one. They simply move right over it, unless it is in a defended position, and then must be charged. **Note: Artillery batteries count as a minor obstacle for disorder purposes.**

How does terrain effect movement?

Terrain effects troops in different manners, as shown below (and on the Terrain table):

Horse Regiments

Impassible	Forests, streams, broken or rocky ground, large bodies of water, walls, hedges, and Entrenchments.
Major Obstacle	Light woods, large swamps, steep hills, ploughed fields.
Minor Obstacles	Low hills, underbrush, fords, marshy ground.

Foot Regiments

Impassible	Forests, streams, broken or rocky ground, large bodies of water.
Major Obstacle	Walls, hedges, entrenchments, large swamps, fords, steep hills, ploughed fields.
Minor Obstacles	Light woods, low hills, marshy ground.

Artillery batteries:

May only be placed in or enter clear terrain, or low hills.

At what rate do regiments move through terrain?

Regiments may only move at their march rate through or into minor obstacles, and may only move at half their march rate through major obstacles. Regiments charging enemy regiments in either type of terrain may still only move at the rates quoted above.

Can regiments change their facing?

Yes, a regiment may turn to face front, back, or either side. They may only move at their march rate in the turn they change facing, **but lose one level of cohesion as if they were doubling.**

Can regiments back up?

Yes they can. They may only move at half of their march rate, **but lose one level of cohesion as if Doubling.** They continue facing the enemy. Although regiments may back up over or through minor obstacles, they may not do so over or through major obstacles.

11) Cohesion

The bane of the renaissance fighting man was disorder in the ranks. With many foot regiments up to 40 ranks deep and some Reiter regiments even deeper, any disorder impaired the regiment's ability to fight, communicate orders through the ranks, or even move.

What is a regiment's "default" state?

All regiments begin as "Sharp"- in other words, at cohesion level "1"

How does a regiment **lose cohesion**?

- 1) Moving over or through an obstacle
- 2) By Fire Combat
- 3) As a result of a Waver test
- 4) By moving at Double rate or Charge rate
- 5) By being involved in Melee

What kinds of obstacles cause disorder, and how does it work?

There are two types of Obstacles:

Minor- Includes small streams, plowed fields, low hills, and the like.

Major- Includes large or quick-moving streams, hedges, earthwork embankments, trenches, light woods, steep hills, etc.

Each regiment going over or through disordering terrain must take a Marshalling test. Roll 1d6. If the value is equal to or less than it's Marshalling number, there is no effect.

Otherwise, the regiment suffers a cohesion level drop for each point it is over. If the regiment is going over or through a Major obstacle, it immediately drops one cohesion level, and then rolls normally, adding 2 to the roll. Regiments only check once for each terrain type they go through per turn, regardless of what portion of their move they spend in it.

Example: A French Legion regiment is moving through a plowed field (minor obstacle). They are currently "Trim". They roll 1d6 against their Marshalling number of 3 and score a 5. As they are 2 over, their cohesion level drops to disarrayed.

Can Artillery be disordered?

No. Artillery units are unaffected by disorder.

Can Enfants Perdue detachments be disordered?

No. EPd units are unaffected by disorder.

How does a regiment **regain cohesion**?

A regiment may "Rally from Disorder" if given a "rally" brief speech. Roll 1d6 on the Rally Table on the units Regimental Card. The number shown is the number of cohesion levels regained.

12) Formations

Sixteenth century troops were surprisingly capable of performing complex manoeuvres under fire. Although Machiavelli may have been impractical in hoping to revive the drill of the Roman legions, it should be remembered that his “Art of War” was read by all military theorists of the age.

What is a Formation, and what are the different types?

A formation is not just the shape a regiment is in, but its purpose:

Foot regiments can form:

Column: The most common formation. Balances movement, Firepower, and hand to hand capabilities.

Shot Forward: Enhances a regiment’s firepower at the expense of hand to hand strength.

Hedgehog: A purely defensive stance, the regiment sacrifices all movement and most of its fire capability for enhanced hand to hand abilities. A regiment in Hedgehog can fire from all four of its faces simultaneously to full effect, dividing the regiments figure strength by each face firing. It may not move.

Horse Regiments can form:

En Haye: Only Gensdarmes can form En Haye, or single rank. This allows a regiment to charge on a greater frontage with the same impact as a column against horse.

Column: Greater depth in horse regiments has greater impact against foot regiments.

Caracole: Only Reiters may form a caracole, which allows them to fire at opponents with the pistols they carry.

Loose: For Petronels, Light Lancers, Borderers and Stradiots. They fire with less effect than a column of Reiters but gain movement advantages.

What formations can Artillery adopt?

Artillery do not have or use formations.

What formations can Enfants Perdue detachments adopt?

They do not have a formation per se; they can be in line or in any shape they want.

When can a regiment change formation?

A responsive regiment can only change formation during the action segment, with other moves. It cannot be done while routing, pursuing, or in melee. It can also change formation when charged (if it does not break from its waver test), but to do so it must check for disorder as if it were moving through a minor obstacle, and must remain stationary. A regiment that performs a rally action may change formation, but subtracts one from the Marshalling roll. A regiment that changes formation when being charged may not fire at the charging regiment. A regiment that is charging may not change formation.

Example: A Huguenot regiment is being charged by a French Legion regiment. It is currently in Shot Forward formation, but wishes to face its opponent in Column. It rolls against its Marshalling number of 3, and scores a 1. It changes formation to Column with no loss of cohesion.

How does a regiment change formation? Can it cause disorder?

Place a marker on the regiment, or rearrange its figures to signify its current formation (see graphic examples). Each time a regiment changes formation, it must check for disorder as if it were going over a minor obstacle (see Cohesion rules).

How does a formation change effect movement?

A regiment may not move in the turn it changes formation. Note that unresponsive regiments may not change formation.

Can a regiment fire in the same turn it changes formation?

No.

13) Skirmishing Horse & Enfants Perdue

The “Enfants Perdue” (Lost Children) of the late sixteenth century were not the fire-eating double pay soldiers of the Italian Wars. At this point they were arquebus or musket armed skirmishers.

The equine cousins of the Enfants Perdue were skirmishing horse; firearm-equipped horsemen known as Petronels, Argolets, and Carabins variously, they served a useful purpose during the campaign march. In battle, they served either in an independent role as light horsemen or were attached to a Gensdarmes regiment to give it some fire support. It is with the latter that these rules are concerned.

Skirmishing Horse:

General-

At the beginning of a battle, a player must decide if his Skirmishing horse will be either attached to a Horse Regiment (usually Gensdarmes) or will operate independently. If the latter, then the regiment behaves as other horse regiments do, with it's own card. If the former, then see the rules below.

How are they attached to another regiment?

Skirmishing Horse may be attached to a Lance-armed regiment, and they are usually deployed on the tabletop as being roughly up to one march move ahead of the Lance-armed figures, or directly behind them. A Lance-armed regiment may have up to one Skirmishing horse figure attached to it for every Lance-armed figure.

How do they operate?

Regardless of its formation, Lance/Skirmishing Horse regiment always operates using the information on the Lance-armed regiment's card, for movement, wavering, etc. Only the firing characteristics of the Petronel card are used to determine fire.

When firing,

Count only the number of skirmishing horse figures in the regiment. Also, count the Range from the front of the skirmishing horse figures, not the Lance-armed figures.

They may not fire through the Lance-armed figures.

When charging or charged,

Place the skirmishing horse figures directly behind the Lance-armed figures. There is no movement or cohesion penalty for this. Note that they may not fire at an enemy regiment which is charging them. Note also that when an enemy charges a Lance/Skirmish regiment they must be within their charge distance to the Lance armed figures, not the skirmishing horse.

When in Melee,

Count only the Lance-armed figures as fighting. The only effect skirmishing horse has on melee is that they add a +1 to the melee factor of the regiment on the second turn of melee only.

When moving,

Count all movement from the Lance-armed figures, not the skirmishing horse. The skirmishing horse figures do not move per se, but may be placed within the march move on the Lance regiments card of the Lance-armed figures. Note that the skirmishing horse may not enter or cross terrain that is prohibited to cavalry.

Example: at the beginning of the Action phase, the skirmishing horse figures of a composite regiment are a full march move out in front of the Lance-armed figures. During the action phase, the Lance-armed figures move forward at their double (gallop) rate. The player may choose to place the skirmishing horse a full march move in front, to the either side of, or behind the Lance-armed figures.

Enfants Perdue:**General-**

At the beginning of a battle, a player must decide if his Enfants Perdue will be either attached to a brigade as other infantry are, or attached to a terrain feature. An Enfants Perdue detachment (EPd) in a brigade operates as a normal infantry regiment, with some special move bonuses.

How does an EPd attached to a terrain feature work?

It must be attached to a specific piece of terrain, such as a village, a trench, or a hill. It may never move more than its **charge** move from terrain it is attached to. If it routs or moves further from the feature than allowable the EPd is removed from the board and assumed to have routed off the board for Confidence purposes.

Can EPd become disordered?

No. They have no cohesion status.

14) Waver Tests

Fear is the enemy in battle. Only the best troops will obey orders in perilous situations, and even they are quite capable of running away. Rigid training, a good cause, and long military traditions all help to steel a soldier's resolve to face death.

What is a waver test?

A waver test is a check on a regiment's morale brought on by certain circumstances.

When do regiments take waver tests?

See the table below:

When to take Waver Tests	
The wish to charge an enemy	(To Charge Row)
An enemy charges them	(Charged by Foot or Horse Row)
Their brigade Commander is killed or captured	(Disaster)
The Generalissimo is killed or captured leading a regiment in their brigade	(Disaster)
A regiment in their brigade breaks and routs	(Disaster)
When they are Burst Through in melee	(Disaster)
Better grade of regiment (Veteran, Seasoned, Levy) routs past within its Double move	(Disaster)

Do Artillery batteries take waver tests?

No.

What do the symbols at the bottom of the waver test table signify?

The first one **(blue)** is the Cohesion modifier, taken from the Cohesion table in the middle of the card, based on a regiment's cohesion state. The second one **(Red)** represents the Casualty modifier from just below the Cohesion table. The third one **(Orange)** is the enemy unit's Ferocity

Rating (used for charges only). The fourth one **(Helmet)** is the Leader modifier, which subtracts one from the roll if a Commander or Generalissimo is attached to the testing regiment. The fifth one **(Castle)** is the Confidence modifier, which varies based on the army's confidence level. The sixth one **(Square in circle)** is the isolation modifier. If the regiment is isolated, one is added to the roll. The last one **(wall)** is the Defended Position modifier. If the regiment is in a defended Position, subtract two from the roll.

How does waver tests work?

The regiment in question consults on the appropriate row of the Waver Test chart on its regiment card and throws 2d6, applying the modifiers shown. Each type of test has a number followed by a result (ex. 5 Ch). If the modified equal to or less than the first number shown, apply the result. If not, check the next result, and so on.

EXAMPLE: A Landsknecht regiment wishes to charge a Walloon regiment. It will check on the "To Charge" row of the Waver chart. It rolls two dice, and scores a 7. Now the modifiers are checked. It is in a Trim cohesion state, so no modifier is added for cohesion. It has suffered more than 20% casualties, so a modifier of 2 is added, for a total of 9. Further, the Ferocity number of the Walloons is 1, so one more is added for a total of 10. It's confidence level is Equipoised so there is no effect, and it is not Isolated, so the total remains at 10. This is higher than the first number shown on the Row, so the next number is checked. It is equal to or less than this number, so a result of a -1 cohesion is applied to the regiment, which may now charge.

What do the results mean?

CC: Countercharge. The testing regiment must countercharge the regiment charging it.

Ch: Charge. The regiment testing may charge its target.

ES: Evade or Stand. EPd only. The EPd may only Stand if in a Defended Position [17].

Ev: Evade. The regiment must move its full double rate away from the charging opponent, without paying any movement penalty to turn around. This move is performed immediately.

H: Halt. The regiment may not charge.

Ln: "Landsknecht's response". The regiment will move towards the nearest friendly held fortification or village behind or beside it on its next turn, and each subsequent turn until it arrives. If none are available, the regiment Retires as shown above, and then each turn must move at its full march rate off the board via its own board edge. If at any time it becomes isolated (see below)

It will surrender. A regiment which arrives at a village or fortification will remain there for the rest of the battle, and if isolated, will surrender.

Rt: Retire. The regiment must immediately move back at its full march rate, facing the enemy, and suffers a shift of two levels of cohesion for the worse. This move is carried out immediately.

SC: Stand or Countercharge. The regiment may choose to remain stationary and receive the charge, or countercharge.

Sd: Surrender. A regiment that is isolated and receives this result will immediately surrender (see below). Otherwise, it will rout.

St: Stand. The regiment remains stationary to receive the charge.

X: Rout. The regiment in question is broken and routing, the rout move taking place immediately

-1/-2: This is the shift in the regiment's cohesion status that takes place immediately, aside from the result shown.

15) Firearms & Artillery Fire

*The advent of gunpowder weapons changed the face of warfare more dramatically than any other military innovation. By the middle of the 16th century, they could and did decide battles (although they ultimately had to be brought to a conclusion with cold steel), either through punishing artillery barrages, or a hail of fire from a (usually) entrenched foe. **Note:** Casualties in these rules do not necessarily represent killed and wounded, but also key officers and NCOs of a regiment being lost, and rank and file soldiers who have had their ardor cooled by the sight of gaps in their regiment.*

Who can fire?

Any firearm equipped regiment, and artillery, may fire at a target within the weapon's range (shown on regiment card), that is in front of it (for those sticklers among you, assume a 22 1/2 degree arc from the corners of the regiment, facing forward), except regiments in Hedgehog formation who can fire in any direction. Certain regiments can only fire in particular formations. Check the regiment card. If the formation shows a Fire number, it can fire in that formation.

Who can they fire at?

Any regiment can be a target. A Generalissimo, Commander, and Messenger cannot be fired at (these targets are handled in the Commanders and Generalissimos rules). A regiment may not fire through a regiment to hit another.

When do they fire?

Regiments can only fire at the beginning of the Resolution segment.

What does “Fire by Countermarch” mean?

Foot Regiments all fire by Countermarch, and must be at least three figures deep to be able to fire normally. Otherwise they incur the penalty shown among the modifiers on the Firing Table, except for Enfants Perdue detachments.

What does “Fire by Caracole” mean?

Horse regiment who fire by caracole must be at least three figures deep to fire normally. Otherwise they incur the penalty shown among the modifiers on the Firing Table.

Can any regiments move and fire?

Each regiment card states if the regiment is Veteran, Seasoned or Levy. Veterans and Seasoned regiments can move and fire. If a regiment can, and wished to do so, it cannot double that turn, but may only march. Light Horse and Skirmishing horse may double and fire, **as can any Enfants Perdue Detachments.**

Can regiments Rally from Disorder and fire?

No.

What about regiments that have been charged?

Any regiment that is charged may fire if it does not Rout, Evade or Countercharge due to its waver test. It must be in a formation that it is allowed to fire. Skirmishing Horse may not fire. Reiters who remain stationary to receive a charge may fire, As may petronels and all infantry.

Can regiments or Artillery batteries fire through friendly or enemy regiments or Artillery batteries?

No.

How is fire resolved?

Firearms: Count the number of figures in the regiment firing (pikemen included). Check the range, and find the Fire number on the regiment card. Apply all modifiers shown and roll 1d6 for column shifts. Cross index for the result. Note: if the fire number is reduced to less than zero by modifiers the fire has no effect.

Artillery: Check the type of gun firing, and the range, on the Artillery card. Check the rating of the crew (Novice/Average/Experienced) *Note- this is the crew rating, not the number of crew figures, which is inconsequential. Apply all modifiers shown and roll 1d6 for column shifts. Cross index for the result.*

Example: A Demi-Culvern with an Average crew will produce an unmodified “1d” result. At short range it produces a “2d/1” result. If the player rolled a 2 for his random modifier (left hand side of card) the result would have only been “2d”.

Explanation of Results:

1,2,or 3d/: The number is the amount of cohesion steps the target immediately goes down by.

/1,2, or 3: The target immediately loses the number of casualties shown.

How are casualties displayed?

This is entirely up to the individual players.

What about firing on artillery?

Counter-battery fire was relatively rare in this period. Further, most artillery batteries had a small amount of Enfants perdue (skirmishing arquebusiers) guarding them.

Artillery and long range firearm attacks are ineffective against Artillery batteries. Artillery that are under attack from firearms at close range are considered to have had their crews abandoned their guns. See Artillery rules [21] for more details.

16) Charging & Melee

The best way to see an enemy off the field is at the end of a pike or fleeing from your horse's hooves. Firepower can only go so far in destroying an opposing battleline.

How do regiments get into Hand-to-Hand Combat (Melee)?

The only way for regiments to get into Melee combat is to charge an enemy regiment or regiment or to be charged by an enemy regiment.

Who is allowed to charge whom?

See the table below:

Legal Targets for Charging	
<i>Horse Vs Foot</i>	Yes
<i>Horse Vs Horse</i>	Yes
<i>Foot Vs Foot</i>	Yes
<i>Foot Vs Horse</i>	No

What about verses Artillery? A regiment may move through (without charging) an artillery battery that is not in a defended position, as the gunners will flee. Only Foot may charge artillery in a defended position.

When can they?

During the Action Segment, before regiments move (except unresponsive regiments)

Who is allowed to?

Regiments of brigades that have “Assault” orders, or Horse with “Harass” orders against disorganized Foot.

What is an “Opportunity Charge”?

An opportunity charge is one which is not declared during the Aggressive Actions part of the Action Segment. Horse regiments with Harass or Assault orders within their charge move of a foot regiment which has become disorganized during the Action or Resolution segment for any reason may immediately have a charge declared against it, regardless of what actions the charging regiment engaged in

In what order do both sides charge (and choose to charge)?

Check the strategy rating of each Commander. Add one if the Commander’s Generalissimo is Inspiring. Brigade with highest Strategy chooses all chargers first, then alternate with other brigades, higher Strategy first.

What happens if the regiment initiating a charge fails to charge due to waver results?

No charge is initiated. Their opponent may choose to initiate a charge normally.

Does a charging regiment have to move at its charge rate?

No. It may choose to move at a slower rate (March, Double) but must move at a rate that would have enabled it to make contact with it’s opponent if it is or was stationary. Lancers who do not move at their charge rate (even if all of it was not required) do not gain their Charge bonus melee factors on their Regimental card (In other words, they will always suffer a minus one cohesion level).

How is it actually executed?

For each separate charge, the order is:

- 1) Both charger and charged take a waver test (see regiment cards, and Waver rules)
- 2) Move the opponents:
 - Target stationary- Move Chargers to contact
 - Target Countercharging- Each gets half their move, or until they are contacted by their opponents.
- 3) Resolution
 - Both sides determine Melee strength:
 - Check the regimental card for the melee number for the regiment’s current formation.
 - Check modifiers for cohesion
 - Check modifiers on the melee table
 - Determine Melee type (Even Struggle, Advantaged, etc)
 - Determine Outcome (Give Ground, Broken Into, etc)

What does the Lance Bonus on the card mean?

Lancers that charge or countercharge and successfully contact their opponents receive the modifier shown to their melee strength. After their first melee (not per round, but full melee), place a –1 Lance counter On the regiment’s counter on the Army Status sheet or behind the regiment on the board. If the regiment charges and contacts an enemy again, deduct one from the charge bonus, and replace the –1 counter with a Broken Lance counter. That regiment may not receive any Lance bonus again for the remainder of the battle.

What do the Outcome results mean?

Gg: Give Ground. Move the regiment back half it's march distance, facing its opponent. Place a Gg marker on the regiment, which will modify the melee next turn.

Fw: Follow Up. Regiments in brigades with Assault orders must move their regiment forward equal to the distance which their opponents Gave Ground by. A regiment with passive orders or in a defended position may not follow up. Others may at their discretion. If they do not, the melee is over. A regiment not at Mob level of cohesion must make a Marshalling check by rolling against it's marshalling number, unmodified.

Rr: Recoil & Rally. The regiment moves backward, facing the enemy, half of its march move.

The melee is over. A regiment not at Mob level of cohesion must make a Marshalling check by rolling against its marshalling number, unmodified.

Cm: Continue Melee. Continue the melee for another turn, unless horse on the second round of melee, which treat this as a Rr.

Bi: Broken Into. Place a Bi counter on the regiment, which will modify the melee next turn.

Rt: Rout. See Rout & Pursuit rules.

Ps: Pursuit. See Rout & Pursuit rules

Bt: Burst Through: The regiment Burst Through must take a waver test on the disaster row. On any result other than "M", the regiment routs, and treat the Bt result as a Rt result, with the victory regiment receiving a Pt result. Otherwise, place the victorious regiment half of its march move on the far side of the regiment it just Burst Through. The melee is over, and both regiments are disordered to mob level of cohesion.

X: Surrender. See surrender rules.

***:** Roll for Casualty. For each Asterisk roll 1d6. On a 6 a casualty is taken. Add one to casualty roll for each point of opponent's Ferocity (zero or minus ferocity ratings do not affect the roll). Regiments with more than 20 figures roll **twice** for each asterisk.

How long does a melee last?

Foot melees will last until a result is achieved where the two sides are separated- either by a Recoil and Rally or when one side is broken or totally eliminated. Horse melees (or one involving Horse vs Foot) will end after the second round. If a result has not been achieved which would separate the two sides (as per a Foot melee) then a Recoil and Rally result is assumed to have occurred after casualties are resolved from the second round of melee. Note that if another charges a Horse regiment during the second round of a melee with its first opponent count this as the first round of a new melee, for all regiments concerned. Thus if fresh regiments are fed into a melee involving Horse it can go on interminably!

What happens if Two regiments charge one?

All three regiments will take a waver test. If the Two regiments succeed in charging, resolve the charges and countercharges normally. If both regiments charge the same frontage of the regiment they are charging, there will be two separate melees, with the defending regiment dividing its figure strength. Resolve the melees normally; apply the worst of the two results to the charged regiment, and all casualties. The charging regiments follow their results normally. If one of the charging regiments gives ground or routs while the other does not, the charged regiment does not follow up or pursue, but continues the other melee normally.

What happens when a regiment is charged in the flank?

A regiment not currently locked in melee that is charged by a regiment towards its flank must immediately change its face to face the charging regiments, taking an unmodified Marshalling check. If unfortunate enough to be charged by two regiments from different flanks, treat the first round of melee as in “Two regiments charging one” above. Note that a regiment charged in two different flanks treats a countercharge result on the Waver table as a “Stand” result.

What happens when a regiment is charged in the rear?

The melee will be resolved on the Overwhelmed melee outcome line unless:

- 1) It is in hedgehog formation (no effect in this case)
- 2) The charging regiment is less than half the size of the charged regiment, in which cases treat it as if it were charged in the flank.

Can a regiment already locked in melee be charged?

Yes. If it is charged in the flank or rear, the regiment being charged must take a waver test on the disaster row. Any other result than maintain means the regiment immediately breaks and routs. Otherwise treat the next melee round as in “Two regiments charging one” above, or a “charged in the rear”, whatever the case may be.

What about charging Artillery in a defended position?

If a Foot regiment passes its waver test for charging the artillery crew abandon the battery. See Artillery [21]. The Foot regiment may move into the defended position where the artillery is. The crew may fire in that fire segment, however, before abandoning their guns.

17) Defended Positions

Entrenchments and the defence of built-up areas were not uncommon during this period. Sometimes they could be the difference lead an army to victory as for the Swiss at Arques, while the entrenched Italians at La Roche L'Abielle became a death trap for them.

What are the different types of Defended Positions?

A town (baricaded), trenches, hedges (thick), walls, and entrenchments.

How does a regiment benefit from them?

- 1) They receive beneficial modifiers when shot at.
- 2) Any horse regiments cannot charge them.
- 3) There is a modifier **for** the attacked on the Melee table.

What types of units can benefit from them?

Only infantry and artillery batteries can benefit from a defended position.

What benefit does an artillery battery receive for defending them?

The crew of an artillery battery will not flee when within short range of a firearm equipped regiment. It will still retire if charged, but may fire first.

18) Rout & Pursuit

When discretion becomes the better part of valour, it's "chaque hommes pour soit, and devil take the hindmost!" soon to be followed by a jubilant and victorious enemy hoping to gain prisoners, ransoms, and plunders.

Why do regiments rout?

Regiments rout as a result of Melee defeats and failed waver tests.

What does a regiment do when it receives a rout result?

A routed regiment immediately moves its full charge distance backwards, facing away from the enemy. It must move straight back for its full *march* move, after which it may manoeuvre by drifting only for the rest of its rout move. It pays no cost for changing facing.

What happens if they contact a friendly regiment while routing?

If the routing regiment contacts any friendly regiments in its movement, they are immediately disordered to mob level of cohesion, and will take a disaster test. Worse, if any pursuing regiments reach the regiment that the routers have gone through in the same turn, that regiment immediately routs also, and both routed regiments move as a single mass. The pursuers will continue after both regiments.

Does a routing regiment keep routing every turn?

A routing regiment will keep moving towards its own board edge (at its double rate) in rout every turn during the Action phase when unresponsive regiments move. If it is not currently being pursued (it is considered pursued regardless of how far its pursuer are from it, as long as they are still pursuing), it may attempt to Rally from Rout. This will continue until the routing regiment enters impassible terrain or it exits the playing area. In either case, the regiment is removed from play.

How does a regiment "Rally from Rout"?

Each action phase, *after* unresponsive regiments move, any unpursued regiment may attempt to Rally from Rout. To do so, the regiment takes a waver test on the Fear of Disaster row. If it receives a maintain result, it is considered Rallied. It may face immediately face in any direction, and in any formation, with its cohesion level at mob. Place a Rallied marker on it permanently. The regiment now behaves normally, but can never achieve a greater cohesion than Ragged if foot, and Disarrayed if horse. It may not perform any other actions that turn.

Under what circumstances does a regiment pursue another?

A regiment will pursue a routing regiment under two circumstances- either because it caused the routing regiment to rout in melee, or during the waver test when it was charging the routing regiment.

Do all regiments pursue their enemy in the above circumstances?

Only horse regiments pursue a routing enemy. Foot regiments *never* pursue.

When do pursuing regiments move, and how?

If a Pursuing regiment routed its opponent in melee, it immediately moves its full double move, following exactly in the trail of the routing regiment. If it caused the regiment to rout due to a waver test taken when charging it, the Pursuing regiment moves its full charge move. In both circumstances, the Pursuing regiment's cohesion status is reduced to Mob.

How does a regiment Rally from Pursuit?

Each Action phase, before unresponsive regiments' move, a pursuing regiment not in contact with the routing regiment it is pursuing may attempt to Rally from Pursuit. **To Rally from Pursuit, a regiment must roll a 6 on a d6, adding one if it is veteran or one if an officer is attached to it. The modifiers are not cumulative. Borderers and Stradiots never Rally from Pursuit. Reiter Regiments receive an additional +1 to all Rally from Pursuit rolls, over and above those already listed (cumulative).** If a regiment succeeds, the regiment may immediately face in any direction and assume any formation allowable with its cohesion level at Ragged. It now behaves normally, but cannot perform any other actions that turn. Further, if the regiment being pursued enters terrain impassible to the pursuers, the pursuers automatically Rally from Pursuit.

What happens if pursuers contact (catch up to) the routing regiment they are pursuing?

If this occurs, the pursuing regiment is placed in contact with the routing regiment. In subsequent turns, the two regiments will remain in contact, and move towards the routing players board edge together. They will remain this way until they exit the playing area. For campaign purposes the routing regiment is considered totally destroyed, and the pursuers may attempt to re-enter play.

Can regiments which pursue routed regiments off the board re-enter play?

Yes. Mark the point from which the pursuing regiment exited the playing area. Each turn during the Action phase, when regiments check to see if they rally from pursuit, roll for pursuing regiments that have exited. If successful, place the regiment at the point it exited and follow normal procedures.

19) Isolation & Surrender

The 300 spartans are famous because they were rare. In an era of mercenaries, fighting to the last man was not at all common.

What is Isolation? When is a regiment isolated?

A regiment is considered isolated when an enemy regiment is closer than any friendly regiment, and the closest friendly regiment is more than a charge move away.

What are the effects of Isolation?

Isolated regiments add 1 to their waver rolls, and in certain situations, will surrender.

When do regiments surrender?

A regiment will surrender if it meets all of the following criteria:

- 1) It is isolated
- 2) The Army's confidence level is Desperate or Hopeless
- 3) It receives a Sd result on a waver test, or it is in rout and an enemy regiment blocks its path.

What happens to a regiment when it surrenders?

A surrendered regiment is removed from play. The closest enemy regiment is immediately reduced to Mob cohesion level, from which it can rally in subsequent turns.

20) Commanders & Generalissimos

Casualties among the general staff were not uncommon in the sixteenth century. Conde, Montmorency, St. Andre, Parma, and Louis of Nassau are just a few of a long list of commanders who dared too much...

Under what circumstances can an Officer figure be come a casualty?

Officers can become casualties in the following ways:

- 1) While engaged in Melee.
- 2) While attached to a regiment that routs under any circumstances.
- 3) When within firearms range of an enemy regiment.
- 4) When attached to regiment under Artillery fire.

How do you check to see if an Officer becomes a casualty?

For each of the cases above, roll 2d6. On an 11 or higher, the Officer becomes a casualty. Add 3 to the dice roll in the case of cause 2) above. If the officer becomes a casualty, roll 1d6. On a 1-2, he is wounded and removed from play. On a 3-4, he is killed and is removed from play. On a 5-6, he is captured if in melee, otherwise killed. In either case he is removed from play.

If a Commander or Generalissimo becomes a casualty, is he replaced?

Yes, immediately, either by a Gentleman Volunteer or by a randomly generated Officer.

What is a Gentleman Volunteer?

A Gentleman Volunteer is a Commander without a command. Any Gentleman Volunteers must be placed with a brigade or with the Generalissimo on the Army status sheet during the Battle Plan phase. Should the Commander or Generalissimo be killed, wounded or captured, the Gentleman Volunteer may immediately take command of the brigade or become the Generalissimo. See Command Casualties. *This rule is mainly for campaign play, when a player may have more Officers at a battle than commands.*

How close should a Commander be to his brigade?

A commander should stay roughly within a card length of at least one regiment in his brigade at all times. If he is taken out of that range by routing or pursuing, he should endeavor to get back as soon as possible. Use your discretion.

What effect do Officers have on play, aside from issuing and receiving orders?

Officers can attach themselves (personally lead) a regiment by placing their figure in direct contact with it.

A regiment with an Officer attached has the following advantages:

- 1) An Officer can add his Valour rating to the regiment's melee number.
- 2) An Officer can subtract one from any of the regiment's waver rolls.

What happens to an Officer if the regiment he is attached to is routed?

Should he survive, an Officer must stay with a routing regiment for its first full rout move. After that, it will be free to move normally, unless the army's confidence level is Desperate or Hopeless. In this case the Officer must stay with the regiment until it Rally's from Rout (after which he is free to move normally) or exits play (he is permanently removed).

What happens to an Officer if the regiment he is attached to is pursuing an enemy regiment?

The officer must stay with the pursuing regiment for its first full pursuit move, after which it may move normally. An Officer who's humour is chivalrous must stay with the pursuing regiment until it Rally's from Pursuit (when he may move normally) or exits the board (**he may return when the regiment does**).

What happens to an Officer if the regiment he is attached to surrenders?

He is taken prisoner (removed from play, considered a casualty).

21) Artillery

Although much of the artillery rules are covered elsewhere, movement, and some general rules are provided here for clarity.

How do Artillery batteries move?

Artillery batteries may not move on the field of battle. They may pivot in place during an action phase in which they do not fire. They may however limber up and leave the field. Each battery is considered to draught horses nearby (which should, but need not be represented with figures) to move the guns off the field. Once an Artillery battery is prepared for movement by draught horses (which takes a whole action phase when it cannot fire, it must exit the table as quickly as possible (from its own edge). They may not be unlimbered. The limbered move rate is shown on the Artillery card.

Rationale: Field guns were still at a nascent stage of development. Limbering the guns also meant packing all of the equipment, which would have to be painstakingly laid out again. These were not the horse-artillery of a later era, or even the more organized service of the 30 Year's War.

What about artillery crews? How do they work?

Crews are placed with the gun when firing, and cannot move. The crew of a gun will be temporarily removed from the board under the following circumstances:

- 1) The battery begins the action phase within short firearms range of an enemy regiment so equipped, and is NOT in a defended position (the battery may fire that phase)
- 2) The battery begins the action phase within the march distance of an enemy regiment, and is NOT in a defended position.
- 3) The battery is in a defended position and is charged.

Can an artillery battery be captured?

Yes. If an enemy regiment passes over an enemy artillery battery whose crew has fled, that battery is considered captured. The captors may now operate them. They fire as if one category of gun weaker (i.e. Culverns as Demi-Culverns) except for sakers which remains the same. The gunners are considered novice. Do NOT place a crew on the guns. Only the original owner may place a crew on it if the battery is recaptured.

Can they be recaptured?

Yes. If a friendly regiment passes over a once-friendly battery, replace the crew. The battery now operates normally.

Can Artillery be disordered?

No. Units are unaffected by disorder.

Do artillery batteries have formations?

Not really. They can be limbered however, but must then stay in that “formation” until they exit the board.

Is Artillery brigaded like regiments?

Artillery is never brigaded. They are not bound by orders of any type.

Do Artillery batteries take waver tests?

No.

22) Victory

The first army to have its confidence reduced below Hopeless confidence level immediately loses. If night falls, and neither side has withdrawn or been reduced below Hopeless confidence level, the battle is a draw. For the effect of victory and defeat on an army in a campaign, see “Spanish Fury, Campaign!” rules.

Designer's Notes

Introduction

These rules

were written to cover the period from 1562-1598, encompassing the Wars of Religion in Europe. This neglected period has always been of great interest to your author, as well as the economic, religious and political happenings in the rest of Europe during the same period. These rules can also be used to cover the earlier Schmalkaldic War in Germany if a hobbyist was to do a little research and was so inclined...

These rules were meant to be more overview oriented than mechanics oriented. No matter how long a set of rules is, there are always going to be loopholes and omission. Don't be alarmed; the rules are indeed complete. Rather than list every possible situation, however, the Captain has chosen this simple principle as your guide through the rules:

Know the period better than you know the rules

If in doubt about any rule, players are better off relying on their knowledge of 16th century Warfare than quibbling over interpretations. It is taken for granted that the players all adhere to gentlemanly principles, and that winning is secondary to both players enjoying themselves. Don't let a game degenerate into an argument; rather, any disagreement on the "reality" of what would have happened in a given instance could be looked on as an opportunity to (briefly) discuss historical situations and show off their knowledge by quoting period writers... (for the Humanists among you!)

The rules center on the Commanders of the army, their characteristics, and that of the army they command. Regiments themselves should be thought of as blocks, as they were during the period, and their formations will adhere to the period also; you will find that regiments fight best in the way they were meant to, and can be quite effective doing so. We have also tried to give the feel of 16th century warfare by recognizing the great diversity of tactics and the style of each army. Our goal was that if you were fielding a Dutch Rebel army, you felt like it was a Dutch Rebel army, with all its strengths and weaknesses, and that your experiences would be unique to that army.

Only through the formulation of a clever and realistic battle plan and its proper execution will you have any hope of victory. As the Generalissimo, you must know your associate Commander's humour, the willingness of your men and the weakness of enemy. Battle! Revolves around command and morale to produce its results.

Rules Rationales

Preface:

These rules were made for our group to play first and foremost. Yet we still had to make a set of rules that should have been available commercially. Why the sixteenth century is so neglected in our hobby remains a mystery. It has everything the 17th century has- famous Captains, revolutions in the style of warfare, a fascinating historical backdrop... what's missing? Regardless, the only rules available are WWG 2nd Ed. Renaissance rules from 1979, and DBR. Although we enjoyed the old Renaissance rules we found that there were many problems (in our opinion), ranging from counting individual figures for melee with different weapons, overlaps, etc. to endlessly long morale checks, to limited and unclear orders rules. Trying to be as tactically minded as possible led to convoluted melees that took forever and left everyone uneasy as to whether it was done right. Cuirassiers with Axe and two pistols were appreciably better than an enemy otherwise identical but lacking an Axe.

This is not meant to be an attack on that rules- they do a lot of things right, but we felt not enough. As such, we haven't used them in 12 years. Many people swear by them, so maybe it is us that are wrong!

As far as DBR is concerned, we never even tried them after reading them through once, by unanimous agreement. They look like a great game, but an exceedingly poor simulation, and we always felt a balance was necessary. For those of you who love DBR, continue using them with our blessing; Pistolado is probably not what you're looking for, as the approach is quite different.

That said, we're not saying our rules are particularly better than the two major sets in general use (sorry to leave out Armati, but we don't own a set). They are only different. Pistolado will doubtless never displace either of them, even for the mid to late 16th century (certainly not DBR, anyway). It is merely an alternative available for like-minded individuals. It is as such that we present them. Let me stress again that it was not our intention to demean other rulesets or those who play them, but merely to state why they led us to make our own set.

General Notes on Format:

You notice right away that the rules are written in a question-and-answer format. Why? Well, we're not trying to do things different for difference sake, but we are experimenting a little. We felt that most of the time you need the rules, you've got a specific question in mind. To

aid you in getting an answer, we put the most common questions in bold type right before your eyes. Does it work? You decide.

Information should be available at a glance, and it shouldn't be hard to figure out where to glance. Making things as visual as possible also helps speed play and rules comprehension. This is why we went with Regiment cards. Most of what you need to know about a regiment is on them. Melee, Firing, and Marshalling numbers are found here, as well as all Waver information. Not only is a regiment's move rate shown here, but you don't even need a ruler anymore- what you need is provided for when and where you need it. Even ranged fire doesn't require a ruler, it is also included on the card.

More than that, all modifiers are shown as icons. At a glance, you know what can modify a particular roll, without looking for it in the rules.

Speaking of rules, we've gone with a loose-sheets-and-binder setup rather than booklets. This is for several reasons. The first is, of course, errata. Let's be honest, we've had some before on our other rules. This will make it easier to replace sections. The second is that we intend to add expansions fairly regularly- this will cut down even more on printing cost. We've included some spiffy original art to brighten up your binder.

Key rules and their rationales in Pistolado:

Confidence:

One of the most important sections of the rules is an army's confidence level. Why were the Spaniards so successful during this period? Was it their training? Yes. Was it their organization? Yes. However, they did lose some battles, as they did at Heilergelee, before they had taken significant casualties, because they lost faith in their ability to win, even after a keen start. They didn't trust their Generalissimo, Arembourg. They were flanked, and had their guns overrun early on. They stopped believing they could win, and so they didn't. The Dutch should have lost- the mercenaries were dispirited, the Dutch were barely trained, they had poor arms; yet they routed the enemy entirely, even the most experienced Spanish (not Walloon, or German) Tercio. They were, however, filled with Patriotic fervor (well some of them were), and had a set of leaders they knew they could "count" on (Counts Louis and Adolf of Nassau).

In our rules, we have tried to create a sense of ebb and flow, similar to our Ironbow ruleset, but linking an army's national characteristics to their confidence. Thus the Dutch are more prone to start off in a lower confidence state, and are easily discouraged, while the English are stoic in defeat, while encouraged by success. Battles can go from bad to worse and vice versa by using tactics that will dispirit an enemy, rather than by slugging it out to the finish. Case in point- had the Swiss folded at Dreux as any other regiment would have (considering being attacked continuously on all sides and ridden through by the best horsemen in Europe), the Catholic French would have almost certainly folded with them. They regarded the Swiss almost the same as the French did the Old Guard at Waterloo, 253 years later.

Higher confidence means regiments will fight better. Very high confidence will turn sheep into lions, making it easier to pass waver tests and raising a regiment's hand to hand abilities.

Lower confidence will make it hard to get your army to take chances- even the Commanders themselves will not commit themselves to aggressive action as easily. Find an enemy's weakness and make him believe he's weak. This will bring victory.

Waver tests and reactions:

While army's behaved characteristically, so did individual regiments. We wanted to make the player feel he was controlling a regiment of hastily raised Italian foot from 1568, not "Class 4, Close order, semi-armoured foot, 1450-1650". Regiments may have similar melee numbers and firearm numbers, but that was where the similarity ended. Are they aggressive? Are they more or less afraid of horse? Do they fight to the last man? Would they charge home if they were shaky, come what may, or defy their officers? These questions apply to all regiments. Experienced Landsknechts might fight with less enthusiasm, but they are less likely to flee when attacked by lancers than a psalm singing, lightly armed Huguenot regiments. Some regiments defy your attempts to control them. Fiery Huguenot Millers won't accept a charge standing still, but Reiters will calmly follow orders.

Orders & Doubt:

One of the most common complaints about miniatures games is the "100 (or 20, or 50) foot General". In other words, players have too much control over the situation- after all they can see everything happening at once. This of course is a luxury no General has ever had, even in today's high tech battlefield. We sought to rectify that in a small way with our Doubt rules.

A 16th century Generalissimo had to rely to a great extent upon his subordinates. If we look at surviving orders scribbled quickly on scrap paper and dispatched to sub commanders, we see that they are rarely exhaustive. Even orders sent by Philip II to the Duke of Parma during the Armada campaign, where the king had more time to write his nephew than a field commander to transmit orders on the battlefield, they are excruciatingly vague.

In our rules only the Generalissimo issues orders; but the Commanders interpret them. Sometimes a Commander would misconstrue his superior's wishes. Other times the Commander may see that the situation is more clear to him than to the Generalissimo a mile away. Sometimes a Commander just doesn't care what anyone else says, and wants to do it his way. This is what we're attempting to simulate by giving each Commander a "Humour", or personality characteristics.

This gives a Generalissimo less control in some ways, and more in others. If he puts a Commander with an "Uncommitted" humour in charge of his largest brigade of shock cavalry, then he is going to lose control, and subsequently lose. He needs someone with an Intrepid or even Chivalrous humour in command, so that even if he is unable to issue them an order, they will probably start an attack on their own anyway. In a situation requiring a stolid defense, you're better off with a Stolid Commander, who will doggedly follow orders, even if it means he won't follow up a defeated enemy on his own initiative.

Choose your brigade Commanders carefully. Remember also that a Generalissimo will not issue orders to a brigade he can't see. He might in reality have gotten word of a developing situation, but since this came from a Commander on the scene, it will be tainted by his humour. Thus a situation not too difficult is hopeless to an Uncommitted Commander, and requires decisive action to a Chivalrous one. The Generalissimo is likely to rubber stamp a decision already made. For our purpose, no order would be issued. Sometimes if you want something done, you need to do it yourself. Move your Generalissimo into contact with a Commander and tell him point blank what you want him to do. This order will be followed, at least temporarily, to the letter.

We have also tried to make orders as painless as possible as far as what you can do under them. You now know what a mixed brigade of horse and foot can do under "Harass" orders, and what they can't. It's fairly straightforward as far as shooting and charging are concerned. A rule that is too vague can be dispiriting to a gamer, causing him to lose enthusiasm and chuck the game altogether. Making them a little less open to interpretation turns choosing issuing orders into making moves more chess-like.

Formations:

Among hobbyists interested in the 16th century nothing is more hotly debated than the formations used by regiments in the field. This is not surprising, as theorists of the time argued just as vociferously. The only people involved aren't recorded as arguing overmuch were the regimental commanders themselves who actually "set squadrons in the field". They seemed to arrange their units as they saw fit, if first hand accounts are any judge. Standardization clearly did not exist- fluctuating unit sizes would hardly allow for it. This doesn't mean that organization was haphazard- only not uniform. Many field commanders sneered at Machiavelli, while others are portrayed as carrying the latest books on formations available into battle with them. Whether they favoured experience or "bookish theoric", regiments fought, and fought well, in numerous large field battles throughout the period.

Some rulesets try to simulate formations and tactics in as much detail as possible. Did the skirmishers make it back behind the pikes before the cavalry struck the unit? If the mangers of shot are a few millimeters back from the forward line of pikemen, do their figures count in melee? If so, do they get a rank bonus? What about sub-units? Some players enjoy these debates, and love to theorize as to what really would happen in these circumstances. Other rules dispense with formations and tactics entirely. Again, we felt a balance was needed between being true to the flavour of the period and simplicity of play.

I'm not sure we succeeded, but let us explain what we came up with, and why. We felt there was no way to follow every soldier, or group of soldiers, around a Tercio or regiment of foot (which is the main area of trouble). How did a unit 30-50 ranks deep and 30-100 files wide open those ranks and files to allow arquebusiers and musketeers through and out of harms way, while facing a column of lance armed horse bearing down on them? What did the "bastions" of shot do when they needed to concentrate fire or get out of the pikemen's way? Frankly, we're not sure. Machiavelli, who was read by Montluc's generation (de la Noue mourned that "the old keep reading and re-reading Machiavelli"), was alternately worshipped and dismissed (until Maurice of Nassau reformed his army also on the Roman model). In his work, every detail was laid out. Unfortunately we don't know of more than a handful of cases where it was put into practice, and all of them were failures.

We chose to follow the example of the famous, but short lived, Military College set up at Nassau-Siegen in the early 17th century. Here, battle-arrays were laid out for training purposes using cards to represent regiments, and a floor to represent the field. In our system, we look at regiments as cards or blocks, with figures added for *aesthetics alone*.

That is why we chose to view regiments based on their formations, and not worry about whom is exactly where. They are *functions* of a regiment. In other words, don't look at *where* the pike and shot are, look at *how* the pike and shot are. You have the option of arranging your figures and bases to represent the current formation, or leave the bases as they are and use the counters we provided. You may ask, "where does a regiment begin or end, and how do you know if you're in charge reach, or in firing range"? We assume the general block shape for each regiment (not written down) and go from there. Players may "battle by the square root"- in other words, make a regiment as deep or a shallow as required by the field of battle. If you need your fifty-figure regiment to plug a large gap, make it five figures deep and ten wide. Use your discretion! This is of course the death-knell of these rules for tournament play, but that's not what these rules were written for.

So then, when your regiment is in "Column", we assume the regimental enfants perdue are in front of the regiment (we place a strip of arquebusiers about an inch before the regiment for effect), plugging away, but not very effectively. When the regiment is charged, we slide them back to the rear of the unit, assuming they got through in a historical manner!

With each formation come advantages and disadvantages. Lancers "En Haye" are great against other horse, but less effective against foot; A regiment in "Hedgehog" has no flanks, but can't move; a "Shot Forward" regiment can blow an enemy away, but can't fight as well in melee. Reiters can choose to wear down an enemy by fire with the "Caracole" formation before switching to "Column" and charging home, or can rush in from Caracole without changing formation, at a cost to melee ability. We believe this approach allows a player to use historical tactics and flexibility without being diverted by mundane details that often grind a game to a halt.

Cohesion & Marshalling:

Here's where discipline and morale part company to some extent. Huguenot Millers regularly rode down French Catholic Gensdarmes. Why? Aside from the enthusiasm for their cause (which was critical), these were men often drawn from the same peacetime Gensdarmes Company. One major difference was discipline. Huguenot cavalry kept order while their opponents suffered from the same problems that French lance-knights always have. Landsknechts can keep together, even if they don't want to fight. In our rules, troops who have high marshalling numbers can handle difficult terrain and formation changes, even in the face of the enemy, better. This is one reason why you will find Spaniards such tough customers, while even zealous Dutch patriots will fold where discipline is required. The higher the marshalling number, the more disciplined. A disordered effects everything that happens to a regiment adversely.

Firepower:

You'll find the firing rules very straightforward. Mechanics are not really what we were after in writing these rules, so you won't find them overly innovative. However, that doesn't mean

they don't produce a good result. Different firearms are not taken into consideration. The percentage of firearms to pikes is. Artillery is "well served", with four different types of guns.

Casualties:

This was a tough one. Some rules dispense with them; others dwell on them in minute detail. Both sides have a point. We feel that casualties do add up after a while, and cause gaps to appear in a regiment's command structure. This causes degradation in efficiency. We have tried to reflect this in our casualty rules. A very important point to remember is that casualties don't necessarily reflect dead and wounded, but also runaways and those too nervous to fight well. How you represent casualties is up to you. You can remove figures if you like, but this means you need individual figures, which can be clumsy. We have provided numbered casualty counters for your convenience.

Regimental Cards:

Included on the cards is some seemingly extraneous information such as the percentage of pikes. This is not "useless information", but should be of some service when putting your miniatures into regiments. Some attempt should be made to allow your opponents to see what they're up against.

What can you expect a regiment to go through during a battle?

Just for example's sake, let's use a regiment of Landsknecht's in the pay of the Dutch. Our regiment will likely be brigaded with a patriot unit, to bolster it and provide an example by not running away too quickly. Maybe some reserve horse, too. Assuming an attack situation, the Landsknechts will doubtless have to advance quickly, to beat the Spanish before the army's confidence starts to drop. Your brigade has demonstrate orders. This means moving at a quick pace- no problem for the professional Landsknechts, but causing cohesion problems for the accompanying Dutch. Moving over some disordering terrain will again cause fewer problems for the Landsknechts but will probably cause some cohesion difficulties. Easily rectified by some quick rallying.

Now the Spanish guns might begin to play on us. We have more cohesion problems, but more annoying than devastating. However, you want to be as in good an order as possible when you get into charge reach, where you are now. At this point you're faced by a real Spanish regiment- not a Walloon one like you were hoping. They start to fire on you, but they can't put out too much without arquebusier support, which they don't have. However, your cohesion is starting to dip. Your return fire with effect, wearing them down slightly. You are on Assault orders now. You MUST attempt to engage in melee. However, facing Spaniards, it's hard to work up the resolve to charge. Rolling on your waver chart, you get a hold result, and just barely- it could have been much worse. The Dutch regiment has panicked and run for it, and you can't blame them, as the Spanish lurch forward. A disaster test must be taken. You roll too high, and your Colonel decides that they haven't paid him enough to die. The regiment swings about, and starts marching home. This brings about enough Causes for Alarm to force a fortuna roll, which the army fails. Confidence drops to

Desperate, and brigade commanders start to look over their shoulders. As you reach your original start point, you see the cavalry on your army's right wing break their opposite numbers- the whole Spanish wing is in flight. Another fortuna roll brings the Dutch back to Equiposed. A few turns pass, and the Dutch have managed to get up to Resolute confidence, and the Spanish are withdrawing. It matters not to the Landsknechts; they've already retreated off the board.

Army Lists

General Notes:

The lack of standardization in 16th century armies makes it difficult to produce useful army lists. Official regimental strengths, based on the number of companies, existed in few armies of the time. Official company strengths also varied, often from year to year. Further, commanders in the field often reshaped regiments, adding shot to those who lacked, dividing up regiments for specific tasks, such as garrison duty, raiding, protecting convoys, etc.

What we have provided below are some details that should give a player enough information on composition and tactics to field his favourite army. Included is each army's Fortuna Range, used for the Confidence rules, as well as it's Administrative type, which shows how coordinated and organized an army is, which effects a commander Doubting orders.

For details on troop types, including some data on company strengths, see "The Antagonists" section in this booklet. For details on Historical Officers, see "The Captains".

The Antagonists

The Huguenots 1562-1592



Gaspard de Coligny

Huguenot armies are notorious for having won no battles until Coutras, in 1587 (Henry IV after this battle was even reported as quipping “Now let them say the Huguenots have never won a battle!”). This is only partially true. They were victorious at the battle of La Roche L’Abielle in 1569 (although it was not decisive), and Admiral Coligny could claim a victory at the battle of Arnay-le- Duc in 1570. Further, at the battle of Dreux in 1562 they came within a ace of victory, and while outnumbered 5 to 1 at St. Denis in 1567 they crushed the opposing cavalry, and after a brief retirement returned to the field to offer battle again (which was declined).

The Huguenots were held back by the low quality of their infantry. Poorly equipped, and raised for a campaign only, they were ill-trained and could not stand up to a professional foe, much less to cavalry (their almost complete lack of pikes precluded that). At St. Denis, where numbers would have helped, the Protestant infantry were placed well to the rear, except for some Arquebusiers lining ditches on the flanks. To alleviate this problem, large quantities of Landsknecht infantry were hired, practically for every large campaign. While professional (and Protestant!), they were unmotivated, and as such of limited use in battle. Indeed the defeat of the Huguenots at Dreux could arguably be blamed on their inactivity and pusillanimous behavior.

The real strength of a Huguenot army was the Gensdarmes. Dubbed “Millers” by their enemies due to the plain white cassocks they wore over their armour (although some had coloured details), these aristocratic, Lance army cavalrymen were without peer in Europe. Their performance at St. Denis caused the Sultan’s ambassador to exclaim “If my master had but 1000 of those white coated horsemen at the head of each of his armies, he could conquer the universe!” They routinely rode down their opposite numbers, to the point where the Royal Gensdarmes were afraid to fight them. Their first defeat at the battle of Jarnac in 1568 is in itself a testimony of their ferocity. The Prince of Conde, at the the head of only 300 “Millers” charged a much larger force of Catholic Gensdarmes and was on the verge of defeating them when 800 Reiters crashed into his flank, finally breaking them. Conde was captured and murdered. Infantry were also terrified of them. They massacred the Italian infantry at La Roche L’Abielle, rode down the Legion at Dreux, even knocked the wind out of the Swiss at the same battle. Under leaders like Conde, Coligny and Genlis, there were few that could stand up to them in any circumstances, regardless of how favourable.

Even with this cavalry superiority, every renewal of war saw the Huguenots hiring thousands of German mercenary horse- the Reiters. Almost as feared as the “Millers”, the advantage in hiring them were added numbers and the fact that they were expendable, while aristocratic horsemen were not, militarily or politically. Not as gun-shy as the Landsknechts, they were more expensive and considered worth every sou by their employers.

Huguenot armies were poorly served in the Artillery arm. They had few field guns and even less siege guns, and they only really distinguished themselves at Coutras and later battles.

Tactics

Huguenot armies should be played as they were historically- stand back and let the horse do the work. The cutting edge of every attack should have a bold cavalry Commander leading the assault. Huguenot armies are blessed with many. Lining hedges on the flanks with shot is an excellent way to support the cavalry. The infantry should be kept out of harms way unless unavoidable, and use the Landsknechts. Huguenot regiments don’t have the staying power

Types of units available

1562-1580:

Cavalry:

“Millers”

Reiters

Petronels

Infantry:

Huguenot Regiment

Veteran Enfants Perdue detachment

Enfants Perdue detachment

Landsknechts

English Regiments (Le Havre, 1562-1563)

Artillery:

Novice Gunners

No Cannon Royal

After 1580:

“Miller” Pistoliers (“Miller” Lancers no longer available)

After 1588:

English Veteran Regiment

English Demi-Lancer Regiment

All Royal Catholic Army Regiments (No Spaniards, Italians, Walloons)

Sample Armies

1562 (Later Dreux campaign)

1 Generalissimo

4 Commanders

3 “Miller” Regiments (12-16 figures each)

3 Reiter Regiments (20-32 Figures each)

1 Petronel Regiment (12 figures)

2 Huguenot Regiment (30-40 figures each)

2 Landsknecht Regiments (30-40 figures each)

1 European Shot Regiment (12-24 figures)

1 Artillery Battery (Culvern/Novice Gunners)

1570 (Arnay Le Duc Campaign)

1 Generalissimo

2 Commanders

5 “Miller” Regiments (12-16 figures each)

1 Reiter Regiment (20 Figures)

2 Veteran Enfants Perdue detachment (12-24 figures each)

No Artillery

1587 (Coutras campaign)

1 Generalissimo

3 Commanders

4 “Miller” (pistolier) Regiments (6-8 figures each)

1 Petronel Regiment (6-10 figures)

2 Veteran Enfants Perdue detachment (12-24 figures)

1 Artillery battery (Demi-Culvern/Experienced Gunners)

French Royal Catholic

1562-1595



Duc Francois de Guise

From the commencement of the civil wars, the government retained control of almost the entire military apparatus of the nation. The vast majority of the Gensdarmes companies, the French Legion infantry regiments, the Swiss, and the artillery were all on the catholic side. While this army won most of its battles, it had as many weaknesses as strengths.

The Gensdarmes, the heirs to France's feared knights, they had the misfortune of having the "Millers" as their main opponents. Chased from the fields of Dreux, St-Denis, Arnay le Duc and Coutras, and almost always by inferior numbers, they had a poor reputation. While the equal of other European cavalry, they could only beat the "Millers" and their allied Reiters when the situation was made favourable by the element of surprise, as at Jarnac and Montcontour.

The French infantry Legions were at least better trained than their opponent's native foot. Although they did not distinguish themselves in the field, they were highly sought after in siege warfare as assault troops.

The infantry of the League were not particularly better. They still lacked pikes, but not to the extent of the Huguenots, but were well armoured. The best French foot were those that came from Gascony, and all Gascon foot should use the French Legion card to represent them.

The real strength of the army lay with it's foreign elements. The Spanish supplied both infantry and cavalry, but their infantry were much more highly sought after. The veterans of wars on several continents, the sight of them could make the enemy flee, and often did. The

only force more feared than the Spaniards were the Swiss. These lightly armoured supermen saved the catholic armies time and again, and were the backbone of it throughout the wars, never routing from the field once. They were proof against both cavalry and infantry.

Not all foreigners enjoyed such a reputation. The Italian levies were looked upon as untrustworthy both in the field and in siege warfare. Lightly armed and armoured, their poor showing at La Roche L'Abielle convinced the authorities that they were almost useless, and turbulent to boot.

The government could also count on large numbers of German mercenaries. Though most of them were Lutherans, they willingly fought for the crown. While the Reiters were trusted, the Landsknechts were not, and were accused of firing over the heads of their co-religionists on more than one occasion.

Tactics

Gensdarmes, especially those backed up by Reiters, are still a potent force and should figure prominently in any battle plan. However, everything should be anchored on the Swiss. Use them as a rallying point and to block any likely routs of advance. Don't venture them too deep into the enemy ranks. If knocked out, the morale penalty is huge. If you've got them, use the Spaniards to spearhead an attack, or reserve them for a counterattack. With such good quality infantry (though not much of it), your line is safe enough to allow your cavalry to go all out for victory without risking total overthrow if they fail, as the Huguenots do.

Types of units available

1562-1567:

Cavalry:

Royal Gensdarmes
Reiters
Petronels

Infantry:

French Legion Regiments
French Catholic Regiments
Spanish Regiments
Swiss Regiment (never more than one)
Veteran Enfants Perdue detachment
Enfants Perdue detachment
Landsknecht Regiments

Artillery:

Novice to Average Gunners
All types of Guns

After 1567:

Walloon/Italian Gensdarmes

Light Lancers (Spanish)
 Italian Regiments
 Walloon Regiments

After 1592:

No more Swiss (or only a few)

Sample Armies

1562 (Later Dreux campaign)

1 Generalissimo
 4 Commanders
 3 French Royal Gensdarmes Regiments (12-16 figures each)
 1 Petronel Regiment (12 figures)
 1 French Legion Regiment (30-50 figure each)
 1 French Catholic Regiment (30-40 figures)
 1 Swiss Regiment (50-70 figures each)
 2 Landsknecht Regiments (30-40 figures each)
 1 Spanish Regiment (30-50 figures each)
 1 Veteran Enfants Perdue detachment (12 figures)
 2 Artillery Batteries (Culverns/Novice Gunners)

1587 (Coutras campaign)

1 Generalissimo
 3 Commanders
 3 French Royal Gensdarmes Regiments (12-16 figures each)
 1 Petronel Regiment (12 figures)
 2 French Legion Regiment (20-40 figure each)
 2 French Catholic Regiment (20-40 figures each)
 1 Artillery battery (Demi-Culvern/Novice Gunners)

Elizabethan English

1562-1595



Robert Dudley, Earl of Leicester

The army Elizabeth inherited on her accession to the throne hardly existed, and what did exist was in poor shape. Politically, it had been through a great deal. The Catholic Mary Tudor had married Philip II of Spain, making him their king, reintroducing the Catholic rite to the country. They were now servants of the Protestant Elizabeth, and Philip was out of the picture. The command structure of the army, always based on patronage, changed quickly. Militarily, the English had just lost Calais, their last toehold in Europe; a stunning blow to prestige and morale.

The army was still largely feudal. While continental influence was growing, the English were behind in the technology of war, its armies still equipped with a percentage of longbows and billhooks, which were only completely dropped from the rolls at the very end of the period.

However, with all these drawbacks, the army was able to recover slowly, and to become a force to be reckoned with, and even to be feared. Blessed with a series of excellent commanders, such as Sir Francis Vere, Sir John "Blackjack" Norris, and Sir Roger Williams, the army which went untrained and inexperienced to help the Dutch rebels in the Netherlands quickly became the nightmare of the legendary Captain, the Duke of Parma.

English cavalry were never many, but they were good. The main shock element was the Demi-Lancer. In three-quarter armour, armed with a light lance they were quick to attack and quite ferocious. Their exploits at Zutphen are legend. The English also used Petronels,

and Light Lancers in breastplates and tassets, but these were mostly used as scouts, raiders, and convoy escorts. Also available were horsemen from the marchlands with Scotland, the famous “Borderers”. Highly skilled in kidnapping and cattle lifting, they made excellent raiders.

For infantry the English had to make do with numerous unemployed pressed-men and convicts, and the privy council never really turned their backs on this policy despite what their commanders told them about quality. Many Irish were sent to the Netherlands and if contemporary engravings are true, they arrived in their native garb (which wouldn’t last long). The Netherlands were to be the proving ground of the English, and they did not disappoint, becoming adept at the type of small-scale warfare they were mostly employed in. These veterans became highly sought after by the Dutch and by the French king Henry IV. They distinguished themselves further in raids along the Spanish coast and in the abortive attempt to detach Portugal from the Spanish Empire.

Tactics

Not being involved in any major field battles as a separate army makes the English almost impossible to quantify. They performed very well in “actions”, or skirmishes, which the Duke of Alba said was more difficult and required better quality troops than straight field battles. That said, Veteran infantry could be relied on heavily, as well as the Demi-Lancers. With enough of them the English can act offensively. In an early army, earth works would be an asset. With mediocre infantry and few heavy cavalry regiments, it will be difficult to seize the initiative. The army’s stoic courage (Fortuna numbers) means they are not easily discouraged, but neither is wild fury very likely.

Types of units available

1560-1585

Cavalry:

Demi-Lancers

Petronels

Light Lancers (Borderers included)

Infantry:

English Regiments

Scots Rebel Regiment (Use Huguenot Regiment Card- Scotland only)

Enfants Perdue detachment

Artillery:

Novice to Average Gunners

All types of Guns

After 1585:

English Veteran Regiment

Dutch Regiment (Raiding Spanish Coast Only)

Veteran Enfants Perdue detachment

Sample Armies

1560 (Leith campaign)

- 1 Generalissimo
- 3 Commanders
- 1 Demi-Lancer Regiments (10-12 figures)
- 1 Light Lancer Regiment (10-12 figures each)
- 4 English Regiments (30-40 figures each)
- 1 Scottish Rebel Regiment (12-20 figures)
- 3 Artillery batteries (Culverns/Average Gunners)

1588 (Tillbury)

- 1 Generalissimo
- 4 Commanders
- 4 Demi-Lancer Regiments (6-8 figures each)
- 2 Petronel Regiments (4-6 figures each)
- 2 English Regiments (45-60 figures each)
- 1 English Regiment (30-50 figures each)
- 1 Artillery battery (Culvern/Novice Gunners)
- 1 Artillery battery (Sakers/Novice Gunners)

The Dutch Rebel (Patriot)

1567-1590



William “The Silent”, Count of Nassau

There was no Dutch army when the revolt began in 1567. The Netherlands was part of the Spanish Empire, and as such had some small garrisons of Imperial troops. There were some local reservists however; the “Bandes D’Ordonnance”, heavy, lance-armed cavalry, were provided by the gentry, and each town had its own burgher militia (which was not, however, meant to fight in open warfare. They were more of a local constabulary).

The first armies of the revolt were composed of German mercenaries. The Nassau brothers, William (the Silent) and Louis, each raised invasion forces by selling their own possessions and especially on foreign credit. There were Dutch and Fleming troops present- Calvinist Exiles for the most part. Among these were the “Beggars of the Forest” and the like, the land component of the more famous “Sea Beggars”. They were relatively few however.

Every invasion force they led into the country, and there were many, came to grief despite some initial successes. Few native troops rallied to their banner. It was only after the capture of Brill in 1572 that a serious attempt to raise a standing army was put forward. As most of the towns of Holland and Zeeland joined the rebels (or patriots, depending on your point of view!), more money became available. Forces were small at first, and mostly used as garrison troops. After the pacification of Ghent, the rich southern provinces raised their own armies, including many veterans from the Walloon regiments of the Spanish army. The combined forces of north and south were still no match for their experienced enemy, as the battle of Gembloux proved, but there was a growing professionalism.

The Union of Utrecht and the Union of Arras effectively divided north and south again, but by now the standing army of the rebel north was entrenched. Regular pay and adequate arms

were forthcoming (for the most part) and the estates were prepared to continue their upkeep in the long run. Mercenaries still made up the bulk of the army. However, a new element was emerging- auxiliaries. Foreigners had added them before, such as the Huguenots in the Mons and Valenciennes campaigns, but they were never meant to be a permanent element. Now volunteers came forward from Germany, France, and especially the British Isles, offering the estates a cheaper, and often more reliable force than mercenaries.

With the assassination of William “The Silent”, Count of Nassau brought his son Maurice to the leadership. A military reformer, it was not long before he put his study of the armies of antiquity into practice. During the 1590’s he developed what was to become know as “The Dutch Battalion”, which would revolutionize warfare in the next century. Note: These rules do NOT cover the period of Maurice’s reforms. In fact, most of the characteristics given to the Dutch in these rules better cover the earlier than the later army.

Tactics

The Dutch army is a highly volatile force. As such, it should either be used in an all out attack, hoping to bring on a “Cause for Rejoicing” and a quick rise in confidence, or behind entrenchments so that a “Cause for Alarm” and a quick drop in confidence can be avoided. The cavalry is good, and steady in action (being mostly Reiters), so they can be relied upon. The infantry on the other hand is generally poor. Trusting them to stand up to Spanish regiments will soon leave you in a Hopeless confidence state from which it will be difficult to extricate oneself. Ambushes and headlong cavalry charges is where this army excels, but never excels too much.

Types of Units available

1567-1585

Cavalry:

Reiter Regiments
Dutch Lancer Regiments
Petronel Regiments

Infantry:

“Beggar” Regiment
Dutch Regiments
Landsknecht Regiments
Enfants Perdue detachment

Artillery:

Novice to Average Gunners
No Cannon Royal

1572:

English Regiment (one only)
Huguenot Regiments

1576-1578

Walloon Lancer Regiments

Walloon Regiments

Experienced Gunners

1585-to Maurice's Reforms

Veteran English Regiments

Veteran Enfants Perdue detachment

Light Lancer Regiments

English Demi-Lancer Regiment (one only)

Sample Armies**1568 (Heiligerlee campaign)**

1 Generalissimo

2 Commanders

1 Dutch Lancer Regiment (4-6 figures)

1 Dutch Regiment (30-60 figures)

1 "Beggar" Regiment (30-60 figures)

1 Enfants Perdue detachment (10-20 figures)

1574 (Mook campaign)

1 Generalissimo

3 Commanders

4 Reiter Regiments (10-12 figures each)

1 Reiter Regiment (20-26 figures)

1 Dutch Regiment (30-40 figures)

2 Landsknecht Regiments (30-40 figures each)

1 Enfants Perdue detachment (12-18 figures)

1 Artillery Battery (Culvern/Novice)

Spanish Empire

1562-1598



Fernando Alvarez, Duke of Alba

By 1580 it could actually be said that the sun never set on the Spanish Empire. Having just acquired the Kingdom of Portugal, and all of its far-flung possessions. It already had its own lands in Mexico, Central and South America, the Philippines, some of India, trading posts in Japan, conquered territories in North Africa, and Half of Western Europe. The sinew of this empire was the Spanish army.

Forged in the wars against the Moors in the south, the Spanish army was one of the few in Europe whose real strength was its infantry. Well paid (when they were paid), tough, disciplined, well trained; they had no peer amongst their enemies. The ranks included many noble volunteers, a rarity at the time, and a higher proportion of officers than other armies. Frontline troops were seasoned before they arrived- Spanish recruits spent up to two years in Italy before being rotated into Flanders or into the fleet. This allowed their officers to sharpen their skills for a prolonged period that most other armies could neither afford nor were inclined to do.

While native Spaniards were most highly prized, men from all over the Spanish Empire were formed into their own Tercios, sharing the battlelines with their overlords. Of these, the Italians were considered the best. Their organization was the same as native Spanish units. Other units were composed of Walloons (second place after Italians in the eyes of the Spaniards), English exiles & Irish ex-rebels, and Germans from Spanish Burgundy.

Although Tercios were maintained more or less permanently throughout the period, like other nations, organization was company-based. The paper strength of a Spanish, Italian, or British Tercio was twelve companies, ten predominantly of Pike and two of shot, with a

total ration of about three pikes to one firearm, either arquebus, or to a less extent, musket. Each company had roughly 250 men in it, making up a three thousand man Tercio. However, it should be remembered this was only on paper. Of the Tercios traveling with the Armada in 1588, the average strength was 2500. Walloon provisional regiments and Tercios were similar to those above but with company strength of only 200 men, with only about 15-30% being armed with pikes. Note that troops from Burgundy were organized as the Landsknechts were.

Numerous mercenaries were also enrolled, but under their own colours and with their own organization. German Reiters made up half the cavalry in the army of Flanders, and Landsknechts made up 25% of the infantry. Although the Reiters were trusted (to a point), the Landsknechts were not, often being relegated to garrison duty. The official company strength was about 300 men, half being armed with pikes.

Spanish armies in the Netherlands were often short on cavalry, and were outnumbered in this arm at nearly every major field action they were involved in. This was not as serious a problem in the Low Countries where there was rarely enough room for horse to operate. Native Spanish lancers were of average quality, and were few in numbers. Walloons and Italians provided the majority of heavy lancers and all nations provided light cavalry. Aside from the Reiters the most common horseman available was a light horseman carrying either a lance, or more commonly, and arquebus, in companies of about 100 men. Some Stradiots were even present in the earlier part of the period.

Tactics

It is hard to lose with a Spanish army. Not only is the overall troop quality much higher than it's opponents, but it behaves better than others do in adversity as well as in triumph. Breaking this army's will to fight is likely to require its total destruction, and it most often begins a battle resolute rather than Equipoised. That said, it does have one weakness- its horse regiments are usually fewer than its opponents are and of inferior quality. A Spanish player who keeps this in mind will advance quickly with his Tercios to force a decision. With such high marshalling numbers terrain is not as great a concern, so enemies who lie in wait for the Tercios to get disordered before counterattacking may wait a long time in deed. Play aggressively.

Types of Units available

1562-1598

Cavalry:

Spanish, Walloon & Italian Lancer Regiments

Reiters

Petronels

Light Lancers

Stradiots

Infantry:

Spanish Regiments (Includes Italians)

Walloon Regiments (Includes British)

Landsknecht Regiments (Includes Burgundians)
 Veteran Enfants Perdue detachment
 Enfants Perdue detachment

Artillery:

Average to Experienced Gunners
 All types of guns (*Note: Spanish Artillery was numerous and well organized*)

Sample Armies

1568 (Heiligerlee campaign)

1 Generalissimo
 2 Commanders
 1 Walloon Lancer Regiment (4-6 figures)
 1 Spanish Regiment (40-50 figures each)
 1 Enfants Perdue detachment (6 figures)
 1 Artillery Battery (Sakers/Novice)

1574 (Mook campaign)

1 Generalissimo
 3 Commanders
 1 Reiter Regiment (6-8 figures)
 1 Petronel Regiment (6-8 figures)
 1 Spanish Lancers (6-8 figures)
 2 Spanish Regiments (30-45 figures each)
 1 Walloon Regiment (30-45 figures)
 1 Veteran Enfants Perdue detachment (8-10 figures)
 2 Artillery batteries (Demi-Culverns/Average Gunners)

1588 (Armada campaign- with Fleet)

1 Generalissimo
 3 Commanders
 6 Spanish Regiments (50-60 figures each)
 1 Spanish Regiment (40-50 figures)
 2 Artillery batteries (Cannon Royal/Experienced Gunners)
 2 Artillery batteries (Demi-Culverns/Average Gunners)
 3 Artillery batteries (Sakers/Average Gunners)

German Mercenaries

1562-1587



Ferdinand I, Holy Roman Emperor

We are not actually concerned with the armies of individual German states of the Holy Roman Empire here. A massive manpower pool existed in the country at the time, many of the troops experienced in the Schmalkaldic Wars. Since Germany itself was relatively quiet at this time (Peace of Passau, 1555) it was easy to find and to hire entire armies under Princes, adventurers, and military entrepreneurs. Not only were men available, but they were skilled. The Landsknechts were old hands at the soldier for hire game, and their professionalism was admired by all but the Swiss.

A new type of soldier was born in Empire during this period- the Reiter. Heavily armed, disciplined, well organized, their arrival was like a thunderbolt on the military landscape of the time. All sides rushed to have them swell their forces and strike terror into the hearts of their enemies. Like the Landsknechts however, they were rarely hired by company or even by regiment: Whole armies of both were most often ordered into the field by warring nations. It wasn't always about money either. German Mercenary armies often had political aspirations and motivations, as did the one John Casimir raised in 1576. A staunch Calvinist, and administrator of the Palatinate, he was called upon by a Protestant faction in the Netherlands during the time when north and south were united (Pacification of Ghent), as a counterbalance to Catholic auxiliaries called in by another faction (Soon to form the Union of Arras).

The wars in France brought the Germans into that kingdom in unprecedented numbers for decades. Entire armies, hired particularly by the Protestant Huguenots, would march under their own colours across the country, capturing towns and river crossings on the way, often

escorted by smaller amounts of French troops and exiles. The armies defeated at Dormans in 1575 and Anneau in 1587 were on their way to join the main Huguenot army.

Tactics

Mercenary armies were rarely motivated by the cause for which they fought, and it often showed. You will find it difficult to get the Landsknechts to perform amazing feats, often being unwilling even to cross pikes with their enemies. Unlikely to run away, they are as unlikely to act aggressively. They should be used defensively as a rallying point for the Reiters. Large amounts of these can almost ensure a field clear of enemy cavalry. At that point, the Landsknechts can move up and finish off the infantry aided by the caracoling Reiters. Their confidence level will likely remain steady throughout the game, going down or up only with difficulty.

Types of units available

1562-1598

Cavalry:

Reiters

Petronels

Infantry:

Landsknecht Regiments

French Huguenot Regiment (France only)

Dutch Regiment (Netherlands only)

Enfants Perdue detachment

Artillery:

Average to Experienced Gunners

No Cannon Royal

Sample Army

1569 (Duke Wolfgang, Montcontour campaign)

1 Generalissimo

4 Commanders

5 Reiter Regiments (20-30 figures each)

1 Petronel Regiment (8-12 figures)

5 Landsknecht Regiments (40-60 figures each)

2 Artillery battery (Demi-Culverns/Average Gunners)

1576 (John Casimir in the Netherlands)

1 Generalissimo

3 Commanders

- 4 Reiter Regiments (20-30 figures each)
- 1 Petronel Regiment (8-12 figures)
- 4 Landsknecht Regiments (40-60 figures each)
- 2 Artillery batteries (Demi-Culverns/ Average Gunners)

Historical Notes:

French Wars of Religion

The Mercenaries



Landsknecht, early 16th Century

Almost every major army fielded during the 16th century included mercenaries. Often created from troops made redundant by the end of a war, there was never any shortage. As warfare became more technical with the advent of gunpowder weapons, the need for specialists grew. Armies which stayed in the field all year facing new tactical challenges presented by the changing state of warfare required trained and disciplined troops which few states at the time could hope to maintain. Yet commanders complaints about mercenaries seemed to be endless, and well grounded in reality- whole regiments refusing to march when money was not forthcoming, and on occasion even changing sides. Brutal pillaging of enemies and friends without distinction. Shying away from exchanging blows with other mercenaries. Regardless of these problems generals and statesmen knew they could accomplish nothing in war without them, and campaigns were often decided by who could hire the most mercenaries. Their omnipresence is testimony to their usefulness.

Reiters

Or Ritters, or SchwartzRitters, “Les Diabes Noir” of France, These German mercenary horse squadrons ruled the battlefields of mid-Sixteenth century Europe. Armed with a brace of pistols and often an arquebus, a heavy sword, and blackened $\frac{3}{4}$ armour, they fought in tight knee-to-knee formations of up to 50 ranks deep. They pioneered the controversial “Caracole”, a manouvre which required a unit of Reiters to approach their target to close range, each rank firing its pistols and then moving to the rear, allowing successive ranks to fire, thus keeping the target under a continuous hail of bullets. When the enemy showed

signs of disorder, the Reiters would draw their long swords and charge home. They were highly prized by both sides during France's Wars of Religion, to the extent that every major campaign included large numbers of them. They were however, so expensive that peace treaties often stipulated that the losing side would pay for the winner's Reiters. An average Reiter company would be about 300 strong, with many officers and a train of artificers to keep the equipment in top shape, a rarity at the time.

Landsknechts

Pre-dating Reiters by half a century, Landsknecht infantry were the backbone of Imperialist armies throughout the sixteenth century. Almost every state recruited them at one time or another. Well-drilled but often poorly motivated, opinions on Landsknechts were mixed throughout the Wars of Religion. They did no physical labour, such as trench digging at sieges; in more than one battle they surrendered without firing a shot. After their poor showing at the battle of Dreux in 1562, the catholic party preferred to negotiate armies of auxiliaries from Italy and Spain. Still, well equipped and drilled, if unpredictable, they were an intimidating force to be reckoned with. An average Landsknecht company was composed of 300 men, of whom from 30% to about 50% would be armed with muskets and arquebus.

The Swiss

Swiss mercenaries were so highly thought of by the French government that whole Cantons were paid a retainer in peacetime to insure they would not rent themselves out to France's enemies. Dreaded by most foes and hated particularly by their rivals, the Landsknechts, their almost super-human feats on the battlefields of Europe guaranteed their continual employment by any whom could hire them, although they almost exclusively served the French crown, whoever was wearing it. Poorly armoured, the Swiss were reluctant to involve themselves in storming operations during sieges, yet they were still unmatched on the battlefield.

Auxillaries



Both sides in the civil wars made use of auxiliaries, more so among catholic armies. Among them were Italians, often supplied by the Pope himself, Spaniards, and their auxiliaries-Walloons, Burgundians, Irishmen and English exiles, and their own Italian troops, all trained along Spanish lines, but with their own strengths and weaknesses. Protestant armies included volunteers and expeditionary forces from the British isles, a few Dutchmen and contingents of Germans. Inexpensive when compared to mercenaries (they were often paid by their own governments), and often more devoted, the shifting politics of the time made the French wary, for the allies of this year could be the enemies of the next. Though serving in their

own regiments, they were often mixed with other nations and with the French when required, usually providing shot to pike units low on them, such as the Swiss.

Catholic Forces:

Italians

Providing infantry, heavy and light horse, numerous Italians served with catholic armies of this period. The cavalry, which served in 100 man companies, did good service, but the infantry were considered very poorly armed and armoured. They carried few pikes, which made them redundant in an already pike-starved French Army, and they were often relegated to garrison duty. The duke of Nevers Italian contingent, raised in the Milanese in 1568 had a company strength of about 150, with over 80% of them being arquebusiers. Italians raised by the French in northern Italy should not be confused with Italian tercios in the Spanish army.

Spaniards

Probably the most feared infantry in Europe, the Spanish provided both Infantry and horse to French right up until 1595. The backbone of the empire, Spanish troops were raised in Spain and shipped to Italy for garrison duty which lasted years, in order to acclimatize them to army life and discipline. The effect was a force which was better trained than any other in Europe and as effective as the Swiss. The Paris was rescued more than once by the arrival of Spanish auxiliaries, prompting besiegers to make way for them or abandon the siege. Two companies out of twelve were arquebusiers, with the rest **pikemen**, a good proportion of them armoured, a company averaging 250 men. This organization applied for Italian and Burgundian Tercios.

Walloons

Part of the Spanish empire, many Walloons fighting for the French Catholics were raised separately. Always in small numbers, most Walloons recruited were heavy cavalry lancers who fought well on several occasions, and were in most catholic armies up to the end of the wars. Walloon infantry were usually embodied as 200 man companies, with only 25% of them being pikemen. Walloons sent by the Duke of Alva in 1568-1569 were part of the Spanish army and were organized along those lines, again with pikes being heavily outnumbered by arquebus.

Protestant Forces:

British Isles

English and Scottish troops serving in France were often volunteers, and not necessarily brigaded in National regiments or even companies. In 1562 the English sent a large contingent of infantry with 50 Scottish lancers to garrison the port of Le Havre. Although highly unpredictable in behavior and fighting quality, the French Protestants could not afford to turn away help in any form. Contingents sent in the 1580's and 90's included veterans of the Dutch wars and were of very high quality indeed. Little uniformity existed in the mostly ad hoc British formations, but an infantry company strength of 150 and cavalry of 100 men seemed most common. British infantry companies often included archers in the 1580's, and standardization of pike to shot ratio was never truly established. The Tilbury army had an average ratio of 50-50.

The Captains



Inspiring/ Influence/ Strategy/ Valour/ Humour*

(An * means they can only use their valour with Foot regiments)

Dutch: (Orange Counters)

Orange: 2/0/4/0/St

Louis Nassau: 1/0/4/1/In

Henry Nassau: 0/0/3/0/St

Adolf Nassau: 0/0/3/1/Ch

Bossu: 1/0/4/0/In

Hohenlo: 0/0/3/1/Ch

Koning: 0/0/3/0/Ch

Battenburg: 0/0/3/0/St

W. Louis: 0/0/3/1/In

Van Der Berg: 0/0/3/0/Un

Glimes: 0/0/4/1/St

Heze: 0/1/3/0/Fl

Hoogstraten: 0/0/3/0/St

Maurice: 1/1/5/0/In

Huguenot: (Light Blue Counters)

L. Conde: 1/0/3/2/Ch
 Coligny: 1/1/4/1/In
 Genlis: 0/0/3/1/In
 Rochefoucault: 0/0/4/1/St
 D'Andelot: 0/0/5/1*/St
 Soubise: 0/0/4/0/St
 Montgomery: 0/0/4/1/In
 H. Conde: 1/0/4/1/Ch
 Soissons: 0/0/3/1/Fl
 H. Navarre: 2/1/3/2/Ch
 De La Noue: 0/1/4/1/In
 Teligny: 0/0/3/0/St
 Tremouille: 0/0/3/1/In
 Turenne: 0/0/4/1/Ch
 Acier: 1/0/4/1/Ch

Catholic French: (Green Counters)

A. Navarre: 0/0/3/1/Un
 F. Guise: 1/1/5/1*/In
 H. Guise: 2/0/4/1/Ch
 Montmorency: 1/0/3/0/Ch
 Damville: 0/0/3/1/In
 St. Andre: 0/0/3/0/St
 Cosse: 0/1/3/1*/St
 Strozzi: 0/1/4/1*/In
 Tavannes: 0/1/5/0/In
 Bellegarde: 0/1/4/0/Fl
 Nevers: 0/0/3/0/In
 Mayenne: 0/0/3/0/Fl
 Montpensier: 0/1/4/0/St
 Aumale: 0/0/4/0/In
 Anjou: 1/0/4/0/In
 Biron (P): 0/1/4/0/In
 Epernon: 0/0/3/0/St
 Joyeuse: 0/0/2/0/Ch
 D'Aumont: 0/1/4/0/Ch
 Longueville: 0/1/3/0/St
 Brissac: 0/0/3/1*/In
 Martigues: 0/0/4/1*/St
 Nemours: 0/0/4/0/St

Spain: (Burgundy Counters)

Schenk: 0/1/3/1/In

Avila: 1/1/4/0/In

Alva: 1/1/5/0/St

Aremberg: 0/1/3/0/Ch

Parma: 2/1/6/0/In

Don Frederic: 0/1/4/0/St

Bossu: 0/0/4/0/In

Requesen: 0/1/4/0/St

Don John: 2/0/3/1/Ch

Oquendo: 0/1/4/0/St

Vitteli: 0/1/4/0/In

Recalde: 0/1/4/1/St

M. Sidonia: 0/1/3/0/St

Valdes: 0/1/3/0/In

De Leyva: 0/1/5/1/In

Verdugo: 1/1/5/1/In

Mercenary: (Grey Counters)

W. Mansfeld: 0/1/5/1/In

Zweibruken: 0/1/4/0/In

Casimir: 1/0/3/0/Fl

Duke Wolfgang: 0/1/4/0/St

England: (Red Counters)

Leicester: 0/0/2/0/Fl

Norris: 1/1/4/1*/In

Willoughby: 0/1/5/0/In

Vere: 0/1/5/0/In

Essex: 2/0/3/2/Ch

Norfolk: 0/0/3/0/Fl

Warwick: 0/0/3/0/In

Stanley: 0/1/4/1*/In

Yorke: 0/0/3/1*/In

Grey: 0/1/3/0/Fl

P.Sidney 1/0/4/2/Ch

Rebels:

Dacre: 0/0/3/0/St

Percy: 1/0/2/0/Fl

Random Leaders: (Beige Counters)

La Fer: 0/1/4/1/Ch

Van Boom: 1/0/5/1*/In

Don Fuego: 0/1/4/0/St

Krieg: 0/0/4/2/In

Bardolph: 0/1/3/0/St

Coquin: 0/0/4/0/Fl

La Proie: 0/0/3/0/St

Sanglier: 0/0/3/0/Fl

Du Lache: 0/0/3/0/Fl

Souche: 0/0/3/0/Fl

L'Affreux: 0/0/2/0/Un

Fortuna & Temper Numbers:*Cause of Rejoicing/Cause for Alarm***English:**

Exultant: -/7

Resolute: 10/10

Equipoised: 9/9

Desperate: 7/9

Hopeless: 7/9

Temper Range: -5/+5

Huguenots:

Exultant: -/7

Resolute: 10/9

Equipoised: 9/9

Desperate: 9/7

Hopeless: 8/6

Temper Range: -5/+5

French Catholics:

Exultant: -/8

Resolute: 9/8

Equipoised: 8/9

Desperate: 8/7

Hopeless: 7/8

Temper Range: -4/+4

Spanish:

Exultant: -/8

Resolute: 7/9

Equipoised: 7/11

Desperate: 8/9

Hopeless: 6/9

Temper Range: -6/+3

Dutch:

Exultant -/6

Resolute: 6/7

Equipoised: 7/7

Desperate: 7/7

Hopeless: 5/6

Temper Range: -3/+3

German Mercenary:

Exultant -/8

Resolute: 10/8

Equipoised: 10/10

Desperate: 9/8

Hopeless: 10/8

Temper Range: -6/+6

Spanish Fury, Siege!

Second Edition



The Perfect Captain
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1) Introduction:

These rules are meant to recreate a siege of a 16th century town. As the besieger you must use your pioneers to create fieldworks to protect your army while moving your lines closer to the walls. Once in range your gunners can breach the walls and assault troops can attempt to storm the town.

As the besieged you must keep the enemy off balance by attacking wherever there is a weakness in his lines while shoring up your own defenses. You must also take any opportunities to run supplies into the town or else you will run short on powder and other essentials.

Both sides must work quickly while their food and resolve are high or they will see their armies disintegrate from desertion, starvation, and mutiny.

In this latest revision, we have modified some of the rules, and added many more examples and explanations. Hopefully this will clear things up and make the game easier to play.

Scale:

Each turn is one week, four turns per month. Each coy (company) represents between a 125 to 250 men. Each battery is between 4-8 guns.

2) Definitions:

Rounding Off convention- All numbers are rounded up regardless of how small the fraction is.

Swamps - Confer a -2 Defense and Billeting factor.

Woods - Offer a +1 Defense and Billeting factor. Artillery can fire into, but not through.

River - A relief or sortie force may not cross a river that is not bridged.

Coys: An abbreviation for companies, either of Foot, Horse, Pioneers or Artillery.

Relief Forces: Coys belonging to the besieged player, in the Open Country OBZ. They may enter the field sections of the board during an expedition, may attempt to make their way into town, with supplies if possible, and may attempt to lift the siege by forcing an all-out battle in the Corps D'Obsevation OBZ.

Open Country Off Board Zone (OC OBZ): An area which only relief forces may ever be in, which represents the countryside outside of any of region patrolled by the besieger.

Corps D'Observation Off Board Zone (CdO OBZ): The outer edge of the region patrolled by the besieger, where forces can ensure that no help arrives for the besieged.

Walls & Wall Sections- There are five wall sections in the town. All walls begin with the same number of original wall points, either 3, 5, or 7, as shown in the Setup, below. The number can be enhanced by pioneers added to them, and can be reduced by Mines, Petards, and Artillery. The town can only be assaulted when the number of a given wall section has been reduced to zero. Markers have been provided to keep track of the current status of wall sections that have been enhanced or reduced.

Village - Have a Billeting factor of 6 and a Defense factor of 3. (This is not an intrinsic defense factor, but only modifies attacks against any defenders) No engineering is permitted in villages. All villages begin controlled by the besieger. Besieging units in villages are capable of rushing to the scenes of defenders sorties, and can defend their supplies against raids by relief forces.

Powder - Each player begins the game with a number of Powder points. Each turn in which Artillery batteries or Wall guns are fired, or an assault or sortie takes place, the players involved lose one powder point. A player may chose to conserve powder, in which case the effectiveness of fire is reduced (see Firing modifiers). When powder is completely exhausted no Artillery batteries or Wall guns may fire, and all other combat the player engages in uses the conserve powder modifier.

Victuals - Each turn both players expend one victual point. When a player's victual level is reduced to zero, the siege is over and the other side wins. Both sides may receive Victual points as reinforcements. The besieger must pay for victual points when they are available, and while the besieged does not to pay for Victual points, they must run them through the siege lines (see Off Board Zones).

At any time a player may announce that his side is on Half-Rations. While on Half-Rations, no victual points are expended. However, a player loses one resolve point for every turn he is on half rations. There is also a half ration modifier for Attrition. Further, as stated in the Attrition rules, if the victual level is 5 or less, subtract 1 from all billet factors. If the Victual Level is 3 or less, subtract 2 from all Billet factors.

Resolve - Each side begins with a resolve factor between 1 and 10. Several events cause a loss of a resolve factor, listed below. When the resolve factor reaches 0, that side loses (siege lifted or town surrenders).

Resolve Level Modifiers	
Assault Failed	-1
Each Two Noble hero's killed ...	-1
Each General Lost	-2
Each Five Coys lost	-1
Each Village lost (besieger)	-1
Any Victory*	Add 1 to own Resolve or subtract 1 from enemy.

*A victory is any combat situation where one side is forced to vacate an area or is totally Eliminated. This includes sorties and assaults, and artillery fire.

Map Clarifications:

Towns with dry moats use the board that shows a wet moat but do not count it as wet. See the separate rules addendum for Ports and Naval activity, available from The Perfect Captain's website. They have not been included with the main rules so that you do not have to read them if you are not playing the siege of a Port. Note that the "Quarters" of the town, showing houses, have no effect on play, except for the besieged to keep any coys away from fire on the walls.

3) Setup:

Choosing Forces and Determining Terrain

Forces and town characteristics may be predetermined for a historical reenactment or randomly generated. The random generation method will give varied and interesting results, but a set siege could be handled equally as well. If a randomly generated siege is preferred proceed with the following.

Random Siege Generation:

1) Choose Sides:

To begin, it must be determined which nations will be involved, and who will play the besieged and the besieger. Typical opponents from this period are:

French Protestant vs French Catholic (1562-1589)

French Catholic vs Mercenary German (1562-1587)

Spanish vs Dutch Rebel (1567-1609)

Spanish vs English (1585-1603)

Spanish vs Mercenary German (1567-1572)

English vs French Catholic (1560, 1563)

Swedish vs Danish (1563-1570)

2) Setup Factor:

Now calculate a number of categories that define the forces involved. These factors are typically rated Poor, Average, or Good and are found by rolling 1d6. 1 = Poor, 2-5 = Average, 6 = Good. This will modify the final value received.

General Categories

Virtual Levels- Starting value is 5; add 1D6. -3 for Poor, +3 for Good
Resolve Level- Starting value is 4; add 1D6. -3 for Poor, +3 for Good
Powder Level- Starting value is 5; add 1D6. -3 for Poor, +3 for Good
Treasury Points- Starting value is 5; add 1D6. -3 for Poor, +3 for Good
Wall Points for Town Walls- Poor = 3, Average = 5, Good = 7
Billet Factor for each Field ring- Poor = 0, Average = 1, Good = 2
Supply Modifier- Poor = -2, Average = 0, Good = +2
Defense Value for each field ring- Poor = 0, Average = 1, Good = 2
Reinforcement Modifier- Poor = -2, Average = 0, Good = +2
Pay Status- Roll 1d6 1-4 Unpaid, 5-6 Paid

3) Town Layout and Terrain:

To determine the Town layout and corresponding map throw 2d6 and consult the following table. See separate Port and Naval Activity rules for Ports.

Town Layout

2-5	Riverside town, with Moat
6-8	Riverside town, with Dry Ditch
9-10	Port, with Dry Ditch
11-12	Port, with Moat

To determine the surrounding terrain consult the following table. All terrain will be placed by the besieged. Woods may be placed in any field area except the inner field ring. Swamps must be placed adjacent to a river.

Terrain	
2-4	Wooded, place 6 woods
5-8	Cultivated, place 3 woods
9-10	Wet, place 3 swamps, 2 woods
11-12	Marshland, place 6 swamps

Modifiers:

Central France: -3

Northern/Coastal Netherlands: +4

Swamps and woods effect the billeting and defense factors for area they are place. Woods offer a +1 bonus to billeting and defense factors, while swamps confer a -2 penalty to billeting and defense. Artillery batteries may not enter swamps or woods, nor may Trenches, Mines or Forts be constructed within them. Artillery may fire into, but not through, woods. Pioneers may clear woods.

Choosing forces:

Each player must now find out the composition of their army by consulting the following tables:

Besieger:

If At Start forces rating is Average-

Roll 1d6 +2. This is the number of foot regiments available.

Roll 1d6 -3. This is the number of horse regiments available.

Roll 1d6 -2. This is the number of Artillery Batteries available.

Roll 1d6 +5. This is the number of Pioneer Coys available.

Besieged:

If At Start forces rating is Average-

Roll 1d6 -3. This is the number of foot regiments available.

Roll 1d6 -4. This is the number of horse regiments available.

Roll 1d6 -3. This is the number of Artillery Batteries available.

Roll 1d6 +3. This is the number of Pioneer Coys available.

Modifiers

+1 if the force rating is Good.

-2 if the force rating in Poor.

Note- A player cannot receive less than one of any troop type regardless of roll.

Generals and Noble Heroes:

Each force will also contain one or more Generals and Noble Heroes. Roll 1d6 for the number of Generals and 1d6 for the number of Heroes.

Generals & Noble Heroes available

1-4 One

5-6 Two

Regiment Selection:

Based on a player's selection of the National Army consult the appropriate table. Roll 2d6 for each regiment determined in the steps above.

Spanish Army	
Foot:	Horse:
2-6: Spanish Reg't ... 8 coys	2-6: Light Horse 2 coys
7-8: German Reg't ... 8 coys	7-8: Gensdarmes 4 coys
9-10: Italian Reg't ... 6 coys	9-12: Reiters 4 coys
11: Walloon Reg't 6 coys	
12: British Reg't 8 coys	

French Catholic Army	
Foot:	Horse:
2-4: Swiss Reg't 10 coys	2-4: Light Horse 2 coys
5: Italian Reg't 6 coys	5-9: Gensdarmes ... 4 coys
6-8: French Reg't 8 coys	10-12 Reiters 4 coys
9-10 German Reg't 8 coys	
11-12: Spanish Reg't ... 8 coys	

French Protestant Army	
Foot:	Horse:
2-6: French Reg't 8 coys	2-4: Light Horse 2 coys
7-11: German Reg't 8 coys	5-8: Gensdarmes ... 4 coys
12: British Reg't 6 coys	9-12 Reiters 4 coys

Dutch Rebel Army	
Foot:	Horse:
2-5: Dutch Reg't 8 coys	2-4: Light Horse 2 coys
6-9: German Reg't 8 coys	5-6: Gensdarmes ... 4 coys
10: British Reg't 6 coys	7-12 Reiters 4 coys
11-12: French Reg't ... 8 coys	

German Mercenary Army
All Foot Reg'ts are German, 8 coys
All Horse reg't are Reiters, 4 coys

Swedish Army	
Foot:	Horse:
2-9: Swedish Reg't 8 coys	2-3: Light Horse..... 2 coys
10-12: German Reg't ... 8 coys	4-9: Gensdarmes 4 coys
	10-12 Reiters..... 4 coys

Danish Army	
Foot:	Horse:
2-7: Danish Reg't 8 coys	2-4: Light Horse..... 2 coys
8-12: German Reg't 8 coys	5-8: Gensdarmes ... 4 coys
	9-12 Reiters4 coys

Bourgeoisie Militia (Besieged Only):

The besieged player always receives a Bourgeoisie Militia Reg't in addition to any other foot regiments. The size of the unit is 4 coys, Except the Dutch who receive 6 coys. Subtract one coy if the Walls rating is Poor. They are raw, except for the Dutch, who are treated as British.

4) Sequence of Play:

During a turn both sides will perform all the appropriate actions listed bellow. The Besieger performs all actions before the Besieged.

Monthly Interphase: Occurring once every four turns (i.e. 4, 8, 12), check for Mutiny if "Unpaid".

Every turn:

- A) Random Events: None on the first turn. On following turns roll 2d6 and consult the appropriate tables, including Supply and Reinforcement, as well as Fortunes of War.
- B) Treasury: Any normal expenditures of treasure may now be made, for supplies and pioneers.
- C) Weather & Attrition: Each turn check the weather conditions and attrition. No attrition occurs on the first turn.
- D) Engineering: During this phase Pioneers, and others, are used to construct field works and fortifications.
- E) First Bombardment: Any batteries may now fire.
- F) Move: All coys may move about the board. There are no restrictions on the number of areas that may be traversed (in other words, a player could pick up all his pieces and place them anywhere on the board which he is normally allowed). Relief forces may mount expeditions in this phase. The besieger may move coys into or out of the CdO OBZ.
- G) Second Bombardment: Any battery that did not move in the previous phase may fire a second time. Those batteries located within the Town are permitted to move and then fire during this phase.
- H) Sortie: Defenders may exit the town to attack the besieger
- I) Assault: Besieger may spring mines (check for countermines), make petards attempts, escalades, and attack the walls of the town with his troops.

5) Monthly Interphase:

Each side begins the game as either paid or unpaid, and remains so for the entire siege. During the Monthly Interphase, each side that is Unpaid must roll 1d6. On a 4-6 there is a Mutiny. At this juncture, a player may choose to immediately pay 3 treasury points and quell the Mutiny with no other effects.

Otherwise, roll on the Mutiny Table the effected nationalities will immediately move to the nearest friendly village, if not already in one. The player immediately loses 2 Victual points and 2 Resolve points. The Mutineers will not move for the entire turn, and if attacked will retreat to an adjacent

village. The next turn the Mutiny is considered over and the units behave normally. On the next Monthly interphase following a Mutiny add 1 to the Mutiny die roll.

Mutiny Table:

1- None
2- Swiss
3- Swiss, Germans
4- Swiss, Germans, Spaniards, English
5- All non-native troops
6- All troops except one native reg't (player chooses which)

6) Random Events:

There are three types of Random Events: **Supply**, **Reinforcements**, and **The Fortunes of War**. Each turn, both players or Roll 2d6 on each chart-

Supply Table-

Roll	Besieger
2-7	Nothing
8	Food
9	Food/Powder/Pioneers
10	Treasure/Pioneers
11	Food/Powder/Treasure
12	Food/Powder/Treasure x2

Modifier: Poor = -2, Good = +2

Besieged Only- Siege lines open +2, besiegers do not have a complete cordon around the town of units. Any Food, Powder, Pioneers, Treasure are placed in the Open Country OBZ. These are not paid for by the besieger, but are free.

Besieger Only-

Treasure is immediately added to the player's Treasure Point total. Food, Powder and Pioneers are available for purchase this turn (only). If purchased, they are immediately added to the besiegers total.

Reinforcement Table-

Roll	Besieger & Besieged
2-9	Nothing
10	Horse
11	Foot Reg't
12	2x Random Reg't

Modifier: Poor = -2, Good = +2

Besieged Only- Siege lines open +1, besiegers do not have a complete cordon around the town of units.

The specific type of regiment is determined by rolling on the nation's Army table. If Random regiments are required, roll 1d6: 1-4 Foot, 5-6 Horse. The Besieger places any reinforcements in the CdO OBZ, while the besieged places them in the OpC OBZ.

The Fortunes of War Table-

Roll 2d6; on a 2 or 12 a random event occurs. Roll 2d6 on the Fortunes of War table.

No Modifiers- each result may only occur once per game. Roll again if necessary

Roll	Result
2	Vigilant Sniper- Roll for one enemy general as if in LoF box
3	Noble Hero Arrives- Place a noble hero in any village or in town
4	Powder Explosion! Lose two powder levels and two Pioneer coys
5	Dissent- Lose one Resolve level
6	Spirit of Valour- Gain one resolve level
7	Food Goes moldy- Lose one food level
8	Troops mutinous- Pay 1 treasure point or a mutiny occurs
9	Noble Hero killed in pointless skirmish- Remove one Noble Hero
10	Food poisoning- Lose one (any) Foot coy
11	Low Fodder- Lose one (any) Horse coy
12	General ill- Remove from game, no resolve loss

7) Treasury:

Each player begins the siege with a treasury level, which may be augmented by reinforcement.

During the Treasury phase a player may expend treasure in the following manner:

Treasury Expenditure	
Raise Resolve by 2 Temporarily (one turn only)	1 Treasure Point
Use two foot coys as pioneers (one turn only)	1 Treasure Point
Buy Pioneer coy (if available, besieger only)	1 Treasure Point
Stop a mutiny	3 Treasure Points
Buy 1 food level (besieger only, if available)	1 Treasure Point
Buy Powder (besieger only) if available.....	1 Treasure Point

Comentado [abc1]: The table states 4 treasure is required to stop a mutiny, while the mutiny section states 3. Which is correct?

8) Weather:

Each turn roll 2d6 and consult the weather table (Conditions are set per Central France)

Add one if in mountainous terrain, subtract one in Mediterranean (Campaign only)

Summer: 2-9 Good Weather, 10+ Rain

Fall/Spring: 2-7 Good Weather, 8+ Rain

Winter: 2-5 Good Weather, 6-9 Rain, 10+ Snow

Good Weather- No Effect

Rain- Subtract one from all Billet Factors

Snow- Subtract two from all Billet Factors

9) Attrition:

There are two types of attrition: Field and Town. Any coys in either OBZ do not suffer attrition.

Field Attrition:

Each area with more coys than the billet number rolls on the attrition chart. No more coys than double the billet number may remain in an area. Artillery Batteries do not count as companies towards the total in an area, however they may be selected to suffer attrition if there are too many other companies present.

For every two trench points, add one to billeting factor. Each Fort also adds three billeting factors. Any Woods in a field section will add one billeting factor, while any swamp will subtract 2. A low Victual level may also reduce billeting factors. If the victual level is 5 or less, subtract one from all billet factors. If the Victual Level is 3 or less, subtract 2 from all Billet factors.

For every area that exceeds its billeting factor roll 1d6 and consult the chart below. If the result is 1 or more the affected player must chooses which companies in that area check for loss. Roll on the Billeting Saving Throw chart for each selected unit. An unmodified score of 6 on a Saving Throw check is an automatic success.

Attrition Chart						
Coys over the billet number						
Roll	1	2	3	4	5	6+
1	-	-	-	-	-	1
2	-	-	-	-	1	1
3	-	-	-	1	1	2
4	-	-	1	1	2	2
5	-	1	1	2	2	3
6	1	1	2	2	3	4
7	2	2	2	3	4	4

Modifiers: +1 Unpaid +1 Rain, +2 Snow, +2 Half Rations

Billeting Saving Throws	
Coy Type	Saving Throw
Foot	4-6
Horse	5-6
Battery	2-6
Pioneer	4-6

Modifiers: -1 Resolve under 6, -2 Resolve under 4

Town Attrition:

Units in towns feel the effects of attrition not from the number of coys in an area, but based on the victual level alone. Each turn in which the victual level is 6 or less, each Regiment, regardless of size, must have one coy make a billeting saving throw. If the victual level is 2 or less, then each regiment must have two coys make a billeting saving throw. Regiments include the bourgeoisie militia. Further, all pioneers are counted as a regiment regardless of the number of pioneers in the town.

10) Engineering:

Pioneers are used for the purpose of engineering. Foot coys may also act as pioneers, but only if paid to do so, and only to dig trenches. Horse coys may not participate in engineering. Depending on the number of pioneers in an area, various types of construction may take place as shown on the chart below:

Comentado [abc2]: May foot coys be employed in other engineering projects besides digging trenches? If so are they at the 2 to 1 ratio of required units?

Construction Type	Pioneers Required: Foot Required per Point	Number of Works Permitted per Area
Trench Point	1:2	5 (10)
Fort	4	1
Mine	2	1
Wall Repair	2	-
New Works (walls)	5	2
Clear Woods	2	-
Bridge (build/wreck)	1	-

Special: Pioneers only- the besieger may only dig trenches or other works by creating them from the outer field ring. No works may be dug in the middle or inner field ring unless they are connected to works in the outer field ring. Works may be created in a lateral manner in adjacent areas of the same ring.

If the besieger has pioneer units in trenches he may choose to dig a parallel. Instead of moving into an area and then digging trenches, pioneers may remain in their current area and dig trenches in a contiguous area a receive a defensive benefit. The pioneers receive 1/2 the trench factor of the area they are currently in for the purposes of bombardment only. This applies only to the first turn digging, and only up to four trench points may be dug in this way. After which, all normal digging rules apply.

Comentado [abc6]: What are the normal digging rules. This is sort of an odd rule. The way I read it pioneers may only dig latterly and received the cover bonus for one turn. They may only do this four times during the game. ???

Mines & Countermines:

Besiegers and besieged may use pioneers to dig mines under a wall section. Besieging pioneers must be in an Inner ring area to attempt to dig a mine. The besieger must note on a separate sheet that a mine has been dug. A mine is sprung in the Assault phase if there is still a pioneer in the area during the assault phase. Roll 1d6. On a 5-6 the mine fails to damage the wall section. Any other result is the number of wall points that section loses. If a breach is made, the player may make an immediate assault per the assault rules.

The besieged player may countermine any wall section he fears may be mined that turn. Pioneers must be present in the wall section to countermine. Countermining efforts are recorded on a separate piece of paper, and are only revealed if the besieger declares a mine attempt is being made. If it is not, the countermine effort is wasted, and the wall section is not considered countermined. If a mine attempt has been made in a wall section that was countermined that turn, add one to the mine roll. If the attempt is a failure, the besieger loses one pioneer unit. A successful mine causing damage to a wall causes one defending coy present to make an artillery saving throw for each point of damage, the defender choosing which units check. A maximum of two casualties may be caused in this manner, other hits not being counted.

Pioneers in a bridgehead may spring mines. These are sprung in the Assault phase. Roll 1d6, on a 6 there is an accident- all units in the bridgehead roll a saving throw with a +1 mod. Otherwise, remove one point of the original wall value (plus additions) to the number on the die. Countermining has the same effect as above.

11) Bombardment:

During either bombardment phase Artillery Batteries may fire out of their area. Batteries move like other companies, but may not fire in the Second Bombardment phase if they moved, except from inside the Town. Each battery firing expends one powder point. Combat value (i.e. number of companies) per gun is based on the range to target, as shown on the Artillery fire chart.

Wall Guns: Each Town wall section has inherent guns mounted on them, which cannot move, and cannot be destroyed, unless a wall section is captured. The guns may only fire into the adjacent inner field ring section, and have a combat strength (in companies) of two. No more than one Wall Gun may fire into any inner field ring section per turn. They may also fire at enemies during an Assault or Petard Attempt, but not during a Surprise Escalade.

Artillery Fire	
Target 2 areas distant-	Combat Strength 2
Target 1 areas distant-	Combat Strength 4
Firing at Assaulting units from Wall -	Combat strength 4

Count the total number of points at a particular location and roll 2d6 on the Combat Table. If any hits are scored the firing player chooses Horse, Foot, Pioneers or Artillery as a target. The defending player chooses which coy or battery will make a saving throw. All modifiers apply, but use the Artillery Target Saving Throws table for any casualties caused. An unmodified 6 is always a successful saving throw.

Artillery Target Saving Throws:	
Coy Type	Saving Throw
Foot	4-6
Horse	5-6
Battery	3-6
Pioneer	5-6

Modifiers: +1 on a Wall rated 2 or better, +1 in Fort

Batteries firing may not cause more than 2 casualties on an enemy in a Town or Field area. If the casualty number is higher, any remaining coys present must vacate the area to one adjacent area further away from the batteries firing, or to the nearest Fort if the distance traveled would be the same. They may also be moved to a village. Units in a Fort or on a wall need not retreat, though the casualties may still not go higher than 2. This 2 coy casualty limit does not apply during an assault.

Walls as Targets-

Firing at walls is the same as firing at units in the field, with the following exception. Any hits scored on walls for which a saving throw is failed brings down a wall point by one. For every wall point lost one unit of the defenders choice must make a saving throw as per field artillery fire, with a maximum of 2 casualties. The saving throw for a wall section is 4-6.

12) Movement:

Movement in “Siege!” is abstract and therefore unlimited. At the beginning of each player’s movement phase a player may, if he so chooses, remove every coy and battery from the board and place them in any other section. The besieger is limited to CdO OBZ, village, or field areas. The besieged is confined to any town or wall section, or the OC OBZ.

Movement onto a wall section by the besieger may only occur if a breach has been made, and then only in the assault segment. They may not remain in these areas except if an assault has been successful. Besieged units may only move onto a field section during the sortie segment. Relief Forces may temporarily enter a field section during an expedition. See the pertinent rules below.

Rivers do not block movement. However, if not bridged by pioneers, sortie forces, relief forces, or relief forces may not cross them.

13) Off Board Zones and Relief Forces:

Any Relief forces available to the besieged through Random events are placed in the Open Country OBZ. They may not move into any other space except the Corps D’ Observation OBZ. The Besieging player may, during his move phase, place any foot or horse coys in the Corps D’ Observation OBZ or move any out to any space on the board except the Open Country OBZ. Besieging units may never enter the Open Country OBZ.

Relief Forces in the OpC OBZ in their move phase may perform one of the following actions:

Relief Force Actions	
Remain in place	
Move into the CdO OBZ and bring on a battle with any enemy units present.	
Launch an Expedition to slip past any enemy forces in the CdO OBZ, of which only one is allowed per turn.	

Modifiers		
Any foot in force		-2 (Relief Only)
Resolve less than 5		-1
Less than 3		-2
General Present		+1
Noble Hero	+1	+1
Rain or Snow		+1 (Relief Only)
Each 2 Points of Food or Powder		-1 (Relief Only)
More than 6 coys		-2 (Relief Only)
More Cavalry		+1
2x More Cavalry		+2

If the Relief Forces move into the CdO OBZ to engage the enemy, proceed immediately to an Open Field Battle. If the Relief forces retreat, they are placed back in the OpC OBZ. If the besiegers retreat, the siege is lifted, and the game ends in victory for the besieged.

If the Relief forces choose to send an expedition, they must choose the desired goal. They may either Raid a village, or attempt to run supplies into the town. Either way, they must first slip past any enemy forces in CdO OBZ. Each player rolls 2D6 and checks any modifiers. If the Expedition's roll is higher, they may proceed to their target. Otherwise, they have failed and must return to the OpC OBZ. The modifiers are:

If the Relief force successfully slips past the CdO OBZ and chose to Raid a village, place all coys in the village of choice and treat it as a field combat. All villages have a defense value of 3. After the combat, regardless of the victor, the expedition returns to the OpC OBZ. If the besiegers retreat any units present are moved to a friendly village or to the CdO OBZ. The besieger immediately loses one Food, Powder and Resolve point over and above the resolve point lost for losing the battle. If the relief force is defeated, it is placed back in the OC OBZ.

If the goal of the Expedition was to run supplies into the town, and it is not completely encircled by field sections with besieging coys present (a cordon) they are immediately placed in the town. If not, they may choose any field area in the cordon and attempt to break through. The attempt is treated as a Sortie, including intervention by any besiegers in surrounding villages. The only exception being if the Expedition is not forced to retreat it may immediately be placed in the town with any supplies they may have brought. If forced to retreat, it is placed in the OC OBZ.

Carrying Supplies:

An expedition may attempt to carry supplies of Food and Powder into the town. Carrying supplies other than Treasure modifies the ability of an expedition to slip past the enemy in the CdO OBZ. Each coy involved can carry one point of either Food or Powder, and any amount of Treasure.

14) Field and Town Combat:

This chart is used to resolve all types of combat, including Field combat, Town combat, and Bombardment. Each player totals the number of coys in the area. For each nation multiply the number of coys fighting by its combat factor (see Appendix). This will give the number of modified coys fighting. Each player tallies his fighting strength and Rolls 2d6 and consult the Table below:

Combat Table	
Roll	% of Coys
2	-
3	10
4	20
5	30
6	40
7	50
8	60
9	70
10	80
11	90
12	100

Die Roll Modifiers:	
Each 2 Trench Points	-1*
Fort	-2*
Noble Hero (NFB)	+2
Conserve Powder	-3
Rain/Snow	-1
Wall, 4 points or less	-1*
Wall, 5 points or more	-2*
Bridgehead Point (NFB)	+1
for each resolve point below 6	-1
Odds- 3:2	+/-1 (NFB)
2:1	+/-2 (NFB)
3:1+	+/-3 (NFB)
Area Defense level*	+/-*
NFB = Not for Bombardment	
*Defender Only, subtracted from Attacker's roll.	

Assault Only
Original walls 3..-1*
Original walls (+ new works) 4-5 ...-2*
Original walls (+ new works) 6+-3*
Defenders- Double Strength
*Defender Only, subtracted from Attacker's roll.

Results:

Each player now checks to see if any casualties have been inflicted on the enemy. The number shown is the percentage of companies (rounding up) of each player that have caused casualties to the enemy. The players now roll saving throws. The opposing side may choose 1/2 of the coys that will check for loss, the rest by the owner, rounded up. The side which suffers the most casualties, based on his original strength, (percentage wise) or both if the casualties are equal, must check morale.

Comentado [abc3]: I don't understand the combat results exactly, have I gotten it right with my combat example?

Combat Target Saving Throws:	
Coy Type	Saving Throw
Foot	4-6
Horse	4-6
Battery	3-6
Pioneer	6

Modifiers: +1 On Wall, +1 In Fort, -1 Assault – Attacker Only, +/- National Saving Throw Mod

Combat Example:

Three German Mercenary foot meet two French Gensdarmes in an open field battle. Perhaps the Germans were attempting to bring supplies to the town as a Relief Force. The combat factor for the German foot is 1, while the French Gensdarmes is 1.5. This gives us a value of 3 for the Germans and 3 for the French.

We then throw 2d6 for each side, the Germans scoring 7 (50%) and the French 5 (30%). Next consult the Die Roll Modifiers. The odds are 2:1 in favor of the Germans (recall we round all fractions up), this gives us +2 to the Germans for 9 and -2 to the French for 3.

Our adjusted number of coys causing casualties is 70% for the Germans and 10% for the French. Again rounding up, all three German coys cause a casualty while only one French coy does so. We then make the appropriate saving throws. The French roll 3, 5, 5 being exceptionally well armored only one coy is lost. While the Germans roll a 4 -1 (national modifier) for a result 3, also lose one coy. The French have taken the most losses (based on their original strength of two companies to the German's three) so they must check moral see below. (Note that if three Gensdarmes were present and each side caused one casualty, it would have been a draw, both sides checking morale).

Morale:

After every combat (not bombardment) the side that took the most losses (percentage wise of original strength) must check morale. If the losses are equal both players must check morale. To pass a morale check the player must roll equal to or less than the Morale number of the nationality that has the most coys present on 2d6. Failure means that the player must vacate the area and move to an adjacent area or to the nearest village. Forces failing a morale check need not vacate an area if a friendly fort is present. In that case the coys remain, but the opposition is still credited with a victory.

Morale Modifiers:	
Swiss or Spanish present, but not predominant	-1
Noble Hero or General present	-1

15) Noble Heros:

Noble Heros modify combat as explained in the various combat rules. In each combat situation they are present in roll 1d6. On a 5-6, they are dead. Add 1 if the Noble is on the losing side of the combat. Place in the dead pool. For each 2 dead Noble Heros, lose one resolve point. Generals may be used in the same manner as Noble Heros and for the same effect. Note however that a General Killed in this manner cause a loss of two resolve points, as if he were in the Line of Fire box.

16) Generals in the Line of Fire:

A player may avoid a loss of resolve by placing a General in the Line of Fire box. If a General Officer is in the Line of Fire (LoF) box when a resolve point is lost the results can be ignored. This applies only to new causes for lost resolve, and then only once per turn. However, each turn a General Officer is in the LoF box, roll 1D6. On a 6 he is killed and the player loses two resolve points. Each side may only place one General in the LoF box per turn.

Further, if a general is in a space where combat (not only artillery fire) took place, treat him as if he had been in the LoF box for the turn.

17) Sorties:

During the Sortie Phase the defender may choose to make a sortie against the besieging units. A maximum of 8 coys may be involved. An area must be chosen to attack that is within 3 areas of the town walls. The path to and from the target area must be free of enemy units.

Besieging coys in villages may attempt a rescue to the field area being sortied against. The success or failure of this rescue is based on the size of the sortie and rescue force, their compositions, and distance from the target area. The base number for the rescue force is based on which field area is the target area. Only villages within three areas of the target may attempt a rescue. Only horse, foot, noble Heros and Generals may be a part of a Rescue or Sortie force.

Area of Sortie	
The Inner Ring has a base rescue number of	6
The Middle Ring has a base rescue number of	5-6
The Outer Ring has a base rescue number of	4-6

The Modifiers are:	
If Sortie force composed of mostly foot	+1
If Sortie force 4 coys+	+1
If Sortie force 6 coys+	+2
General with Sortie force	- 1
If Rescue force composed of mostly foot	- 1
If Rescue force 4 coys+	- 1
If Rescue force 6 coys+	- 2
General with Rescue force	+ 1

Resolve per Combat rules. If Sortie force eliminates all foot and horse coys, and is itself not eliminated, any artillery, pioneers, noble heros, or officers of the enemy force are eliminated. Regardless of the result, all coys of the Sortie force and any Rescue force are returned from whence they came.

18) Petards:

The Besieging player may in any assault phase in which there is no assault attempt to place a petard on any accessible gate or wall section over a bridge or across a dry ditch. Only a single coy make be involved. The only combat involved is bombardment from wall guns. If the coy is destroyed, the besieger loses one resolve point. If the coy survives, roll 1d6 and remove that many points from the wall. On a 6 the petard does not go off and has no effect. If a breach is made, the besieger may now make an immediate assault per assault rules. Any damage to the walls can cause casualties to defenders in the area. See "Mines" section.

19) Surprise Escalades:

Any time an assault is taking place against a breach, the besieger may make a surprise escalade. Any coy within 2 spaces of a wall section, breached or not, may be used. A Surprise escalade against a wall section containing a defending coy fails and the attacking unit must make a saving throw as per assault rules. If no besieged coy occupies the wall section the defender may immediately move one there. If no defending coy is available or the defender is unwilling to commit one, the attacker rolls 1d6, and on a 6 the wall section is captured.

20) Assaults:

A maximum of 10 companies may take part in a storm over a wet ditch. The maximum is 15 if over dry ditch, and 20 if no ditch is present. Only foot coys and noble Heros may be part of an assault force, and must be within two spaces of the wall section attacked. Any Defenders in the town may be moved at this point onto the attacked wall section. See also Surprise Escalades. A wall section cannot be assaulted unless it has been breached (the wall value reduced to zero).

Resolution of Assault:

Count all of the defenders coys, double their value, and roll on the combat chart. Count all of the assaulting coys and roll on the combat chart. Roll all saving throws required.

If the assaulting force takes more casualties, and there are remaining defenders on the wall section, the storm fails and all assaulting coys are placed within 2 spaces of the attacked wall section. They have been totally repulsed.

If the casualties are equal, and both sides still have companies on the wall section, place a bridgehead on the wall section. Both sides may remain in place (see below).

If the assaulting force causes more casualties but does not double those of the defenders, and both sides still have companies on the wall section, place a bridgehead and roll 1d6; this is the amount the original wall factor drops by in this section. Both sides remain in place.

If the attackers cause double the casualties they took and all assault companies have not been eliminated, the wall section is captured. If there are any defenders left in the town, place them in the town square. At this point the Assaulting player may move off the walls and attack the town square. Further, any besieging horse within two spaces of the wall section captured may be moved to the town square. A regular field battle takes place, as if in an open field, with no modifiers applying. If

the defenders are eliminated or forced to retreat, the town is captured and the siege ends in a besieger victory. Any other result means the besiegers are immediately driven from the town and off the wall section they just captured as if the assault were repulsed in the first place.

If either side loses all units participating in the assault or defense, the result is either a total repulse or the walls are captured, depending who has been wiped out. Morale rules are also in effect. If the defenders fail a morale check and there are remaining enemy coys on the wall, the town is **captured** (see below, **End of Siege**).

Disputed walls:

If the besieger has a bridgehead in a wall section, the wall is considered disputed. Units may move into or out of it, but not both in the same turn. Besieging coys on the wall section **must** assault it every turn. If they are totally repulsed the bridgehead is removed and the wall remains in defenders hands. The besieged need not leave any units on the wall section in dispute, but if they do not move any back in the assault phase the besieger may attack the town square (See Resolution of Assault). Note that the only engineering that may take place in a disputed wall section is mining and countermining.

Comentado [abc4]: Is there a disputed walls counter?

Since the wall is not taken, assaulting coys must be placed back in field areas within 2 of the wall section attacked; If a wall section is completely vacated the walls return to the control of the defender. Upon receiving the “disputed walls” result from the assault, the besieger may leave a coy of foot left in place to signify that they are disputing the walls, and may move in any pioneers within 2 field areas of the disputed wall section. This decision must be made immediately upon receiving the result. Note that for the walls to remain “in dispute”, an assault must take place in the assault phase by any units within 2 areas of the wall section, and must receive at least a “disputed walls” result to maintain the bridgehead.

Comentado [abc5]: This doesn't seem relevant.

21) Fighting in Town, and Ending the Siege

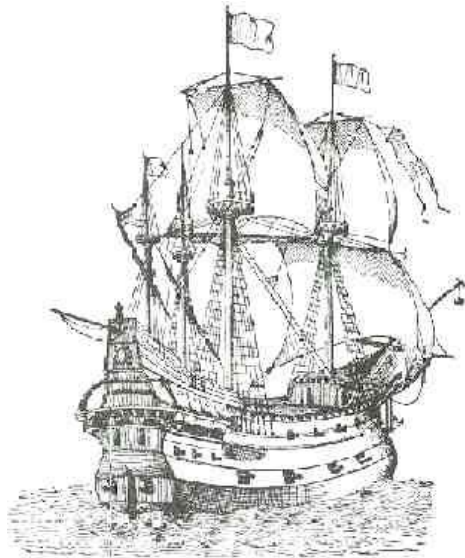
Besiegers who gain control of a wall section may only assault into the town Square area. This can only occur in the assault phase and is resolved as per an attack on the town square as shown above (Resolution of Assault). If the town square is captured (per normal field combat rules) the siege is over, all defending coys are eliminated and all leaders are captured.

22) Appendix:

Nation	Combat Strength	Morale	Saving Throw Mod (Combat)
Foot			
Landschechts (Germans)*	1	7	-1
Swiss*	2 (storm 1)	11	-2
Italians & Walloons	1	6	-2
French	1	7	0
Swedish & Danish	1	7	-2
English	1.5	8	-1
Spanish	2	10	0
Any Raw or Militia	1/2	-3	-2
Horse			
Gensdarmes	1.5	+1	0
Ritter	2	0	0
Argolet (light horse)	1	-1	-1

Spanish Fury, Siege!

Rules Addendum, for use with Port cities



Introduction:

How can you have a siege game without Ships and Ports, you may ask? The answer is that you can't, really. That is why we have finally produced this set. We've kept these rules separate, so that players not besieging ports don't have to wade through them. All rules used for regular sieges are in play, including all Setup rules, to which have added naval forces. The following rules are added to, and do not change or replace any existing rules.

Glossary of new terms:

Sea Area: A general term for any of the four sea spaces- The Docks, The Harbour, The Roads, or the Open Sea Zone.

Ships: Naval vessels shown below. On the counter is symbol of the ship, the type, and the combat value.

Flyboats: A squadron comprising 8-12 small, flat-bottomed coastal vessels.

Galley: A squadron of 8-12 galleys of various sizes, all coastal vessels.

Caravels: A squadron of 6-10 small, ocean-going vessels, used mainly for trade, exploration and raiding.

Carracks: A squadron of 4-8 large, ocean-going merchant ships, which when armed can stand in the line of battle, and capable of long range bombardment.

Galleons: A squadron of 2-4 purpose built warships, with up to 50 guns each, and capable of long range bombardment.

Hellburners: A group Fireships, made from regular vessels. Often packed with combustibles and explosives, meant to float in among larger, anchored vessels and cause fires to break out among them.

Admirals: Behaves as a General, but can only effect sea combat, and cannot be put in the Line of Fire box. If lost, counts toward Resolve as the loss of a General.

Naval Heros: Behaves as a regular hero, but can only effect ship combat.

Setup (additions):

Each player must check and see if they have any naval assets. Roll 1d6 to see the factor for Naval Availability, and for Naval Reinforcement: 1 = Poor, 2-5 = Average, 6 = Good. Then roll on the following table:

Historical Note:

(All French during the Wars of Religion, and non-Hansard Germans should have “poor” or “average” Naval Availability and Reinforcement factors. English, and Dutch Rebels, as well as Italian States, should have a “Good” rating, as should any Scandinavian nations.)

Naval Availability Table

	Poor	Average	Good
1	None	None	None
2	None	None	2xFb, 1xCv
3	None	1xFb, 1xCv	2xFb, 2xCv
4	1xFb	2xFb, 1xCv	2xFb, 2xCv, 1xCk
5	2xFb, 1xCv	2xFb, 1xCv, 1xCk	3xFb, 2xCv, 1xCk, 1xGn
6	2xFb, 1xCv, 1xCk	3xFb, 2xCv, 1xCk, 1xGn	3xFb, 3xCv, 2xCk, 2xGn

Fb= Flyboat*

Cv= Caravel

Ck= Carrack (bombardment capable)

Gn= Galleon (bombardment capable)

Gy= Galley*

In the Mediterranean Sea and the coast of Spain, replace Flyboats with Galleys, except if the player is English.

The besieged places all friendly ships in the Docks sea area, while the besieger places his ships in the Roads sea area.

If a player receives at least two ships he may also roll to see if he has any Admirals or Naval Heros. Roll on the same table as for Generals and Heros, substituting Admirals for generals.

Reinforcements:

During the Random Events phase, roll for Naval Reinforcements as you would Land reinforcements:

Naval Reinforcements Table

	Poor	Average	Good
2-8	None	None	None
9	None	1xFb	1xFb
10	1xFb	1xFb	1xFb, 1xCv
11	1xFb	1xFb, 1xCv	1xFb, 1xCv, 1xCk
12	1xFb, 1xCv	1xFb, 1xCv, 1xCk	2xFb, 1xCv, 1xCk, 1xGn

Rules for Ships:

Weather & Attrition:

Ships are not effected by attrition based on billeting factors, for there are none at sea.

Instead, ships are effected by weather during the weather phase, except ships in the Docks, who are never subject to attrition even by weather. During rain turns, roll 1d6. On a 6, a storm has struck. Roll 1d6 for each ship. On a six, move the effected ship to the Open Sea. Those ships cannot move this turn. Any ships in the Open sea who roll a six during a storm are lost. However, any surviving ships may move normally that turn. During snow turns, roll 1d6; on a 5-6, a winter storm has struck. Roll 1d6 for each ship, and add one if in the open sea zone. On a six the ship is lost.

Blockade:

If the besieger does not have any ships in the Roads or the Harbour during the random events phase, and the besieged have any ships in the Docks, the besieged receive the following benefits:

- 1) They do not expend a food point that turn.
- 2) Any Food, Powder, or Treasury points in the Open Country OBZ may immediately be placed in the town.
- 3) One coy in the Oc OBZ may be transported into the town for every combat point of ships available.

Movement:

Ships move in the same phase as land forces. Besieged ships are confined to the Docks sea area, while any reinforcements for the besieged must start in the Open Sea zone, and must Blockade Run (see below) to enter the Docks sea area. If there are no enemy ships present in the Roads or Harbour sea area, relief ships may move directly into the Docks sea area. Ships in the Docks sea area may sortie into the Harbour or Roads sea area during the sortie phase. The Besieger ships may never remain in the Docks sea area, but may enter it during the assault phase.

Resolve:

One resolve point is lost for every 5 combat value points of ship losses (Although much more expensive that a company of infantry, losses of ships did not effect the resolve of an army as their own losses of men).

Sortie:

Any besieged ships in the Docks area may attempt to sortie during that phase. Any number of them may move into the Harbour. If there are twice the combat value worth of besieger ships as any in the harbour, or if there are no besieging ships in the Harbour, the sortieing ships may ignore them and attack any ships in the Roads, if they so choose, or they may attack both, by dividing the sortieing force. Combat is identical to land combat, except that if the besiegers in the area are defeated, they must retreat to the open sea, while besieged ships return to the Docks sea area. The morale of the various fleets is shown on the morale table below:

Nation:	Morale
French	6
German (Hansard)	6
English	9
Italian	7
Spanish	8
Dutch	10
Danish	7
Swedish	7
Portugese	8

Assault:

All besieging fleets (except those in the Open sea zone) may, during the assault phase, move into the Docks area to attack any ships present. Before any combat begins, the assaulting forces must face a bombardment from wall mounted guns of the town, as well as any batteries the Fisherman's or Shipwright's Bulwark of the town (See Naval Bombardment rules below). After which a normal battle takes place as in sortie above. If the besieged are forced to retreat from the Docks, they are considered captured, and are worth double their usual points for Resolve losses. Even if all of the besieged ships are captured or destroyed, the besieging ships must move out of the Docks sea area to the Harbour or Roads sea area at the end of the assault phase.

Blockade Running:

Any ships belonging to the besieged in the Open sea area wishing to enter the Docks (the only places ships belonging to the besieged may remain) may only do so by running the blockade (unless there are no enemy ships in either the Roads or Harbour sea area, or if the Relief ships outnumber the besiegers ships by 2:1, in which case they may move directly to the docks). They may also attempt to bring supplies into the town from the Oc OBZ where they may have arrived as supplies during the Random events phase, or have been accumulating from previous turns. Each ship must attempt to run the blockade individually. Ships may be assigned One Food or Powder point for each point of combat value, and an unlimited amount of treasury points.

Each ships rolls on the Blockade Runner table below to enter the Docks are (and unload any supplies for the besieged) Ships which fail to run the blockade are immediately turned back to the Open sea zone. Further, roll 1d6 for each ship that fails- on a 6 it is captured, and worth double is points for resolve purposes.

Blockade Runners	
Ship Type:	Success number
Galley	2-6
Flyboat	3-6
Caravel	4-6
Carrack	5-6
Galleon	6

Breaking the Blockade:

Ships belonging to the besieged in the Open sea zone may attempt to break the blockade during their move phase. Place the ships in the Roads sea area. A normal combat will take place. If the ships attempting to Break the blockade force the besiegers ships to retreat, then all of the besiegers ships, including those in the Harbour, must retreat to the open sea zone. If the besieged players ships are forced to retreat, they are returned to the Open Sea zone.

Naval Bombardment:

Naval Bombardment works the same way as in the main rules. Only Besieging ships in the Harbour sea zone may bombard or be bombarded (except during Assaults- see above). They may only fire at the Fisherman's & Shipwright's Bulwark walls, and at ships in the Docks sea area. Treat all bombardment capable ships as if they were an artillery battery for firing purposes. Besieged ships in the Docks and batteries on the walls in the Fisherman's & Shipwrights Bulwark may fire at besieging ships in the Harbour. The range for all bombardment (except Assaults) is two for the purposes of using the Artillery and Combat table in the main rules. Saving throws for various ship types is shown below:

Bombardment Target Saving Throws: (Naval)

Coy Type	Saving Throw
Galley/Flyboat	6
Caravel	5-6
Carrack	4-6
Galleon	3-6

Hellburners (Fireships):

The besieging player turn any ship with a combat value of 2 or greater into a fireship. Only one ship may be so converted per turn. This is done during the Assault phase, and the converted ship is immediately placed in the Docks sea area with besieged ships present. None other of the besieging player's ships may enter the Docks area during that assault phase. The besieging player rolls 1d6. On a 5-6, the fireship attack succeeds. Roll 1d6 for each besieged ship. On a 6 the ship has caught fire and is destroyed. If a hero is present with the besieged fleet, then the initial roll to see if the attack succeeds is changed from a 5-6 to a 6 only. Roll 1d6. On a 4-6 the hero is killed. Ships converted to Fireships count as losses for the purposes of Resolve.

The Open Sea Zone:

Enemy ships may co-exist in the Open sea zone indefinitely. Combat can never take place there.

The Perfect Captain Presents: Battlefinder!

Western Europe-1000 A.D.-1700 A.D.

Battlefinder should be looked on more as a play aid or component than a complete campaign game. It is in essence a modular campaign board that can be used in thousands of configurations. You can use this in conjunction with our miniature rulesets (Strongbow, SF: Actions and SF: Battle) or with any other set you might own (for those of you who dare to touch a non-Perfect Captain product...you know who you are!). This set can be used in a variety of ways, some of which I'm sure you'll develop yourselves- and if you do develop something, don't forget to write it up for our Yahoo group, and share it with us all.

The Scope

The cards included with this campaign generator can be used to simulate most areas of Western Europe from the Pyrenees to the edge of the Eurasian Steppes, and from the Alps to Scandanavia. We could not produce names that would apply to every nation included in that area, so we opted for names that sounded like some found in the British Isles. For games taking place elsewhere, you'll have to use your imagination.

In whatever configuration that you use these cards, you must remember a few things. First, armies up to the Napoleonic era tended to look for open areas where they could deploy their troops and use their particular tactical systems. These cards are meant to simulate these areas- places where a commander might be tempted to draw up his lines of battle, or hide his men for an ambush. With this in mind, adjacent cards do not really represent the terrain that just occurred a few paces from each other; they may represent areas some miles apart. Therefore, except for the major rivers, features on these cards do not need to be lined up.

Second, when choosing what cards to use when generating a campaign board, some thought must be given to what general area in which the campaign occurs. The Ordinary ("O") cards represent the average rural terrain of western Europe- places like southern England or Champagne in France. The Wild ("W") cards represent less formally settled areas, like parts of Cumbria in northern England or the hilly parts of Languedoc in southern France. As there are more cards in the deck than are needed for most campaign uses, some cards may be removed from the mix to ensure a more characteristic feel to any randomly generated boards.

Some parts of Europe may not be simulated with these cards. They will not work with High mountain ranges (where it was often too difficult to campaign), and some places, like Spain and Italy, might require additional cards for their more arid or rugged locations. More cards may be generated in the future for these locales.

The Cards

The map on each Card-Space (CS) is about the size of a standard 4"x6" table, with the terrain pieces to be arranged as they appear on the pictured mini-map; this configuration is merely a suggestion, and substitutions may be made upon mutual agreement if the players lack the appropriate terrain. A grid has been superimposed on each card (each

box being roughly 1 square foot on the 4x6 table). There are also six hashmarks around the edge of the grid; these denote the “sectors” of the card. When placed on the placement board, these hashmarks show the entry or exit sectors leading to the adjacent card. They are also used to help align the rivers during card placement.

Note: players may set up the cards as they wish- the following procedures are only suggestions. All decisions as to placement should be made by the consent of all players.

Further Note: The Captain understands that not all players will have the right amount of buildings or terrain pieces necessary to reproduce the table configurations depicted on the cards. It's up to you and your gaming buddies to decide on how closely you want to conform to some cards. As for the City cards, the Captain doesn't personally know anybody who can muster up that many buildings- those cards are primarily included for campaign purposes. If you are gaming in the renaissance, you can use our Spanish Fury: Siege! Game to simulate sieges- if earlier, try the siege rules from our Princes of the East game.

The Placement Board

There is also a large board given which is the “Placement board” for the Card-Spaces to be set up on when using the Maneuver Campaign rules. See below for guidelines as to how this is set up.

Definitions- These pertain mostly to the Maneuver Campaign rules.

Card Space (CS)- these are the actual cards of the game, when they are deployed on the Placement Board. They become the locations that forces may move to and from during the game. They may also be used to measure the movement rates of forces (all mounted forces move 3 CS, for example).

Providence Points (PP)- these numbers are shown on each Card (P3, for instance) and denote the relative wealth and amount of supplies available in a CS.

Sectors- these are shown by the six “hashmarks” around the grid on each card. They show the entry/exit points to/from any adjacent CS.

Possible Procedures for using Battlefinder-

Preliminary Notes: *the rules which follow are merely a framework upon which to build campaign games upon. The Captain wishes to stress that they rely on your creativity and historical common sense when using them.*

A. Plain Battle-Draw

1. OK, you and your buddy (or buddies) have your miniature armies ready, and you just feel like quickly coming up with a board configuration. You can just shuffle the deck of cards, and pick one at random, then merely dice to see who gets to choose his friendly board edge....that's it.
2. Or, for more intrigue, and to simulate a commander trying to outmaneuver his foe into a position of his own choosing, you could shuffle the deck, and each take half. Then each

may choose out one as your “favoured” battlefield, secretly note the number, and put it aside- it is your preferred location on which to give battle. Then reshuffle the rest of the deck, and randomly choose two cards. Add these two “neutrals” to the two previously chosen “favoured” cards, and shuffle them. One player chooses one card out from them- that will be the battlefield you play on. If the card was one of the player’s “favoured” card, then he has outmaneuvered his foe, and gets to set up on the side he chooses. If the card is a “neutral” one, then players dice for board edge. If you want to simulate one commander’s strategic advantage, allow him to choose two “favoured” cards to the other guy’s one.

Variant: Larger Battles

Armies in the 16th and 17th centuries swelled to sizes previously unseen in Western Europe. Some of these cards can convincingly represent the terrain of a large battlefield, as long as players remember that these armies needed a lot of room to deploy. Players may attempt to form larger battlefields by combining cards- merely pick one, and then continue to draw and place a new card adjacent to it until you have the size you want. Players may have to “Rationalize” some of the features going of a card edge onto another card (like a forest or road) so that the final terrain looks plausible and aesthetically pleasing.

B. Linear Campaigns

March Up Country: this attempts to simulate one player trying to make his way through hostile terrain to an objective or on a punitive mission, and then home. This type of campaign is good for Actions-sized forces, and is more characteristic for “wilder” regions (like Ireland or Wales). In such a case, players might want to remove many of the more settled cards and cities from the deck, particularly the strongholds.

One player is “On March”, the other is “Shadowing” the other player’s force (moving parallel to them). The deck of cards is shuffled, and a duration of the march (in cards) is agreed upon. Each “day”, one card is dealt out, and the player on march is considered to have to move into the card. The Shadowing player may then decide to attack the Marching player on that board, or to let him march on. As the cards are moved through, a new one is placed in front of it representing another day’s march, until the entire amount of cards (but not days) agreed upon has been played out. If any “impassable” rivers are turned up, this will count as a delay, a day lost to searching for a crossing. Another card will be dealt on the next day on top of the impassable one- if passable, that counts towards the duration of the march in cards (impassable ones do not count). If the marchers make it all the way through the required amount of cards, they have won. The Shadowers must prevent this to win.

The marching player should be given a fairly powerful force of regulars for their march- the shadowing player should be given a number of irregulars, not the match of the marchers in quality or number, but good for ambushes. You may want to give the ambushers a random number of replacements or local reinforcements every time they decide to fight.

Modifications:

1. Supplies- the Shadowing forces are maintained by the locals, but the Marchers must either carry supplies with them or forage for them. At the start of the march, issue the marching army with a limited number of Provender points. Each day, the force “eats” 1 point. If it runs out of points, it should face the loss of a number of elements to attrition, or a loss of fighting ability (depending on what rules you are using to fight your battles). It may replenish its supplies of PP by pillaging the PP of the card it is moving through, but this activity itself should cost them a delay of a day of marching (they do not move to the next card). Furthermore, players may want to deduct 1 PP from the marchers everytime they have to fight a battle (representing the use of arrows, powder, or the general weariness of the troops).

For example, a marching force is given 10 PP in supplies for a 15-card march. The marching player may want to stop and loot a few rich towns that he encounters early on, until he has the required amount that he'll need for the whole march; the shadowing player, worried that the marchers may not suffer the attrition he's counting on, may want to risk some troops in a few engagements, even though the terrain is not to his liking, just to slow the marchers down and make them waste supplies. However, later on the marcher draws a couple of impassable rivers, which also are good places for ambushes- the shadowing force takes advantage of this, and attacks them a couple of times as well. Soon with still a few cards left to go, the ragged marchers have run out of PP's and attrition sets in as the next few cards are P0 ones. The players decided previously that for each accumulated day of marching without supplies, the marchers must roll a 1d6- for each 6, an element is lost to attrition. After 3 days of marching like this, the weary marcher rolls 3 6's....and the shadowing forces, satisfied that the invaders are weak enough, deploy all their troops for what might be the last skirmish of the campaign...

2. Strongholds- the players may wish to include a few strongholds (though not cities) in the deck, and have the marchers have to reduce them as he goes. The duration of the campaign can actually be determined in this way as well, with campaign lasting as long as it takes the marcher to locate and reduce the shadower's strongholds. The Shadower may receive a number of troops at each stronghold to defend them only (they may not march with the shadowing force). The campaign may end with either all the strongholds being reduced, or the marching force being reduced to a certain level in size or quality so that it must call off the campaign.

Examples of this sort of campaign can be seen in some of the English Kings attempts to subdue parts of Wales in the Feudal era, various Elizabethan campaigns in Ireland, or in Cromwell's campaigns in Ireland from 1649-52. There may even be a campaign from the Nordic Seven Years War that this could apply to.

3. Guides- everytime the marcher reaches a settlement, and he doesn't plunder it, he will receive a guide from one of the locals. The next time he reaches an impassable river, he may roll 1d6- on a 1-3, the guide knows a secret ford, and the player does not have to lose a day as he looks for one; on a 4-6, the guide misleads the marchers (and is doubtlessly slain by them for doing so) and the marchers not only have to draw another card, but have lost a second day due to the late patriot's trickery.

Deployment for battles: whenever the Shadower demands a battle, the current card entered by the Marchers is recreated with terrain pieces on the miniatures tabletop. The marchers always enter, and must exit off the opposite side to continue the campaign. The

shadowers may choose to deploy in hiding, in the open, or enter on one of the other edges of the board (not the one the marchers enter on). Any marchers routed off the board count as lost (they're obviously butchered in the woods in the night)- any shadowers routed may be rolled for , to see if they regroup or if they've had enough, and are going home.

C. Maneuver Campaigns

Setting up a Maneuver Campaign Board

The first thing players will want to do is choose or create a scenario. Several have been provided as examples of possible scenarios at the end of the rules. The Captain urges players to come up with their own, and to write and share them with us. This ruleset is meant to provide a "campaign system"- but it's up to you to create the actual game.

The distance between card spaces can be anywhere from 5-10 miles. The card chosen may represent the characteristic terrain in the region, or merely the most "memorable" in the minds of passers-by.

Setting up the board (general):

A. The Placement Board: The board with the spaces numbered A1 to F6 should be laid out between both players (or teams). The rows numbered 1-3 may be thought of as "the north", a broad abstraction merely for game set up purposes (it can actually be any direction one desires). The rows numbered 4-6 are of course "the south", with the vertical row of spaces marked a "A" being the west, and "F" is the east. The Card spaces will be set up on this board, creating the Campaign map that the game will be played out on.

Step 1- Making Rivers: even generals who had only a foggy impression of the terrain before him usually knew if there were rivers up ahead. These should be established before all else.

One player may take all the cards marked "R" as a deck. He will use these to build the river lines on the board. As rivers usually formed borders or boundaries to territories and states in this era, they should be thought of as dividing the players respective territories in this game. However, some campaign might be fought up and down river valleys in which case players would have a river flowing from one territory into another. If the first is desired, start building a river from one of the east or west board edges. If the second, start from one of the north or south edges.

Procedure: the player with the deck of "R" cards starts dealing out one card at a time, attempting to place it in the space on the board that they chose for the river starting point. The river depicted on the card should be entering from the chosen board edge, usually from the "East" or "West" sides, although a river may start from the North or South. After that another card is chosen and placed in an adjacent space, as long as the river aligns to one shown on the previously placed card. The river does not have to attach to the same square on the grid shown on the previous card; but it should connect to the same sector. (See example section below). If the card dealt cannot connect to the previous card,

put it aside in a discard pile and draw another until one is found that can connect. After that another card is dealt that connects with the previous one placed, and so on until the river leaves the opposite board edge. That river is complete. If desired, another river can be started in a different location- there are enough cards for at least two complete rivers from east to west. At no time may the rivers cross each other. No river can be made of only "Impassable" cards (if must have at least one ford or bridge). The discard pile may be reshuffled and reused at any time during this process. Any card may be placed inverted if it will connect to the a previous one in the river under construction.

Step 2- Placing Cities: if any are desired, one or both of the "C" (city) cards, or a different feature (say a particular stronghold or settlement) may be replaced for any of the river cards currently on the board, if the segment of the river being replaced corresponds to the one shown on the replacement card (if it enters and leaves in the same sectors). If a city is desired in a specific location, player may want to place the city card first, and then build the rivers off of it instead of off the board edge. Rivers must still leave the board edges (there is no such thing as a circular, self contained river- they all go someplace).

Step 3- Placing the rest of the cards: at this point, players may take up the rest of the deck of cards (minus the river cards) and merely deal them out in the remaining spaces. They may even be dealt face down, and allow only one player (as a "local") to examine them, with the other player turning them over only as he enters them. By varying the mix of "O" and "W" cards, players may simulate richer agricultural areas or wilder, poorer parts.

Once this is done, the board is ready to be used for a campaign.

Strongholds- Cards with a large black and yellow asterisk on them count as strongholds. These may range from cities to castles and even fortifiable walled churchyards. These may often be defended by any troops who control the CS. Players may want to deploy these first (perhaps each side getting an equal number to deploy in "friendly" territory), and then deploy the remainder of the cards in the leftover spaces.

Provender Points- The red number on the right side of each card (always P#) is the provender points available on each card. This is an abstract rating which at any time can represent the amount of moveable wealth present in the CS, the amount of crops that the CS produces, or even the amount of habitable shelter available in the CS. Players may interpret this in any way they can imagine.

Rules for Playing a Maneuver Campaign

The following is meant as a possible framework to building a campaign game out of. Players are of course free to use whatever rules they think may fit with the mapboard they create with Battlefinder. A good example of one such campaign is the Perfect Captain's own "Tinker Fox". *Other such campaign modules will follow from the Captain, one day...*

Time Scale: each turn could be thought of as anywhere from one or two days up to a week. With this in mind, players might realize that some activities, like a pre-gunpowder siege, may take more time than a campaign may last. However, if playing something like a local baronial struggle (one that uses the Revenue rules) the time between turns might actually represent a much longer time period, each turn or group of turns simulating brief episodes of activity during this longer time.

Sequence of play

Phase 1:Determine Initiative

Phase 2:Provender- Players maintain forces

Phase 3:Activities- players give orders to forces

Phase 4:Engagements- conflicts between opposing forces are resolved

Forces: Counters are supplied which denote a "force" which is a grouping of units in a Card-Space. They may be of any size or composition. Record of these forces should be kept privately by both players, and revealed only when any forces are in conflict (see below)

Turn order- in every phase it is the player who has initiative who resolves his actions first. Players determine initiative at the start of each turn by the roll of a 1D6. High roll has initiative.

Phases

Phase 1. Initiative- in every phase it is the player who has initiative who resolves his actions first. Players determine initiative at the start of each turn by the roll of a 1D6. High roll has initiative.

Phase 2. Provender- There are two general uses for the Provender numbers that appear on each card.

a. Provisioning- Any sized force must expend one PP per turn to avoid attrition. Players may add up the total amount of PP on the card spaces they control (either have forces on, or are designated in special rules as owned by the player). If a force is on an unravaged CS marked either P1 or more, it may supply itself and avoid Attrition. To be able to supply forces on P0 CS's, these must be within 3 spaces of a supply source (either an administrative center or a baggage counter). They must be able to trace a line of enemy

free CS's to the supply source, using the shortest route possible. If they cannot, they must undergo Attrition.

- Baggage counters-** players may be supplied a baggage counter at start, or buy one during any Provender phase. The cost is shown on the cost chart. In addition, each baggage unit (as it is made up of many animals, wagoneers, porters and campfollowers) costs **1 PP** a turn to provision. If this is not paid, the baggage rolls for attrition like any other force; if it suffers any loss, it is considered lost, and must be repurchased if required again.

- **Attrition-** every force that is unsupplied must roll 1D6 on the attrition table:

ATTRITION TABLE

ROLL	1	2	3	4	5	6
Normal	-	-	-	-	10%	10%
Winter	-	-	-	10%	10%	20%

#%- percentage of force strength lost

Players should mutually determine at the beginning of the campaign whether the percentage loss refers to full units, miniature figure stands, or even individual figures.

b. Revenue- Revenue is required when playing a campaign that allows raising new units and strengthening fortifications. In this case, players will be able to raise PP equal to the total amount shown in all the Card-spaces he controls. He may then expend these PP on army provisioning (as above) or on purchasing new units or building special works.

- Administrative centers-** the C cards represent large towns. These can sometimes be used as administrative centers (essentially, a local seat of government- or a seat of local government). They can often generate more income than marked on the card, representing wealth coming from off board holdings or trade. This can be some arbitrary number, or a doubling or trebling of the cards marked number. All this should be determined by the campaign designer.

- Treasury-** unused or excess PP may be saved from turn to turn, as a treasury, to be spent in any amount at a later time. Players may designate this treasury as residing in the administrative center, or following a force around in a baggage unit. Of course, this could allow the other player to plunder it if he conquers either of them.

- Raising new units-** it could take a long time to train and outfit soldiers in all the eras covered by these rules, so most of these troops should be thought more as already existing, and being summoned to the field or mobilized. With this in mind, players should draw up a limited list, representing the maximum force pool that they each might draw on as a source for troops. This should have at most two parts- **Local Forces**, which can represent things like feudal vassals, local militia or trained bands, and **Foreign Forces**, which can either be professional mercenaries, troops from more distant counties, allies, troops from central governments, or other such troops. Local forces should take anywhere from a few days to a couple of weeks to muster; Foreign troops may take much longer. Local troops usually would be of poorer quality and lower cost than foreign troops (it would be rare that the bother of bringing crummy militias from a distance would be worth it). A muster point in friendly territory should be chosen for their appearance.

These details should be worked out at start either by the campaign designer, or by mutual consent.

•**Costs-** it is difficult to determine specific costs for raising units over such an extended time period as ours. What should be kept in mind is that the costs suggested are not necessarily that of training and equipping the unit, but more like the initial bounty and minor expenses (like special liveries or uniforms, ammunition and a few days supply of victuals) for the unit in question. Players may classify these costs as four general categories- Cheap, Low, High, and Dear costs.

Some rather general costs and build times are suggested below, but players are encouraged to develop their own lists.

The amount in brackets () is the amount in turns that it should take to build each item.

Cheap 1,2 PP

Provisioning a force or baggage unit (immediate)

Raising most militia (1D6)

Raising most irregulars (1D6)

Building an palisaded camp (2)

Low 3,4 PP

Buying an Engineer (1D6 turns)

Building a Siege Engine (3 per turn)

Raising average Infantry (1D6)

High 5-7 PP

Upgrade Fortifications (2D6- at least 5)

Raise Mercenary Infantry

Raise Local Mounted Gentry

Avoid Attrition (5 per 10%)

Dear 8-10 PP

Raise Mercenary Mounted Gentry (1D6)

Build minor Castle (3D6-at least 10)

Phase 3: Activities

Execution: Players place an Activity marker on any or all forces on the board. They then take turns revealing these activities, and either resolving them, or designating what engagements occur. Once all have been resolved, phase ends. Players may pass, but if both players pass, the phase ends, and any unrevealed Activities are lost.

Types of Activities:

1. Invade- *Enter a space with the intent to engage in conflict.*

A force with this marker may move up **1** space encumbered (on foot, or mounted with baggage or artillery), or **2** spaces mounted. Must attack any field force in a space entered,

but not a fortified (in a fortress) force. For mounted, if encountering a force in the first space entered (which remains to be engaged), their movement ends in that space.

2. Avoid- *Enter a space with the intent to avoid conflict*

Move distances are **2** spaces encumbered, **3** spaces mounted. However, if the Avoiding force enters into a space with enemy forces present, it must roll “**8**” or higher on 2D6 to escape without a fight. If it fails, it must fight. If the enemy force is also avoiding, then there is no fight. The avoiding force must not contain less horse than the enemy- in that case, it must fight. If the enemy force is watching, and the avoiders enter their space, the avoiders must roll a “**10**” to escape the space.

3. Emplace-*Remain stationary and strengthen a defensive position*

The force performing this activity is engaged in strengthening a position with stakes, ditches, gabions, caltrops, pits, or some other such contrivance. If they are engaged in battle before they have had a chance to perform their activity (by someone who moves earlier due to initiative), they will not fight in a strengthened position; if they are engaged after they have performed the task, then they fight within the strengthened position (see Engagements below). This activity may also be used to invest a Stronghold (see Siegecraft below).

4. Ravage- *Remain stationary and destroy and loot the region*

A force performing this activity removes the PP number of the card for the duration of the game. Place a sacked marker on the space. The player adds the PP value to their baggage unit. If the force has no baggage unit, the PP are lost, although the PP’s looted may be used to provision the force for the turn.

5. Watch- *Remain stationary, but if triggered, may intercept any passing force.*

A watching force remains stationary, but exerts an influence into the spaces adjacent to it (except across an impassable river). If an enemy force enters into one of these spaces, the watching force is triggered, and may roll to see if they intercept the moving force. If the movers are invading, the watching force must roll an “**8**” on 2D6 to catch them. If the movers are Avoiding, the watchers must roll a “**10**” to catch them in an adjacent space. If Avoiders enter a watcher’s space, follow the procedure in “Avoid” above.

Watchers, may not roll for forces which start the turn in an adjacent space. If they want to fight the stationary (or otherwise occupied) force, they choose another activity than “Watch”.

Ambushes- in campaigns where players are using hidden movement or decoys, forces on watch may decide to ambush any triggering enemy forces. To do this, the terrain on the CS they choose must afford them adequate cover to be able to conceal their forces, and which still will leave some guesswork as to where they may be. They will start with some or all their force as hidden (see Engagements below).

6. Storm- *Remain stationary, and attempt to capture a Stronghold*

If within a space with an enemy-occupied stronghold, the force will attempt to climb over any fortifications and capture the Stronghold by force of arms. See Siegecraft below for details.

Phase 4: Engagements

Once your forces come into conflict, you will probably wish to fight an engagement on a tabletop using miniatures. Attempt as best you can to recreate the card space with terrain pieces and buildings.

1. Deployment at start- these depend on the activities a force was performing during the turn.

General: opposing forces should set up at least 2 “squares” (on the card space grid) from the entry point or deployment area of their enemies. Each square is roughly equal to 1 square foot in area.

Moving forces: these usually may either enter the board at start, or set up near their entry point on the card space, not more than two squares from their board edge. The entry point would be from the sector on the CS that is adjacent to the CS that the movers entered from.

Stationary forces: usually set up first on the board, with any defensible feature or crossing usually in their control, although their set up area should still adhere to the general 2 square rule above.

Emplaced troops: if the stationary force had an Emplace activity, and was attacked only after it had performed the emplacement, then they can set up within a form of defensive works. They should be chosen according to the habit of the historical force (i.e. sharpened stakes for English Longbowmen).

Ravagers: Forces which were engaged in ravaging the card space, whether they had performed the activity or not, must count as having some troops absent as they are scattered looking for loot. This should be about 25% of their force, particularly any light or irregular troops, or dragoons. After the 5th turn of the battle, there is a 1 in 6 chance that they might form up and return- roll 1d6 each turn for this.

2. Siegecraft

As mentioned before, most sieges are beyond the scope of the sorts of small campaigns covered by Battlefinder; however, we are including some very rough guidelines that players might want to use in resolving conflicts with Strongholds.

Capacity- most of the strongholds depicted in the card set tend towards the minor end of the scale- they probably could only hold about 1000 to 2000 men maximum. The “C” cards represent towns, and could probably hold 3000-6000 men maximum. If any forces do not fight into a stronghold, the excess must either stay outside of the walls, or split off and move to another CS. They cannot stay for a siege. The forces within become the garrison.

Qualifications- to even begin the Siege process, the besieger must have defeated any troops found outside the stronghold in battle, and must have more remaining troops

present than those of the garrison within. He must also have as many units as the PP rating of the card space.

Blockade- to open a siege, the besiegers first must invest the Stronghold. To do this he must use an Emplace activity for as many turns as the PP rating of the CS.

Duration- once the stronghold is invested, determine the duration of the siege by rolling 1D6, and multiplying the result by the PP rating of the CS. This is the amount of turns that the stronghold may hold out (due to the amount of victuals that the garrison managed to gather before they were blockaded). Once the blockade has commenced, stack a number of pennies equal to the duration nearby- remove one each turn.

Attrition- every turn that the blockade is in effect, both sides roll on the attrition table (see Provender above) and remove the amount of troops shown on the table, if any. If the besiegers are unsupplied, or if it is winter, Besiegers use the Winter row on the table.

Sallying Forth- the garrison may try to sap the resolve of the besiegers by sallies- to do this, they may send a portion of their force out of the walls to attack the besiegers. This force must be 1/5 the size of the besieging force to have an effect. Once this is done, both players roll on the Winter row of the Attrition table, and immediately apply the results. Both apply it to their whole force, but the garrison removes it only from those forces sallying forth.

If sallying to destroy siege engines, the sallying force must declare this as their objective. If they inflict 20% casualties on the besiegers, the engines (or tunnels, or whatever) are destroyed. No other attrition affects the besiegers, but the Sallying force receives casualties as normal

Siege engines- if a besieger buys an engineer, he may build a siege engine. This takes as many turns to build as the PP rating of the stronghold. Once built, the may have one of two effects:

Breachmaking- stonethrowers, rams, or tunnels- remove two pennies from the duration stack per turn,

Or **Assault-** ladders or siegetowers- to help in storming to stronghold.

Players may build one or both types of engine, but not at the same time (so if the stronghold is a P3, it would take 6 turns to build both types).

Gunpowder Artillery- up until the mid 15th century, these still had much the same effect as other artillery on medieval stronghold walls- treat them the same as any other breachmakers. However, in the latter half of the 15th century, their power had increased enough to greatly shorten sieges. They may not be built on site (players may receive them only by scenario special rules or mutual agreement) but will have the same cost and build time as other engines (reflecting the time to properly site the guns), but will remove 1D6 of duration pennies per turn. This effect should last until the early 16th century, when everyone began to strengthen old walls with earthworks or bastions, and the guns effect returns to 2 pennies per turn.

Storming- Players may decide to attempt to storm the battlements of the Stronghold. To do this, the storming player rolls 3D6, and compares it to the total of the duration pennies left. If the storming force's total is higher, the stronghold is taken, and the siege ends with the sacking of it. If the duration pennies are more numerous, the storming has failed, and the siege continues. Whatever the outcome, the stormers make as 3 Attrition rolls (on the winter row), and the garrison makes 2 at the end of the turn.

Modifiers-

If the garrison has a greater ratio of troops to the besiegers than 1/2- then subtract one die from the Storm Attempt roll.

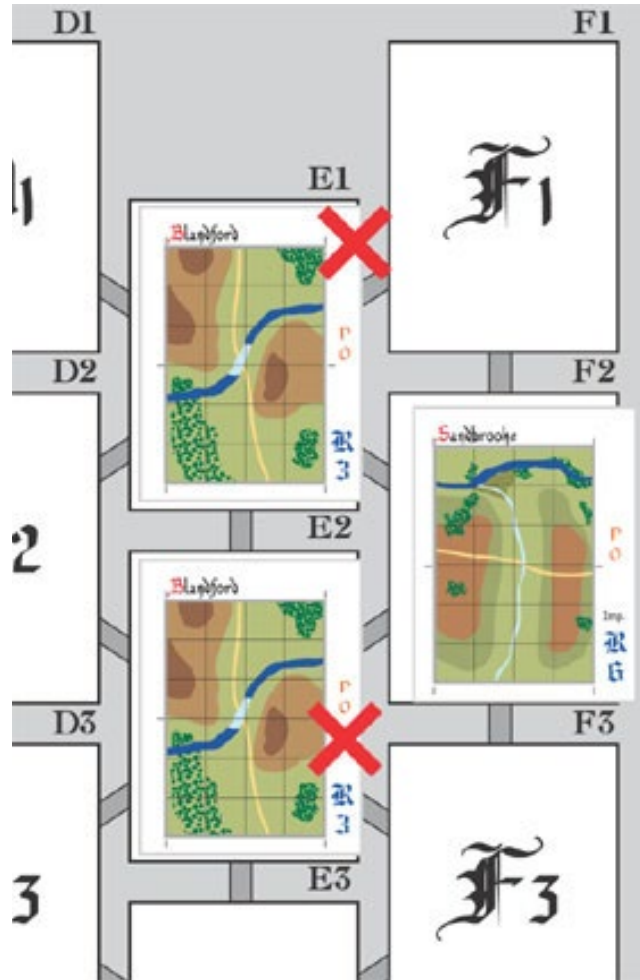
If the besiegers have assault siege weapons, then they add a die to the Storm Attempt roll.

Giving up- the Besiegers may give up at any time as they wish, and must vacate the CS next turn. The garrison may give up at any time, at whatever terms they can get from the other player; but once the duration pennies have been exhausted, they must endure a sacking- all the garrison is killed, and the CS counts as ravaged.

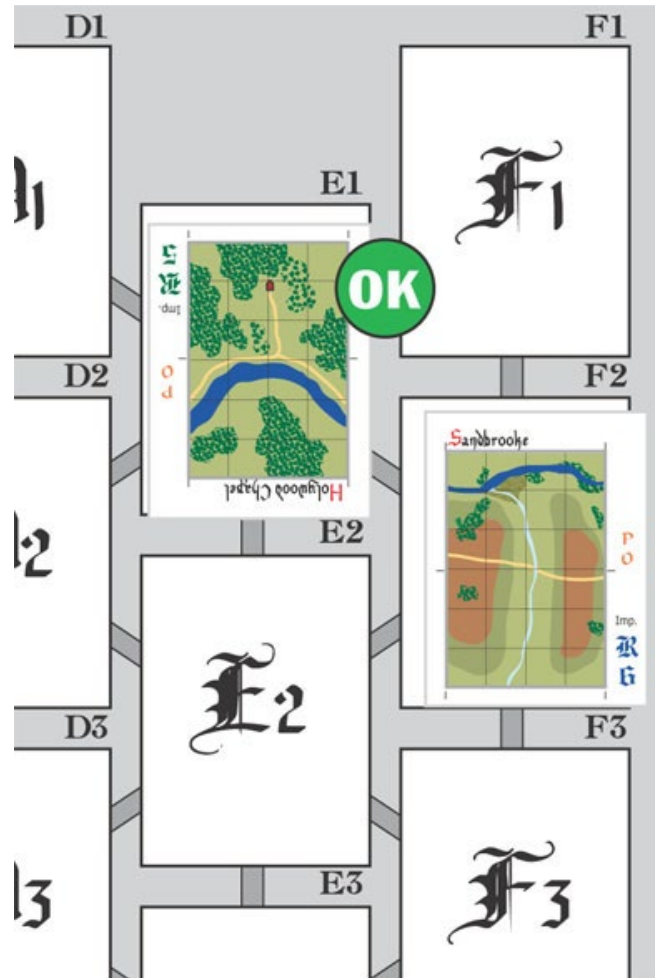
Placement Examples

River placement:

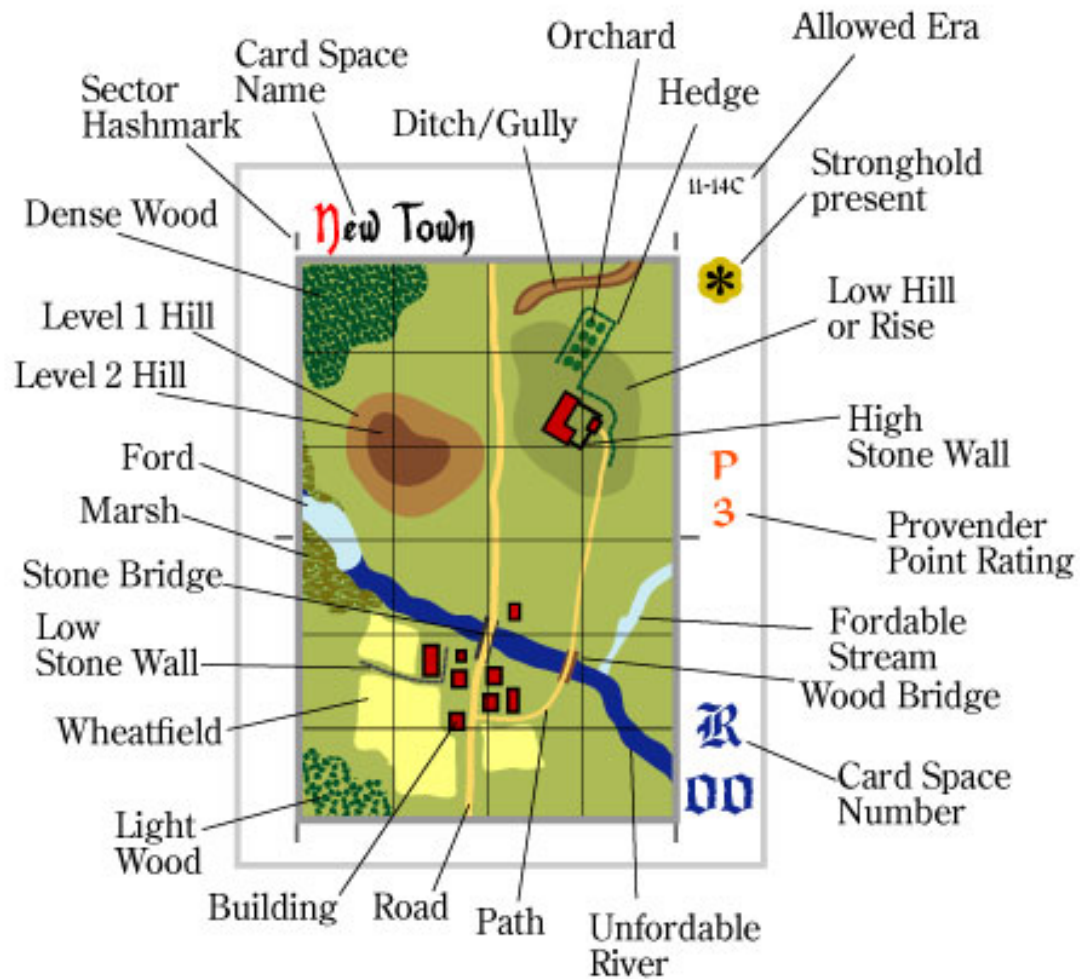
1. The Player placing the river has dealt out and placed the Sandbroke card on space F2. then he deals out the Blandford card, and attempts to fit it. In either possible space, the river on Blandford does not align with the with the sector where the river exits from Sandbrooke, so the Blandford card must be rejected.



2. Next he deals the Holywood Chapel card. If it is reversed, its river does exit on the same sector as the river from Sandbrooke. This card may stay.



Card Space Key



Some Scenarios

The Following are some general ideas about possible maneuver Campaign scenarios. They may be “filled” out with special rules or other ideas as players deem fit.

Pilfering Borderers!

Wales- Early 12th century.

After the initial successes of the Norman invasions of Southern Wales in the 11th cent., the area of the Marches (semi-independent Norman lordships on the Welsh border) endured seasonal Welsh raiding and responded with Norman punitive invasions. This scenario simulates one such episode.

At least one river must be located in the North half of the board (actually the East, representing the edge of Marcher territory) On or north of the river there should be settlements and either the Castle Mauvoisin card (R12) or the Chateaux Roget card (R21). No other strongholds should be allowed in the north.

South of the river W cards should predominate, and the cards with the green River numbers should make a river somewhere (it needn't cross the entire board east-west, it may leave the south edge); Caerbariath Castle (R2) should be placed somewhere on that river.

The Welsh player should start with a raiding force at R2, and make their way north to raid a number of villages on the Norman Marches. The Normans should prevent this.

Victory Points-

For every PP ravaged by the Welsh, they get 1 VP. For each Norman stronghold they sack, they receive 3x the VP as its PP value.

The Normans subtract from the Welsh total for any PP that they recapture in battle, and 3x the PP value of Caerbariath Castle if they sack it.

The game lasts 15 regular turns; after that, players may continue until one player concedes.

Variants

The setting of this campaign could be easily changed to Medieval Ireland, on the edge of the English Pale.

This game may also be updated to the 15-17th centuries as a Border reivers scenario, in which case the board should be more uniform, with perhaps an equal amount of settlements on each side.

Chevauchee!

France- 14-15th centuries.

During the Hundred Years War, one of the English tactics meant to sap the will of the French and generate some income was the “Chevauchee”. This was essentially a mounted raid deep into French territory. The object was to pillage as much goods as it was

possible to carry, generally harass and impoverish the countryside and people (thus hampering the French ability to make war, and causing local peasant revolts) and maybe bagging a noble or two for future ransom.

A fairly rich board should be generated, with lots of Provender points available for the English to loot. French forces should start as scattered to any strongpoints available, with perhaps some of the strength off board, only entering after a random number of turns have elapsed. The English should enter mounted at the beginning of the game, and will have to exit once they have gathered up a number of Provender points- this number should be rolled secretly at the start of the game, but should be at least a quarter of the total points available on the board.

Players may want to try the following modifications:

1. Hidden board- only the French player may examine the non river cards- the English player only turns them up as he enters.
2. Hidden moves- the English player writes his moves for the turn, with the French player moving first, and then the English player executing his written orders. This makes it more difficult for the French player to catch the English forces.
3. Local Ambush- the local peasantry, frustrated at seeing the English yearly raids impoverish their communities, have decided to take things into their own hands and set an ambush. After the English have pillaged at least 5 PP, the French player may set up an ambush (on any card that looks like it could furnish the hiding spots required) with a force of peasants and low grade troops (levies). If the English enter the card, the trap is sprung!
4. Slowed down with Booty- for every 5PP that an English force is carrying, roll 1D6- if a 6 is rolled, the English move one CS less. If they roll more 6's than their allotment of CS's, then they are stationary for that turn. If the English do not wish to be slowed, they could drop the offending 5PP (or more, if more 6's are rolled) and move unencumbered. The booty is lost forever.
5. Lost Booty- if the English lose a battle, and have to retreat from a CS, all booty that they were holding is considered lost.

Victory- If the English gather up the required PP, they must exit from the same edge of the map that they entered. If they get off, they win.

If the French can prevent this, either by killing all the English, or making them lose enough booty that they cannot achieve their total required, the French win.

Variant- This same scenario can easily be moved into the Thirty Year's War, as mercenary armies often had send off columns to forage for supplies in less ravaged areas of Germany. If this is done, the peasant ambush angle should be played up some more, as it became very common in the middle-later stages of the conflict.

Feudal Anarchy

Poitou- Mid 12th century.

During the time that France was divided between the Angevin Plantagenets and the French Capetan kings, many of the border areas between these two existed in a state of "Feudal Anarchy"- where large regions were "governed" by a patchwork of small noble

families, who were in a perpetual state of war with their neighbors. These petty barons often controlled little land, other than that which they could see from their small castles. While all were ostensibly vassals of the same count, he tended to be an absentee, and rarely had the money or manpower to intervene at all in the endless intrigues, raids, and minor battles and sieges.

At start- both sides begin with a regular maneuver campaign board, but it should be one that is well developed (lots of settlements, strongholds, a couple of rivers). One stronghold should be chosen as the seat of the local liege lord. They may then take turns picking the other strongholds as those of their vassals. After that they may then take turns picking which settlements are their tenants; to qualify, any settlement must be within 2 spaces of a vassal. Any not qualifying are considered in dispute, but will contribute to whoever comes to control them with a friendly force being present.

Special rules:

Truces- at random times, an envoy either from the Church or the absentee Comte de Poitou will appear, and call on all sides to cease hostility for a time. This time will be determined by a 1D6. No conflict (Battles or Sieges) will be allowed during that time. Anyone who breaks the Truce will be penalized: if a Church-authored truce, the offending player is excommunicated, and may not raise local troops (he may still raise foreign mercenaries), and will lose 1/2 his revenue, until he gives in and asks forgiveness, and pays penance (make it painfully expensive!). If he breaks the Comte's Truce, then his enemy receives a large sum of PP as aid from the Comte, or a decent force of the Comte's mercenaries. If the offending player repents, he will merely pay an indemnity (again painful), or if he cannot pay, he must give up a stronghold to the Comte (it becomes neutral and inviolate). The original truce will proceed again from that point until completed.

Traitor!- rarely, a vassal may revolt against his liege for some slight, rendering his stronghold to his enemy. If the stronghold is reduced, or the vassal killed, the stronghold reverts to its original liege.

Victory- the game should have a duration (say 10 to 20 turns, ending randomly after that) until both Barons are called on by the King to put aside differences and honour some old Oaths that both made to go on Crusade. The player with the greatest gain in holdings is the winner. The death of a player is no victory, as its understood that both have a number of turbulent heirs waiting in the wings.

The Flames of Revolt!

Huguenot Uprising- 1560's- 80's (or 1620's)

One player lays out a maneuver campaign board- he is the Catholic player. It should have two rivers, and at least 4 strongholds (not necessarily on the rivers). A marker or chit of some sort should be provided for every stronghold or settlement on the board, plus a few extras. On one side of half of the markers, mark an H, on the other half, a C.

The Huguenot player then chooses one stronghold in which to start his revolt up- this is the seat of the most prominent Huguenot nobleman in the region. Then the Catholic player chooses a stronghold- the holding of the local Royal governor- a Catholic. At that point, all the H and C markers are placed in a cup together, and one marker is picked and placed face down on the rest of the settlements and strongholds. These will represent the local populace's religious leanings.

At start, The Catholic governor receives a horse unit (probably some gendarmes), and some militia foot of some sort. The Huguenot will receive some Huguenot horse, and some militia foot as well. Each stronghold is known to have one artillery piece in it as well at start. Each should have a treasury of 3 or 4 times the PP of their stronghold card at start. They may build extra units at start.

Once play commences, as each player enters any settlement, the marker for that settlement is turned up, revealing the affiliation of the majority of the populace. If the marker is friendly, the settlement is activated, and will contribute its PP to the player's treasury, whether he leaves troops there or not. If hostile, it will only contribute 1/2 its PP (rounded up) and then, only if the controlling player has troops in it at the beginning of each turn. If left vacant, it will contribute to the enemy.

Special rules-

Purging- A player who has troops in an unfriendly town may purge the town of these heretics (redistributing their wealth to their co-religionists). It counts as an activity; once performed, the marker is exchanged for a friendly one, and the hostile one is placed on its owners home stronghold- these count as refugees. The purged town now contributes PP as if friendly. When raising a new unit, players may pay only half the usual cost by turning in a refugee counter (reflecting the disgruntled refugees joining up to get revenge on their enemies. The purged town may not be purged again by the other side- it may only be ravaged by them.

Ravaging- as normal. Players may ravage even friendly towns (soldiers are all become barbaric eventually). Ravaging unfriendly towns creates refugees as above.

Neutral strongholds- some strongholds will start as neutral. Once activated, they represent other local nobility. They will allow friendlies to occupy them, and will contribute at least one Horse unit to the cause. They will close their gates to unfriendlies, and will stand a siege rather than give in to them.

Raising troops- as normal, for the era/region.

Foreign Troops- by random event, some players may allow for Foreign troops to arrive, either sent by a nearby sympathetic county, a central field army, or a nearby Foreign power. These may be things like Reiters, Landsknechts, Spaniards, Legions, etc. They should not show up until well into the campaign.

Victory- one player must eventually control the board to win. To do this he must fulfill the following conditions.

1. There must be no enemy Forces or garrisons present on the board.
2. The original enemy commander in chief must either have exited off the board, or be a captive, or dead.

If the original enemy C-in-c is killed, but the player still has forces on the board, he may continue with a replacement. But if all his forces are killed and/or driven off, then play ends, even if the c-in-c is still present. He will flee.

Questions? Errata? Reviews? Battle Reports? Please send them to the Perfect Captain's Yahoo Group: http://games.groups.yahoo.com/group/perfect_captain/

Spanish Fury, Duel!

A mini-game of duels and individual battlefield encounters for gentlemen
and perhaps pirates.

Ho! Ha-ha! Guard! Turn! Parry! Dodge! Spin! Ha! Thrust!

Owy, cuppele gorge, permafoy,
Peasant, unless thou give me crowns, brave crowns;
Or mangled shalt thou be by this my sword.

-Ancient Pistol, Shakespeare's **Henry V**

FLUELLEN

Captain Macmorris, I think, look you, under your
correction, there is not many of your nation--

MACMORRIS

Of my nation! What ish my nation? Ish a villain,
and a bastard, and a knave, and a rascal. What ish
my nation? Who talks of my nation?

FLUELLEN

Look you, if you take the matter otherwise than is
meant, Captain Macmorris, peradventure I shall think
you do not use me with that affability as in
discretion you ought to use me, look you: being as
good a man as yourself, both in the disciplines of
war, and in the derivation of my birth, and in
other particularities.

MACMORRIS

I do not know you so good a man as myself: so
Chrish save me, I will cut off your head.

GOWER

Gentlemen both, you will mistake each other!
-Shakespeare's **Henry V**, before the walls of Harfluer

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1) Introduction

You knew it was coming! How can we have games such as Actions! where officers can fight in single combat, and not have an amusing set of dueling rules? Clearly we couldn't. These rules are used for those so willing to fight out any kind of duel. You can even use them for Sail!, Lantern! And Voyage! Since our *Spanish Fury!* Systems uses individual named officers, the scope for this game is obvious.

2) Definitions

Hero- One of the two duelists (one per player).

Hero Display- The cardboard edifice representing the player, on which tiles are placed. See image below. It's sort of like a picture frame.

Image Wardrobe- A pile with the available upper and lower torso and leg image tiles used for attacks and defenses.

Tier- The three levels on the Hero Display are called tiers.

Attack- From the image wardrobe, a tile showing an attack.

Guard- From the image wardrobe, a tile showing a Guard, or defense.

Footwork- From the image wardrobe, a tile showing a stance affecting attacks and guards.

Fate Card- A deck used to resolve attacks.

Strength of Attack- How likely an attack is to succeed. Remote, Dangerous or Deadly. Also determines Right of Way (see below).

3) How it works (turn sequence)

a) Each turn players turn their Hero Stands to face themselves (hidden from opponent), and decide on their actions for the turn. Players may choose a type of Footwork, and EITHER an Attack **OR** a Guard from their image wardrobe (**not** two attack or guards or combinations).

b) They place the images on the three tiers of the Hero stand, footwork on the bottom tier, attacks or guards on one of the two upper tiers.

c) Then players simultaneously turn their Hero stands to face each other. Fate cards are drawn to resolve any attacks. If only guards are played by both players, they are only embarrassed and sheepish proceed with the next turn. Attacks are resolved by the Hero with right of way first, then by his opponent, thus ending the turn.

4) Your Fencing Moves

Attacks:

Coupe la gorge! (strike at head)

Skiver! (strike at torso)

Poke! (Deadly hit unmodified [just a scratch]- effects enemy next turn)

Guards:

Cinque! (blocks “Coupe la gorge!”)

Parry! (blocks “skiver!”)

Riposte! (makes enemy attack one weaker- if attack unsuccessful, defender attacks at remote chance immediately)

Footwork:

Fancy! (evasive, weakens attack)

Lunge! (strengthens attack)

Passant! (no effect)

5) Cards and Markers***Fate Cards (one of each in deck):***

Swoosh! (miss)

Hat Skewered! (miss)

Ma Foi! (miss)

Remote (a kill on a remote chance)

Dangerous (a kill on a remote or dangerous chance)

Deadly (A kill on at any level)

Slip! (attacker disadvantaged next turn)

Markers:

Parried (parrying swordsman one stronger in attack next turn). Place on parrying player.

Poked (poked player **MUST** attack next turn, with a Lunge, but without lunge bonus). Place on poked player.

Slipped (gives opponent advantage next turn- you can’t attack). Place on attacker who slipped.

6) Resolving attacks

Right-of-Way (who goes first with their attack): If both swordsmen have attacks the strongest one goes first (roll 1d6 in case of tie). An attack that is blocked (by a guard) fails without a card being drawn, and has no effect. All unblocked Attacks are considered to be Deadly, and are modified in the following manner:

Attacker’s tiles and markers:

Fancy Footwork, one weaker

Parried opponent last turn, one stronger

Lunge, one stronger

Defender’s tiles and markers:

Fancy Footwork, one weaker

Lunge, one stronger

Riposte, one weaker

If an Attack fails to kill an opponent, the defending player becomes the attacker for this round and resolves his attack, if he has one.

7) Example of Play

The Italian Mercenary, Lavoro, has come face to face with the French Captain Brochet during an SF: Actions! melee being fought in Savoy. After the inevitable insults are exchanged, both men size each other up, and the swordplay begins!

They each place their own hero displays facing them (hidden from each other), and plan their strategy. Lavoro chooses to end this immediately- for footwork, he chooses to Lunge, with a Coupe La Gourge attack, making the odds excellent for a kill. The wily Brochet chooses some fancy footwork and to Riposte!

Both sides reveal their displays. The Italian resolves his attack. He starts off deadly. Brochet's footwork and riposte drop his attack to remote, but his lunge brings it back to dangerous. He pulls a card and gets a miss. Now Brochet can riposte with a remote chance. He pulls (from a reshuffled deck) a dangerous card. Close, but not close enough. Ripostes only hit on a remote chance, unmodified. Both side pull back the displays and start again.

This time Lavoro tries a poke, with fancy footwork. Brochet opts to Skiver, with a lunge. The Skiver goes from Deadly to Dangerous due to the footwork, but back to deadly for the lunge. The poke is automatically at Deadly, unmodified, so they both have right-of-way. A dice roll puts Lavoro first. He pulls a remote card, meaning his Poke has succeeded, but the effect is only felt next turn. Since he's not dead, Brochet proceeds with his attack, but misses. Both sides pull their displays back again.

Now Brochet feels the nick, and furious, must attack with a lunge. He chooses to "Coupe la Gourge". Lavoro, knowing Brochet must lunge, opts for a skiver with fancy footwork. This time Lavoro goes first with a Deadly attack (skiver, plus defenders lunge, minus attacker's fancy footwork). He draws a dangerous card- Brochet is skivered! "Oh Lavoro, thou hast robbed me of my youth!" croaks Brochet, who then croaks.

8) Optional Rules

Swordsman in SF: Actions!

If an officer in SF: Actions has a swordsman characteristic, always count his attack as one stronger than it actually is (remote becomes dangerous, etc). This will make such a character extremely difficult to beat, so use this rule at your discretion.

Spanish Fury, Sail!

Naval Warfare, 1560-1603

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Fleet Backgrounds & Designer's Notes

1) Glossary

Admiral: An Officer in overall command of a fleet.

At Anchor: Ships may anchor during play, if specified as allowable in the scenario special rules. Some ships may begin a battle anchored, and may weigh (raise) Anchor during play, On any turn they are "Hove-to".

Axis of Wind: The diagram on Ship Cards showing what the relationship of the ship is to the wind for move purposes.

Beating (Reference): Moving into the wind, however slightly.

Boarding: An attempt to capture a grappled enemy ship using soldiers instead of gunnery.

Captain: An officer who commands a Division of ships.

Compass Points: There are sixteen compass points, used for determining navigation and wind direction. A compass rose is provided with the rules for ease of play, and each Ship card has the rose printed on the Axis of Wind diagram.

Cut Loose: Damaged Ships or poor sailors can be "kicked out" of a division, so that the rest of the Ships can function more efficiently. Ships Cut-Loose suffer penalties in the way they operate.

Damage: A number, from 1 to 4, representing the state of a ship due to enemy action.

Division: A group of ships that are "brigaded" together, and operate under a single commander.

Fast Pinnace: A messenger Ship used to carry orders. They have no combat capabilities.

Fleet: All of the ships of one side or the other.

Grappling: Using grappling hooks, an attempt to fix ships together to allow boarding to take place.

Gunnery: The firepower factor of ships cannons, either short or long range.

Handling: A number on every Ship card showing how agile a Ship is. The higher the number, the more agile.

Hired Ship: Usually merchant ships, but includes smaller royal ships. Impressed or hired merchant ships, not built, armed, or crewed for combat, and thus reluctant to engage too heavily. They suffer from certain penalties in play.

Leeward (Ref): On the far side of the wind. The opposite of Windward.

Soldiers: The number of Soldiers shown on the Ship card. Note that fleets signified in scenario as carrying invasion troops count double the soldiers.

Officers: Admirals and Captains are officers. They have several ratings that affect play:

Strategy Rating: Used to determine who will maneuver first in certain circumstances.

Fierceness: Some officers have a fierce reputation, and can cause enemy ships to surrender.

Quality: How well versed at their job mariners and soldiers are. Both mariners and soldiers can be either Experienced or Inexperienced. Note that a Fleet will be uniformly of one type; however, all the mariners may be inexperienced while all the soldiers are experienced, and vice versa, depending on the Fleet.

Rake: A ship firing through either the bow or stern arcs of a target, at close range.

Shallows: An area near the coast that has hidden reefs and sandbars.

Strong Points: A structure such as a Castle, Fort or Gun Platform.

Structure: The defensive strength of the timbers on a ship. Bigger Ships usually are stronger, but some are so old and ill used that they may have low a Structure rating.

Sail status: Whether at Full Sail, Battle Sail, or Hove-to. Each division must be at one status.

Full Sail: Fastest setting.

Backed Sails: Used to slow down or for station keeping purposes.

Hove-to: Stationary, except for drifting. Ships at anchor do not drift.

Station-Keeping: Ships moving so as to maintain formation and distance in a division.

Wind: Wind has two qualities- Direction and Magnitude. Direction is from one of the sixteen Compass points. Magnitude is either Fair or Strong. Gale Force winds end the battle immediately. Dead calms are beyond the scope of these rules.

Warship: Often a royal ship, owned by the government, but can include merchant ships that are rearmed.

Windward (Ref): Between the object in question and the wind.

Wreck: A ship that has been reduced to more than 4 damage points.

Sailor (Ref): How good the quality of a Ship is for maneuver. Thus a poor sailor is a slow, clumsy Ship.

Ship Types:

Galleon rates: (700-1200 tons)

Large English Race-Built Galleon*

English Galleon*

English Great Ship*

Large Spanish "Twelve Apostles"*

Portuguese Galleon*

Spanish Galleon*

Large Merchant/Smaller Warship rates: (450-650 tons)

English Race-Built Galleon*
 English Armed Merchant*
 Spanish “Twelve Apostles”*
 Spanish Armed Merchant*
 Large Armed Merchant
 Galleasses (Oar powered)*

Bark rates: (100-400 tons)

Armed Merchant
 Small Armed Merchant
 Galley (Oar powered)*

Pinnace rates: (Under 100 tons)

Pinnace
 Galliot (Oar powered)*

*Denotes Warship, as opposed to Hired Ship

2) Sequence of Play**Pre-Battle Sequence**

Before any Ships are placed on the board, players must go through the following sequence:

- 1) *Determine Scenario & Terrain:* Players using their own scenario or one generated randomly set up any terrain required.
- 2) *Form Divisions, allocate officers:* Every Ship must be placed in a division, and the Admiral and Captains must be assigned to command them.
- 3) *Determine Strategic Advantage:* Players each tally the strategy ratings of their Admiral and any two Captains in the battle. They then each roll 1d6 and add it to the total. The side with the highest number has the Strategic Advantage. Note that English and Danish Fleets add 2 to the total, Swedes and Dutch one.
- 4) *Determine Wind Direction and magnitude:* Must be specified in the scenario.
- 5) *Determine Setup locations:* Unless specified by the scenario, the player with the Strategic advantage chooses which side of the table to set up on (usually to windward of the enemy), the enemy taking the opposite side. Both sides may then place their Ships in their appropriate divisions on the table.

Battle Sequence

- 1) *Weather Change:* Roll to see if the Wind Direction and Magnitude changes.
- 2) *Give Orders:* Admirals who are capable may attempt to change a division’s order and/or give a signal.
- 3) *Determine Sail Settings:* Each Ship determines sail settings and place appropriate markers. Fleets with inexperienced mariners change settings first, or both sides check strategic advantage, the higher number going last.

- 4) *First Leg Segment*
- a) *Maneuver*: Fleets with experienced mariners may change their Ships' headings.
 - b) *Move*: All Ships move. Wrecks and Hove-to Ships drift.
 - c) *Fire*: Ships may fire at targets within range and their arcs.
 - d) *Maneuver*: Fleets with Inexperienced mariners may change their Ships' headings.
- 5) *Second Leg Segment*
- e) *Maneuver*: Fleets with experienced mariners may change their Ships' headings.
 - f) *Move*: All Ships move. Wrecks and Hove-to Ships drift.
 - g) *Fire*: Ships which did not fire in the First Leg segment, and English Galleon rates which may or may not have fired may fire at targets within range and in their arcs.
 - h) *Maneuver*: Fleets with Inexperienced mariners may change their Ships' headings.
- 4) *Boarding Actions*: Resolve all Boarding actions between grappled ships.

3) Wind and Weather

Does the wind direction and magnitude remain the same throughout play?

No. Each turn during the weather phase a roll is made to see if there is a change. Roll 2d6. On a 10 or higher, there will be a change. Any subsequent rolls have a modifier of -2. In case of a weather change, roll on the Wind Direction Change table, and then the Magnitude Change table.

Wind Direction Change

2d6

2-7	1 point
8-9	3 point
10-11	5 points
12	8 points

Roll 1d6 Again: Even=Clockwise/Odd=Counterclockwise

Wind Magnitude Change

2d6

2-4	Fair
5-11	Fresh
12	Gale

If in Mediterranean, -2
Caribbean, +1

4) Officers

What are ratings and functions of Officers?

Officers have two ratings, Strategy and Reputation. Strategy is used to determine initial setup, while Officers with Fierce Reputations can cause enemy Ships to surrender more readily. Otherwise Officers are used to command Fleets and Divisions. See Command.

What happens if an Officer is killed or his Ship is captured?

If the Admiral is killed or captured, one of the Captains immediately becomes Admiral. If a Captain is killed, captured, or promoted to Admiral, another Ship in his division immediately receives a new Captain.

(No ratings are given for this Officer).

Can Officers switch ships during battle?

An Officer may “transfer his flag” to another Ship in the following manner.

- 1) He is grappled to it (either an enemy prize, or another friendly ship which is grappled in the same, victorious, boarding action).
- 2) The Admiral’s Ship in Hove-to (or a Wreck) adjacent (roughly) to the Ship he is transferring to, which must also be Hove-to.

NOTE: Players should signify which ships their officers are on by any method they choose, including placing his counter behind the ship.

5) Divisions**What is a Division?**

A Division is a grouping together of Ships for Command purposes. During the Pre-Battle Sequence players must group their Ships into Divisions which cannot be changed during the course of play. Each Division must have an Officer allocated to command it, either an Admiral or a Captain.

What kind of Ships can belong to the same Division?

Any types of Ships may belong to the same Division, with the exception of Oar and Sail powered Ships, which may not be mixed.

How is a Division to operate on the board?

Ships in Division should operate as close to each other as is reasonable. The formation is unimportant. They may for in line abreast, line, or in a cluster. All ships should, if possible, remain within short gunnery range of the Captain’s Ship. If, for any reason, a Ship ends a turn further from the Captain’s Ship, it should try to get back into range as soon as possible. Ships being in line or line abreast and within roughly half short gunnery range of a adjacent Ship in the same division (use your discretion) is also permissible.

6) Command**Who can command, and what do they command?**

Only Admirals and Captain may command. Admirals Command the Fleet, while Captains Command divisions. In other words, Admirals command Captains.

When are orders given?

Orders are given before the start of the game. These are called Council Orders. Each Division may be given separate Council orders, or the whole Fleet may be given them as a whole. Council Orders may be changed during the game in the Orders phase.

What kind of Commands can be given?

Council orders may have two elements: Articles (mandatory) and Details (optional).

Articles:

Engage at long-range: Fleets/Divisions with these orders should attempt to engage an enemy Fleet with Gunnery at long range only.

Engage at short-range: Fleets/Divisions with these orders must attempt to engage an enemy Fleet with gunnery at short range only, but not to attempt boarding.

Engage at point-blank range: Fleets/Divisions with these orders must attempt to engage an enemy Fleet with gunnery at short range only, but not to attempt boarding.

Engage and Attempt to Board: Fleets/Divisions with these orders must attempt to close to short range and board any enemy ships they can, after exchanging fire, if necessary.

Defend Charges/Selves: Fleets/Divisions with these orders will not initiate hostile action. They may maneuver but not with the intent of attacking vigorously. If the Fleet/Division contains Colliers and other supply ships, they must be protected at all costs.

Details:

Conserve Powder: Cannot be given to Fleets/Divisions with “Engage at Long Range” orders. May only fire at close range.

Seize Weather Gauge: Vigorously attempt to get windward of the enemy fleet.

Can orders be changed?

Yes, only by admirals who are capable (see below).

How are orders transmitted?

Admirals who are capable of sending them transmit orders to Captains. To be capable of transmitting them, He must fulfill all of the requirements below.

- 1) He can see the Captain's ship within 1", unobstructed by enemy ships.
- 2) His Ship is not involved in a boarding action.
- 3) His Ship has not been reduced to a Wreck.

Further, orders may be transmitted by Fast Pinnace. To do so, the Admiral places a Fast Pinnace on the board beside his ship, and places the order marker beneath it. It may then move towards the Captains Ship of the Division the Admiral wishes to give the order to. If it can fulfill the criteria given above, the order is transmitted as if the Admiral himself were capable.

How does a Fast Pinnace operate, and what rules govern it?

A Fast Pinnace operates as a Pinnace (and uses that Ship card) for all purposes except the following:

- 1) It may never fire gunnery
- 2) If hit with one damage point, it is sunk (and its orders with it!)
- 3) If grappled or collided with by an enemy, treat it as sunk.

What does “cut loose” mean, and how does it affect a ship?

Ships are usually cut loose from a division when they are so badly damaged that they become a liability, or the player decides the division is going somewhere in which the damaged ship would be unsafe. A Cut Loose ship must attempt to exit the board via its friendly edge if possible, while avoiding the enemy to the best of its ability.

What about Signals?

There are three signals an Admiral can give. These can only be transmitted if the Admiral's ship is not a Wreck, involved in a boarding action or within short range of an enemy ship.

- 1) Withdraw: All divisions must immediately attempt to exit from one of the board edges, preferably the one they started on.
- 2) Rally on Me: All divisions must attempt to get within at least one card length of the Admiral's division.
- 3) Follow my Attack: All divisions follow the Admiral's in an attack on the division the Admiral is attacking, if possible, or if this is not possible, the closest division to the original target.

Who can receive signals?

A division can only see a signal if the Captain's ship can see the Admirals, and is within a maximum of 4 card lengths distant. Further, the Captain's Ship may not be involved in a Boarding action.

7) Movement***Sailing Ships:*****What do the diagrams on the Ship cards mean, for movement?**

The Circle with the Ship in the middle:(Axis of Wind Diagram)

These shows how fast the Ship will move based on the direction of the wind. Each colour corresponds with the Speed the Ship will travel shown on the Ship Speed Gauge.

The three multicolor bars:(Ship Speed Gauge)

These are used to show how far a ship will travel on a given leg, based on the current wind strength and the Axis of Wind diagram for the ship. Note that damage also effect a Ships speed. Each colour on the Wind Strength gauge is graduated to show a Ship's current damage status.

What does the Red section on Axis of Wind Diagram mean?

Ships may never head into the wind (beat) in this area. If the wind ever shifts so that it is coming from this area, the Ship is immediately turned until its prow is no longer pointing into this area. Turn the Ship whichever direction would bring it out of the wind is quicker to reach.

What does the Yellow section on Axis of Wind Diagram mean?

The Ship is Beating, or heading into the wind (NB: Not all Ships are capable of heading into the wind, and consequently have no beating range). This makes the Ship move at its slowest rate.

What does the Blue section on Axis of Wind Diagram mean?

The Ship is Running before the wind. This is slower than Wind off the Quarter, but faster than Beating.

What does the Green section on Axis of Wind Diagram mean?

The Ship has the Wind off the Quarter, which enables it to cruise at its maximum speed.

Oar powered & Sailing Ships:**When do Ships move? How?**

All movement in the turn takes place during the Movement Phase, and occurs in two legs. Movement is simultaneous. Both players move all Ships the first leg, then all Ships the second. See Maneuver for how to turn Ships.

Sailing Ships:**How do Sail Settings work?**

Each division will usually have the same sail setting so that the Ships will stay together. The default Sail Settings for all ships is Full Sail. Any Ships Backing must place a Backing marker behind their Ship, and Hove-to Ships must place a Hove-to marker. All Sail Setting are chosen at the beginning of the first leg of movement, and remain in place until the beginning of the next first leg of movement, next turn. The setting may only be changed one setting in any direction (*ex. Ships that are Hove-to could only change to Backed Sails in one turn, not to Full Sail*).

Oar powered & Sailing Ships:**How far (or fast) can Ships move, and where on the card is this shown?**

Move distances *per leg* is shown on each card on the Ship Speed Gauge. There is one gauge for Strong Winds, and one for Fair Winds. The colour shown indicates from which direction the wind is coming on the Ship. Finally, each bar is separated into four segments, which indicate the current damage level of the ship. Ships with backed Sails move as if they are 2 (i.e. at 0-1 damage sails as if it had 3 damage) damage levels lower than they currently are. When all of this is indexed for Wind Direction, Magnitude, Sail setting and Damage, the Ship must move up to the full length shown in the segment (In other words, if it has two Damage, it may move up to the 0-1 damage line, or just above the 3 damage line. Anywhere in its damage bar). Oar powered ships have one bar for all situations, and are unaffected by wind. They may move any amount per leg, up to the maximum allowable due to damage; they have no “setting”. They do not drift unless they become Wrecks.

How does a Ship Maneuver (turn)?

How a ship maneuvers is dependent on the type of Ship and the quality of the mariners. The type of Ship shows how much it can maneuver, and the quality mariner dictates when. A Ship can turn a number of compass points equal to its Turning rating. Thus a ship with a turning rating of 2 can turn up to two compass points (anywhere up to two points. One and a half, etc.)

When can a Ship Maneuver (turn)?**Inexperience crews:**

May maneuver after a leg of movement is completed.

Experienced mariners:

Maneuver before a leg of movement is started.

In what sequence do Ships maneuver?

If both sides have the same mariner quality, they will alternate maneuvering divisions based on the higher initiative. Both players total their commander's initiative and roll 1d6 (Note- if one side has less Officers than the other, only that many may be chosen to add their initiative to the total. For each additional Officer, and +1 to the roll). The side with the lower total must maneuver all of the Ships in one division. Then the other side maneuvers a division and so on until they have all completed maneuvering.

Can Ships Collide?

Yes. Ships whose paths intersect directly during movement may collide. Check the Handling number of the two ships. Roll 2d6 and subtract the total of the Handling numbers. If the result is 8 or more, a collision has occurred. Roll on the Catastrophe table and determine the results. Note that either player may attempt to grapple an enemy ship it collides with.

How does a Ship Drift?

Ships that are Hove-to and Wrecks will drift every turn at the end of the second movement leg. A drifting ship is moved 1/2" Leeward. Wrecks will also turn to point directly away from the direction of the wind. Note that Oar Powered ships do not drift unless they are Wrecks.

I have different ships with different speeds in my division- it makes station-keeping difficult. Is there any way around this?

Yes. A division may choose to engage in Station-Keeping. In doing so, it must choose, at the beginning of the first leg of movement one Ship in the division to represent the move rate of all ships in the division. All ships will move at this rate as long as they are capable of moving at least this fast. In other words, they must be equal or better sailors than the Ship in question. This does not affect Handling or Turning numbers of Station-Keeping ships. Place the counter representing the Ship type in the division's box on the fleet status sheet.

8) Gunnery**Who may fire, and when?**

Gunnery takes place after each leg of movement, and after any maneuver. Any Ship may fire at any time, with the exception of Grappled ships and Wrecks. Further Divisions with "Conserve Powder" Council orders may only fire at short range. Ships may fire only once per turn, at the end of either leg of movement. Place a bit of cotton beside a Ship to show its fired status if confusion sets in. English Race-Built Galleons, Galleons and Great Ships may fire at the end of BOTH legs of movement in any turn (after 1584 only). Note that gunnery attacks occurring at the end of a given leg are simultaneous, with effects coming into play at the end of all gunnery for both sides.

How do you mark Ships as having fired (to avoid confusion)?

Place a small ball of cotton beside any Ship that fires (preferably showing what arc it fired from). Remove them at the end of the turn.

What about "arcs of fire"?

The Quick reference data sheet shows the arc of fire of all Ships. Only targets in the arc and in range may be fired upon.

Can a ship fire through more than one arc of fire in the same turn?

Yes. A ship may fire out of any number of arcs (port & starboard broadsides, bow chasers, etc) in the same leg. However the fire value of all attacks are halved, rounding up.

Where do I find the range of a Ships' guns?

This is shown on the individual Ship cards.

How you calculate the effect of fire?

- 1) Check the Ship cards' gunnery number, at the range to target either long or short.
- 2) Subtract the target's Structure number (shown on its Ship card)
- 3) Check modifiers.
- 4) Roll 2d on the Gunnery table.
- 5) Apply the results.

What do the results of gunnery attacks mean?

The number shown is the damage to the target. An asterisk besides the result means the target must roll on the catastrophe table.

Can Ships combine their gunnery numbers for a more effective attack?

No. Individual ship may fire at the same target individually in the same Leg, but never combined.

What is the effect of Damage ships?

- 1) Gunnery number is reduced (See Ship Card)
- 2) Structure number is reduced (See Ship Card)
- 3) Speed is reduced (See Ship Card)
- 4) Maneuvering is reduced (See Ship card)
- 5) Ship may become a Wreck

How do you show the damage on an individual ship?

Place a damage marker directly behind the Ship.

What is a Wreck?

A wreck is a ship that has been reduced to more than four damage levels or is the victim of a catastrophe. Place a Wreck marker directly behind the Ship. The effects of becoming a wreck are:

- 1) May not Fire
- 2) May not attempt to board
- 3) May not maneuver or use regular movement- may only drift.
- 4) Can be forced to surrender (See Surrender)

Note: If a ship has been reduced to a Wreck by gunnery hits, leave the damage markers behind the Ship. Wrecks damaged by gunnery can sink, while those that were rendered wrecks by Collision may still be otherwise undamaged and will not sink unless at least four damage has been inflicted on it.

Can Ships sink?

A ship reduced to a Wreck through gunnery may sink any time it receives a further damage point. Roll 2d6. On a 10 or higher, the Ship will sink and is lost with all Soldiers, Mariner, and any Officers on board.

What is a “Rake”, and how does it work?

A ship firing at another that can trace a line from its center point to that of the target through the target’s bow or stern guns arc is considered to be raking it. Add two to the Gunnery factor of the firing ship.

To be able to rake an enemy, a ship must be at short range and be either the same rate or larger than the target. For example, a Pinnace could not rake a Galleon.

Are there any rules for ammunition?

Scenario special rules determine ammunition availability. If a fleet is considered low on ammunition, it may only fire at short or point blank range.

GUNNERY TABLE

	<-1	-1	0	1	2	3	4	5	6	7+
2	0	0	0	0	0	0*	0*	0*	0*	0*
3	0	0	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0	0	1
5	0	0	0	0	0	0	0	0	1	1
6	0	0	0	0	0	0	0	1	1	1
7	0	0	0	0	0	0	1	1	1	2
8	0	0	0	0	0	0	1	1	1	2
9	0	0	0	1	1	1	1	1	2	2
10	0	0	1	1	1	1	2	2	2	3*
11	0	1	1	1	1	2	2	2	2*	3*
12	0*	1*	1*	1*	2*	2*	2*	2*	3*	4*

Modifiers:**Rake +2****Point-Blank range:**

+2 Large Merchant rate or larger

+1 smaller than Larger Merchant rate

9) Grappling and Boarding**When can a Ship grapple another?**

A ship may attempt to grapple an enemy under the following circumstances:

- 1) It is beside it with stands touching (or almost) at any time during or at the end of a movement leg.
- 2) The two Ships have collided (whether they are damaged or not).

Note: If neither side has fired yet during the turn, they may both, if otherwise eligible, immediately exchange gunnery.

How do Ships grapple?

To grapple an enemy ship, check the Handling number of the ships involved. Subtract the number of the Ship being grappled from the Ship attempting to grapple and add (or subtract) to the total. Add 4 if the target ship is a Wreck, or at anchor, or already grappled to another Ship. Roll 2d6, and add this to the total. If the total is 9 or more, then the Ships are considered grappled. Subtract 2 from the grappling Ship's handling number for each rate level different than it's target (ex. A Pinnace attempting to grapple a Galleon would subtract 6, for a -2 total).

What is the effect of being grappled?

- 1) Neither Ship may move or maneuver or use gunnery.
- 2) Both will drift together.
- 3) No other Ships may fire at them.
- 4) A Boarding Action must take place, resolved during the Boarding phase.

How is Boarding Resolved?

Both sides total the number of Soldiers on each ship. Add 50% of the total for experienced Soldiers fighting inexperienced Soldiers. Add 1D6 to the total. If one player's total exceeds the others by at least 3, the action is over, and the winners now control both Ships. Both Ships take one damage. The prize ship now behaves as if it has surrendered (See Surrender rules.) If neither total exceeds the other by at least 3, the boarding action will continue during the next Boarding phase, and so on until it is resolved. No Ship can "break off" while a boarding action remains unresolved.

Can several Ships be involved in Grappling?

Yes. Actions are only resolved on individual Ships, not as a whole. A ship may only attempt to board one other Ship at a time, and may not board another until the initial boarding action is resolved. A Ship involved in a boarding action which is itself boarded divides its Marine strength equally between actions.

How can grappled Ship get "ungrappled"?

Ships are immediately considered ungrappled when all boarding actions involving the Ships are resolved.

10) Surrender**Under what conditions will a ship surrender?**

Only Wrecks will surrender, and then only if they are *isolated*. A Wreck is considered isolated if there is an enemy division within short-range gunnery, and no friendly division is within long range gunnery. It will then surrender under the following conditions.

- 1) A ship carrying a Captain or Admiral with a Fierce Reputation moves within short gunnery range.
- 2) A Ship of the same or greater rate (tonnage) boards it.

What happens to a ship that surrenders?

In game terms the Ship changes ownership but remains a Wreck. A side that does not retreat is considered to tow off any Wrecks in its possession, unless the battle ends due to a Gale, at which point all Wrecks are considered sunk.

11) Catastrophes

Under what conditions can a Catastrophe occur?

Catastrophes must be checked for when ships collide and when an asterisk (*) appears on the gunnery table during an attack. In the case of gunnery, roll 2d6. On an 8 or higher, roll on the Gunnery Catastrophe table.

Collision Catastrophe Table

2d6	Catastrophe
2	Bowsprit Knocked off. Ship becomes a Wreck.
3-5	No effect.
6-11	Spring leak. Ship takes one damage.
12	Mainmast falls over side. Ship becomes a Wreck.

Gunnery Catastrophe Table

2d6	Catastrophe
2	Powder touched off. Ship sunk.
3	Minor Powder explosion. Ship becomes a Wreck. Any Officer aboard killed.
4-6	Poopdeck smashed. Add one extra damage to Ship.
7-9	No effect
10-11	Aging timbers broken. Add two extra damages to Ship.
12	Waterline hit. Add three extra damage to Ship.

12) Shallows

How do you know where shallows are?

Scenario special rules dictate if any shallows are present, and where.

What happens when a ship sails or drifts into shallows?

Whenever a ship enters shallows, it must check if it strikes bottom. Roll 2d6, adding three if the ship is a Large Merchant Rate or larger. On a 10 or higher, the ship is considered to be a wreck, but will not drift.

In campaigns, whichever side does not flee may check and see if a ship can be saved. Make the same roll again. If the ship strikes bottom again, it is considered sunk. If a Gale blows all ships that have struck bottom are considered lost with all hands (except Robinson Crusoe). Check for striking bottom every turn the ship remains in the shallows. Note that Pinnaces never check to strike bottom. Any Ship (except galliots) moving within 2" of land at anytime is considered to have struck bottom.

13) Castles, Forts & Gun platforms

Which side gets them?

This is specified in a scenario's special rules, if any are in play. They are also deployed according to the special rules.

How do they work?

Castles, Forts, and Gun Platforms only have structure numbers and gunnery factors. They cannot be boarded. They fire as ships do, and take damage as ships do, but never suffer from catastrophes.

What is the difference between a Castle, Fort and Gun Platform?

They all possess different Structure and Gunnery ratings. See the Quick Reference Data Sheet for details.

14) Hired Ships**Are there restrictions on Hired ships? Or do they act like warships?**

Hired ships suffer from the following restrictions:

- 1) They may not willingly move within short range of a warship (whether or not it is in a firing arc) of equal or larger class, unless it is a wreck (or if specified in a scenario's special rules).
- 2) If fired on and damaged by a warship, they must attempt to move away from it, either by moving out of range, or getting behind a warship, if reasonably possible.
- 3) If grappled by a warship of equal or larger class, they will immediately surrender.

The Antagonists

The Dutch Navy

Quite naturally, the Dutch had long been famous as a seafaring people, trading all over North Europe and the Mediterranean. At the outbreak of their revolt against Spain, they possessed no navy, and no purpose-built warships. They did however arm numerous merchantmen of small tonnage for the purposes of privateering- the famous (and infamous) “Sea Beggars”. This almost nomadic conglomeration of all types of ships scoured the sea near the Netherlands, preying on shipping of every nation. “Legalized” by the Prince of Orange as actual combatants, not pirates, they still managed to make enemies of every ally the Prince sought, and obeyed his commands only as it suited them. It was said that they “earned their meals through the mouths of their cannons”. More than that, they provided the Prince with money to finance his various land invasions.

As such, they were kicked out of every port and refuge in the region. Their descent on Den Brill in 1572 was really for the purposes of plunder; they had no plans to stay. However, the captured Spanish naval arsenal and the pleas of nearby towns convinced them to stay, thus giving the Rebels a base, which led eventually to their victory over Spain.

Even later the navy was not what it was to become in the 17th century. By the time of the Armada campaign of 1588, it was still composed of a myriad of small ships, none exceeding 300 tons. Most were 150 tons or less, and ill-armed, the largest carrying 14 guns of decent caliber. Attempts had been made to purchase larger merchantmen, over 600 tons, but the cost was deemed prohibitive and the project abandoned.

The mariners of these ships however, were generally good, and highly motivated. During the relief of Leyden in 1574, dikes were knocked down to allow for a fleet of barges crammed with provisions, cannon, and fanatical sailors to travel up to the walls of the town and rescue it. In 1573 a score of Dutch ships defeated a more numerous and larger fleet of Spanish ships, capturing a number of vessels as well as the enemy Admiral. In 1588, Justin of Nassau was able to cow the Prince of Parma into remaining in port during the Armada campaign with just over 30 ships, while Parma had 26 warships of equal size. The English were unkind about the quality of Dutch ships during the Armada campaign, but did ask for a contingent for the counter-Armada sent to Spain the next year.

Tactics

The Dutch lack the firepower of the Spanish, much less the English. They also lack the quality of Soldiers that Spain possesses. However, they do have better mariners, enabling them to outmaneuver the Spaniards and if they decide to bring on a boarding action, they are more able to choose when and where. No attempt should be made to take on Galleons- minor coastal actions are where the Cromsters and Pinnaces of the Dutch will shine.

Available Ship Types

Armed Merchant
Small Armed Merchant
Pinnace
Galley
Galliot

Quality:

Mariners- Experienced
Soldiers- Inexperienced

Special:

Because of their ferocity, count Soldiers as Experienced from 1568-1574.

The Spanish Navy

So much has been written on this subject, and so much of that controversial, that clearly defining the Spanish navy is nigh impossible. More famous for Galley warfare in the Mediterranean, where they were quite adept, they were unprepared for the type of warfare required against Atlantic opponents. The ships of their navy reflect their tactical doctrine. In Galley warfare, guns were not as important and soldiers and gunnery relatively unimportant compared to boarding actions. Consequently, Spanish Galleons were built with high Forecastles and Aftercastles that favored boarding actions. Although many Spanish warships bristled with guns, most fired balls well under 12 pounds, which the English considered too small for ship combat. To make matters worse, these same high castles made the ships poor sailors; add to this that the Spaniards cut their sails to large, and you have a maneuverability gap which the English exploited to totally defeat the Armada. However, Spanish Galleons were strongly built, and could absorb considerable punishment- not a single ship was sunk outright by the English in 1588, though some counted 350 holes in sails, superstructure and hull.

It is important to note that few knew this in 1588. Spanish ships had defeated the English on several occasions. In 1582 during the Azores campaign the Marquis of Santa Cruz had handily defeated a combined Anglo-French fleet using standard tactics. Several English piratical expeditions in the Caribbean had also come to grief in ship combat. Unfortunately few of these examples had anything to do with seamanship. At San Juan de Ulloa, the English were at anchor in the harbor, with the Spanish tied up beside them (it was an act of treachery).

All the wrong lessons were learned. These were all shattered during Drake's raid on the Spanish coast culminating in the sacking of Cadiz in 1587, where Galleys were crushed by firepower. Too late did Philip II and his Admirals attempt to mount larger and longer ranged guns on their Galleons, many of which had 6 meter long land carriages which most likely allowed them to fire once per engagement. Records show that most surviving ships of the Armada had expended little of their large caliber ammunition. In the early days of the channel fighting the English fired away at long range, causing light casualties on the Spanish but receiving almost none in return. Since most Spanish gunners were soldiers,

inexperienced in seaborne firing, the English out-shot them even at close range by about three to one.

The poor sailing qualities of the Spanish ships negated their one true chance of victory: boarding actions. In fact, not a single English ship was boarded during the Armada campaign, at it was almost a decade before they successfully boarded an English capitol ship, the *Revenge* under Sir Richard Grenville. Once able to grapple, Spanish soldiers could have easily cleared the decks of English ships that generally possessed few soldiers of their own, unless they were carrying their own invasion troops, as in 1589 and 1596.

The one saving grace of the Spanish navy was the Portuguese Galleons they acquired in 1580. These ships were more modern, better-armed, and better sailors than any Spanish Galleons, and it was they who put up the best fight in 1588. They were also given most of the fleet's long guns.

In the early 1590's an ambitious ship building program was carried out in the northern ports of Spain. Twelve ships were launched, warships all, named for the apostles. Of varying tonnage, they were built more along English lines, sleeker and more maneuverable, and it showed. Although not quite the match, ton for ton, of the best English ships, they were the best the Spaniards had and did good service. Four of them held off the English fleet in the outer harbor of Cadiz, giving the army a chance to mount a proper defense of the city.

The Spanish also clung to the idea of using Galleys in the Atlantic. A number of Galleys set sail with the Armada, only to turn back in the Bay of Biscay. However, four Galleasses did make it to the channel and did good service. In the early 1590's a small group of Spanish Galleys based in Brittany gave the English a great deal of trouble, even raiding the Cornish coast. While Galleys had few, bow mounted guns; Galleasses had numerous guns mounted in the castles and on deck.

Tactics

Against the English, the Spanish will have to hope for them to make a mistake, as Frobisher did during the Armada campaign near the Isle of Wight, where wind and tides trapped him temporarily, almost enabling Medina Sidonia to bring about a general boarding action. Otherwise the maneuverability of the English ships will make boarding almost impossible. Close to short range as a matter of course. Against the Dutch, all is different. Boarding actions are much more likely, and should be pursued vigorously. As the fleet improves in the 90's, gunnery battles can become possible.

Available Ship Types

Portuguese Galleon
Spanish Galleon
Large Spanish “Twelve Apostles”
Spanish “Twelve Apostles”
Spanish Armed Merchant
Small Armed Merchant
Pinnace
Galley
Galleass
Galliot

Quality:

Mariners- Inexperienced (Atlantic), Experienced (Mediterranean)
Soldiers- Experienced

The French and other European Navies (Not including Scandinavia)

Never famous before the 17th century, the French navy of the Wars of Religion was effectively non-existent. With the nation divided, resources could not be spared for ambitious and long-term projects. In the few naval actions they were involved in, such as the Azores campaign (1582) or the siege of La Rochelle (1573), embargo or confiscation was how ships were raised. Most were of low tonnage, although larger merchant ships were outfitted on a few occasions. Some Galleys were maintained in the Mediterranean, and even these were pressed into service to beef up the Atlantic fleet. Protestant privateers (again, of low tonnage) infested both the French coast and the Caribbean, but rarely came together in significant numbers.

The Hanseatic League, comprising numerous northern European towns, was still a significant power although in sharp decline. The reformation had brought an end to unity, and political power waned. During the Danish-Swedish War (1563-1570) they contributed dozens of ships to the fleets of their Danish allies. The fleet was composed of ships of all types and tonnage's, all merchantmen. The English had purchased the *Jesus of Lubeck* from the Hansards, while the Spaniards bought the *Gran Grifon*, a 650-ton merchantman from Rostock.

Various Italian states, such as Venice, Tuscany and Florence, maintained sizable fleets, and purpose-built warships, even contributing some to the Armada. The *San Francesco* of Tuscany was “borrowed” by Philip to become the *Florentia*, the flagship of the Levantine squadron, and considered the best ship in the fleet. Most of their warships however would have been Galleys and Galleasses. These states will be covered in the lists at a later time.

Available Ship Types

French & Hansards:

Large Armed Merchant
 Armed Merchant
 Small Armed Merchant
 Pinnace
 Galley (French Only)
 Galliot

Quality:

Mariners: Inexperienced
 Soldiers: Inexperienced

The English Navy

Elizabeth's father, Henry VIII, instituted an ambitious building plan for the English navy, and succeeding in forming one that was feared in Europe. During the reigns of Edward VI and his sister Mary, funds were not forthcoming, and the navy declined, but the country remained a leading sea power. Elizabeth continued the policy of decline at the start of her reign, and increased funding only grudgingly. With the threat of war with Spain ever increasing from 1572 onwards, she at last began to release the purse strings. By the mid 1580's the gates to the treasury were opened to the visionary John Hawkins, a captain of enormous experience. The navy was reformed- old ships were extensively repaired, and new ships begun.

Hawkins introduced the rased design, or "race-built", where ship profiles were lowered, making them faster and more nimble at the expense of raised castles useful in boarding actions. Tactically, these ships were built for gunnery duels, where they were intended to dart in, inflict maximum damage, and veer off, thus negating the Spaniards advantage in boarding actions. They were also meant to be more seaworthy than previous ships, to ease Trans-Atlantic crossing and allow for extended blockades of the Spanish coast. Even the sails were aerodynamically more efficient than those of other nations. The design was proved entirely successful.

The mariners of the Queen's ships were embodied longer than those of their enemies, and better trained in sailing and especially in gunnery. English ships had also long been equipped with truck carriages. Using four small wheels and a much shorter carriage length, these guns could produce a rate of fire that astonished observers. In the battle off Gravelines in the last days of the channel fighting, English gunnery mercilessly pummeled the Spanish fleet at close range. While no ships were sunk outright thanks to the structural integrity of the Spanish ships, many were reduced to wrecks, fit only to run aground and be abandoned. Those warships that survived the debacle limped home to show the scars of cannon fire all over them.

Since boarding was not a preferred tactic, and to save on victuals, soldiers were kept to a minimum on English ships, except during counter invasions such as Lisbon in 1589.

Tactics

The English can choose the range of any engagement, sail closer to the wind, and escape when necessary. An English player should be confident, but cautious; one ship grappled could lead to a melee where rescuing ships themselves would need rescue. They should be able to gain the weather gauge and use it- battering their enemies at long and short range, reducing them to wrecks, and procuring their surrender. Keep plenty of sea room, and avoid being trapped against land or shallow water.

Available Ship Types

Large English Race-Built Galleon
English Galleon
English Great Ship
English Race-Built Galleon
English Armed Merchant
Small Armed Merchant
Pinnace
Galley (few)
Galliot

Quality:

Mariners- Experienced
Soldiers- Inexperienced

Designer's Notes

Many of us grew up watching films such as “Captain Blood”, “The Sea Hawks”, and “The Black Swan”. Piracy, broadsides and boarding parties were the stuff of legends. One of the most exciting elements of our hobby is “re-living” our youthful adventures on the tabletop. There are many miniatures rulesets that deal with the age of sail, and just as many boardgames. Most cover the 18th & 19th century. The majority of them are meant to be played with few ships per side due to the detail and complexity of operating a ship.

What we wanted was a set of rules for the Renaissance period that would somehow enable us to enjoy sea battles from individual ship duels to fleet actions. That’s a pretty tall order, but we like a challenge!

We felt the following were critical elements:

- 1) Easy, but realistic rules for the effect of Wind.
- 2) Movement rules that didn’t require endless charts.
- 3) Gunnery that reflected the period
- 4) Order rules that wouldn’t be discarded immediately while still being true to history.
- 5) True differences between ships and ship classes

The Wind

All age of sail rules stand or fall on this point. Some go into intricate detail. Others almost ignore it. Of course, to Captains and Admirals of the time, it was all-important. Reading their letters you find that all strategy was based on direction and intensity of the wind. Drake’s famous statement about finishing his game of bowls came from his knowledge of the tides and the current state of the wind. Battles were alternately differed or forced upon commanders by the weathervane, since they knew what their fleets were capable of dealing with.

In our rules, we wanted to give players an understanding of the effect of ship and sail design blended with the vagaries of the wind. Each ship’s “Axis of Wind” diagram allows players to **instantly** see what’s right or wrong about their ship’s attitude to the wind. Some ships can sail a point or so into the wind. The Spanish were shocked to see the English fleet move into the wind rapidly on the first day’s encounter, where the English stole the weathergauge from them in a manner they thought impossible. Their ships could not outperform the English when it came to using the wind because of their design philosophy. Ships were meant for boarding, not maneuverability, and their sails clumsily spilled a great deal of wind. A good player will quickly learn what to attempt with his fleet and at what angle to attack or retreat from. A bad choice will lead to them moving at a snails pace while their enemy chooses the time and place of their attack. A fleet of armed merchants will find they are quite restricted as to how and where they must move to gain optimum efficiency.

Moving

We hate charts. Some people love them, but not us. The cross-referencing that we had to do with some rulesets led to us dropping Naval battles altogether for years. Although it is essential to simulate various sail settings and types, playability could not be forgotten. Was it possible not to compromise? Almost, in our opinion. With the individual ship cards, a player knows how far his ship will move immediately, regardless of its condition or sail setting. Damaged ships did tend to slow down, either through rigging damage or the taking on of water throwing them out of trim. Again, with everything on one card, it's a snap. You'll notice collisions are possible, even though the scale is rather large. We included this because it was fairly common, and could have a devastating effect. Watch where you're going! Handling rating were added to make boarding more realistic, among other reasons. Clumsier ships can't easily grapple an enemy, or even ram them. This and other rules stop a player from using Pinnaces to snag nimble Capitol ships, allowing slower, bigger cousins to catch up and board. Talk about scurvy! It's not impossible, but I hope your insurance is up to date...

Gunnery

Although gunnery was indeed the decisive arm in late 16th century ship warfare, few ships were sunk outright from gunnery- especially during the Armada campaign. There were many reasons for this. One was the slow reload rate. The side with the biggest guns doesn't always win (but it helps). The type of guns was just as important. The Spaniards mounted field pieces on their ships almost to the end of the period. These had such long trails that it was unlikely that they were reloaded in the context of a battle. A ship so armed might be shot to pieces by a ship half its tonnage with truck mounted (four wheeled) guns that could fire and be reloaded rapidly.

The other issue was powder. With governments notoriously stingy with supplies, a Captain would often have to break off when he was just about to go in for the kill. Conserving powder slows down rate of fire, again reducing effectiveness. Don't be discouraged! If you do it right, you can pound a ship to matchwood even with an inferior ship, providing you rake them or get a luck critical hit. By the way, if you're thinking of swarming a big ship with a bunch of much smaller ones, don't. Their little cannonballs will bounce off those big tough hulls like tennis balls off a castle, while the return broadside will send your fleet to the bottom pretty quick. Use little ships to fight little ships, etc.

Orders

Aside from surprise engagements, the style in which a battle would be fought was decided hours before it began. Signals being rudimentary (often involving the firing of cannon from the Admiral's ship, useless when engaged), once a decision was made, it often stuck until nightfall when further fighting was impossible. Commanders of the era were not often professionals, and some held high ranks on their first voyages. Others were much more experienced than the Admirals who led them were. This led to initiative being used on many occasions that tried the patience of officers throughout Europe. What we tried to do was make orders as meaningful as possible without overly handcuffing anyone. Use your judgement in tight spots. A fleet shouldn't go far into shallows just to get windward of an enemy, regardless of orders.

Difference in Classes

This was important for more reasons than game mechanics. If a player doesn't **feel** he's in command of the small Armed Merchant "*The Castle of Comfort*", you might as well be playing checkers. Even with large fleets, squadrons of pressed ships should behave differently than a squadron of brand new warships. They were hesitant to face any damage (that they would unlikely be reimbursed for) and would almost never consider a boarding action. Like the rest of the *Spanish Fury* system, it is the desire to get a historical outcome that drives game design, and this is no exception. Smaller ships are not just weaker versions of big ships, and crank ships are not just slower than the fast ones. They are very different, and require a different hand to control them. This is true of every type of action a ship will take. You'll find out quickly enough when trying the rules (we hope!).

It is our fondest hope that you have many pleasant evening lit by your opponents burning ships....

The Perfect Captain

DRAKE he's in his hammock an' a thousand mile away,
 (Capten, art tha sleepin' there below?)
 Slung atween the round shot in Nombre Dios Bay,
 An' dreamin' arl the time o' Plymouth Hoe.
 Yarnder lumes the island, yarnder lie the ships,
 Wi' sailor lads a-dancin' heel-an'-toe,
 An' the shore-lights flashin', an' the night-tide dashin'
 He sees et arl so plainly as he saw et long ago.
 Drake he was a Devon man, an' ruled the Devon seas,
 (Capten, art tha sleepin' there below?),
 Rovin' tho' his death fell, he went wi' heart at ease,
 An' dreamin' arl the time o' Plymouth Hoe,
 "Take my drum to England, hang et by the shore,
 Strike et when your powder's runnin' low;
 If the Dons sight Devon, I'll quit the port o' Heaven,
 An' drum them up the Channel as we drummed them long ago."
 Drake he's in his hammock till the great Armadas come,
 (Capten, art tha sleepin' there below?),
 Slung atween the round shot, listenin' for the drum,
 An' dreamin' arl the time o' Plymouth Hoe.
 Call him on the deep sea, call him up the Sound,
 Call him when ye sail to meet the foe;
 Where the old trade's plyin' an' the old flag flyin',
 They shall find him, ware an' wakin', as they found him long ago.

Sir Henry Newbolt

Spanish Fury: Sail!



Quick Reference Data Sheet

Sequence of Play

1) Weather Change:

Roll to see if the Wind Direction and Magnitude changes.

2) Give Orders:

Admirals who are capable may attempt to change a division's order and/or give a signal.

3) Determine Sail Settings:

Each Ship determines sail settings and place appropriate markers.

Fleets with inexperienced crews change settings first, or both sides check strategic advantage, the higher number going last.

4) First Leg Segment

a) **Maneuver:** Fleets with experienced crews may change their Ships' headings.

b) **Move:** All Ships move. Wrecks and Hove-to Ships drift.

c) **Fire:** Ships may fire at targets within range and their broadside arcs.

d) **Maneuver:** Fleets with Inexperienced crews may change their Ships' headings.

5) Second Leg Segment

e) **Maneuver:** Fleets with experienced crews may change their Ships' headings.

f) **Move:** All Ships move. Wrecks and Hove-to Ships drift.

g) **Fire:** Ships which did not fire in the First Leg segment, and English Galleon rates which may or may not have fired may fire at targets within range and their broadside arcs.

h) **Maneuver:** Fleets with Inexperienced crews may change their Ships' headings.

4) Boarding Actions:

Resolve all Boarding actions between grappled ships.

Wind Direction, Magnitude Change

Each turn during the weather phase, roll **2d6**.

On a **10** or higher, roll for changes in Direction and Magnitude.

Any subsequent rolls have a modifier of **-2**.

Direction(2D6):		Magnitude(2D6):	
2-7	1 point	2-4	Fair
8-9	3 points	5-11	Fresh
10-11	5 points	12	Gale
12	8 points		

Roll 1d6 Again:
Even=Clockwise
Odd=Counterclockwise

If in Mediterranean, -2
Caribbean, +1

Commands

Articles:

- Engage at long-range
- Engage at short-range
- Engage at point-blank range
- Engage and Attempt to Board
- Defend Charges/Selves

Details:

- Conserve Powder
- Seize Weather Gauge

Signals:

- Withdraw
- Rally on Me
- Follow my Attack

Gunnery Chart

Subtract target Structure # from firer Gunnery #, and add modifiers for number below.

	-2	-1	0	1	2	3	4	5	6	7+
2	0	0	0	0	0	0*	0*	0*	0*	0*
3	0	0	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0	0	1
5	0	0	0	0	0	0	0	0	1	1
6	0	0	0	0	0	0	0	1	1	1
7	0	0	0	0	0	0	1	1	1	2
8	0	0	0	0	0	0	1	1	1	2
9	0	0	0	1	1	1	1	1	2	2
10	0	0	1	1	1	1	2	2	2	3*
11	0	1	1	1	1	2	2	2	2*	3*
12	0*	1*	1*	1*	2*	2*	2*	2*	3*	4*

*Roll a Gunnery Catastrophy

MODIFIERS

Rake +2

Firer 450 tons or larger: +2

Point-Blank range(2"): +1

Firer 400 tons or smaller: +1

Grappling & Boarding

GRAPPLING:
Grappling ship subtracts target's Handling# from own Handling#; add:

+4 if Target is Wreck, at Anchor or already grappled by other.

-2 for each rate level smaller than target.
+1D6

Result: **9** or greater, target grappled.

BOARDING:

Each ship adds 1D6 and modifiers to own Soldier#; Compare totals: If any is **3** higher than the other, that ship wins control of both ships. If less than 3 difference, action continues next turn.

+50% if Experienced Soldier vs. Inexperienced.
+50% for Ship which has Higher Castles

Boarding Action must continue until one side wins.

Ships may be ungrappled only when all boarding actions are resolved.

Catastrophy

Roll 2d6 when contacting another ship during a move (Collision) or when receiving a * result during Gunnery

COLLISION CATASTROPHY

- Bowsprit Knocked off. Treat as Wreck.
- No effect.
- Spring Leak. Ship takes one damage.
- Mainmast falls over. Treat as Wreck.

GUNNERY CATASTROPHY

- Powder touched off. Ship Explodes (sunk).
- Minor Powder explosion. Ship becomes a Wreck. Officer killed.
- Poopdeck smashed. Add one extra damage to Ship.
- No effect
- Aging timbers broken. Add two extra damages to Ship.
- Waterline hit. Add three extra damage to Ship.

Rates

Galleon rates: (700-1200 tons) Highest Castles
Large Merchant/Smaller Warship rates: (450-650 tons) High Castles
Bark rates: (100-400 tons) Low Castles
Pinnace rates: (Under 100 tons) Low Castles
All Oared vessels are considered to have Low Castles

Lanterna!

A supplement for Spanish Fury, Sail!

It was inevitable that Sail! would eventually move from the Atlantic to the Mediterranean. The scope for shipboard action is even greater there, with more antagonists spending more time at sea with more ships! We felt that the gunnery emphasis of *Sail!* and the rudimentary boarding rules would not do for simulating galley warfare however, so we have included new rules and counters for this supplement.

New rules

- I) Boarding actions & Casting Off
- II) Ramming
- III) Sprinting, Towing & Backing Water
- IV) Gunnery Modifiers & Soldier Casualties
- V) New Weather
- VI) New Ships and Navies
- VII) Scenario

I) Boarding Actions

General:

Each Ship begins an engagement with a Soldiers counter placed behind it based on the scenario being played. The Soldiers number shown on the Ship card is now only used to show **Capacity** (in strength points), not the actual numbers of Soldiers available. Each card now also shows the Soldiers Compliment that is the number and type of soldiers carried on the ship as a default if the battle is not based on a published scenario. Note that Capacity does not apply in boarding actions- a ship with a capacity of 4 could have a dozen soldiers from opposing sides on it, representing the firepower of the soldiers from their own ships as well as those physically on the enemy ship. After a boarding action victorious troops must respect the capacity of a ship, with the overflow getting back on their ships. Note that capacity is unaffected by damage.

(Note: Unlike *SF:Sail!*, In *Lanterna!* the Capacity of a ship does not decrease as the ship is damaged- it always remains the first number on the "Soldiers" line of the card. Also, soldier casualties are handled under a different system in *Lanterna!*- the decreasing Soldier numbers on the cards are only provided if the players should wish to use them under the *SF: Sail!* Rules alone.)

New Soldier Types:

Common Soldiers- these represent the bulk of most fleet's soldiers, armed with bows in Turkish/Algerian fleets, and Arquebus for Christian fleets.

Elite Soldiers (Spaniards, Janissaries, and Hospitalers)- seasoned fighting troops with advanced weapons, training and higher ferocity. Much more effective in boarding actions. Soldiers counters come in various denominations and can be made into "change" at any time.

Transfers from Ships:

Ships may transfer soldiers between them any time they are hove-to and in contact. The transfer takes a full turn, and neither ship may move while this is taking place. Soldiers may be exchanged between ships in any manner with the only restriction being capacity, which may not be exceeded at any time. All transfers take place immediately before any boarding actions are resolved. Transfers may occur between ships with ongoing boarding actions occurring (reinforcing). No troops may ever leave a ship involved in a boarding action, from either side.

Boarding:

The procedure for initiating a boarding action remains the same as in the standard Sail! rules, but its resolution and mechanics change as per the rules below:

a) Order of Resolution:

Soldiers may board an enemy ship by transferring soldiers onto it as per the rules above, except that they need not have been stationary and in contact with the enemy ship, but may have just rammed or grappled them. Transfers for Boarding actions are resolved one ship at a time. The player with the advantage chooses the first ship on which an action is to be resolved, then alternating with his opponent as each action is resolved until none remain.

Special Note:

All Galleys except the Galleass are classified as having Lower Castles, which affects Boarding. Further, because of their lower sides, galleys are successfully grappled on a roll of 6+.

b) Mechanics of Resolution

In new boarding actions, the grappling (or ramming) ship places as many Soldiers as they choose from those available on the attacking ship. In actions that are ongoing, Soldiers are transferred before any actions are resolved (players alternating). Both players then total the number of troops available. If the majority of a side's Soldiers involved in an action are either Spaniards, Janissaries, or Hospitalers, add 50% to that player's total. If the defenders are on a sailing ship or Galleass and are boarded by an enemy from a galley of any size, they add 50% to their total. The totals are compared and a ratio found. Roll 2d6 on the table below:

Boarding Action Table

Die Roll	1-1	3-2	2-1	3-1+
2-3	L-50%	L-50%	L/S-50%	L/S-50%
4-5	L-50%	L/S-50%	Cont.	S-50%
6	L/S-50%	Cont.	S-50%	S-50%
7	Cont.	S-50%	S-50%	S-50%
8	L/S-50%	S-50%	S-50%	S-50%
9-11	S-50%	S-50%	S-50%	S-Dest
12	S-50%	S-Dest.	S-Dest.	S-Dest

Add (or subtract) one if an Officer is present in the action

EXAMPLE: A Spanish Lanterna grapples a Turkish Galley, which has two Galliot in contact with it this turn. There are 6 Spaniard and 2 Common soldier strength points on board. The Turks have 5 common soldiers on board. The Spanish player sends all of his troops over. This gives him a total 8, plus 50% for the majority Spaniards, for 12 total. The ratio is 2:1 (12:5). They roll a 7, causing an S-50% (smaller force 50%). The Turks lose three strength points. Next turn both ships are locked in combat. Just before the action is resolved the Turks move a total of 2 Janissaries and 2 Common Soldiers over. The Spanish player still has a 12 total, while the Turks have 6 (2 Janissaries, 4 Common Soldiers, no +50% for Janissaries). They roll 2d and get a 12! The Turks are totally destroyed, and the Spanish take the ship. Next turn, the Galliot (which are empty of Soldiers) must Cast Off before they are captured by the Spanish.

c) Vacated ships

Any ship without soldiers aboard grappled to an enemy ship that has just destroyed all of its opponents may be immediately boarded and captured by the victorious soldiers. At least one strength point must be moved onto the ship to capture it. In the above example, the Spanish would not be able to capture the two Galliot because they were not grappled.

d) Casting Off:

A ship that was adjacent to a friendly ship transferring troops last turn may continue moving normally. A ship that has been grappled and captured may not move any all during play, and will drift. A friendly ship grappled to it must spend one turn Casting Off before it may move normally. Flip the grappled counter over to signify this during the turn.

II) Ramming

General:

While ships of this period were not built for ramming as in ancient times, captains would often engage in ramming to smash enemy oars and to enable his boarding parties to attack a disorganized foe.

Ramming is handled in the same way as a collision, except that the handling number of the ramming ship is added to the 2d6 roll, not subtracted, and a total of 7+ is required to succeed. Add 4 to the roll if the target is stationary or grappled. Further, a ship must have its target within its front arc at the start of a leg to attempt to ram it. If the ramming attempt fails, treat as a regular collision; if successful, add +2 to the roll. Subtract/Add two on the table below for every rate difference if the ramming ship is Smaller/Larger than the target.

Ramming/Collision Damage Table

2d6	Damage
2	Spur torn off. Ramming Ship takes one damage.
3-6	No effect.
7-11	Smashed oars & benches. The rammed Ship takes one damage.
12	Back Broken. Rammed Ship becomes a Wreck.

Ships that successfully ram an opponent are considered grappled. Even if a ramming attempt fails, either ship may attempt to grapple normally.

a) Head on:

In the case where two ships are about to collide head on, only one ship may attempt to ram. This will be determined in the following order:

- 1) More experienced mariners
- 2) Better handling than opponent
- 3) Officer present
- 4) Highest roll.

III) Sprinting, Towing, & Backing Water

General:

These are new movement rules that supersede the standard set where they intersect.

a) Sprinting

The Sprint speed printed may only be used when within the sprint distance (shown on the ship card) of an enemy ship. It may be used as often as needed in the same circumstances. No special order is required, other than a "Bring on Boarding Action" article applying to the fleet. A player may choose to do so during his move for any of his ships. Galleass' may not sprint.

b) Towing

A player may have one or more ships tow a friendly or captured ship. To do so, the two ships must be in contact and stationary for an entire turn. The towing ship then moves away, with the towed ship placed directly behind it roughly a half inch away (bow to stern). If the towing ship is the same rating as the towed ship, it may move at half its normal move per turn. Two ships may tow another of the same rate or smaller at their full move rate. Both must have spent the same turn adjacent and non-moving to rig for towing. Two ships may tow a ship one class larger at half their speed. No more than two ships may tow another at any time. Towing ships may cut their lines and move normally by stating so at the beginning of any leg

Towing ships may not attempt to ram an enemy or sprint at any time. They may fire their guns, however. The towed ship may not fire any bow guns while towed (in other words, only a Galleass may fire, and they only its broadsides).

c) Backing Water

Ships that start a leg stationary may choose to Back Water during a movement leg, as may ships that are already backing water. The move rate is equal to the lowest speed level of a ship (they cannot, of course, dash). They may turn at one less point than their printed allowance.

IV) Gunnery Modifiers

General:

To signify the advantage the Christians enjoyed over the Turks in gunnery (aside from the common centerline gun) and in firearms, the following modifiers for Point-Blank fire replace those on the Sail! Quick Reference sheet:

Christian Point Blank Bonus is +2

The Moslem Point Blank Bonus is +1

Note that for Galleys, point blank range is 1”

Soldier Casualties:

Gunnery hits no longer lower the number of Soldiers shown on a ship card, nor lower the Capacity as shown. However, every hit scored on a ship eliminates one Soldier strength point.

VIII) New Weather

This chart for the Mediterranean supercedes the one provided with the standard *Sail!* rules. A new category has been added- “Dead Calm”. In a Dead Calm all sail-powered ships are immediately considered “hove to”, and may neither move nor even drift unless towed. Gales are beyond the scope of *Lanterna!*

Wind Magnitude Change

2d6

2-4	Dead Calm
5-10	Fair
11-12	Fresh

VI) New Ships and Navies

The Turk (and his navy)

Around the middle of the sixteenth century the Turkish navy was at its height. Massive fleets would sail from Constantinople for major campaigns while squadrons of North African Corsairs would harry shipping and attack the coasts of Europe, carrying off plunder and slaves. Thanks to heavy losses suffered by Christian fleets in the 1550's these navies were able to carry out their activities opposed only by a few disorganized enemies.

Much of the sailing know how in the Ottoman navy was provided by subject races- Greeks, Egyptians, and other peoples with a nautical tradition. Both slave and free rowers were used, but mostly slaves. After the battle of Lepanto ten thousand Christian slaves were rescued from captured Ottoman ships. The soldiers came from all over the empire. Not well armoured and armed mainly with bows, these troops could put out a prodigious volume of fire, much faster than their arquebus armed Christian opponents, and many were experienced in land and sea operations. The cream of the army (at sea as well as on land) were the Janissaries. Originally raised from a forced recruitment of subject Christian children, by the time of Lepanto many Janissaries were ethnic Turks and the sons of other Janissaries. They were still highly disciplined and ferocious in battle. Many would be armed with a longer and heavier arquebus than western soldiers, but with little armour.

Ottoman ships were generally lighter than those of their opponents. Although the backbone of the fleet was composed of galleys similar to those of Venice, they possessed and favored the smaller Galliot that was handier for raiding and had a shallower draft. The Turks did not follow the lead of western fleets when it came to larger command ships. Although they did possess them, they did not put as great an emphasis on size as their enemies. Even in gunnery the Turks made do with less. While most of their ships were armed with a long centerline gun, few had secondary guns other than Swivel guns used for anti-personnel purposes. Although even these centerline guns were of the lighter variety, the Ottoman fleet still packed a punch as they showed at Djerba and Prevesa, and in the bombardment of fort St. Elmo on Malta in 1565.

Tactics

Speed, maneuverability and numbers are usually on the Ottoman's side, but not always. It is a good idea to avoid narrow seas unless your shallower draft galliots can gain an advantage. Getting on the flanks of an opponent would be a good idea, and totally surrounding them an even better one. Your disadvantage in gunnery can be negated if you can stay out of your enemy's arc of fire. When the time comes, lead with the Janissaries. Swarming a larger enemy ship with smaller ones that have a good number of Janissaries aboard is a good way to win. Stay away from Galleasses. You don't have any answers to them except distance.

Available Ship Types **Quality:** Mariners- Before Lepanto, Experienced. After, Inexperienced
Sultana, Turkish Galley, Galliot, Bergantina, Turkish Nef
Special Soldiers- Janissaries (per scenario)

The Venetians

With maritime possessions all over the eastern Mediterranean, Venice needed and maintained a large galley fleet. Stored in pieces in the famous Arsenal complex, these ships could be assembled and put to sea very quickly. While most of her trade depended on the Ottoman empire, Venice did find herself at war with them regularly throughout the 16th century, from small attacks on isolated islands to major sea battles.

To defend her empire Venice used both citizens and mercenaries. Slaves were not extensively used as rowers since they were considered unreliable compared to citizens, even if many of them were prison sweepings. This gave the Venetians a qualitative advantage as far as ship handling was concerned over other powers. For soldiers large numbers of mercenaries were hired, and gentlemen adventurers were encouraged, even from other nations. These soldiers would be heavily armed and armoured, with the arquebus being the main weapon, followed by crossbows and half-pikes.

The tactical philosophy of the Venetians aimed at fast ships with good quality ordinance. Soldiers were expensive and not always available, so gunnery duels became a Venetian specialty, with guns mounted so as to extend their range over their opponents. While not as heavy as Spanish guns, they were more effective at long range, where the Venetians did most of their fighting, often supported by better armed sailing vessels. Less ordinance also mean lighter ships, giving the galley fleet more speed and maneuverability.

The Venetians tended to depend on their fleet to protect their holding to the exclusion of the land forces. Cyprus was under garrisoned and outnumbered by the Turks, as the Venetians believed their fleet could stop a landing from taking place. While this was as likely an economy measure as well as a military one, it left Nicosia with only 8-10,000 defenders.

Tactics

With speed and long ranged gunnery, it would seem the Venetians would be best off staying out of harms way, sniping at an enemy from afar. This may work sometimes, but an enemy determined to close the range will be able to, especially in confined waters or where retreat will bring about defeat. Boarding actions are an option to be embraced- even more readily if there is a Galleass present to soften up the targets. Without specialist troops beware of even actions. Again, use long range gunnery to weaken enemy Galleys before a general action. You should be able to fight when and where you want, against a foe that is no longer fresh. That is a powerful advantage.

Available Ship Types **Quality:** Mariners- Experienced
Venetian Galley, Lanterna, Galleass, Galliot, Bergantina
Small Armed Merchant, Large Armed Merchant, Naos, Pinnace

Barbary “Pirates”

Actually a number of petty kingdoms only nominally aligned with the Ottoman Empire, the Ghazi states of North Africa were the scourge of southern Europe. Starting around 1512 their regular raids on shipping and attacks on coastal regions almost brought their enemies to their knees economically, since thousands of soldiers and dozens of ships needed to be on constant watch against these predatory fleets. Charles the Fifth mounted the most expensive campaigns of his long reign against the strongholds of the Pirates, including Tunis, Djerba, and Tripoli.

Most of the attacks carried out were raids, ranging from one to even fifty ships. Since large-scale battles were not profitable, larger ships were not built in numbers. Galliot were consider the ideal size for Pirate fleets; having a shallow draft, a long centerline gun, and room for a body of fighting men, it could be used for almost any situation except line of battle, which in general was to be avoided anyway. Speed was essential for their fleets, enabling them to strike quickly and disappear just as quickly especially against coastal targets.

Although Barbary fleets carried soldiers, they could not carry very many compared to a galley fleet supported by roundships. Their quality however was consider quite good by their opponents, and they did have a rivalry with Ottoman fleets when they operated together and considered themselves as tough as the Janissaries. Although even less well armoured than the lightly armoured Turk, they were reknowned for ferocity.

Tactics

Maneuver is everything to a pirate fleet. They lack the gunnery strength and tonnage of ship to fight head on with any Christian fleet of comparable size. They must therefore use their speed and agility to battle their enemy in such a way as to overwhelm them piecemeal, especially with flank and rear attacks. Close range gunnery and 4:1 odds will go a long way to make up for any deficiencies in strength. However only a canny player will win with this fleet. One that uses surprise, terrain and careful tactics.

Available Ship Types **Quality:** Mariners- Experienced
Turkish Galley, Barbary Galliot, Bergantina, Turkish Nef

The Spaniard (and his Mediterranean Fleet)

Unlike their unsuccessful ventures in the North Atlantic, the Spanish fleet of the mediterranean knew its business well. Inheritors of the Catalanian experience as an important sea power, unified Spain soon became a naval superpower second only to the Venetians. Although never as numerous, they were certainly feared. France could not seriously challenge them, and with Andrea Doria bringing Genoa into their camp, they set their minds to a confrontation with Islam.

Spanish Galleys were the heaviest armed in the theatre, and of the highest tonnage (aside from Italian Galleass' that they took to only later in the century). Often carrying five forward pointing guns (aside from swivels) these ships were heavy, and consequently less maneuverable. They also carried a larger number of soldiers, so they were even heavier.

Guns were meant to be used at point blank range, and could deliver significant damage before the real pride of the fleet went into action- the soldiers. Spain had the best army in Europe, well used to victory and also to hard conditions. Such a large number of veterans meant that grappling a Spanish ship meant a hard fight. At Lepanto they formed the center of the fleet, meant to immediately engage the Turks in a boarding action and gain a decisive victory. The Venetians occupied the flanks where all of the maneuvering was going to take place.

As the period wore on the Spanish took to building even bigger ships. Their Galleass' were more maneuverable than the older Italian models, but only just so. They were quite seaworthy however, with one of those serving in the 1588 Armada against England coming to grief only on the return trip past the storm blasted coast of Ireland.

Tactics

The Spanish fleet is a battering ram, meant to smash into the enemy allowing the troops through to win the day. Keep your fleet in line abreast and charge! Only when significantly outnumbered or outmaneuvered should you be worried about defeat. Gunnery duels are possible, but the limited range of Spanish guns (mounted low for close in shots) will make it difficult to use this tactic decisively. You must use the soldiers to win. It is unlikely your enemies will have more and better quality soldiers than you (even when facing Janissaries). Against the French, where galley designs are similar, you can use the same tactics- board. They can't outshoot or outrun you, and will rarely outnumber you.

Available Ship Types **Quality:** Mariners- Inexperienced
Spanish Galley, Galleass, Lanterna, Galley Sottile, Galliot, Bergantina
Small Armed Merchant, Large Armed Merchant, Naos, Pinnace
Special Soldiers- Spaniards (On all Spanish Galleys, Lanternas, Galleass' and sailing ships unless stated otherwise in a scenario).

Genoese, The French, Knights of St. John, The Papacy, The Florentines, The Piombinese, The Tuscans, The Savoyards..... and everybody else.

These "lesser" naval powers were by no means insignificant. The Genoese provided mercenary galleys to Spain during many of her campaigns including Djerba and Lepanto, led by Gian Andrea Doria. While few in number, they were well crewed. Like the Venetians, they made use of standardized design and manufacturing, but on a smaller scale.

The French demobilized their fleet after the treaty of Cateau-Cambresis and played almost no part in the Mediterranean aside from providing gentlemen volunteers to the Holy League. Like the Spaniards, they favored larger, slower galleys.

The Knights of St. John are legendary. With a fleet hovering around a dozen vessels of war, they managed to become a major nuisance to the Ottoman Empire and to the Barbary Pirates. Excellent crews and elite soldiers made each ship a powerhouse, with designs favoring speed and maneuver. During the siege of Malta a single Knight's galley chased a half dozen enemy vessels all the way into the Grande Harbour in full view of 80,000 Turkish soldiers and a fleet of galleys!

The Papacy was the founding member of the Holy League, but could only contribute a few older galleys to the Lepanto campaign under the command of Colonna. Other ships were borrowed from Venice, but their quality as well as the crews and soldiers aboard, were not high.

The other Italian maritime powers had few vessels of their own, but regularly contracted them out to Spain or Venice, most often singly. Later in the period Florence produced a large Galleon of war which was confiscated for the Armada campaign while on a good will voyage to the Iberian peninsula!

Available Ship Types

Lanterna, Galley Sottil, Galliot, Bergantina

Small Armed Merchant, Large Armed Merchant, Naos, Pinnace

Special Soldiers- Knights of St. John (on all Galleys and Lanternas of the Order).

Quality: **Mariners**

French, Papal after 1561, Savoyards, - Inexperienced. All others- Experienced

VII) Scenario

Quirini's Fury!

Famagusta, 26 January 1571

Venice has been at war with the Turks for a year and has had little to show for it but the loss of Nicosia on Cyprus. Fearful for the loss of Famagusta, they have dispatched several galleys under the command of Marco Quirini, Captain of the Gulf squadron to bring supplies to and maintain contact with Venetian forces on the island. Coming upon a smaller Turkish squadron on guard near the harbour, Quirini has decided to clear the way immediately.

Turkish Squadron

Random Leader,

1x Kapudana, with Janissaries for soldiers

4x Turkish Galleys

2x Galliot

Venetian Squadron

Quirini,

8x Venetian Galleys

4x Galliot

Note: The Venetians were short on soldiers- each galley carries one less than the capacity at start. The Galliot are unaffected.

The Board:

At least 4x4, non-scrolling. The Turkish edge is considered the mouth of the harbour, with the Maymun Adasi (a breakwater, sort of a line of rocks) running from the right of the Turkish board edge to about the center of the board, about 6" from the board edge. Any ship coming into contact with this takes two damage points and is hove to against it.

Setup:

The Turks set up within 12" of their board edge, the Venetians within 12" of theirs.

Victory Conditions:

The Venetians must sink, capture, or chase all Turkish ships off the board to win. There is no time limit.

Lanterna!
12

Supplement for Spanish Fury, Sail!

Historical Outcome:

Quirini was able to sink three of the Turkish ships before the rest fled into the harbour and relative safety. The next day he captured the rest of the galleys and a merchant ship that was in the harbour.

Spanish Fury: Lanterna!



Quick Reference Data Sheet

Sequence of Play

1) Weather Change:

Roll to see if the Wind Direction and Magnitude changes.

2) Give Orders:

Admirals who are capable may attempt to change a division's order and/or give a signal.

3) Determine Sail Settings:

Each Ship determines sail settings and place appropriate markers.

Fleets with inexperienced crews change settings first,
or both sides check strategic advantage, the higher number going last.

4) First Leg Segment

a) **Maneuver:** Fleets with experienced crews may change their Ships' headings.

b) **Move:** All Ships move. Wrecks and Hove-to Ships drift. Attempt Ramming/Grapppling

c) **Fire:** Ships may fire at targets within range and their arcs.

d) **Maneuver:** Fleets with Inexperienced crews may change their Ships' headings.

5) Second Leg Segment

e) **Maneuver:** Fleets with experienced crews may change their Ships' headings.

f) **Move:** All Ships move. Wrecks and Hove-to Ships drift. Attempt Ramming/Grapppling

g) **Fire:** Ships which did not fire in the First Leg segment,
and English Galleon rates which may or may not have fired
may fire at targets within range and their broadside arcs.

h) **Maneuver:** Fleets with Inexperienced crews may change their Ships' headings.

4) Boarding Actions:

Resolve all Boarding actions between grappled ships.

Ramming, Collision, & Grapppling

Roll 2d6 plus Ramming ship's handling number; or greater,
ramming is successful; if not, treat as collision

RAMMING/COLLISION DAMAGE

2	Spur torn off. Ramming ship takes one damage.
3-6	No effect.
7-11	Smashed Oars & Benches. Rammed ship takes one damage.
12	Back Broken. Rammed ship becomes a Wreck.

GRAPPLING:

Grapppling ship subtracts target's Handling# from own Handling#; add 2D6, plus:
+4 if Target is Wreck, at Anchor or already grappled by other.
-2 for each rate level smaller than target.

Result:Sailing ships- **9** or greater, target grappled.

Result:Galleys- **6** or greater, target grappled.

Ships may be ungrappled only when all boarding actions are resolved.

Mediterranean Magnitude Change

Use Weather Change and Wind Direction rules from SF: Sail

	Magnitude(2D6):
2-4	Dead Calm
5-10	Fair
11-12	Fresh

Gunnery Chart

Subtract target Structure # from firer Gunnery #, and add modifiers for number below.

	-2	-1	0	1	2	3	4	5	6	7+
2	0	0	0	0	0	0*	0*	0*	0*	0*
3	0	0	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0	0	1
5	0	0	0	0	0	0	0	0	1	1
6	0	0	0	0	0	0	0	1	1	1
7	0	0	0	0	0	0	1	1	1	2
8	0	0	0	0	0	0	1	1	1	2
9	0	0	0	1	1	1	1	1	2	2
10	0	0	1	1	1	1	2	2	2	3*
11	0	1	1	1	1	2	2	2	2*	3*
12	0*	1*	1*	1*	2*	2*	2*	2*	3*	4*

*Roll a Gunnery Catastrophy

MODIFIERS

Rake +2

Firer 450 tons or larger: +2

Firer 400 tons or smaller: +1

Point-Blank range-

Sailing ship (2"): +1

Christian Galley (1"): +2

Moslem Galley (1"): +1

Gunnery hits no longer lower the number of Soldiers shown on a ship card,
nor lower the Capacity as shown. However, every hit scored on a ship
eliminates one Soldier strength point.

Boarding

PROCEDURE:

Total both sides troops committed to each melee, and express in a ratio,
Larger/Smaller; Roll 2D6 on the chart below

+50% if majority of troops are Elites

(Note: Elites are always removed first as casualties)

+50% for troops on Ship which has Higher Castles

Boarding Action must continue until one side wins.

BOARDING RESULTS

	1-1	3-2	2-1	3-1+
2-3	L-50%	L-50%	L/S-50%	L/S-50%
4-5	L-50%	L/S-50%	Continue	S-50%
6	L/S-50%	Continue	S-50%	S-50%
7	Continue	S-50%	S-50%	S-50%
8	L/S-50%	S-50%	S-50%	S-50%
9-10	S-50%	S-50%	S-50%	S-Dest
11-12	S-50%	S-Dest	S-Dest	S-Dest

MODIFIER

•Add (or subtract) one if an Officer is present in the action

Rates & Castles

Galleon rates: (700-1200 tons) Highest Castles

Large Merchant/Smaller Warship rates: (450-650 tons) High Castles

Bark rates: (100-400 tons) Low Castles

Pinnace rates/Galleas: (Under 100 tons) Low Castles

All other Oared Vessels: (any tonnage) Lower Castles

Spanish Fury, Voyage!

Singeing the King of Spain's beard

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1) Introduction

The original idea behind this game was to simulate English campaigns off the coast of Spain between 1587 and 1603, as well as the Spanish Campaign to conquer the Azores. The more we worked on it however, the more the draw of the Caribbean pulled us westward. The idea of the corsairs trading and raiding was something that fit in so well with Actions! and Sail! that the project, half finished, was changed in scope about 3000 miles....

The general flow of play is this: Corsairs sail into the Caribbean looking to either plunder ship, towns or to trade, or perhaps all three. The Empire player must drive them out of the area while still performing the duties of a Captain-General (keeping the empire running).

The Players:

While the game can have any number of players (controlling individual ships), there are always two sides- The Empire, representing the Spanish or Portuguese holdings in the Caribbean or Africa (Africa not included in current set) respectively; and the Corsairs, representing French, English, and Dutch (watch for the Dutch in an upcoming supplement) expeditions intruding in those holdings.

Scale:

Each turn represents one week. Sea routes do not represent a specific distance but rather the ease of sailing through such an area. Quarters represent an area of sea near the coast, which also vary in size. Ship counters each represent individual ships. A Troop or Landing Party of roughly 40-60 men is the basic land unit.

The Map:

The map contains a key showing the various Sea Routes (connected by lanes), Quarters, and Ports. Counters are only placed in boxes shown on the board (Ports or Quarters), never anywhere else- not in the Sea Routes or Lanes. See the sailing rules for position marking in counter games and Feldmachink/ Referee games.

2) Definitions

(Important Note: Understanding these terms is CRITICAL if you want to sail easily through the rules, as some sections assume you know them. -TPC)

1d6: Pull a card from the land deck and see the number in the box. No dice are required!

Admiral: The officer in command of the Expedition.

Chart: A map of a nation (or nations, Islands, etc) used for game play, including Sea Routes, Quarters, and Land.

Corsair Player: The foreign or non-Empire player.

Council: Officers in Fleet that are not in command. Basically extra officers.

Duty: The Empire player fulfilling his obligations (for victory purposes).

Expedition: The main fleet containing the Admiral and his current flagship. The Expedition may be composed of a number of squadrons each with their own officers.

Empire Player: The player whose Empire is being entered. Spanish for the Caribbean, or Portuguese for Africa (to 1580).

Fleet: A general term used for both Expeditions and Squadrons.

Friendly Seas/Shores: Sea Routes and Quarters that are part of a player's home nation or that are allied (see scenario special rules). In the Caribbean the entire area is friendly to the Spaniards.

Land Deck: The deck used to determine Land operations.

Landing Party: Acts as the crew of a ship but can also be used for land operations as a troop of soldiers.

Oared vessels: Ships with oars, such as Galleys, Galley'd Galleons, and Galleasses.

Patrol: A permanent patrol of ships that only appears in the Search Deck.

Port: A strategic town on a Chart that is an objective.

Proportional Cargo: How cargo is spread over ships.

Quarter: A sea area representing a section of the coast of a nation or Island group.

Repair Capacity: Each port has a specific capacity to repair damaged ships present.

Rhum Line: A line showing Quarters and passages connected to Sea Routes.

Sailing Conditions: Values given on Sea Routes that dictate how difficult sailing is based on direction with or against prevailing winds and tides. Fleets check Sailing Conditions every time they intend to move.

Sail Powered vessels: All ships without oars.

Sea Deck: The deck of cards that is used for movement and weather.

Search Deck: The deck used for searches, merchant traffic, etc.

Sea Route: A sea route is a line shown on a given Chart that gives Sailing Conditions.

Ship: Each Ship counter strength point represents a single ship of that class. Also on the counter is its fighting value used for bombardment and ship battles.

Ship Rates: In SF: Sail!, there are four rates- Pinnace, Bark, Large Merchant and Galleon. In Voyage, the Bark rate is split into two, Small (up to 200 tonnes) and Large Bark rate (up to 400 tonnes).

Speeding News: The lag in turns between an event and when a player can act on it.

Squadron: A Fleet commandeered by a Vice-Admiral. While squadrons may operate independently of Expeditions, they may only perform Tasks, at the conclusion of which they must rejoin the Expedition or return to a home port.

Sufficient Crew: Each rate of ship requires a number of landing parties to be able to operate the ship. Having less than required means a ship in the fleet ship must immediately be scuttled until all remaining ships have enough crew.

Trade: Corsairs with European Trade Goods may trade in open or captured ports.

Trade Goods: Items of Trade, either European (carried by Corsairs) or Indies (local).

Troop: The basic land unit (representing six stands of that troop type in Actions!). This includes landing parties for combat purposes. Each troop also has a combat point value (see QRF sheet).

Turn: All of the sequences in the sequence of play performed once are a turn, including all action segments.

Vice-Admiral: The officer in command of a Squadron.

Wild Location: An area in a Quarter (not shown on map) where provisioning or careening may be carried out.

3) Sequence of Play

The nature of sea warfare is such that commanders rarely know where their opponents are at a given time. This makes turn sequences a difficult thing to work into a game. What we have tried to do is make play as simultaneous as possible though the orders system.

a) Accounting: A Fleet must expend one provision point every turn they are not in a port. Also, every turn a Fleet is in the Cabibbean, add one to its Careening factor (until Careened). Do not count the first turn of play.

b) Orders: Admirals may order their own Expedition or give a Task to a squadron.

c) Order Execution: A Fleet now moves or performs an action (Sailing or Shore duty). This is carried out in three Legs (phases), with each player performing actions in the same Leg before both going on to the next one.

d) Land Operations: Resolve all invasions.

e) **Advance Turn Record Track:** Move turn record marker by one week

VERY IMPORTANT- In what sequence and orders executed?

All activity in the game is simultaneous (*since orders dictate all activity players can't really react to each others' moves*). There are three "Legs" to an Order Execution phase (conveniently corresponding to the maximum three sea routes a fleet can move in a turn). A Fleet may move and then perform an action (such as searching, trading, etc) in the same leg- however a fleet may not move again in any remaining leg of that turn. Example: A fleet moves from a quarter in the Bahamas to one in the Lucanas in the first leg. In the next leg they move to a quarter in the North Antilles. They then choose to Search or Commerce raid. They would do so in the second Leg, but could not continue moving any further that turn, or perform any other actions. See Shore duty rules for when they may be performed.

4) Empire Set Up & Corsair Entry

The defenses of an empire must be placed before the scenario begins. This includes the placement of fortifications, Garrisons, Batteries and Naval Patrols. It is within this setup that the game will be played.

How does the Empire Player know what forces are available and where to place them?

Each scenario gives a list of available forces to the Empire player. This consists of the following elements: Troops, Ships, Fortifications, Batteries, Naval Patrols and some money. These are placed as follows:

Ships: All ships must be placed in Fleets on the Fleet Organization Sheet. Fleets must be placed in any Port box.

Royal (non-Militia) Troops: All troops must be placed in either Port boxes or in the Holds of fleets, up to the maximum allowed. Large Towns may hold up to Ten Troops, Moderate Towns Five, and Small Towns Two. Note that Militia counters are not set up on the board. They appear by card draw when Corsairs enter a port.

Fortifications: Fortifications may be placed on any Moderate or Large Towns (Unfortified towns are considered to have only a minor palisade for Land Engagements). Upon placement, flip a coin. Heads, place the Fortification; Tails, place a Crumbling Fortification counter.

Batteries: Artillery may be placed in any town. Although all towns have some Artillery in reality (though they have no effect on play), these represent effective, properly crewed, guns.

Patrols: A Naval patrol is may be placed in any quarter in which there is a moderate or large town.

Money: Money must be used to purchase more troops and ships than those listed in the scenario available forces. See Fitting Out an Expedition below.

Empire Setup

1550-1567:

Fortifications: 4

Troops: 12 of Pike or Shot

Batteries: 4

Patrols: 1

Dummies: 10

Money: £5000

1567-1578:

Fortifications: 6
 Troops: 16 of Pike or Shot
 Batteries: 6
 Patrols: 2
 Dummies: 14
 Money: £6500

1579-1585:

Fortifications: 8
 Troops: 24 of Pike or Shot
 Batteries: 8
 Patrols: 2
 Dummies: 18
 Money: £7500

How do Corsairs enter the Caribbean?

Having fitted out an expedition (see below) Corsairs begin the game by setting up their Fleet or Fleets in any one of the Caribbean entry quarters (Entrada).

5) Fitting Out an Expedition

Before play begins the Corsair player must "Fit Out an Expedition". In other words, purchase his forces. The total funding available depends on the scenario.

What can be purchased, and what are the limits?

The Corsair player *must* purchase at least one ship. Other items that may be purchased are Troops, Landing Parties (not currently crewing a ship) and European Trade Items. Any number of items can be purchased up to the cargo capacity of purchased ships. Note that some items cannot be purchased during some time periods (see Period Restrictions rules). The Empire player must use any money provided in the scenario setup to purchase Troops (including Landing Parties) and ships.

What are the costs of these items?

Troops (Pike or Shot) and Landing Parties: £500
 European Trade Items (per Cargo space): Either £250 or £500

Ships:

Galliot (pinnace rate): £500
 Pinnace: £500
 Small Heavy Armed Merchant (Small Bark rate): £1000
 French Corsair [France] (Pinnace rate): £1000
 Small Galley'd Galleon [Spain Period 2, 3 & 4] (Small Bark rate): £1500
 Heavy Armed Merchant (Small Bark rate): £2000
 Galley'd Galleon [Spain Period 2, 3 & 4] (Large Bark rate): £2500
 Small English Galleon [England] (Large Bark rate): £3000
 Small English Galleon (Aide) [England] (Large Bark rate): £2500
 Large Armed Merchant [France Period 2, others, All periods]: £4000
 English Armed Merchant [England Period 3 & 4]: £5000

English Great Ship [England Period 2 & 3]: £6500

6) Period Restrictions

Since Voyage! covers roughly 35 years of time (1550-1585) in the Caribbean, where you choose to set your scenario will affect what the environment (ships, troops, fortifications, etc) will be like, and what you can “bring to the table”.

What are the different periods in the game?

The different periods are:

Period 1) 1550-1562: The French vs the Casa

Period 2) 1563-1567: The European Wars

Period 3) 1568-1578: The Indies Patrols

Period 4) 1578-1585: The Re-Arming of the Empire

What are the effects of these periods on play?

Certain ships are not available during all periods (See the Fitting Out an Expedition). Also the Troop types are represented differently in SF: Actions! (see Appendix A).

7) Victory

What must players do to win?

Unless stated otherwise in a scenario's special rules, victory comes to the Corsair player by making his voyage profitable. The Empire player wins by fulfilling his Duty.

How do Corsairs turn a profit?

When the last Corsair ship leaves the Caribbean on its return voyage, all assets (ships, troops, trade items and treasure) are tallied and compared to the initial expenditure. If the total is more than twice the initial expenditure used to Fit Out the Expedition, the Corsair player wins a major victory, is knighted, etc. If the final total is at least 50% more than the initial expenditure, he wins a minor victory- the investors are satisfied, and he will sail again soon. If he brings back at least as much as was initially spent he achieves a moral victory, but will not sail again anytime soon (unless he has great connections at court). If he loses money anything can happen- disgrace, even execution is possible. Note any Troops purchased or European Trade goods that remain in the holds are a NET LOSS regardless of whether or not they return, while Ships that return are counted as worth 1/2 their value.

How does the Empire player Fulfill His Duty?

At the commencement of a scenario the Empire player must choose three of the following activities to perform during a scenario:

- **Capture or sink at least one Corsair ship**
- **Pickup Treasure in Nombre de Dios or San Juan de Ulloa (with the Treasure Fleet*) and transport it to Europe**
- **Transport and drop off at least one Troop from Havana to any three ports on the mainland**
- **Visit the town of St. Augustine in Florida (period 2 & 3 only) with a fleet.**

What is the Treasure Fleet* and how does it work?

Starting in July, and each turn thereafter until it appears, the Empire pulls two cards from the Search Deck in the Accounting Phase to see if the Treasure Fleet arrives in Havana. If they both show a Sail Spotted result, place the Treasure Fleet in the Havana port box. The Fleet is composed of two Large Armed Merchants, two armed Merchants and Six Small Armed Merchants (use the Merchant Commerce counters), as well as six Royal Troops. This fleet may not be broken up, and must be Ordered to move to either Nombre de Dios or San Juan de Ulloa. Upon reaching either of these ports, it must remain there until the Empire player draws another Sail Spotted card from the Search Deck (in the same manner as above). At this point it must attempt to head for Europe. It is considered to be carrying £20,000 of treasure if captured, divided between the Large Armed Merchants.

Restrictions: The Treasure fleet cannot search for enemy ships; it does not count Provisions or Marine infestation; Troops may only disembark in one of the two ports and must leave with the fleet. If it suffers storm damage, it may attempt repairs in the nearest port.

What kind of Victory can the Empire player win?

If the Empire Fulfills all three Duties, he wins a major victory. Two duties, Minor Victory, one and he loses his post as Captain-General, and if no duty is fulfilled, he will be tried and executed for negligence.

8) Fleet Organization

Individual ships must always be grouped into Fleets; even if they are the only ship in the fleet...These are used to administer everything from orders to cargo, to who is in command, etc.

How are Fleets organized, and what do they contain?

All Fleets are composed of Ships, Officers, and Cargoes. One Fleet with the scenario's Admiral (for each side) in it is called an Expedition. All other Fleets are called Squadrons and act in a subsidiary manner to Expeditions. All Fleets are placed on the Fleet organization sheet in the zones marked for the different markers. They may contain any number of ships and cargoes (up to carriage limits for troops). Further, ships must keep track of Provision and Marine Infestation levels.

9) National Characteristics

Countries and cultures have their strengths and weaknesses, called "The National Character". In Voyage we have generalized these based on culture and training among others.

Do different nations have their own characteristics?

English: More Canny Officers

Spanish: None- they have a mix of everything.

French Catholic: More Vain Officers

Huguenot: More Greedy Officers

Portuguese: More Navigator Officers

Dutch (pre-1600): More Trader Officers

10) Officers

Fleets and Troops are only as good as the men commanding them.

What are the types of Officers, and their functions?

There is only one type of officer, but they have three types of capacities that are designated at the start of a scenario. One Officer must be named Admiral. Each Squadron must have an officer named as Vice-Admiral. Finally, extra Officers, called “the Council” represent a pool of officers that may replace slain officers or to take command of new squadrons split from others.

What is the Effect of Officers?

Officers have characteristics that effect play as shown below:

Navigator: A Navigator that receives a “hard sailing” result MAY immediately choose to pull another card, at the next adverse Sailing Condition (green to yellow, etc) and must apply those results.

Greedy: Must be ordered to cease Commerce raiding.

Canny: May Pull an extra search card.

Shipwright: Can repair ships in captured ports.

Vain: May choose to head for Europe (Corsair) or Havana (Empire) if he does not find the admiral at the Rendezvous.

Trader: May draw an extra card when trading in port.

Can Officers become casualties?

Yes. They can be lost at sea with their ships, killed or captured in combat. Any Fleet that loses its Admiral or Vice-Admiral immediately replaces it from its “Council” if any are present. If not, he is replaced by a randomly chosen officer from the counter mix.

How are Officers chosen at the beginning of a scenario?

Some scenarios specify available officers. If not, players randomly pull six officers, and select any four. One must be designated Admiral, the other three will be Vice-Admirals or part of the Council.

What other situations are there where an officer must be chosen?

An officer must be randomly chosen when the situation requires one, such as to lead a Troop in land combat (from the SF: Actions! mix), to lead a squadron where a Council is unavailable, etc.

11) Orders & Rendezvous

As with most of The Perfect Captain’s rules, orders are at the heart of the system. In Voyage! Orders are even more firm and important to play, since this will add to the excitement of strategy while taking away a player’s omniscience...

Who gives orders and to whom?

Only an Admiral can give an order to his own Expedition, or to a Squadron he is giving a Task to. He may issue any number of orders in a given turn.

Are orders hidden from other players?

Yes. Please don’t cheat!

How are orders delivered?

A Vice Admiral in the same Quarter as an Admiral receives his order immediately, and can act on it immediately. Otherwise a ship must be dispatched (as a Squadron) to come to the same location as the Vice Admiral, who can then act on it the next turn.

What is an order composed of?

All orders have at least two components that are placed on the Fleet organization chart. The elements are:

- 1) A Sea Route destination and a Quarter (order counter with an East or West Quarter marker together)
- 2) An action to perform upon arrival.

What are the different actions a squadron may perform?

A Fleet may perform one of the following actions during its action segment of the turn:

- 1) *Move*- Fleets move along lanes from sea routes to a given Quarter.
- 2) *Enter Port*- The fleet enters a port and performs any shore duty desired.
- 3) *Shore Duty**- Taking on Provisions, Careening, Trading, Attack Port and Repair. NOT an order. See below.

These next orders are for the Corsair Player only:

- 4) *Assault*- For attacks on ports. Corsair Player only
- 5) *Commerce Raid*- Fleets search for Merchant Traffic to attack. Corsair Player Only.

These next orders are for the Empire Player only:

- 6) *Search*- Searches for enemy Fleets (Red Counter for searching the Quarter, or Green for Sea Route search).
- 7) *Convoy*- Guarding merchant traffic.
- 8) *Await Events*- Standing by in a port for news that will prompt a move.

How are orders “accomplished” and come to an end?

Yes. Moving is self explanatory. Search and Convoy orders will only end when the Squadron receives a new order. Assault orders terminate either when a town is captured or the player believes it is no longer possible to succeed, or the town is too strong to be even attempted. Enter Port terminates upon entry but the fleet may remain and perform **any Shore Duty (including Trading) as long as they desire**. Finally, the Commerce Raid order will terminate any time after a player captures any enemy cargo, though they may choose to remain as long as desired after in hopes of taking more. If the “catch dries up” (see commerce raiding) the order immediately terminates. Note that Greedy officers will continue commerce raiding until the “catch dries up”.

Are there other circumstances where orders can terminate?

ALL orders terminate on the player’s “Head for Home” date given in the scenario special rules. Also, Fleets **suffering at least two levels of damage** to any ships may voluntarily terminate their orders in the orders phase, and attempt to make repairs at the nearest location.

Can any actions be taken without orders? What if you’re starving?!

Yes. A Fleet may choose to perform Shore Duty (Provisioning or Careening) in a quarter (at a port or wild location) if they are down to two or less provisions, or have four or more Marine Infestation points. This would only be a temporary halt to their orders which would

recommence after completion of the shore duty. Place the type of Shore Duty to be performed in the fleet's order box at the beginning of the orders phase.

***Shore Duty is not in the available orders- how does it work?**

A fleet in a port (or quarter, see above) may choose to perform any type of Shore Duty. Place the type of Shore Duty to be performed in the fleet's order box at the beginning of the orders phase. These duties include Trade, Careening, Provisioning, Attack Port and Repair. A Fleet may always provision regardless of other actions. A Fleet must choose whether to Careen, Repair or trade however- they must choose only one per turn, in any Leg. See Shore Duty rules.

What happens when orders are accomplished?

Squadrons whose orders have terminated move to their Rendezvous or if the Admiral is present, get a new order.

Can Vice-Admirals exceed orders?

Greedy Vice-Admirals must be ordered to stop commerce raiding or will continue until the "catch dries up" (see Commerce Raiding). Vain officers arriving at a rendezvous without finding their Admiral will immediately sail for either Europe (Corsair) or Havana (Empire) as if ordered to do so, performing no other actions along the way.

What is a Rendezvous, and when is it decided on?

A rendezvous is a location where a squadron will go to if it has carried out its orders (or failed to do so through defeat) where it hopes to gather with its Expedition. This is decided on at the start of a scenario and can be changed in a like manner to giving an order. Squadrons that arrive at a rendezvous can perform no action until they receive an order or decide to go to either Europe (Corsair) or Havana (Empire).

12) Speeding News (optional)

Admirals didn't have magic mirrors to see their distant enemies. They could only react to news they were brought by couriers, and that took time, making the information almost obsolete. These rules are an attempt to simulate this problem. NOTE: To make an exhaustive rule on how not to react to enemy moves would take many pages- these are more of a guideline. If you choose not to use them, you'll still find it difficult to track your prey...

What is speeding news, and where does it come from? Who is affected by it?

Speeding news is generated by the spotting of a Corsair fleet. When this occurs, Empire fleets may have their orders changed.

How does a fleet receive speeding news? When can it act on it?

When a Corsair fleet is spotted, Empire fleets wishing to act on this information count the number of Sea Routes they are from the event. Thus a Fleet in the Bahamas is three away from an event in the South Antilles. This number, minus one, is the number of turns it takes for news to reach a Fleet. Thus in the previous example the fleet in the Bahamas will be able to act on the speeding news in the orders phase two turns from then. If the event occurred in the 1st week of June, the fleet could act on the news in the Orders Phase of the 3rd week of June.

How does it act on it?

Any Empire fleet may choose to change its orders on the same turn the event happens, even if they are a squadron and not the Expedition. They place the new orders under a numbered marker beside its current order. In the next orders phase, replace the numbered marker with one that is one less. In the Bahamas fleet example, let's say it had search orders. When the event occurred in the South Antilles, it immediately places a new order, and places a "2" marker over the new order. The fleet continues with the old one until the new one takes effect.

13) Sailing and Sea Routes

Fleets of the time were at the mercy of the weather. They could be stuck in a port for weeks waiting for a fair breeze only to be blown back by the next pattern. There was also the danger of storms that could turn deadly. In the main however ships could make good time along recognized routes armed with goods or cannons.

Where are Fleets placed on the board?

A Fleet must begin and end a turn either at in a port or in a Quarter.

Where can a Fleet move to?

A Fleet must move from Port or Quarter another via Sea Routes. Fleets are never "In" a sea route, they are only direction indicators (in other words you travel along them). A Fleet may also choose to move to another Quarter in the same Sea Route it is currently in, but not to a Quarter connected to an adjacent Sea route.

How far can a Fleet travel?

A Fleet can travel a maximum of three Sea Routes per turn. If it is only moving in its own Sea route it may of course move to the other Quarter.

What must a Fleet do to move?

A Fleet must check the direction it intends to move, and the color coded Sailing Conditions in the Sea Route is current in (regardless of orders or whether it is in port). After determining the Sailing Conditions (colour-coded on the Sea Route), pull a card from the Sea Deck and apply the results, which are:

Clear Sailing: The Fleet may move along the Sea route it currently occupies and into the adjacent zone it was moving toward (or to another Quarter).

Hard Sailing: As per Clear Sailing, but the Fleet does not move that leg, but may continue in the next leg. It may return to an adjacent Sea Route it came from this turn if it so chooses (but must pull another card) or enter a port in its current quarter.

Adverse Winds: The Fleet may not move this leg or any other this turn and remains in place. It may enter a port in its current quarter.

Storms: As per Adverse winds but the Fleet must check for damage. It is also Blown Off Course (see below)

Tempest: As per Storms but the damage potential is much worse. It is also Blown off Course (see below).

Does anything modify the Sailing Conditions? Hurricane Season?

Sailing conditions can be modified by Officers and seasons and locations. A Navigator that receives a “hard sailing” result may immediately choose to pull another card, at the next adverse Sailing Condition (green to yellow, etc) and must apply those results. Seasons also affect Sailing conditions. In hurricane season (July to October), sailing conditions are one worse than what they are required (Green becomes Yellow, Yellow becomes Red). If already Red there is no additional effect. In the Hurricane season, the Northern Route of Departure Sea route becomes Red on both sides.

What about a Fleet that is remaining stationary in a quarter? Is it affected by weather?

Yes. Stationary Fleets draw a card with the mildest Sailing condition in its sea route. It is only effected by storms and tempests. All other results have no effect.

What happens when a Fleet is Blown Off Course?

Fleets that are Blown Off Course must choose one of the following options:

Run before the Storm: The Fleet must move in the opposite direction to which it is currently heading, to a quarter in the adjacent Sea Route. Stationary Fleets follow the prevailing Winds & Tides. They must then check for damage.

Seek a Port: The Fleet must enter a randomly chosen port (friendly or enemy) in their Quarter. They must then check for damage. Ships entering an unfriendly port are treated in the same manner as if they entered it normally. Fleets with no anchors may not Seek A Port.

How does a Fleet enter/leave the Caribbean? How do “Entrada” quarters work?

Corsairs begin play in one of the Entry Quarters (Entrada). This is effectively a holding box representing the Lesser Antilles. The Empire player may never enter these quarters. Corsairs may perform any “wild” Shore Duties here (careening, provisioning etc) as if in the “Desconosido” quarter of Florida. To leave the Caribbean, the Corsairs follow the sea routes heading out of the area (to Europe). They move as going to the next sea route, with the following exceptions:

If leaving by the Northern or Southern Approach, 20% of all profits are considered lost (due to the extended time at sea heading home, fighting the trade winds).

Example of Movement:

A Fleet composed of two squadrons of English Ships is in “Spanish Main, East” Sea route, in the Eastern Quarter. The Admiral is John Hawkins. One Squadron is under him and one under Drake. Since it is the first turn Hawkins must give orders. He places a Honduran Sea Route counter with an Eastern Quarter counter in the orders box of his Fleet Organization sheet, along with a Commerce Raid order.

They must pull a card from the Sea Deck for the Sea Route they are currently in. The direction they are heading in has a Green Sailing Condition. It is early June. They pull a “Clear Sailing” card and thus sail over to the “Spanish Main, West” sea route, and choose the eastern quarter to be placed in.

Next they attempt to move into the “Honduran Sea” Sea Route, pulling a “Hard Sailing” card. They may not continue further this turn. They may choose to return to the “Spanish

Main, East” (pulling another card), or they may remain in the Quarter they currently occupy. They choose not to go back, so this ends their move.

14) Damage and Repair

Storm and battle damage could render ships dangerous to sail in. Fortunately non-structural damage was relatively easy to repair, whether it is a snapped mast or shot-up superstructure. This kind of work was generally carried out in a shipyard but in a pinch temporary repairs could be carried out anywhere.

What happens to A Fleet that suffers Storm or Tempest damage?

A Fleet that suffers such damage must draw a card from the Sea Deck. The results are:

No Appreciable Damage: No effect

Level One Damage: Place a Level one Damage marker on each ship in the Fleet.

Level Two Damage: Place a Level one Damage marker on each ship in the Fleet.

Catastrophe: As Level Two above, but one 1d6 randomly for each ship in the Fleet. On a 3-6 that ship is lost with all hands and proportional Cargo.

*** (Dragged Anchor):** Ships in a Quarter that suffer damage from a Storm or Tempest lose their anchors, and have a counter removed on the Fleet Organization sheet to signify this. Anchors are replaced whenever a ship chooses to Repair as a shore duty in a friendly or open port.

What are the effects of damage on ships?

Damaged ships operate normally except in combat. There is also the danger that damage may accumulate to the point they are sunk. A ship that exceeds four damage levels is considered lost with its proportion of cargo. Merchant Shipping with Level Two damage must form a separate squadron and attempt to head for their home port, where they must remain for the rest of the scenario (out of play).

How are ships repaired, and where?

Ships that spend a week in an open or friendly port (not captured) can repair damage dependent upon the size of the town. A small town can repair up to two damage points total from a fleet (on one ship or spread among several); a moderate town three, and a large town five. A Fleet with a Shipwright Officer may repair one-level damaged ships that spend a turn in a friendly or enemy quarter to a maximum of two ships. This second rule also applies to a Fleet that spends a turn in a captured enemy port.

15) Searching the Horizon

Finding a ship on the high seas or a coastline is not easy. Whether protecting home shores or looking for Merchantmen to prey on, a Fleet must find an enemy before they can fight them. Chance encounters were possible, but it usually took ships diligently searching to find another.

Who may search and when?

Any Fleet at sea (not in a port) with a search order may search a quarter or sea route upon entering it. A Fleet with Search orders is considered to be actively searching its sea route or quarter depending what it plans to search (see orders). Fleets with Commerce raid orders

search for merchant traffic using the Search Deck (a different procedure- see Commerce Raiding).

How does a Fleet search?

A Fleet may search a sea route –or- a quarter (not both) during a turn. It searches in every leg of a turn where it is (upon arrival). To do so it draws a card or number of cards depending on its orders, nationality and location, as well as what it is searching (sea route or quarter):

Searching Sea Route: Draw two cards, use the most unfavorable result. A Canny Admiral only draws one card (not cumulative, one card max)

Quarter: Draw one card. A Canny Admiral, two cards. High Traffic quarters (with large towns attached) draw an extra card (due to more help from merchants).

When do searches take place?

If not using a referee or Feldmachink, searches occur when a player choose to search for enemy Fleets. Since there are counters on the board representing Fleets, searches for enemy Fleets will only occur when they are in the same Sea Route/Quarter, at any time during the turn, once per Fleet in a given Sea Route/Quarter.

What happens when Sails are spotted? Does it lead to an engagement?

If no sails are spotted there is no effect. If sails are spotted by a Fleet that is commerce raiding, see those rules below. If searching for enemy Fleets and any are spotted, an engagement may occur. The spotted fleet and the searching fleet reveal their composition. Either player may then choose to engage. If both do, an engagement is immediately fought (see Engagement rules). If one chooses to escape, see the Escape and Pursuit rules below.

Does the size of a Fleet matter for searching?

No.

Example:

A Spanish Fleet in the eastern Quarter of the North Antilles Sea Route has orders to Search the Sea Route. He does not search until an enemy Fleet moves through the Sea Route (unless using a referee or Feldmachink). If one does, the Searching fleet would draw a card or cards from the Search Deck. They get a “Sail Spotted”, so both sides reveal the Fleet compositions. The Spanish have two Galley’d Galleons and a Large Armed Merchant, while the Huguenot Corsairs have two Small Heavy Armed Merchants, an Armed merchant, and a Galliot. The Spanish want an engagement, but the French wish to escape. See the example below in the Escape and the Chase rules.

16) Escape and the Chase

Once a Fleet is spotted there is a chance for those not wishing to fight to escape; either by speed and good handling, disappearing into local weather patterns, or among islands and headlands.

Who can escape, and why? (and Merchant surrender rule)

Any Fleets or merchant traffic that are spotted by or even themselves spot enemy ships and wish to avoid an engagement may attempt to escape. Unescorted Merchant ships that are caught may surrender (see Surrender and Prizes rules).

How does a fleet or merchant traffic escape?

If either player chooses to escape, the other may let him escape (the ships remain in the same Sea Route or Quarter, but are assumed out of sight), or may give chase (see below).

How does Chasing work?

If a Fleet gives chase to an escaping enemy, draw a card from the Search Deck. This will tell the chasing player what size ship (rate) he can catch up with his ships. Ships that are caught must fight an engagement. Further, if there are any Galleys or Galley'd Galleons present, pull another Search Deck card. If the Wind Intensity is Calm, and the chasing fleet has oared ships, all escaping ships are caught, except for galleys which are handled normally for their rating. Likewise, escaping oared vessels in a calm will escape all chasing sail powered ships.

What happens when only some enemy ships escape or only some chasing ships catch enemy ships, due to rates?

They may enter an engagement as reinforcements. This is covered in the Naval Engagement rules below.

Example:

Continuing the example from "Searching the Horizon" above, the French are attempting to escape. The Spanish player draws a Sea Deck card and finds the wind intensity to be "Blowing" meaning oared vessels gain no advantage. He draws from the same deck again for and gets a "Same" Chase result. This means that his smallest ships, the Galley'd Galleons (Large Merchant rate) can catch the Huguenot Heavy Armed Merchant (Large Merchant rate) but is too slow to catch the Small Heavy Armed Merchants and the Galliot. However his Large Armed Merchant (Galleon rate) is too slow to catch even this ship, and will only enter an engagement as reinforcements. See the Naval Engagement rules example to see how this works out.

17) Commerce Raiding

Pirates, Privateers and even Royal Navies indulged in commerce raiding, which was effectively a "hold up" at sea. The targets were merchantmen, most of which were not prepared or interested in a sea battle unless they liked the odds.

What is Commerce, and where does one find it?

Every quarter on the board has a Commerce rating (representing merchant shipping) in it, depending on the scenario. The standard Commerce rating is based on the largest town connected to the quarter. A quarter with a Large town in it has a commerce rating of three, a moderate town two, and a small town one. These represent a greater or smaller amount of merchant traffic. There are no counters for merchant traffic- they only exist in the Search Deck.

How does one Commerce Raid?

A Fleet in an enemy Quarter with commerce raid orders may pull a number of Search Deck cards equal to the commerce rating of the Quarter. Actually it is the Empire player who pulls

the cards, and tells the Corsair player of the result- he does not tell him the cargo unless the ships are captured. “Fishing Smacks” mean nothing of value has been spotted- there is no effect. Any other result means that Merchant ships have been spotted, the composition also being shown. The cargo is kept secret by the empire player. After this, follow the rules as stated in rule 10, “Searching the Horizon” under “What happens when sails are spotted”. Merchant ships will ALWAYS attempt to escape. See the engagement rules if they are caught. If more than one card shows merchant traffic, then the raider may choose which merchant traffic to attack- he may not go after both.

Can the “catch” ever dry up in a quarter?

If a fleet that is commerce raiding in a quarter successfully captures a merchant ship, the next turn it commerce raids it draws one less card for searching (to keep track, keep the cards drawn for successful raiding on the Fleet Organization chart). If successful again, yet another card is deducted until they can’t catch anything. If they leave the quarter and return, they begin again as if the quarter had never been raided.

What does a Dispatch Boat result mean? Or a Ransom? Or Allies?

A “Dispatch Boat result means the Corsair player is immediately shown the garrisons of all Towns in the quarter. A Ransom means the Corsairs immediately receives that amount of treasure. In both these cases no ships are captured (considered too small). Allies means that the ships stated become part of the Corsair fleet permanently.

18) Convoying

Merchant fleets were not defenseless, but were often close to it when compared with their opponents. Sailing with an escort was much safer if more expensive proposition.

What is a convoying, who does it, and how is it carried out?

A Fleet in friendly seas may be given a Convoy order. Fleets so ordered must remain in their Quarter for the turn, and check for Sailing conditions as if stationary. They can perform no other action in that turn, and may not search.

What is the effect of a Fleet Convoying?

An enemy Fleet that is commerce raiding and successfully searches out Merchant traffic pulls a card from the Search Deck. If it shows “Convoy: Available”, then the convoying fleet is considered present with the merchantmen. The commerce raiders must then decide whether or not to chase or engage the convoy and merchants. The Convoying Fleet may NOT pursue the commerce raiders if they choose to escape.

19) Passages and Straits

The Mona Passage off Puerto Rico, the Windward Passage near Cuba, and even the Straits of Gibraltar were choke points where Corsairs could lurk for Merchantmen that had to travel them. It was a two-edged sword however; Empires knew that Corsairs gathered in them.

Are passages Quarters or Sea Routes, or something different?

A passage is actually just another lane between sea routes, and only has an affect on searches and commerce raids. However, quarter tinted yellow that are near the passages can be used search the passages.

What are the effects of being in a Passage?

All Fleets in a Passage draw two extra cards from the Search Deck while searching or commerce raiding. Further, when pursuing a fleeing enemy in a Passage, the pursuing player may draw two cards and pick the most favorable result.

20) Naval Engagements

The only way to sweep the seas of your enemies is fight them. Either to make them surrender or send them to the bottom. Sometimes engagements were inconclusive where one or both sides broke off.

When do Naval Engagements occur?

Naval Engagements occur under the following circumstances:

- Fleets or Merchant traffic that were spotted and either chose to fight or were caught trying to escape.
- Fleets trying to Land troops and attack a port where an enemy fleet was in the port and chose to come out and fight.

What forces will be present in a Naval Engagement?

All ships that chose to fight or were caught. Ships of a chasing fleet that were too slow to catch an enemy ship will enter as reinforcements.

What are the different types of Naval Engagements?

There are four types of engagements, brought on by different actions of the Fleets involved.

Meeting engagement: brought on by searches and chases.

Surprise: Involves ships caught doing shore duty outside a port

Harbor Fight: Where ships are attacked in Port.

How are Naval Engagements fought on the tabletop (using miniatures)?

Naval Engagements are fought using the Spanish Fury, Sail! Rules. Setup and special rules are as follows:

Meeting Engagement

Determine which direction the wind is currently coming from. The First player, (the one who was chasing the enemy or the player who brought on the engagement through searching) chooses two contiguous board edges from which his opponent may not attempt to escape from (this represents either off board shoal water, terrain, bad tidewater, distant dangerous weather, etc). The second player then sets up all of his (or her) ships within six inches of the center of the board. The first player then sets up his ships at least twelve inches from any enemy ship.

Surprise (on Shore duty not in port)

As per Meeting Engagement, with a different setup. Surprised ships set up at anchor within 12" of a table edge and at least 20" from any edge, representing shallows. Attacking ships set up no closer than

18" from an enemy ship. Two turns must be taken up raising anchors or they may be cut immediately, with the ships considered hove-to. Attacker may choose a board edge adjacent to the shallows edge as also being shallows (impassable).

Surprise (Careening)

As per Surprise above, but only half of the Surprised Fleet is set up on board. The other half are assumed to be on the Beach being careened. Those ships can take no part in the engagement. If the attacking Fleet is defeated, there is no effect. If the surprised Fleet is defeated the beached ships are considered captured intact by the victorious attacker. Any crews or troops carried are considered captured.

Harbour Fight

As per Meeting Engagement, except that three contiguous board edges represent shallows (impassable). The attacker enters from the open sea board edge on the first turn.

When do reinforcements enter?

Ships of a chasing fleet that were not able to catch enemy ships escaping will enter as reinforcements 16 turns after an engagement begins. They may enter from either of the two board edges that the first player did not interdict.

How do Naval Engagements end?

Naval Engagements end when all of one side's ships have been sunk or captured, or when all enemy ships are at least 30" from each other.

21) Shore Duty

Water and food required for the crew after a long voyage had to be procured either in a port with facilities or off the beaten path, in villages and farm country. Further, barnacles and marine infestations had to be laboriously scraped off the hulls of ships (by dragging them ashore) if the helm was to answer and the ship was to remain seaworthy.

Where is Shore Duty performed?

These activities generally require a port, but Careening and limited provisioning may be performed in a wild location.

How many different Shore Duty actions can a Fleet perform in one turn?

A Fleet may always provision regardless of other actions. A Fleet must choose whether to Careen, Repair, Attack port or trade however- they must choose only one, in any Leg (not each leg). If the fleet starts the turn in port they are considered to be performing it throughout the turn.

How many provisions can a Fleet carry, and how is it marked?

Fleets may carry up to five Provision points. These are marked with a provision counter in the Hold section of the Fleet Organization Sheet.

What are the effects of Provisions?

Each turn (except those where a Fleet is executing a Provisioning order, or is in port) a Fleet consumes one provision point, reducing the amount in the Hold. When a Fleet has no provisions left, it is considered to be starving.

What are the effects of a Starving Fleet?

Each turn one in six Landing Parties or Troops (round down) is removed from play, including ship crews. Any ships that do not have a sufficient crew are considered scuttled (lost). Note, crews can be exchanged from ships at the owner's discretion.

How are Marine Infestations marked, and how are they accrued?

Each Turn (except on the turn it is careening) a Fleet is in the Caribbean or anywhere in the tropics, they accrue one Marine Infestation point. These are marked with a Marine infestation counter in the Hold, showing the current level.

What are the effects of Marine Infestation?

When a ship accrues five Marine Infestation points the following penalties are applied:

- They become one rate slower (a Bark rate acts as a Large Merchant, while a Galleon rate acts as a theoretical rate one larger (for pursuit and chasing purposes).
- In battle, ships sail (move) as if they had one more damage point than they do.

How marine infestations are removed (Careening)?

Any Fleet within a port may remove all Marine Infestation points. However such Fleets are subject to being surprised with possible dire consequences.

How are provisions gained?

Provisions may be loaded to the Fleets maximum capacity (for free) in an Open or Captured port (see Ports) or in any Quarter a Fleet is in (a wild location) where a maximum of three provisions may be loaded per turn. Fleets provisioning in a wild location are subject to surprise attack by Fleets and the appearance of Natives (See Native Appearances).

What about Trade, Attack Port and Repair? How do they work?

See their separate rules sections.

22) Ports

Without ports there are no colonies or trading. Each port is of a particular size and capability, has a garrison, and a stance (pro or against foreigners). They also act as watering and provisioning centers, Shipyards for repair of damaged vessels and allow careening. They may also have treacherous governors.

Who may enter or leave a port, and how?

Any Fleet may enter any port if ordered to do so, even an enemy port. They do so in the same way they would enter a quarter (by entering the Sea Route through movement). They may leave a port in the same way. It is not considered to be a separate move to enter a port is entering from the port's Sea route.

What does a port offer as "facilities"?

Empire ships in a port may Provision, Careen, and use the repair capacity of a port for its fleets. An open port offers the same to Corsair fleets except the use of the repair capacity. Further, Corsairs may trade.

What are the Characteristics of a Port?

Each port has all of the following characteristics:

- It has a size (Large, Moderate, or Small)

- It has a Garrison (based on its size)
- It has a repair capacity (based on its size)
- Has a stance toward foreigners (open or closed)

How is a Port's garrison determined?

Royal Troops may have been placed in the town by the Empire player (see Empire Setup). Each town also has a Militia garrison that is determined by drawing cards from the land deck. Draw one card for a small town, two for a moderate sized town, and three for a large town.

How is a Port's Stance determined?

A scenario's special rules may dictate the stance of some Ports. For all others, a port's stance is checked up being entered by an enemy fleet. Pull a card from the Land Deck to determine whether a port is open or closed to foreigners. Open ports act as a friendly port for all purposes. Closed ports will not allow a Corsair fleet to provision, repair, Trade or careen unless it is captured.

Does a port's stance remain the same throughout the game?

No. Each time an enemy Fleet leaves a port (unless it has been captured) it's stance becomes neutral. If an Enemy Fleet (even the same one) reenters the port, a new stance is selected.

Can Fleets from both sides be in the same port, co-existing?

Yes. Fleets from both sides may occupy the same port indefinitely.

Can Fleets in port be attacked?

Yes. Anytime a Fleet enters a port with an enemy Fleet present it may demand a Naval Engagement (Harbor Battle- see Naval Engagements). If both sides have a Fleet in a port the enemy (to the port) Fleet may similarly demand a battle (Harbor battle), regardless of how long they have co-existed. If a Fleet friendly to the port co-exists with an enemy Fleet they may attempt a treacherous coup (see below)!

Can a garrison (and if present, a Fleet) attack an enemy Fleet in its port (treachery!)?

Yes! A Corsair Fleet may be treacherously attacked by the garrison and any Fleet present. To do this, the port owner draws a Trade Card- if it is a "closed" result the coup occurs. If it is an "open" result the coup is discovered beforehand- the Empire player backs down, and a coup may not be attempted again unless a new Empire fleet enters the port.

How is a Treacherous coup resolved?

Count all of the troops available to both sides. An Artillery battery counts as three troops. Each side rolls 1d6 and adds it to their total. The side with the highest total wins. The difference between the results is the number of troops lost by the loser. If the port player loses the town is considered captured. If the Corsair player loses roll 1d6 for the number of randomly chosen ships lost. The others may escape with as many troops can still fit on board. Others are lost. The Fleet is placed in the Quarter box. This also applies to the Empire player if any of his fleets are present

How does a captured port operate?

It would operate the same as it would normally with the following exceptions:

- It has no garrison (for the rest of the scenario)
- It's repair capacity is zero
- Enemy Fleets may not co-exist (they must fight immediately)

What if Corsairs have captured a port, and an Empire force enters it while the Corsairs are still there?

In this case a Naval Engagement would be fought (see Naval Engagements). Since Corsairs never remain on land, there will never be an Empire land operation against Corsairs.

23) Transport, Cargoes and Crews

Corsairs can only carry off what fits in their holds. Further, only so many troops can fit below decks.

What is considered “cargo”?

The following items are counted as cargo:

- Provisions
- Troops
- Trade goods (European and Indies)
- Treasure

How are cargoes carried? On individual ships, or by fleets?

Cargoes are considered spread throughout a given fleet. The “Hold” box of a Fleet on the Fleet Organization Sheet is communal. Ships contribute “space” to the fleet based on their rate. Bark rate ships contribute one space. Large Merchant rates five spaces and Galleon rates ten spaces.

How much “space” do cargo items take up?

- Provisions take NO space (this is considered permanently allocated space, not used for other items)
- Troops take one space each
- Trade items take one space each
- Treasure takes NO space

How is cargo loaded and unloaded?

A Fleet in an open or friendly port may load or unload cargo as desired, as long as its maximum capacity is not exceeded.

Can Cargo be “dumped” overboard or in port to make room for something more desirable?

Yes, except for Troops (although the Empire player may drop troops off in friendly ports). The Corsair player may NEVER leave troops behind in a port when the fleet leaves.

Are Landing Parties the ships crews? Do ships need crews? How are they displayed?

Landing Parties are displayed in the Holds along with other Troops. Each ship however requires a crew depending on their rates. A Bark rate ship requires one Landing Party as a crew, Large Merchant rates two landing parties, and Galleon rates four Landing Parties. These come with each ship at the start of the scenario. They are NOT displayed in the hold- they are assumed to be part of the ship. A player may choose to scuttle one of his own ships in order to crew another (or a prize) or just to have them available as Landing Parties, at which point the ship is removed and they are placed in the hold. Pinnaces are the only exceptions- their crews are integral and cannot be removed (they are too small). Landing Parties can be used during assaults on towns temporarily leaving their ships crewless, but if lost may leave ships without sufficient crews.

24) Trade

While pillaging towns and merchant ships might seem like the best way to make money quickly, legal or semi-legal trade could be just as profitable. Corsairs were often welcomed into Caribbean ports if they had much needed items that could not be procured locally. It was however illegal for foreign ships to even be present in the Caribbean or on the African coast, and many ports would refuse trade outright.

Who may Trade and where?

Corsairs may trade in any open or captured port.

What can be Traded, and how?

European Trade goods can be traded for Indies trade goods or treasure. To Trade, the Corsair player pulls a card from the Trade deck and MAY if he chooses go along with result. The card draw is dependent on the size of the town. For a small town, draw two cards, the empire player choosing which one is used. For a moderate town the Empire player draws one card, while in a large town, two cards are drawn, the Corsair player choosing which one to use. An attempt may be made every turn that they are in port (two if the Admiral is a Trader). Some results show “no more trade” meaning no more trade may occur while the Corsairs are in port.

How much are Indies Trade Items worth?

Indies trade items are worth *three times* the printed value to the Corsair player at the end of the scenario.

Example: A Corsair player is in an open port with ships carrying three European trade items, two of £250, and one of £500. They pull a card from the Trade Deck for trade and get a 2M/Equal result. This means a maximum two items can be traded that turn, on a one-for-one basis. The Corsairs trade the £500 and one £250 European item for a £500 and a £250 Indies Trade item. When (if) they get back to Europe, they will have a combined worth of £2150.

25) Surrender and prize ships

Not everyone wants to fight a sea battle to the death. Often ships that could not run would surrender rather than be sunk.

What types of Fleets will surrender, and under what circumstances?

Merchant traffic (without an escort) that is caught while escaping may be forced to surrender. For each Fleet present, each side makes a total of its ships based on rate. Small

Bark rates are worth one point, Large Bark rates two, Large Merchants three, and Galleons five. Once the two totals are made, each player rolls 1d6. If the Corsairs total exceeds the Merchants, all Merchant ships are considered to have surrendered. They become prize ships.

What are prize ships, and how do they work?

Any ship that is captured by whatever means may become a prize ship. Any cargo in their Holds may be transferred to the capturing player's Holds (if there is room). The ship itself may be incorporated into the capturing player's fleet (in its current condition- even if damaged). To do so, a sufficient Landing parties must be removed from the fleet to represent the new crew of the captured ship which acts like any other friendly ship for the rest of play. Captured crew or troops are considered to be still aboard until put off in port at a later date (for game purposes they are considered lost). If no landing parties are available to crew the new vessels or if the capturing player so chooses the ships may be scuttled (destroyed).

26) Patrols

The Spanish crown was reluctant to pay for permanent naval defenses in the Caribbean, and would only do so if a tax was raised on all merchant traffic coming and going from there. This did not sit well with the merchants, who often raised their own squadrons to protect vital towns and shipping. The crown had no control over these ships.

Where is a Patrol placed?

A Patrol marker must be placed on the map in a quarter that has a large or moderate town in it. Dummies may also be so placed to fool the Corsairs.

What is a Patrol composed of?

There are no fleet or ship counters for a patrol. Whenever they are required to reveal themselves (by engaging enemy forces they have spotted) pull a card from the Search deck. This will be the composition of that patrol for the rest of the game.

What does a Patrol do?

Patrols are considered to have permanent Search AND Convoy orders. They search both the Sea Route and the Quarter they are in. They act as any other fleet for combat purposes, but do not appear on the fleet organization sheet (no provisions, marine infestation etc) and are not affected by weather. A Patrol that defeats an enemy fleet in combat is fully restored after combat of all damage and losses. If it is defeated, it is considered scattered and removed from play.

What happens if Corsairs enter a town in the quarter being guarded?

If a Corsair force evades a Patrol and enters a port in its quarter the patrol is considered to enter the port in the next turn (if the Corsairs are still there) and acts as if it were a fleet for all purposes. If the town is sacked the Patrol is scattered and out of play.

27) Land Operations

Some foreigners came to the Caribbean to trade, even if at gunpoint. Some however, came to take what they wanted. For this they would often need to storm the towns and villages that dotted the area.

Land unit basics**What is the basic land unit, and what are the different types?**

A Troop of soldiers or a naval Landing Party represents roughly 50 men. The different types correspond to their counterparts in Spanish Fury: Actions! (With cards newly created for these rules). The Empire players land units are divided between Royal troops and Militia. Royal troops may be transported anywhere by the Empire player, while Militia (which are chosen randomly when a Corsair player enters a port) may never be transported.

Where are Troops & Landing Parties placed?

Land units must either be in a port box (Empire) or in the Hold of a Fleet. In Assaults they may be placed on the Surroundings Cards until the Assault is resolved.

How is victory achieved?

If the Corsairs do not gain the beach on the first move, or if the town doesn't surrender, the Empire player wins and the Assault ends. If at any time the Corsairs capture the town, they win and the port is sacked.

Setting up an Assault**How does a Corsair player initiate an Assault?**

The Corsair player must be in the quarter with the town and have an Assault order.

How does the Corsair player find out what garrison is present? Can he call off the attack after finding out?

Upon entering a port, the Corsair player is told what Royal Troops are present. Further, the Empire player draws a card from the Land deck (based on the size of the town) that will show what the militia garrison is for the town, and what the Resolution rating of the garrison is. He should (for colour's sake) also pull an officer from the SF: Actions! set if only to give the governor a name! The Officer can also be used during a land operation that may occur. At this point, the Corsair player may choose not to attack or may proceed. If he chooses not to attack the Fleet ends the turn in the Quarter.

What if the Empire player has a Fleet present in the port?

If a Corsair fleet declares an Assault on a port and the Empire player has a Fleet present, the Empire player must immediately choose one of the following actions:

1. They may demand a Naval Engagement (Harbor Fight, see Naval Engagement rules). If they are victorious the Assault is called off.
2. They may disembark all Troops in the Fleet that are now counted as part of the Royal garrison. The ships take no part in the fighting and are captured with the port if the Corsairs are victorious.

Resolving an Assault**What is the sequence of play for Assaults?**

Weather Check: Pull a card from the land deck. Bad weather rain means the assault cannot take place this week, but may be attempted again next turn.

Pre-Battle setup:

1. The Empire player randomly chooses Four Surrounding Cards and places them on the table as follows- The town must have one card placed on either side of it

(lengthwise) one of which must be a beach, the other a coast (called the Long Way card). The last card is placed adjacent to the town (behind) representing and is called the Inland card.

2. The Empire player then places one Barricade counter face down on one of the cards. He then places any troops face down on any of the cards he so chooses. He may also place one Rumour (dummy) for every two troop counters he started with face down on any card.

Battle Sequence:

The battle sequence is composed of three moves that make up a full turn (one week).

1. First Move: The Corsair player may place any amount of Troops (some may remain with the Fleet) on either the Town card or the beach card. If any Empire troops are present then a Land Engagement is fought. If none are present (or are only rumors) the card is occupied by the Corsairs (with morale consequences for the garrison). If the Corsairs are defeated then the Assault is considered beaten off and the land operation ends. A new Assault may be staged next week.
2. Second Move: The Empire player may move any of his Troops that are not in the Town directly to the town. After this, the Corsair player may move. Any Troops not deployed on the first move may be placed on any card on the coast (Town, beach, or Long Way). Troops on the Beach may move back to the fleet, remain on the beach or move onto the Town card. If any of these cards are occupied by the Empire player, a Land Engagement is fought.
3. Third Move: The Empire player may move any of his Troops that are not in the Town directly to the town. Further, any Troops already in the town (at the start of the Third Move) may be moved to either the beach or the Long Way cards, fighting a Land Engagement if any Corsairs are there. After this, the Corsair player may move. Any Troops that were not deployed from the Fleet in the first or second move may now be placed on the Inland board (or any other card). If this cards are occupied by the Empire player, a Land Engagement is fought.
4. Check for panic in the garrison. Roll 1d6; if the number rolled is higher than the garrison's Resolution rating, the garrison surrenders and the port is captured. All Empire Troops are removed from play and any ships become prizes. This roll is modified by 1 for every Surrounding Card controlled by the Corsairs.

If the Town has not surrendered, the Corsair player may choose to abandon the attack in which case at the being of next turn all troops are considered to be embarked on the Fleet and the fleet is placed in the quarter. Otherwise next turn the battle continues, but the first and second move is ignored, and only the third move takes place. If the Town does not fall at the end of the turn the Assault has been beaten off and the Corsairs abandon the attack.

How are Land Engagements resolved?

Land engagements are resolved through battles with miniatures on the tabletop using the Spanish Fury, Actions! System available for free from The Perfect Captain:

<http://perfectcaptain.50megs.com/sfactions.html>

How do you set up a Miniatures battle for each scenario?

Beach Landing: Due to gunfire from the Corsair fleet, defenders may set up no closer 18” of the coast unless they have one or more Batteries, when they can set up within 10”.

Attacking companies can set up one company per turn on the coast. For each Barque rate ship in the Corsair fleet, count one light gun firing from the fleet at any visible target. For each Large Merchant rate, count two medium guns, and from a Galleon rate, two heavy guns. Reduce the number of ships capable of firing by one for every battery present (starting with the largest ships).

Jungle Ambush: Ambushes can only take place in the Long Way or Inland surrounding cards when the Corsairs enter and Empire forces are present. First test if the ambush has succeeded by pulling a card from the Land Deck. If not successful, fight the scenario as a Battle in Plain Sight (with the same jungle terrain). If successful, the Corsair player sets up within 6” of the center of the board. The ambushing player then sets up no closer than 8” of any Corsair companies. Place one humiliated marker on each Corsair company.

A Battle in Plain Sight: Each side sets up within 12” of its own board edge.

Storming the Town: If the town has no fortification counter on it, the battle is fought with a palisade section of town leading off the defenders board edge, with a dry ditch in front of it. The Corsairs receive two medium guns along with their forces. If the town is fortified, or if players do not wish to set up a battle on the tabletop, resolve the battle in the same way as a “treacherous coup” (see Ports), but double the defenders total if in a fortification. If the Corsairs lose they do NOT suffer the consequences of a Treacherous Coup.

How do you determine winners and losers, and what are the results?

Tabletop battles are fought as per the SF: Actions! rules. The side that retires voluntarily or is pushed past its flight number is defeated. If the Empire player loses, all surviving companies retire to the town. If the Corsair, they retire to the Fleet, unless on the inland surrounding card where they surrender and are removed from play. If the defenders are defeated in the town the town falls to the defenders.

What happens if a Town is captured?

Captured towns are immediately sacked. Draw a card from the Land Deck to see what the spoils are that will become the possessions of the Corsair player. If the town was captured in the first move of the first turn of the assault, draw three cards and choose the most favorable. If the town is captured in the second or subsequent weeks of an assault, draw two cards, the Empire player choosing which card Corsair player is allowed to use. Add one card to the total for moderate sized towns, and three for Large towns. NOTE: If the Corsairs succeed in sacking a town, **they may not leave the port in the next turn** (due to general collapse of discipline and gathering plunder).

28) Native Appearances

Native Americans lost their own empires when the European conquered them. However many small groups remained independent outside of the settled areas and often harbored quite the grudge against as well as a fear of all Europeans. Landing parties were routinely attacked, but could also receive aid, especially from the runaway slave communities of the Cimaroons.

When can Native attacks occur?

Every turn where a Fleet is doing Shore Duty in a Wild location, there is a chance they will encounter Natives. Pull a card from the Trade deck to see if they appear.

What are the possible outcomes?

Each card calls one of the following:

Major Native Attack: The Corsair player loses one Troop of any kind. If there are not enough crew a ship may have to be scuttled (see Transport, Cargoes and Crews).

Native Attack (Vice) Admiral killed: If the expedition's Admiral is with the fleet he is killed. If not, then the Vice Admiral in charge of the Squadron.

Native Attack random officer killed: A randomly chosen officer from all those present (including council) is killed.

No Natives Present: No event occurs.

Cimaroons Inform on Garrison: The Corsair player may immediately look the forces (and fortifications) in all towns in the same quarter as they currently occupy. Further, if a attack is made upon one of these towns, the Corsair player may enter any of the surrounds cards on the first and subsequent turns (see Land Operations), and receives one Troop of Cimaroons for any attack in this sea route for the rest of the scenario.

Natives give £250: Corsair player immediately receives £250 of treasure (*for bits of iron or extra weapons*).

Natives Warn Empire: The Corsair fleet's location AND composition is immediately revealed to the Empire player as if they searched for and found them.

29) New Vessels

Since most of the ship types in Spanish Fury, Sail! are for larger berthen vessel we felt that a few more smaller ship types should be added for combat in the Caribbean where they were more prevalent.

What are the new ship types? Are there SF: Sail cards provided for them?

The new ship types (all Bark rates) are as follows, by nation:

Spanish:

Galley'd Galleon (Large Bark rate), and Small Galley'd Galleon (a curious and short-lived experiment of Galleons equipped with sweeps, a Small Bark rate)

English:

Small English Galleon (better armed than an Armed Merchant, and slightly larger, a Large Bark rate)

French:

French Corsair (Not really a class or different type of ship- just that it is prepared for Piracy; a Pinnace rate).

Any:

Small Heavy Armed Merchant (Small Bark Rate) and Heavy Armed Merchant (Large Bark Rate).

30) Scenarios

We have provided a few scenarios to enable players to get start right away. Remember however that players can customize or create their own scenario as they please..

Introductory Scenario:**Small-Time Predators**

Beginning of May 1570 to end of October

French Huguenots acting in their own interest and with only slight financial backing regularly slipped into the Caribbean in small numbers in hopes of a smash-and-grab thousands of miles from home....

Empire: Per Empire Setup rules (may be several players, by agreement of resources)

Corsairs:

£4000 to spend as they like (may also be several players)

Victory:

The Corsairs must turn a profit per the victory rules.

Scenario 1:

Peg Leg's Revenge!

Beginning of March 1554 to end of November

The Valois/Hapsburg War still rages. Francois (Peg Leg) Le Clerc and a fleet of eight ships crammed with troops is on a mission of destruction.

Empire: Per Empire Setup rules

Corsairs:

They receive the following ships:

One Large Armed Merchant, three Armed Merchants, one Small Heavy Armed Merchant, One French Corsair and one Pinnace.

6x Troops (any type)

Officers: Leclerc, Sores, Blondel, two random picks.

Victory:

The Corsairs must sack at least two major towns and bring back £10,000 of items and treasure to win.

Scenario 2:

The Third Voyage of John Hawkins

Beginning of March 1568 to end of October

John Hawkins and a fleet of ten ships descend on the Caribbean to trade (often from the mouth of a cannon) with settlers. He was at pains to protest that he was a loyal ex-subject of Philip II when he was King of England and that he sought legal trade, though without a license. His expedition would come to grief at San Juan de Ulloa, with only a handful of ships getting home with depleted crews.

Empire: Per Empire Setup rules

Corsairs:

They receive the following ships:

The Jesus of Lubeck (ESG), The Minion (ESG), The Judith (Pn), The Angel (Pn), Le Grace de Dieu (SHAM), The Swallow (SHAM), William & John (SHAM), L'Estoile (Pn), two other Small Heavy Armed Merchants (SHAM)

12x European Trade items £500

2x Troops (any type)

Officers: John Hawkins, four random picks (one must be a Huguenot).

Victory:

Hawkins must make profit to win.

Scenario 3: (Three players)

Lovell and Bontemps vs the Empire***Beginning of May 1567 to end of August***

John Lovell, having caused havoc in the Cape Verde's, has entered the Caribbean for the usual purposes. This time he met with the French Corsair, Bontemps, and the two have joined forces to take on the Empire.

Empire: Per Empire Setup rules

Corsairs:

They receive the following ships:

English

Paul (SHAM), Solomon (SHAM), Pascoe (Pinnace), Swallow (SHAM).

4x European Trade items £250

1x Troops (any type)

Officers: Lovell, three random picks

French

£4000 for ships

4x European Trade items £250

2x Troops (any type)

Officers: Bontemps, three random picks

Victory:

The French and English must make profit to win.

Appendix A: Actions! & Sail! Rules additions & correspondence

Voyage! Can be used as a vehicle for resolving battles with Actions! (for land operations) and Sail! for all naval engagements. The following rules are meant to make the transition smooth.

What do Troops of Pike, Shot and Landing parties correspond to in Actions?

To help control the counter proliferation (there are a LOT of counters in this game), we used generic pike/shot, natives, etc. Below are the types of troops that these represent based on nationality and period.

French:

Shot- Can be either Corsair Shot or Huguenot Shot

Pike- Corsair Pike

Landing Party- Armed Sailors

English:

Shot- (Period 1-3) Corsair Shot or Longbowmen

Pike- Corsair Pike

Landing Party- Armed Sailors

Empire:

Shot- Spanish Arquebus

Pike- Mutineer Pike

Light Horse- Colonial Light Horse

Militia- Colonial Militia

Landing Party- Shore Party

Indians- Antilles: Docile Indians or Pardos Libres

Mainland: Fierce Indians or Pardos Libres

Cimaroons: (Corsairs only, card activated)
Cimaron

What new rules are there for Sail? Yes!

Boarding:

Ignore the boarding factors on all ship cards- All ships count each Landing party (including crew) as one boarding soldier per Lanterna! Rules. Each Troops of soldiers counts as two, Spanish Royal troops as three.

Appendix B: Resolving combat without recourse to miniatures

Now look....oh forget it. We don't want to force you to use miniatures, but that's where the fun is! We even have paper counters and everything! Anyway, if you don't want to refight engagements on the tabletop, or resolve insignificant ones, here are the rules for it.

How are land engagements resolved?

Both players tally up the total point values (see the QRF card) of all the troops present on their side. Then add 1d6 to the total. The higher value wins. In case of a draw the attacker loses. Losers suffer one troop lost for every five enemy points. If they have less than five points then no losses occur, but the losers still follow the rules for the defeated.

Modifiers:

Beach Landing- Count each Bark rate ship in the Corsair fleet as one point, Large Merchant rate as two, and Galleon as three.

Jungle Ambush- Double the points of the ambushing force.

How are Naval engagements resolved?

Both players tally up the total point values of all of the Ships and troops present on their side. All troops have a value of one. Ships have a value based on their rate.

Pinnacle: 0

Small Bark: 1

Large Bark: 2

Large Merchant: 4

Galleon: 10

Note: Merchant Ships (not Corsairs or Empire ships) count as half the value.

Then add 1d6 to the total. The higher value wins. In case of a draw the attacker loses. Losses are the difference between the total on the defender, in points.

Appendix C: Extended example

Lets take a close up look at a Corsair fleet entering a port and doing "business", from beginning to end.

A French fleet (Composed of a Heavy Armed Merchant, two Small Heavy Armed Merchants, a French Corsair and a Pinnacle) under the command of Leclerc has orders to move to the Central Caribbean, east quarter, with an Enter Port order attached. Upon

arriving in the Quarter (during the first leg of the turn), he chooses to enter Santiago. There, he goes through the following procedure:

First, he checks to see what the Garrison is like. There is no fort, one battery and no Royal troops. He pulls two cards from the Land Deck and ends up with Three Militia and a Native group, and the town's Resolution number is a respectable 7. He pulls an officer from the SF: Actions! set and gets Arancibia. The Empire player is informed of the exact compliment of the fleet. He finds that aside from the ships and crews, the French have an extra landing party and a Troop of soldiers (shot). This convinces them not to try a treacherous coup, but to lay low.

Next he determines what the stance of the port is. He pulls a card from the Trade Deck, and finds the port Open. Leclerc has two European Trade Goods, £250 each. He would like to sell these off, and in the same turn decides to try. This being a moderate sized town, he draws one trade card and gets nothing. He cannot perform any other shore duty that turn, except for provisioning, which he does immediately, filling his hold to the maximum.

Next turn, an angry Leclerc tries again and gets a 1/M result, netting him a £250 Indies Trade item in exchange for one of his European items (which is removed from play- it does not remain in the port, as it is assumed to be carted off). Leclerc now figures he's not getting what he wants fast enough, and the enemy may be closing in on him. He can perform no other actions that turn.

Next turn Leclerc decides to attack the town. Now both players go through the Resolving an Assault procedure from the Land Operations rules. First thing he does is to check the weather by pulling a card from the Land Deck. It is clear, so the assault can proceed. The Empire player chooses Surroundings cards until he has a Coast, a Town, a Beach and an Inland card. (He should call out what box he is looking to fill and keep pulling until he gets one, then moves on to the next box etc. until they are all filled). Now the Empire player places his forces face down. He gets a barricade, three Militia and a Native troop, and two dummies. He puts the natives on the coast (the long way), two Militia on the beach, and the last of the Militia and two dummies in Town, and the barricade on the beach, all of these face down. Note that the battery that was in the town is not placed- it is only useful if the Town card is assaulted.

The Corsairs now begin the first move of the assault by landing on the beach. They decide to send the Troop of Shot, the extra Landing Party, and the crews of the two Small Heavy Armed Merchants (note: this is risky- if too many landing parties are lost and ships don't have crews, the ships will have to be burned). Anyway, they land, and fight a beach landing scenario (using Actions! of course). Note that because the defenders have a battery, they may set up closer to the beach, and can prevent the Heavy Armed Merchant from using her guns, meaning only three light guns from the fleet support the landing. Let's assume the Corsairs win, and lose a Landing party in the attempt, while the Militia escapes to the town.

In the second move the Empire player leaves the Natives in the Long Way. The Corsairs decide to send two Landing parties from the fleet to the Long Way card where they are surprised to find not a dummy, but enemy forces (which are not disclosed until after the battle). The Natives attempt an ambush, pull a card from the Land Deck and succeed. In the

battle the Natives are defeated and dispersed, while the French take another Landing Party loss. No matter how this ends they now cannot man the entire fleet but will have to burn at least one of their ships.

Not wishing to tempt fate with a direct assault Leclerc decides not to storm the town, but to send yet another landing party from the fleet to the Inland card in hopes of breaking the morale of the townsfolk. Arancibia sits tight. The third move ends without a battle, so we go to the Panic check. The town's Resolution number is 7. The Corsairs hold three surrounds cards so the number is reduced to 4. Leclerc rolls 1d6 and crosses his fingers: he gets a 5, meaning the town surrenders, and is sacked. Since the town held for three turns, only one plunder card is drawn, but since it is a moderate town, another is drawn. Both cards are pulled and yield nothing! Leclerc eats his hat in frustration, and must spend another week in port questioning Arancibia.....