

RULES MANUAL

Arquebus

The Battles for Northern Italy, 1495-1544



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MEN of IRON
Volume IV



1.0 INTRODUCTION

Men of Iron is a play-oriented series of games covering the wide spectrum of land battles from, roughly, the era just prior to the first Crusades to the arrival of gunpowder. This is a historical simulation game, not so much intended to show What happened, but Why things occurred as they did. The purpose of the Men of Iron series is to provide gamers with accessible, fast-playing, fun games of low complexity. To that end, much detail has been either omitted or factored into overall mechanics. We have tried to provide as much period flavor and historical accuracy as we can, within that stated focus.

The fourth volume in the series, *Arquebus*, focuses on the battles fought in Northern Italy between France and Spain, among many others, who were fighting for control of Milan and other cities, between 1495 and 1525. This was a turning point in warfare, where hand-held firearms—the arquebus (mostly)—appeared on the battlefield in noticeable and effective numbers and the pike-armed square formations of infantry replaced the armored, mounted men-at-arms as the key element of battle effectiveness.

Getting into the game: Veteran gamers will find most of the rules quite familiar, as they use concepts basic to almost all simulation games. The sections on Continuation and some of the combat mechanics are not quite as familiar. Gamers new to the hobby should read once through the rules so they know the basic premises, pick out a scenario, and play a few turns to see how everything works.

Components: A complete game of *Arquebus* includes:

- Two 34" x 16" game-maps, back-printed
- 840 counters on three sheets
- Two identical 11" x 25.5" Player Aid Cards
- One 8.5" x 11" Player Aid Card
- One Rules Manual
- One Battle Book
- Two ten-sided dice

2.0 THE COMPONENTS

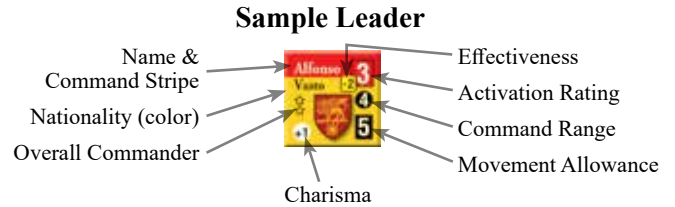
2.1 The Maps

The game maps cover the area over which the battles were fought. Each map is overlaid with a grid of hexagons—hexes—that are used to regulate movement and fire. Terrain specifics and peculiarities are discussed in the rules (in the Battle Book) for the individual battles.

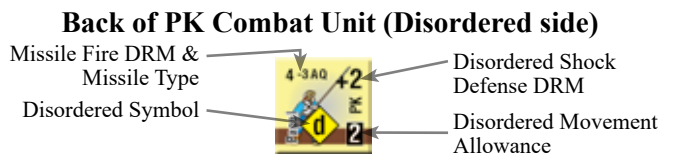
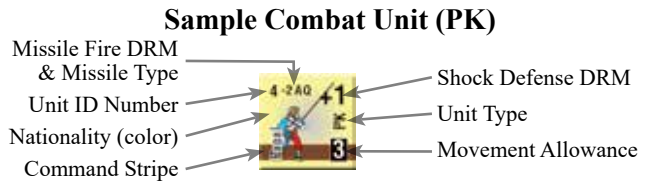
2.2 The Counters

The game has four types of counters: leaders, units, Standards, and markers (both informational and status).

Leaders have a variety of ratings. These are discussed in section 5.2.

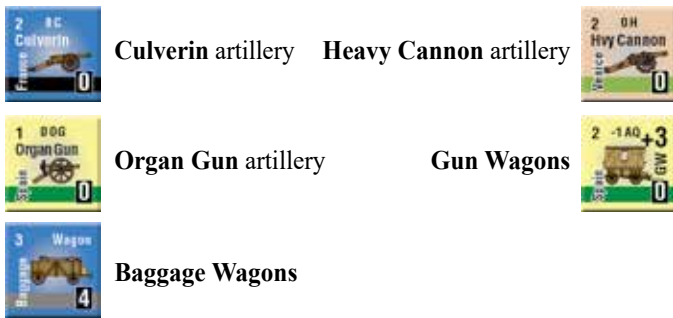


Units have multiple ratings as shown below. There are several different types of units, divided into two groups: *mounted* units and *foot* units. The reverse side of each unit is its Disordered side. **Exception:** *Artillery have no Disordered side.*



Unit Types in *Arquebus*:

	Arquebus (AQ)		Crossbow (CB)
	Genitors (GE) Spanish LC with Javelins		Longbow (LB)
	Light Cavalry (LC)		Light Cavalry Archers (LC/A)
	Mounted Arquebus (MAQ). When they dismount, they are replaced by the corresponding AQ counter (same Command Stripe and counter number) with a horse in the background.		
	Mounted Crossbow (MCB). When they dismount, they are replaced by the corresponding CB counter (same Command Stripe and counter number) with a horse in the background.		
	Men-at-Arms (MM)		Pike (PK) (Come in three types: No Missile, CB, and AQ)
	Sappers (SP)		Sword & Buckler (SB) (Come in three types: No Missile, CB, and AQ)
	Skirmishers (SK)		Stradiotti Cavalry (STR)
	Falconet artillery		Saker artillery



See 2.5 for detailed descriptions of each type of unit included in the game.


Missile Types in Arquebus

A: Composite bow
AQ: Arquebus, early type of hand-held musket firearm
CB: Crossbows
LB: Longbows
J: Javelins
F: Falconet
S: Saker
C: Culverin
OG: Organ Gun
H: Heavy Cannon

Markers



2.3 The Die

 The game uses a ten-sided die to resolve combat and other factors for which performance will vary. A ‘0’ is a “zero”, not a “ten”.

2.4 Definitions & Abbreviations

It might help to be familiar with the following game terms, some of which are found in individual battles only:

Activation: All the Moving, Firing, and Attacks of one Battle (or Army), during which some of the opponent’s units may react. This also includes Rallying with a Standard. *N.B.* See the definition of a Battle on this page.

Activation Rating: The number on a leader used for Continuation and some other game functions. It ranges from 1 to 5; most leaders have a value of 2 or 3.

Active: The leader and all units of the Battle (or Army) which are Activated (see Activation above).

Active player: The player who is currently Activating his Battles. The other player is the Non-Active player.

Army Activation: A method for Activating and moving more than one Battle at a time.

Battle: The individual “divisions” of any army. Each Battle is an individual “command”, usually with its own leader. Battles can be identified by the color stripe on the counters.

Design Note: In an attempt to avoid the confusion that will inevitably occur, the word battle beginning with a lower case ‘b’ will be used exclusively to refer to a scenario (a historical battle). Any reference to battle that begins with an upper case ‘B’ is covered by the definition of Battle above, except when referencing the Battle Book.

Blocking Terrain: Terrain in a hex which blocks LOS, see 11.4 for a complete list.

Battle leader: A leader of a specific group of units. See section 5.1.

Charge Path: A series of hexes between a Charging, or Counter-Charging, unit and its target. See section 13.3.

Charisma: A number on a leader counter which represents the ability of a leader to inspire troops in combat. See section 5.2.

Command Range: A number on a leader representing the number of hexes over which that leader can command his units. See section 5.2.

Continuity/Continuation: The mechanic used by the Active player to attempt further Activation after completing an Activation.

Disengage: An Engaged unit moving away from the unit(s) it is Engaged with. See section 14.5.

Disordered: The state of a unit that has lost cohesion due to combat or movement through difficult terrain. See section 14.2.

Displaced: When leaders end up alone in a hex due to a combat effect or when enemy units enter their hex. See section 5.4.

DR, DRM: Abbreviations for “die roll” and die roll modifier. DRM is a plus or minus number used to adjust the die roll.

Effectiveness: A number on an Overall Commander (OC) indicating his ability to help subordinates Activate. See section 5.2.

Engaged: Units locked in combat after an initial Shock or Charge attack. See section 14.5.

Foot Unit: All Arquebus (excluding Mounted), Artillery, Baggage Wagons, Crossbow (excluding Mounted), Gun Wagons, Longbow, Pike, Sapper, Skirmisher, and Sword & Buckler units are foot units.

FP (Flight Points): See section 3.0 Victory.

Free Activation: A non-Continuation/non-Seized Activation. It is a Free Activation if it is the first Activation of the game, or the Activation that follows the opposing Player Passing or failing a Continuation or Seizure roll.

In Command: A unit in its leader's Command Range or adjacent to a unit of its Battle that is in its leader's Command Range. See section 5.2.

Leader Casualty Check: The DR to determine if a leader dies in combat. See section 5.4.

Loss Check: The DR to see if a player loses the game. See section 3.0.

Missile Unit: Any units with a missile type on the counter are missile units.

Mounted Unit: All Genitor, Light Cavalry (including LC/A), Mounted Arquebus, Mounted Crossbow, Men-at-Arms, and Stradioti Cavalry units are mounted units.

OC (Overall Commander): The army Commander. See section 5.1.

Out of Command: A unit outside its leader's Command Range and not considered in its leader's Command Range via the Command rules in 5.2. Out of Command units have some restrictions, see 5.3.

Rally: The act of re-organizing a Disordered unit into its normal state. In addition, Rally is the term used for reviving the fighting spirit of a Retired unit by removing a RETIRED marker. See section 15.0.

Seizure: The game mechanic wherein one player tries to take away the other player's Activation . . . or what happens to a player who rolls seven straight 0's on Shock attack rolls.

Shock: A term for hand-to-hand combat . . . or what happens to a player whose opponent rolls seven straight nines.

Shock Defense DRM: A DRM for a unit indicating that unit's level of training, discipline, and joie de guerre. For some Swiss units, it indicates whether they've been paid or not. Really.

Standard: The rallying point for units of an army. In most battles, each army will have one Standard that is used by all of its units. At Pavia, each army has two Standards, see the battle-specific rules in the battle book for which units use each Standard. See section 15.2.

Surrounded: When all hexes adjacent to a unit or leader are occupied by enemy units, impassable terrain (to it), or map edges.

2.5 Unit Types & Military Terms

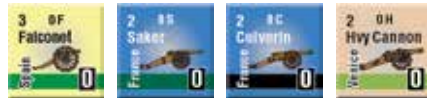
Knowledge of the following types of units/terms will be useful for play.



Arquebusiers: Arquebus-armed infantry slowly—and ultimately—totally replaced archers and crossbowmen. At the battle of Pavia, Arquebus-armed infantry revealed the eventual future of warfare, which only came about when the Dutch and Asian armies—primarily the Japanese—developed volley fire. However, volley fire was not in use during the time period of this game. Once volley fire developed, the arquebus went from being a support weapon to the primary component of most early modern armies . . . as the games in Ben Hull's and GMT's *Musket and Pike* series show. Here, we're giving you a “sneak-peek” of a coming attraction.



Archers and Crossbowmen: These units were still present in 16th century armies—most crossbowmen in this period were mounted, and may even have fought that way. Although it was extremely difficult to cock a crossbow while mounted and significantly reduced their capabilities. Plate armor had substantially reduced the effect of the vaunted longbow. Crossbows took far more time to wind and fire than an arquebus, which had similar penetrative abilities but a far lower rate of fire. In the earlier battles of this time period, some armies did field small troops of these missile-throwers of yore.



Artillery: Artillery came in many different sizes, as there was no standardization of gun calibers. Guns were named for size ranges from smallest to largest—Falconets, Sakers, Culverins, and Heavy Cannon. While some accounts from the time discuss the effectiveness of artillery in battle, the data does not seem to support this effectiveness. Organ Guns consist of multiple smaller barrels connected side by side, much like a double-barreled shotgun, but with up to nine barrels.



Genitor: Light cavalry, much in the style of the Moorish horse the Spanish fought for centuries. Genitors were javelin-armed, used for throwing. They excelled in skirmish hit-and-run tactics but were most reluctant to engage in shock against heavy troops. You will observe that they were relatively useless, for the most part, against the armies of the Italian Wars.



Gun Wagon: The war wagon was a medieval development during the Hussite Wars around 1420 by Hussite forces rebelling in Bohemia. It was a heavy wagon given protective sides with firing slits and heavy firepower from either a cannon or a force of hand-gunners. Groups of them could form defensive works, as at Ravenna.



Light Cavalry: Units in this game designated simply as LC are cavalry troops with little armor and few weapons. They were un-suited for Shock combat and were used primarily for reconnaissance and screening duties. Some were armed with bows and therefore useful for skirmishing during a battle. We call these units LC/A.



Pike: Close formation infantry armed with a long pike or spear, usually protected by some armor, mostly heavy-leather quilted jerkins. They primarily fought in closely-packed multiple-ranked formation, while brandishing pikes or spears. Only the first 4-5 ranks had any significant battle impact. The numerous ranks in the middle and rear of the formation were there to exert pressure and momentum. At the same time, these troops replaced the fallen dead and wounded from the front lines. These formations were usually preceded or accompanied by crossbowmen and arquebusiers. These additional troops were often included within the ranks or deployed as “sleeves” on the perimeter of the formation. As time passed, arquebusiers completely replaced crossbowmen in this position.



Men-at-Arms: The strike force and main shock weapon of every army at the end of the 15th century was its heavy cavalry. These men were completely

covered by plate armor and mounted on equally armored (barded) horses, armed with with a lance of up to 18 feet that invariably broke on the initial charge. Other common weaponry was a mace and perhaps a long sword. These men were the elite of the army. It was not unusual for them to fight dismounted, especially if terrain was not conducive to charging cavalry. By the beginning of the 16th century, men-at-arms fighting dismounted was a rarity due to their limited mobility in full armor. The men moved too slowly while so heavily dressed. By the end of the Italian Wars, infantry—pikes and shot—had replaced cavalry as the foremost battlefield weapons system.



Mounted Crossbowmen/Arquebusiers:

Many armies did field small—and occasionally larger—contingents of these men. The lighter, more modern crossbow could be fired while mounted, as opposed to the much larger longbow. Mounted arquebusiers were used as skirmishers by some armies. It appears that mounted arquebusiers fought dismounted, due to the difficulty of reloading while mounted. They would ride to battle and fight as “mounted infantry”. The invention of the pistol changed all of this.



Stradiotti: Mercenary light cavalry recruited from the Balkans, where they had likely adapted similar tactics from the Ottoman Sipahis and Akinci light cavalry.

The stradiot appears to have been more heavily armed than the genitor, favoring hand weapons such as mace and sword. The Italians used them as skirmishers and raiders, and as a vanguard strike force (as at the battle of Fornovo).



Sword & Buckler: Open formation infantry generally armed with a long slashing/thrusting sword and buckler. A buckler is a small circular shield, held opposite the sword, used to smash into the face of the enemy. Sword & Buckler troops wore some armor. The formations included groups of crossbowmen, and as time went on, crossbowmen were gradually replaced by arquebusiers. The Spanish infantry had much higher percentages of arquebusiers by 1525. These formations proved to be effective against the Swiss pikes in much the same way as Roman legions were against the Greek phalanx. The Roman “Spanish” sword, the gladius, was dominant against the Greek spear; especially when the swordsmen got past (through and under) the spears. To effectively fight with a sword took practice, and along with the English longbow, the sword became a less desirable weapon than pikes and arquebuses. These weapons required less practice, which allowed troops to be mustered and trained more quickly.

2.6 The Scale

The map scale is approximately 100-125 yards per hex.

The numerical strength of units is relative, not absolute. The number of men depends much on the depths and rank, which often went as far back as 24 rows. An infantry formation of pike would contain about 500 men, although it could contain more than 1000 pikemen: these men were tightly packed, with each man taking up maybe 2 yards at most (probably less), for a frontage a frontage of, say, 75 yards; just do the math. The pike formations were often protected by either horns (at the corners) or sleeves (all around) of, at first, archers/crossbowmen, but eventually arquebusiers. The percentage of the latter varied from lower than 10% for the

Swiss—who disdained such frivolities—to about 25% for the eventually-vaunted Spanish.

Missile-armed troops, especially arquebusiers, did not fight in a tightly packed formation and represent around 300-400 men. Men-at-arms units represent about 150-200 men. We have grouped cannon into pseudo-batteries of 4-6 guns, depending on the situation.

There is no time scale, as there are no turns, in the historical game sense. Most battles rarely lasted more than a couple of hours.

3.0 VICTORY



Victory is primarily achieved by eliminating enemy units and named leaders. At the end of every Free Activation, the players check if the conditions of victory have been fulfilled.

Each Eliminated unit or leader costs the owning side a number of Flight Points, as listed below. The accumulation of Flight Points should be tracked as they occur on the Flight Point Track. At the end of every Free Activation each player makes a Loss Check by rolling one die and adding their Flight Point total. If the DR plus Flight Point total is greater than the Flight Level of that player in this battle, he loses. If both players’ totals exceed their Flight Level simultaneously the battle is a draw. For much of the early parts of the game, Loss Checks will be unnecessary as players will be unable to exceed their Flight Level with their current Flight Point total plus the roll of one die.

Flight Points (FP):

- 5 FP for the player’s Overall Commander being Eliminated (5.4).
10 FP if it is a King.
- 5 FP for each Eliminated Pike infantry or Sword & Buckler infantry, even if the infantry has AQ or CB missile weapons.
- 3 FP for each Eliminated Men-at-Arms, Mounted Arquebus, or Arquebus infantry.
- 2 FP for each Eliminated Crossbow infantry, Genitor Cavalry, Light Cavalry Archers, Mounted Crossbow, Stradiotti Cavalry, or named Battle leader (other than an OC or King).
- 1 FP for each Eliminated Artillery unit, Gun Wagon, Light Cavalry, or Longbow infantry.
- 0 FP for each Eliminated Skirmisher or Sapper.
- 1 FP for each Retired unit regardless of type. If a unit is rallied out of Retired status, adjust the Flight Point Track accordingly.

When a Retired unit is Eliminated, add the difference between the Eliminated value and the Retired value. In some cases this will be zero.

EXAMPLE: A Retired Light Cavalry unit is Eliminated, 1 more FP is added to the track (2 – 1). A Retired Longbow unit is Eliminated, 0 FP are added to the track (1 – 1).

Design Note: The DR adds uncertainty to an army’s breaking point, something which—while it probably will annoy some player, somewhere—adds some tension and flavor to the contretemps. This represents waxing and waning morale, fog of war, and other battlefield uncertainties.

4.0 SEQUENCE OF PLAY

There are no game-turns in the *Men of Iron* series. The game simply starts and keeps going until one player wins. To do this, the system uses a Continuation Activation mechanic; see 6.0.

A. Activation Phase: Choose a Battle (6.1), Army Activation (6.1), Standard (15.2), or Pass (6.1). Place any replacement leaders (5.5) at the end of the Activation Phase. If a Standard was Activated go to Phase D.

B. Move/Fire Phase: Play Battle Cry or Unsteady Troops Seizure Counters. Check Command Status (5.3). During Army Activation, Activated units may only Move (7.0). During Battle Activation any or all units of the Activated Battle may Move (7.0) and/or Fire (11.0).

C. Shock Phase: During a Battle Activation units in that Battle may initiate Shock combat (12.0) and Charges (13.0).

D. Rally Phase: During Battle Activation, Rally (15.0) Disordered units in that Battle that qualify. If a Standard was Activated, Rally (15.0) Retired units from that army within one hex of the Standard that qualify.

E. Continuation Phase: *If the completed Activation was a Free Activation, both players make a Loss Check (3.0). If the game does not end due to Loss Check, Pass or choose Continue with a Battle or Army Activation (6.2).*

- This cannot be the Battle that just Activated, unless the Active player has only one Battle.
- Army Activation can only follow an Army Activation. A Battle Activation can follow Activation of a Battle, Army, or Standard.
- The Non-Active player may attempt to Seize Continuity (6.3). If so, he plays a Seizure Opportunity counter and chooses one of his Battles to Activate. The Active player may play a Seizure Negation (6.3) counter and the Continuation attempt is then resolved, otherwise the Non-Active player rolls the die for Seizure. If successful, the Non-Active player Activates that Battle and proceeds from Phase A with that Battle. If not successful, the Active player gets a Free Activation, proceed to Phase A; this Free Activation may even be used to Activate the Battle that just completed Activation.
- If no Seizure attempt occurs, roll the die for Continuation (6.2). If successful, Activate that Battle or Army and proceed from Phase B. If not successful, or the Active player Passes, the Non-Active player gets a Free Activation and proceeds to Phase A.

Play continues in this manner until one or both players fail a Loss Check (3.0).

Who Starts the Game

Each battle in the Battle Book indicates which player goes first.

5.0 LEADERS & COMMAND

Every unit in the game belongs to a Battle—the era term for division-level Command—listed specifically in the Deployment instructions, and as identified by its color stripes which correspond to that of the leader. When a Battle is Activated, all units and leaders in that Battle may move and fight. Leaders are not units and the rules for units do not apply to them (hence a lone leader does not cause enemy units that move adjacent to stop moving). A Battle leader that has had his entire Battle eliminated is removed from play without penalty unless:

- He is an Overall Commander.
- He has another Battle in play or off-map reinforcements to command (see Ravenna and Pavia, respectively).
- He qualifies for the capture rule (5.4) in his current hex.

If he does not meet the above criteria, he rides off into the sunset to fight again.

5.1 Types of Leaders

There are two types of leaders; see 2.2 sample leader counter.



Overall Commander



Battle leader

Overall Commanders. These command the entire army. Some OC's are also Battle leaders (if they have an Activation Rating).

Battle leaders. These are the leaders for the units in their Battle.

5.2 Leader Ratings

Activation Rating

This number/rating reflects that leader's ability to Activate his Battle as Continuity (6.2).

Effectiveness

All friendly leaders, except the OC himself, within the Overall Commander's Command Range have this number added to their Continuation DRs (6.2).

Charisma

Leaders have a charisma rating. This is a DRM used when any unit stacked with the OC or its Battle leader is attacking in Shock or Charge combat.

Example: *Gonzaga will give any unit he is stacked with a +4 DRM when attacking in Shock/Charge combat.*

Command Range

A leader's Command Range is traced in hexes, not Movement Points, from the leader to all units in his Battle; this does not need to be a straight line. Command status is determined at the start of Activation and stays with the unit throughout that Activation. You cannot trace Command range through an enemy unit or a hex(side) impassable to leaders.

A unit not actually within Command Range but adjacent to a unit of its Battle that is in Command, or one that is considered in Command by virtue of this specific rule, is considered to be in Command (in a chain effect).

5.3 Out of Command effects

A unit that is within its leader's Command Range, or considered to be in Command, may do anything and everything allowed by the rules.

Units that begin Activation outside their leader's Command Range (Out of Command) cannot:

- Move adjacent to or Charge (13.0) an enemy unit.
- Counter-Charge an enemy unit that is not adjacent.
- Move into a hex with an enemy Standard or leader.
- Move, if they begin the Activation adjacent to an enemy unit.

5.4 Leader Casualties

Leaders can get killed. (In game terms, that encompasses being captured and other not-so-hot events.) Leaders do not make casualty checks for movement related Disorder effects.

By Fire: Any time an adjusted Fire DR of 9 or more occurs and there is a leader in the target hex, roll the die. If the DR is an 8 or 9, the leader is killed and removed from the game. Otherwise, there is no effect on the leader. If all units the leader is stacked with are Retired or Eliminated by missile fire, the leader is displaced (see below).

By Shock or Charge: Any time a leader is stacked with one or more units that receive a Disordered, Retired or Eliminated result, roll the die for the leader, with no adjustments. *If the DR is 7 or higher* that leader has been killed and removed from the game. If he survives, but all units are Retired or Eliminated, the leader is displaced (see below).

By Capture: If an enemy unit enters a hex solely occupied by one or more leaders, all leaders are displaced (see below).

Displaced: If the leader(s) is surrounded at this time, he is captured and removed from the game, probably to be ransomed later... no DR is necessary. Otherwise, the owning player places the leader with the nearest unit from a Battle he commands. If there are no units left in any of his Battles, he is removed without penalty (see 5.0). If he is an OC that is not a Battle leader or is an OC that is also a Battle leader (with no units remaining), place him with the closest friendly unit.

***Play Note:** In cases where all of a leader's on-map units are eliminated, the nearest unit from that leader's Battle can be a reinforcement group that has not yet entered the map. If this is the case, place him with those units and he will enter the map with them.*

Killed/captured named leaders (not replacements) count towards the Flight Point total.

5.5 Replacement Leaders

When a named leader is killed/captured, at the beginning of that player's next Move/Fire Phase (Phase B) flip the dead leader counter to its Replacement leader side and place with any unit from a Battle he commands. Replacement leaders are returned as often as necessary, as above, but remain on their replacement side.

Replacements for Overall Commanders never count as Overall Commanders, only Battle leaders. In some battles, there is no Replacement for a lost OC.

6.0 ACTIVATION & CONTINUITY

6.1 Activation

Battle: When a Battle is Activated, all units and leaders in the Activated Battle may move and/or fire (7.0, 11.0). After all movement/fire has been completed, units eligible to do so may Shock attack or Charge (12.0, 13.0).

When the player designates a Battle for Activation, the player may use some or all of that Battle's units, regardless of where they are on the map. Units that start the Activation Out of Command have certain restrictions (5.3).

Army Activation: A player may choose to use Army Activation to Activate all units and leaders in his army that meet the requirements below:

- Battle leaders must be within the Command Range of the Overall Commander (or be the OC).
- Units must be within Command Range of their leader.
- All units and leaders so activated must be more than three hexes away from an enemy unit.

Units Activated for Army Activation may only move, and no unit or leader may move within four hexes of an enemy unit (three intervening hexes). Units may not fire, engage in Shock combat, or Rally.

Standard: A Standard may be Activated instead of a Battle or Army. Standards may be Activated only in a Free Activation; they may not be Activated by Continuity or Seizure. When a Standard is Activated, the player may either Rally Retired units (15.1) or move the Standard (and just the Standard, not any units near it) (15.2).



Pass: Instead of Activating a Battle, Army, or Standard a player may always Pass. If the Passed Activation was a Free Activation, he may move the TIME marker if this battle is a Timed Engagement (16.1) and his opponent is the timed player. A Passed Free Activation also counts as an Activation for some battle specific rules (reinforcement arrival, etc.) and both players make Loss Checks (3.0). The player's opponent then receives a Free Activation.

6.2 Continuity

After the Active player has completed his Activation, he may attempt to continue his "turn" by selecting one of the following Continuity options:

- If he just completed Activation with a Battle, the player may select another Battle for the Continuation attempt or Pass. He cannot select the Battle that was just Activated unless it is his only Battle on the map.
- If the completed Activation was an Army Activation, the player may select an Army Activation Continuation attempt, a Battle for the Continuation attempt, or Pass. Any Battle (including the Overall Commander's Battle) may be selected.
- If the completed Activation was a Free Activation of a Standard, the player may select any Battle for the Continuation attempt or Pass.

After the Active player has made his selection, if it was not to Pass, his opponent has the opportunity to Seize Continuity (6.3).

For a Continuation attempt with a Battle, the Active player notes the Activation Rating of the Battle's leader (only leaders currently on the map can attempt Continuation) and makes a Continuation DR:

- If the (adjusted) DR is *the same as or less than* the selected leader's Activation Rating, the Battle is Activated.
- If the (adjusted) DR is *more than* that rating, Continuation fails and his opponent now gets a Free Activation (2.4).

If the Battle leader chosen for Continuation is within the Overall Commander's Command Range, add the OC's Effectiveness Rating to the Continuation DR (not if the chosen Battle leader is the OC).

For an Army Activation Continuation attempt, the Active player makes a Continuation DR, adding the Effectiveness Rating of the Overall Commander:

- If the (adjusted) DR is *2 or less*, the Army Activation succeeds.
- If the (adjusted) DR is *3 or more*, Continuation fails and his opponent now gets a Free Activation (2.4).



After his first successful Continuation DR (of any type), a player adds a plus one (+1) cumulative DRM to his Continuation DR for each new, consecutive attempt.

If a player has only one Battle, he adds an additional one (+1) cumulative DRM to his Continuation DR for each new attempt, in addition to the penalty for successful Continuations above. Any DRM for Continuing with one Battle incurred applies until reset (see below), even if the player enters another Battle, from off map, before the reset occurs.

These penalties reset when he fails a Continuation DR, his opponent attempts to Seize Continuity (successfully or not), or he Passes.

Play Canard: The more you roll, the higher the toll.

EXAMPLE: *At Fornovo, Ricardo used his Free Activation for Army Activation. He then successfully rolled for Army Activation Continuation, adding Gonzaga's negative two (-2) Effectiveness to the DR. He now seeks to roll for Continuation with Gonzaga's Battle; he must add one (+1) to that DR due to successive Continuations. If Ricardo chose Caiozzo for Continuation and Caiozzo was within Gonzaga's Command Range, the net DRM would be negative one (-1), due to Gonzaga's negative two (-2) Effectiveness and the positive one (+1) due to successive Continuations. If he also succeeds with this Continuation roll, he will add two (+2) to his next Continuation DR due to successive Continuation.*

6.3 Seizing Continuity



Each player starts the game with a specific number of Seizure Counters, as stated in the scenario for that battle (e.g., at Cerignola, Gonsalvo de Cordoba starts the game with 2 Seizure counters, Le Duc de Nemours with 1).

At the start of the game, each player places his 8 possible Seizure Counters in a cup and blindly/randomly draws the number of Seizure Counters the scenario specifies. The drawing player

may freely examine his counters; he does not reveal these to his opponent until they are played. Put the unselected ones aside, also unrevealed.

There are three types of Seizure Counters:

- **Seizure Opportunity** (4 possible): each of which can be used to try to Seize Continuity from the opposing player by successful DR, as below.
- **Seizure Negation** (1 possible): a counter played to negate the use of an opponent's Seizure Opportunity counter.
- **Other Effect** (1 possible of each, below): a counter played for another effect in the game, think of them as a consolation prize for not getting an opportunity to Seize Continuity. When played they are discarded and may not be used again this battle. The Non-Active player plays any counters he wishes to, then the Active player can play any counters he wishes to.
 - ◇ **Battle Cry:** Rally one friendly Retired unit. Play before units move or fire at the beginning of the Move/Fire Phase of any Activation (yours or your opponent's).
 - ◇ **Unsteady Troops:** Disorder one enemy unit (Eliminate Artillery). Play before units move or fire at the beginning of the Move/Fire Phase of any Activation (yours or your opponent's).
 - ◇ **Into the Breach:** +1 DRM for one Shock/Charge attack against one defending unit. Play during Step 3 of Shock Resolution, before the DR is made.

Seizure Opportunity



A player may play one, and only one, of his SEIZURE OPPORTUNITY counters before his opponent attempts Continuation, before the Continuation DR is made.

After playing the SEIZURE OPPORTUNITY counter, he announces which Battle (which must have a leader on the map) of his will attempt the Seizure, rolls the die, and consults the DR range on the counter played. There are no DRMs for this roll.

- If the DR *falls within* that range, that player is now the Active player and that Battle is Activated with a Battle Activation (6.1).
- If the DR is *higher than* that range, there is no Seizure; in addition, the Active player gets a Free Activation and may even use this Free Activation to Activate a Battle that just completed Activation!

Regardless of the outcome, the SEIZURE OPPORTUNITY counter is then discarded and may not be used again this battle.

Example: *Pavia. The French player has a Free Activation. He selects Florence's and Montmorency's Battles to Activate. After that Activation, he selects Francis's Battle for an attempt at Continuation. The Imperialist player, however, decides it would be better if that didn't happen and announces, before the DR, that he is going to attempt to Seize Continuity with Terranova's Battle. He plays a SEIZURE OPPORTUNITY counter with a range of 0-5. He then rolls the die, getting a '6' which is higher than the range on the counter. The French, with a Free Activation, now decides to Activate Florence's Battle once again. If the Imperialist player had rolled a '5', he would have Seized Continuity.*

Seizure Negation



When an opponent plays a SEIZURE OPPORTUNITY counter and before that player rolls his die, the Active player may play a SEIZURE NEGATION counter if he has one. Doing this negates the use of the SEIZURE OPPORTUNITY counter and no Seizure attempt may be made. Both counters are then discarded and may not be used again this battle. The Active player proceeds with his Continuation attempt.

Play Note: You cannot Seize a Seizure or Free Activation. You may have a seizure, but that is probably your style of play.

6.4. Leaderless Battles

In some scenarios there are no leaders for a Battle (mostly because the sources did not name one). Battles that begin the game without a leader may never be activated by Continuity or Seizure; they are activated solely as a Free Activation. Units of Battles without a leader are always Out of Command.

7.0 MOVEMENT

7.1 What is Movement, What is Not

Movement is any action that requires the expenditure of Movement Points. Actions that change a unit's position (e.g., Retreat, changing facing, etc.)—but do not require an expenditure of Movement Points—are not considered Movement for other game effects, such as Reaction Fire or Charging.

7.2 Movement Procedures

Units and leaders Move and/or Fire in the Move/Fire Phase. Individual units from the same Battle may move in whatever order the player wishes; each unit, and any stacked leader moving with it, must complete its Move and/or Fire before another may begin its movement. See 11.0 for when missile units may Fire.

Each unit and leader has a Movement Allowance, representing the number of Movement Points (MP) it may expend in one Activation. The costs to enter hexes and cross the various types of hexsides are listed on the Terrain Chart for the individual battle. Units and leaders move from one hex to another contiguous hex.

Units cannot move into a hex occupied by an enemy unit and they must stop when they move adjacent to an enemy unit (Exception: Light Cavalry Archers and Genitors who fire; 11.2). Units can move into a hex occupied by another friendly unit (10.0) in some cases. An Activated, in Command, unit which begins in a hex adjacent to an enemy unit may move, at the cost of one extra MP to leave the hex, but not directly into another hex adjacent to that unit (note that Advance After Combat is not movement). If the hex it enters is adjacent to an enemy unit, it must stop.

OCs who are not Battle Leaders may move during any Free Activation by their side. Battle leaders, including an OC who is a Battle leader, move when their Battle moves. A unit's Battle leader, or the OC (whether a Battle leader or not), that begins an Activation stacked with it may move with that unit during that Activation. If a leader begins to move with a unit, he must continue to do so throughout the unit's movement and stop moving when the unit stops. If a leader is not stacked with a unit or

chooses to move on his own, his Movement Allowance is five (5) and he uses the leader column of the Terrain Chart for each hex entered or hexside crossed. A leader moving alone cannot enter a hex occupied by an enemy leader, unit, or Standard; in addition he may not enter a hex adjacent to an enemy unit (unless that hex contains a friendly unit). A leader stacked with a unit may Charge, Counter-Charge, or Advance with that unit. A leader stacked with one or more units must Retreat if all units it is stacked with Retreat.

Terrain

Most battlefields feature terrain of varying kinds, all of which are listed, with their movement effects (in terms of Movement Points expended; "NA" means entry Not Allowed, "NE" means No Effect, and "D" means there is a chance of Disorder) on the Terrain Chart for each scenario/battle. Some hexsides are noted as uncrossable; units cannot move across these hexsides.

7.3 Movement Restrictions

Units and leaders may not move off the map. If forced to retreat off the map, they are Eliminated.

A unit may not move, Advance After Combat, or Retreat into a hex where enemy reinforcements enter the map.

7.4 Dismounting and Remounting

Dismounting and Remounting are voluntary actions.

Only Mounted Arquebus and Crossbow units may dismount. Mounted Arquebus and Crossbow units must dismount to reload. These weapons were too big and it took two hands to reload them, leaving none for the horse! These units were not horse archers.

To dismount, a Mounted Arquebus or Mounted Crossbow unit must be:

- Within Command Range of their leader.
- Not adjacent to an enemy unit.
- Not Disordered.



The mounted unit expends three MPs at any time during its move and is replaced with the foot version of that unit (remove the mounted version from the map).

That foot unit may not move any further this Activation, but it does reload if marked with a FIRED marker (11.5).

To remount, a foot Arquebus or Crossbow unit that has a mounted version must be:

- Within Command Range of their leader.
- Not adjacent to an enemy unit.
- Not Disordered.

The foot unit expends three MPs at any time during its move and is replaced with the mounted version of that unit (remove the foot version from the map). The mounted unit may continue to move, up to its original foot unit MA, if it has any MP remaining after remounting.

7.5 Reinforcements

All reinforcing units and leaders are considered to begin in an off-map area adjacent to every reinforcement entry hex for their Battle (as defined for the battle in the Battle Book). Their first MP spent moves them into any reinforcement entry hex for their Battle; there are no additional costs for other units that may have entered into the same hex from off map. Every reinforcing unit and leader can spend its full MA the turn it enters the map. A reinforcing unit is considered to be in Command and can fire missiles, Shock attack, or Charge the Activation it enters the map. If all of a reinforcing group of units from a Battle cannot enter the map on their initial Activation, then the rest must continue to enter on that Battle's subsequent Activations until all have entered. A reinforcing leader must enter the map with his initial units. If a part of a Battle is already on the map for any reason, those units Activate as well as the off-map reinforcements when the off-map reinforcements are Activated.

7.6 Artillery Movement

Artillery can either be in a limbered or unlimbered state. A limbered Artillery unit can move; if it fires it is turned to its unlimbered side and thereafter may only fire or change facing. An unlimbered Artillery unit may change facing and fire in the same Activation. See the individual battle for information about the state a player's Artillery begins the game in.

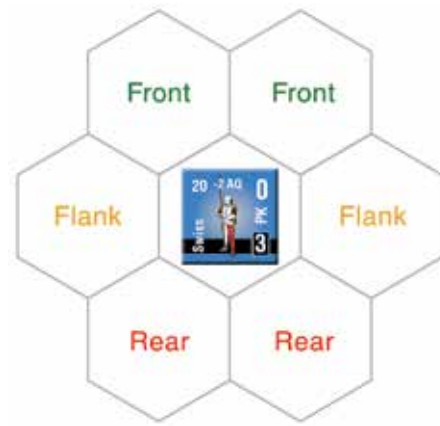
***Design Note:** Artillery in this time period varied in size from small guns that could be wheeled around easily to larger guns that were much more difficult to move. Due to considerations of ammunition and powder supply, as well as for simplicity, we are choosing to anchor Artillery to a single location once it sets up and begins firing. There is scant evidence of highly mobile Artillery in the sources for these battles.*

8.0 FACING

Facing refers to how a unit sits within a hex. A unit must be faced so that the top of the unit faces one of the hex's vertexes, not the side of the hex. A unit may ignore this facing when moving, but once it stops movement or conducts missile fire it must be faced in a specific direction. The two hexes to each side of the vertex the unit is facing are Frontal, the two at the other end, the Rear; the side, Flank.

Facing determines at whom missile units may fire and in what direction Men-at-Arms may Charge.

Facing does *not* matter when determining movement direction (except for Charging units), and units are free to change facing as much as they want during movement, at no cost, unless they are adjacent to an enemy unit. A unit, regardless of Command status, that begins its Activation adjacent to an enemy unit may change facing one vertex if it does not move out of its starting hex. An Engaged unit can turn two vertexes to satisfy its requirement to attack.



Changing facing is not considered movement for purposes of "Fire or Movement", as it does not expend Movement Points.

9.0 ZONES OF CONTROL (ZOC)

There are no Zones of Control in this version of the game. We say this up front and out loud so as to avoid the dozens of letters that ask where they are if we don't do so.

10.0 STACKING

With some exceptions, one unit, one Standard, and any number of leaders and markers may exist in one hex. Units may not stack with enemy units at any time (**Exception:** units may Advance into a hex with an enemy Baggage Wagon). Units may not stack at any time, even during movement, with the following exceptions:

- A non-Pike, non-Artillery foot unit may stack with an unlimbered Artillery unit.
- Non-Artillery units may move *through* friendly unlimbered Artillery units not stacked with another unit, at no extra cost to movement points spent due to terrain. However, Artillery units may not move through other units.
- A non-Pike foot unit may stack with a Baggage Wagon (**Exception:** Two Baggage Wagons may not stack).
- Sapper units may stack with any one other unit, except limbered Artillery units.
- Foot Arquebus, foot Crossbow, Longbow, and Skirmisher units may move *through* a friendly unit that is not stacked with another unit and is not a limbered Artillery, Pike, or Sword & Buckler unit (bullet 2 above covers moving through unlimbered Artillery) at a cost of 1 MP for each such hex entered, this cost is in addition to any movement points spent due to terrain.
- Retreats (which have a separate rule; 14.3).

10.1 Movement, Facing, Retreat, Retreat Before Combat, and Advance After Combat Effects

The following rules apply to the movement, facing, Retreat, Retreat Before Combat, and Advance After Combat of stacked units.

- A player may not move, Retreat Before Combat, or Retreat units to cause units to stack that are not listed as able to stack.

- When units that are allowed to stack are stacked together they must always face the same direction at the end of each Move/Fire Phase or Shock Phase.
- Stacked units do not move together, they move one at a time.
- Units may not enter a hex that contains an Engaged unit.
- All units not listed as Attacker on the Weapons System Matrix may not Advance After Combat, even if the unit they are stacked with attacked and must Advance, since they cannot participate in a declared attack.

10.2 Missile Fire Effects

Stacked units may both Fire using Active Fire. Stacked units are both affected by missile fire targeting the hex (make one DR, with DRMs applied individually, and apply to both units).

10.3 Shock/Charge Effects

These rules govern how stacking affects Shock/Charge combat.

- Stacked units count as a single unit when determining strength advantage (12.3 case #1).
- When consulting the Weapon System Matrix (12.3 case #5):
 - ◊ If the stack consists of one unit that is Artillery, Baggage Wagon, or Sapper and one unit which is neither Artillery, a Sapper, nor a Baggage Wagon, use the defender row of the other unit.
 - ◊ If the stack is of two Sapper units, or one Sapper unit and one Artillery unit, use the Sapper row.
- If one of the units is Disordered, use the Disordered status column when consulting the Shock or Charge Combat Results table.
- When stacked units are attacked by Shock/Charge combat, both units suffer any results (**Exception:** *Baggage Wagons never suffer results from Shock/Charge combat*).
- Sappers and Artillery suffer the same results as the unit they are stacked with, even if they do not share the same status (normal or Disordered), see 12.5 for Artillery. If two Sappers are stacked together, they both suffer the same combat result.

11.0 MISSILE FIRE

11.1 Missile Units

Design Note: *The capability of these units—other than javelins and Artillery—in terms of effectiveness (piercing ability) is remarkably similar. Arquebuses may have been somewhat more effective against the heavy armor of Men-at-Arms, but not greatly so. Their superiority was—at this time—almost entirely one of cost and training time. Longbows did have a much better Rate of Fire than either crossbows or arquebuses, reflected in their Reaction Fire ability.*

Missile units (see 2.4) are capable of firing at enemy units, but not lone leaders. The Maximum Range, the maximum number of hexes over which a unit may fire, is given on the Fire/Range DRM Chart for its weapon type (e.g., Artillery may fire at units up to their maximum listed range, although they are not very

effective at ranges over 4 hexes). You count the target hex, but not the firing hex.



Non-Artillery missile units may fire through their frontal and flank hexsides (8.0). Artillery may fire only through their frontal hexes. A LOS (11.4) that passes down a hex spine between flank and rear counts as rear, whereas a LOS that passes down a hex spine between flank and front counts as front. Longbow and Light Cavalry Archer units may fire over other units (11.4). If a Mounted Arquebus or Mounted Crossbow unit fires, place a FIRED marker on the unit; it cannot fire again until it has reloaded (11.5).

All missile units have a Missile Fire DRM which is applied when resolving their Fire, as below; e.g., a Swiss Pike unit with a Missile Fire DRM of -2 and a Missile Type of CB has squadrons of Crossbows, usually attached at their “horns”, giving them the ability to fire Crossbows but with a DRM of -2. A unit with a Missile Type, but no Missile Fire DRM on the current side of the counter may not fire (e.g., limbered artillery).

11.2 When Units May Fire

There are three opportunities for Missile Fire, each one available depending on the unit type: Active Fire, Return Fire, and Reaction Fire.

Non-Artillery Missile Units may fire:

Active Fire: When Activated, each unit may fire individually. A unit may fire once when its Battle is Activated at any time during its movement.

- Once a missile capable unit fires, its Move/Fire Phase is finished (**Exception:** *Light Cavalry Archer and Genitors; see next bullet*). Thus, if it fires before moving it cannot then move.
- Light Cavalry Archer and Genitor units may fire during their Movement and continue to move. They may move before/after firing. If they are in a hex adjacent to an enemy when they fire, it costs 1 MP to fire, otherwise firing costs 0 MP. After firing, they may leave a hex adjacent to an enemy unit they have entered in the same Activation, paying the additional 1MP cost to do so (per the Terrain Chart). They may not enter another hex adjacent to the same enemy unit during that Activation.

Return Fire (Non-Active player’s units only): When fired at by an enemy missile unit within the unit’s range. The Return Fire and the Active Fire are resolved simultaneously, before any results are applied. Non-Artillery missile units may not use Return Fire if fired at through a rear hex. Pike and Sword & Buckler infantry armed with Crossbows or Arquebus may not conduct Return Fire (reflecting the smaller number of missile armed men, the slower rate of fire of these weapons, and the men being spread out across the formation).

Reaction Fire (Non-Active player’s units only): When any enemy unit moves or Charges into an adjacent frontal hex that does not already contain an enemy unit; Reaction Fire is resolved the instant such movement takes place. Genitors, Longbow, and Light Cavalry Archer units may fire each time an enemy unit enters their frontal hexes. All other non-Artillery missile units may only Reaction Fire once per Activation (mark them with a FIRED marker for the rest of this Activation (unless the unit is Mounted Crossbow or Mounted Arquebus; see 11.5). Only one

missile unit (Artillery or not—owner’s choice) can Reaction fire at an enemy unit when it enters a hex, no matter how many units are adjacent to the hex. There is no Reaction Fire to Retreats or Advances of any kind (including Continued Attack).

Artillery Units may fire:

Active Fire: When Activated, each unit may fire individually. A unit may fire once when its Battle is Activated at any time during the Move/Fire phase. Once a unit fires, if it is not already on its unlimbered side, it is flipped to its unlimbered side and its movement for that Activation is finished. Thus, if it fires before moving it cannot then move.

Reaction Fire (Non-Active player’s units only): When already unlimbered and any enemy unit moves or Charges into an adjacent frontal hex that does not already contain an enemy unit, it is resolved the instant such movement takes place. They may use Reaction Fire only once during a given enemy Activation (mark them with a FIRED marker for the rest of this Activation). Only one missile unit (Artillery or not—owner’s choice) can Reaction fire at an enemy unit when it enters a hex, no matter how many units are adjacent to the hex. There is no Reaction Fire to Retreats or Advances of any kind (including Continued Attack).

Artillery units may not use Return Fire (reflecting their rather poor rate of fire).

11.3 Resolving Fire

To Fire, check the range and consult the Fire/Range DRM Chart. The chart gives any DRM for the firing unit at that Range. The DRM For Missile Fire Table lists all of the circumstances (as DRMs) that provide modifiers to the DR. Roll one die, adding all appropriate DRMs. Compare the adjusted DR to the Fire Results Table column appropriate to the defending unit’s status (On Foot, Mounted, Normal, or Disordered) to get the result, as defined in 14.0. See 10.2 for stacked units.

EXAMPLE: A Crossbow firing at a range of 1 hex gets a DRM of +2. This particular Crossbow unit has a Missile Fire DRM of 0 on the counter. But if they are firing at Men-at-Arms, that incurs an additional DRM of -1, for an accumulated DRM of +1.

11.4 Line Of Sight (LOS)

A unit must be able to see an enemy unit to fire at it and for Charge/Counter-Charge. To do so, the player must be able to trace an unblocked LOS from the center of the firing hex to the center of the target hex. LOS is blocked:

- by Woods, Light Woods, Vineyards, Towns, City, and Buildings hexes, which are blocking terrain. Units may fire into and out of these hexes, but not through one.
- by Wall hexsides and the two impassable hexsides of the Torre del Gallo, which are blocking terrain. Units may not fire through a Wall hexside.
- if the LOS passes through any intervening slope which is higher—of greater elevation—than both the firing and target hex. It may be necessary to use a string to measure between hexes to determine this LOS case.
- by other units for Arquebus, Artillery, Crossbow, and other purposes (such as Charge). Units do not block LOS for Longbows and Light Cavalry Archers (see Raining Fire below).

If a hex contains blocking terrain and/or a unit that blocks LOS, then the entire hex is treated as blocking, not just the graphic feature inside the hex. A LOS may be traced along a hexside if only one of the hexes adjoining the hexside contains blocking terrain and/or a unit that blocks LOS. A LOS may be traced unblocked past a hex vertex if blocking terrain/unit(s) is not on both sides of the LOS as it crosses the vertex.

Raining Fire: Longbows and Light Cavalry Archers may fire “through” (they’re actually firing over them) adjacent, intervening units at a target two hexes distant, unless the intervening hex contains a friendly unit which is Engaged with the target, but with a Raining Fire DRM of minus one (-1).

11.5 Mounted Arquebusiers and Mounted Crossbowmen

Design Note: The “problem” with these two types of mounted units is that while they could fire mounted, they could only do so once because it was mostly impossible to reload/rewind the weapon while mounted.



Whenever a Mounted Arquebus or Mounted Crossbow unit fires while mounted, place a FIRED marker on that unit to indicate that it may not fire again until it reloads.

To reload its weapons, a Mounted Arquebus or Mounted Crossbow unit must dismount (7.4). When it dismounts, the unit reloads its weapons. Remove the FIRED marker.

Remember, Mounted Arquebus and Mounted Crossbow units can Retreat Before Combat (12.2), whether able to fire or not.

12.0 SHOCK

Design Note: Units’ weapon systems, armor, and morale are represented by a combination of the Weapons System Matrix on the player aid card and the unit Shock Defense DRM.

12.1 The Shock Phase



All Shock/Charge attacks must be declared before any Shock/Charge attacks are resolved. In the Shock Phase, all (eligible) Active units listed as Attacker on the Weapons System Matrix may Shock attack (**Exception:** Engaged 14.5, Continued Attack 14.7). If they do so they must Shock any/all enemy units that are in their frontal hexes, unless those units are being Shocked/Charged by other friendly units or are across/in terrain into which the Active unit cannot attack (**Exception:** Engaged 14.5). Any declared attacks must be completed, there is no ability to “call off” a declared attack. Units not listed in the “Attacker” row may never Shock attack (or Charge). They do defend, though. A unit can only participate in one attack per Activation (**Exception:** Continued Attack result; 14.7). This attack can be with or without other units against a single hex or by itself against both hexes in the attacking unit’s frontal hexes. A unit can only be attacked once per Activation (**Exception:** Continued Attack result; 14.7).

EXAMPLE: Three units in a line attack two defending units in a line. The attacker must choose to attack one defender with two

units and the other with one unit, the middle unit cannot split its attack against both defenders.

Play Note: Place an appropriate SHOCK/CHARGE marker on any unit that declares an attack with the arrow facing the unit attacked as a reminder. If a single unit is attacking two enemy-occupied hexes, point the arrow at the hexside between them as a reminder.

12.2 Retreat Before Combat

Any Mounted unit, foot Arquebus, foot Crossbow, Longbow, or Skirmisher unit, that is not Disordered or Engaged, and attacked solely by foot units, may Retreat Before Combat. If the unit is foot (Skirmishers excluded), it may retreat one hex. If the unit is a Skirmisher or Mounted, it may retreat one to three hexes. Pike and Sword & Buckler units armed with arquebus or crossbow, cannot Retreat Before Combat. Each hex retreated must increase the distance from each of the attacking units. The Retreating unit must be able to end its Retreat at least one hex away from all attacking units or it may not Retreat. It may not enter the path of a Charge, or an occupied hex, but it may change facing at will. Units that Retreat Before Combat become Disordered at the completion of the Retreat. If the hex is vacant, one attacker that can enter the hex may advance, even if Disordered. The unit that just advanced cannot Shock. If one attacker is attacking two hexes and all units in both hexes Retreat Before Combat, the attacker may pick which hex to advance into as above. If only one hex is vacant, the attacker cannot advance and must resolve the attack on the other.

Retreat Before Combat applies to any Shock/Charge, including a Continued Attack.

12.3 Shock Resolution

Design Note: Shock resolution uses a mechanic somewhat different from most games of this type. Shock/Charge is resolved against each defending hex individually, regardless of how many units are attacking and/or how many units are being attacked.

Order of Shock Resolution

Shock is resolved after all Movement and Fire is finished, in the following order:

1. The Active player designates which of his units are attacking which defending units, including Charges (13.0).
2. Pre-Shock activities:
 - a) One at a time, the Active player places each Charging unit adjacent to its target. Any Reaction Fire caused by this is resolved.
 - b) Roll for terrain-induced Disorder checks for attackers; apply automatic terrain-induced Disorders.
 - c) Roll for Swiss Shock Reluctance (16.2).
 - d) Any Retreat Before Combat (12.2) by the defender is resolved.
 - e) The defender attempts any Counter-Charges (13.6) of which he is capable.
3. The Active player resolves all his Shock and Charge attacks, in any order he wishes. The Charge Table is used as long as

at least half of the units in an individual attack succeeded in Charging (not Disordered by Reaction Fire or Counter-Charged); otherwise the Shock Table is used. CONTINUED ATTACK (14.7) markers are placed and Advances (12.4) are taken.

Exception: Attacks by a single attacker against multiple defending hexes are resolved at the same time, and they are considered to be going on simultaneously, with results (which can be cumulative for the attacker) applied after both attacks are resolved.

4. All Continued Attacks (14.7) are now resolved. Begin again at Step 1, except that only units marked with CONTINUED ATTACK markers Shock and they must Shock; Charging and Counter-Charging are not allowed.

All of the below are cumulative; “+” DRMs favor the Attacker; “-” DRMs favor the Defender.

Die Roll Modifiers for Resolving Shock

To resolve the Shock, roll the die for each defending hex, then apply any DRM(s) that apply from the following situations and consult the appropriate Combat Results Table (see 10.3 for stacked units). If at least half of the attacking units succeeded in Charging, use the Charge Table, otherwise use the Shock Table. Look under the column appropriate to the defending unit’s status (Normal or Disordered) to find the result.

1. Strength Advantage
2. Position Advantage
3. The Defender’s Shock Defense DRM
4. Leader Presence
5. Weapon/Armor Comparison (Weapons System Matrix)
6. Attacker Status (Disorder or moved)
7. Defender Status (Retired)
8. Continued Attack

1. Strength Advantage: The player with the higher number of units receives the differential between the number of units as a DRM. See 10.3 for stacked defending units.

EXAMPLE: One Stradiotti Cavalry attacks two Pike Infantry. There is a -1 Strength (Dis-)Advantage DRM to the Shock resolution against each infantry.

The Strength Advantage, or Disadvantage, that the defense may have is applied (as a DRM) to each separate DR.

Play Note: If one unit is attacking two hexes, the attacker will roll twice, each with a -1 DRM ...and undergo possible adverse results twice.

EXAMPLE: A Men-at-Arms Shock attacks two Pike infantry. In resolving each defender separately, the Men-at-Arms gets a Continued Attack against the first, but is Disordered in the second combat. The Men-at-Arms must then Continue Attacking, but is Disordered.

2. Position Advantage: There are two types of position advantages:

A. Angle of Attack: This reflects the advantage of attacking from an angle other than frontally:

- If all attacking units are attacking through a defender's Flank, there is a +2 DRM.
- If all attacking units are attacking through a defender's Rear, there is a +3 DRM.
- If the attackers are attacking through two or more sides (Front, Rear, Left Flank, or Right Flank) of a unit there is a +4 DRM.

Only one bullet applies.

B. Terrain: See the Terrain Charts for the individual battles for the effects of terrain on combat. All terrain modifiers are cumulative; use all that apply. The row for the defender's terrain is used (unless otherwise noted on the Terrain Chart) to find the modifier for each attack. A unit may attack into/across any terrain not listed as NA in the Shock/Charge DRM column on the Terrain Chart, whether it is prohibited from entering the terrain or not. If more than one unit is being attacked by a single unit, the terrain of each individual defending unit is used in the combat against that defender. If there is more than one attacker with different hex or hexside terrain considerations (e.g., one is attacking across a ditch, the other isn't), apply all terrain DRMs (but a single DRM is only applied once).

3. Shock Defense DRM: The defender's—not the attacker's—individual Shock Defense DRM is added.

4. Leader Presence: If a leader is stacked with an attacker, the leader's Charisma rating is added as a DRM to the attack. This only applies once to each attack, no matter how many leaders the attackers are stacked with the attacker (use the highest DRM). Sounds great, huh... well see 5.4.

5. Weapons/Armor Comparison: The attacker uses the Weapons System Matrix to compare his attacking unit Type to that of the defender. The matrix provides the appropriate DRM. If an attacker is attacking with units of different types, the attacker uses the column with the best DRM from among the attacking unit types. See 10.3 for stacked defending units.

6. Attacker Status: Two attacker statuses can affect an attack:

A. Disorder: If any attacker is Disordered, there is a -2 DRM. (Defender's Disorder status is covered by the chart itself.)

B. Move before Charge: If any attacker is Charging (marked with a CHARGE marker) and moved this Activation, there is a -1 DRM.

Design Note: This disadvantageous DRM reflects the need to prepare and form up for a Charge.

7. Defender Retired: If the defender is Retired (14.4) add two (+2) to the attacker's DR, and use the Disordered portion of the Combat Resolution Table.

8. Continued Attack: Units undertaking Continued Attacks (14.7) receive a cumulative -1 DRM for each previous Shock Phase they undertook in this Activation.

12.4 Advance After Combat

Advance After Combat is part of combat resolution and is undertaken after a unit has finished all of its attacks. If a defender vacates a hex as a result of a Shock or Charge attack, the attacker must (if possible) advance one of his eligible attacking units—any leader(s) stacked with it may advance—into that hex. The advancing unit may change facing as it wishes after such advance (unless a Continued Attack resulted, in which case no facing change is allowed). A unit is eligible to Advance unless:

- It is Disordered and did not receive a Continued Attack result (14.7).
- It would have to cross or enter terrain that it is prohibited from moving across or into.
- It is a unit of any type with a Shock Defense DRM +2 or higher.

If more than one unit attacked, follow the priorities below to determine which eligible unit must Advance; in the event that two or more eligible units are in the same category the attacker chooses which to Advance:

1. A Charging unit
2. A Mounted unit
3. A non-Disordered unit
4. A Disordered unit which obtained a Continued Attack result



If there was a Continued Attack (14.7) result, place a CONTINUED ATTACK marker on the advancing unit.

If a single unit attacked two defenders and both hexes are vacated, the attacker chooses which hex to advance into. If a single unit attacked two defenders and only one hex is vacated, the attacker must advance into the vacated hex, unless the other combat result causes the attacking unit to Retreat (a Continued Attack result overrides any Retreat result).

Play Note: Remember that Disordered units only advance due to Continued Attack results.

12.5 Artillery in Shock/Charge Combat

No die is rolled when Artillery units are Shocked or Charged, unless they are stacked with another non-Artillery unit. The result is automatically Defender Eliminated for Shock attacks and Defender Eliminated, Continued Attack for Charges. The attack otherwise follows all normal rules.

If Artillery is stacked with another non-Artillery unit which is Shocked or Charged, the Artillery unit is Eliminated if the other unit is Disordered or Eliminated. If stacked with another unit that is Engaged (14.5), the Artillery is also Engaged.

13.0 CHARGING & COUNTER-CHARGING

Charging is a method of Shock attack in which the attacking units use their weight and momentum to obtain a more favorable result. It is a special form of Shock that targets only one unit, an exception to 12.1. Counter-Charging represents the ability of Men-at-Arms to initiate a Charge in response to being attacked, either blunting opposing Shock/Charge attacks against them or initiating an attack against units targeting them with missile fire.

It helps to remember that Charge is just another form of Shock that uses a different Combat Results Table.

13.1 Which Units May Charge or Counter-Charge

Both Charge and Counter-Charge are usable only by Men-at-Arms. Only Active units may Charge and only units of the Non-Active player may Counter-Charge.

13.2 Charge Procedure



All Charges are designated and CHARGE markers placed in Step 1 of the Shock Phase prior to resolving any Charge or Shock attacks. To Charge, a Mounted Men-at-Arms unit must not meet any of the restrictions in 13.3 below. Place a CHARGE marker on the Charging unit with the arrow pointed at the target of the Charge. The Charging unit can change facing by one vertex prior to placing the CHARGE marker provided the Charging unit then has a Charge Path (13.3) to its target.

If a Charging unit is Disordered during its Charge, replace the CHARGE marker with a SHOCK marker and that unit must still Shock attack the original target of the Charge (and only that enemy unit), see 12.3 to determine the final Combat table. Charges are resolved by placing the Charging unit adjacent to the target, in Step 2 of the Shock Phase. A unit may not change facing during a Charge.

Play Note: This is not actual game Movement, so there is no use of Movement Points, but Reaction Fire (11.2) is allowed.

13.3 Charge/Counter-Charge Restrictions

A Men-at-Arms unit may not Charge, or Counter-Charge, if it meets any of these restrictions:

1. It is Disordered.
2. It began the Activation or the Shock Phase adjacent to an enemy unit (for Charges).
3. It began the Activation adjacent to an enemy unit and is still adjacent to that enemy unit (for Counter-Charges). If an Active unit leaves the hex in which it started the Activation, voluntarily or involuntarily, then it no longer prevents the unit from Counter-Charging that Activation.
4. It does not have a LOS (11.4) to the target unit.
5. It does not have a clear Charge Path to the target. A Charge Path:
 - a. Must be through the Charging/Counter-Charging unit's frontal hexes.

- b. Must end with the target(s) in the Charging/Counter-Charging unit's frontal hexes.
- c. Must include the hex, adjacent to the target, in which the Charging/Counter-Charging unit will end its Charge.
- d. May not cross a hex adjacent to an enemy unit, but may end in such a hex.
- e. Must be of the appropriate length for the type of Charge.
 - i. Charges: one or two hexes between the Charging unit and the target unit.
 - ii. Counter-Charges against Charge or Shock: the target is adjacent.
 - iii. Counter-Charges against Missile Fire: the target can be adjacent or separated by a number of hexes that are equal to or less than the Counter-Charging unit's MA.
- f. Must be free of friendly or enemy units. A unit stacked with a unit that wants to Charge does not prevent the unit from Charging.
- g. May not cross rivers (or any water hexside that costs more than +1 MP to cross or incurs a Disorder roll), Trench, Ditch, or Rampart hexsides (nor may the target be on the other side of such a hexside).
- h. May not cross a Woods, Light Woods, Marsh, Rough, Buildings, Cropfields, Vineyards, Taro River, or Town hex (nor may the target be in such a hex).
- i. May not cross terrain which the unit is prohibited from moving into/across (nor may the target be in/across such a hex/hexside).
- j. Cannot be shared with other Charging/Counter-Charging units.

Play Note: If a Men-at-Arms begins an enemy Activation adjacent to one or more enemy units, place a COUNTER-CHARGED USED marker on it for reference. If all of the enemy units move away remove the marker.

Design Note: Units that start the Activation adjacent to an enemy unit could withdraw and then charge again, but doing so would require putting the unit into some sort of order, and that would mean, in game terms, "not in the same Activation".

13.4 Benefits and Results of a Charge



Charging Men-at-Arms remain marked with a CHARGE marker as long as they were not Disordered during their Charge or successfully Counter-Charged. As long as at least half of the units attacking a defending unit are marked with a CHARGE marker during Shock resolution the Charge Table is used, not the Shock Table.

Subtract one (-1 DRM) from the Shock or Charge DR if any Charging unit has moved (used Movement Points) in that Activation. As noted in rule 7.3, changing facing is not considered moving.

A unit that has Charged and attained a "Continue Attack" result is no longer Charging when it resolves the Continued Attack. The Continued Attack is resolved as regular Shock.

13.5 Charge Reluctance

Design Note: There is no Charge Reluctance in this version of the game. **But see 16.2 for a variant on this.**

13.6 Counter-Charge

Counter-Charges can only be performed by the non-Active player's Men-at-Arms as a response to certain enemy actions.

Men-at-Arms that are not stacked with another unit may attempt to Counter-Charge when attacked through their front or flank hexsides by Charge, Shock, or missile fire.

If a unit is attacked by enemy units using both Shock and Charge combat, the owner must choose to Counter-Charge either the Shock or the Charge (but not both), since there are different Counter-Charge success DRs and effects for each type of Counter-Charge.

A Counter-Charge must end with all Counter-Charged units in the Counter-Charging unit's frontal hexes or it may not be performed. A Counter-Charge must also adhere to the restrictions on Charge (13.3) for all Counter-Charged units or it may not be performed. A Men-at-Arms unit may change facing by one vertex if it succeeds in Counter-Charging.



Only one Counter-Charge per unit per Activation is allowed, once a unit has attempted to Counter-Charge place a COUNTER-CHARGE USED marker on it as a reminder.

Example: During a French Activation, a Spanish Men-at-Arms unit is fired upon by a French Crossbow unit. It attempts to Counter-Charge in response (13.9), but rolls an 8 and fails. The Spanish Men-at-Arms unit is marked with a COUNTER-CHARGE USED marker. It may not now Counter-Charge if fired on by other missile units or attacked by Shock in the Shock Phase, until the COUNTER-CHARGE USED marker is removed at the end of the current Activation.

13.7 Counter-Charge Against Charge

Counter-Charge against an enemy Charge attack reflects the ability of Men-at-Arms to negate the momentum of any such enemy attack by launching its own Charge.

To Counter-Charge, the defender rolls the die before the enemy Charge against the Men-at-Arms unit is resolved.

- add the Counter-Charging unit's Defense DRM
- if a Counter-Charging Men-at-Arms unit must change facing to end with attacking unit(s) in its frontal hex(s) add one (+1) to the DR



If the adjusted DR is 4 or less, the unit has successfully Counter-Charged. Change the unit's facing by one vertex if required to place the Counter-Charged unit(s) in its frontal hexes. The Charge of the Attacker(s) has been negated and all CHARGE marker(s) are replaced with SHOCK marker(s).

If the adjusted Counter-Charge Attempt DR is 5 or more the Counter-Charge fails and the unit does not change facing if it was attempting to do so as part of the Counter-Charge.

13.8 Counter-Charge Against Shock

Counter-Charge against an enemy Shock attack reflects the ability of Men-at-Arms to disrupt any such enemy attack by launching a Charge.

To Counter-Charge, the defender rolls the die before the attack is resolved.

- add the Counter-Charging unit's Defense DRM
- if a Counter-Charging Men-at-Arms unit must change facing to end with Counter-Charged unit(s) in its frontal hex(s) add one (+1) to the DR

If the adjusted DR is 5 or less, the unit has successfully Counter-Charged. Change the unit's facing by one vertex if required to place the Counter-Charged unit(s) in its frontal hexes. The Attackers must subtract two (-2) from the DR when resolving the attack.

This applies even if the attack includes Charging units and will be resolved on the Charge Table. In cases where one Attacker is attacking two hexes, a successful Counter-Charge by one defender applies the Counter-Charge modifier only to the resolution of the attack against the Counter-Charging unit.

If the adjusted Counter-Charge Attempt DR is 6 or more the Counter-Charge fails and the unit does not change facing if it was attempting to do so as part of the Counter-Charge.

13.9 Counter-Charge Against Fire

Men-at-Arms may choose to Charge missile units in response to being targeted by missile fire. A unit may not change facing during a Counter-Charge against Fire, but it may change facing to begin one. No Reaction Fire is allowed against a unit Counter-Charging against Fire. A Counter-Charge against Fire can be undertaken against an enemy a number of hexes distant equal to or less than the Counter-Charging unit's Movement Allowance (including adjacent).

To Counter-Charge, the defender rolls the die before the fire is resolved.

- add the Counter-Charging unit's Defense DRM
- if a Counter-Charging Men-at-Arms unit must change facing to end with attacking unit(s) in its frontal hex(s) add one (+1) to the DR

If the adjusted DR is 5 or less, the unit has successfully Counter-Charged. Resolve the missile fire, change the unit's facing by one vertex if required to begin the Counter-Charge, place (if needed) the Counter-Charging unit adjacent to the firing/missile unit, and then perform an immediate Charge attack (treat this as a mini-Shock Phase for just this unit). If the successfully Counter-Charging unit is Disordered by the fire which initiated the Counter-Charge, the Counter-Charge is still undertaken, but is resolved as a Shock attack targeting the firing unit only. The successful Counter-Charge ends the movement of the missile unit, even if it would still otherwise be eligible to move after firing (Light Cavalry/Archers or Genitors).

If the adjusted DR is *6 or more* the Counter-Charge fails and the unit does not change facing if it was attempting to do so as part of the Counter-Charge. Resolve the missile fire.

If the Counter-Charging unit earns a Continued Attack, that Continued Attack is resolved immediately. The Continuing unit must Shock attack all units in its frontal hexes, those units can Retreat Before Combat, and there can be more Continued Attacks and/or Advances.

14.0 COMBAT RESULTS

SUGGESTION: Please refer to the Fire Results Table, Shock Combat Results, and Charge Combat Results tables located on the Arquebus Player Aid Card while reading this section.

14.1 The Combat Results Tables

Missile weapons use the Fire/Range DRM Chart, DRM for Missile Fire List, and the Fire Results Table. Charging units use the Charge Combat Results table. All other Shock attacks use the Shock Combat Results table. Both Charge and Shock attacks use the Weapons System Matrix and the Possible DRMs for Shock or Charge table.

Shock and Charge combat results depend on whether the *defending* unit is Normal (not Disordered) or Disordered. Missile fire results depend on whether the target is mounted or foot and Normal or Disordered. There are separate results columns for each status.

If a result applies to the attacker, it applies to all units attacking that defending hex.

If a single unit attacks two units, the attacks are considered simultaneous and the player implements all combat results after both attack rolls. If both sides must Retreat, the defender Retreats first. Combining results on the attacking unit:

- **Engaged and Retreat:** The unit must Retreat; ignore the Engaged result.
- **Engaged/Retreat and Continued Attack:** The unit must implement the Continued Attack; ignore the Engaged/Retreat result.

Play Note: Shock/Charge is resolved separately for each hex containing defending units.

14.2 Disorder

When a unit is *Disordered*, flip the counter to its “Disordered” side. The effects of being Disordered are:

- Movement Allowance on the Disordered side of the counter is lower. This penalty does not apply until the unit’s next Activation, even if the Disorder result occurred during movement.
- Missile Fire DRM on the Disordered side of the counter is lower.
- Shock attacks made by Disordered units incur a –2 DRM (as noted on the Possible DRMs for Shock or Charge table).
- A Disordered unit may not Charge or Counter-Charge.
- A Disordered unit may not Retreat Before Combat.

- A Disordered Mounted Arquebus or Mounted Crossbow unit may not dismount.
- A Disordered Dismounted Arquebus or Dismounted Crossbow unit may not re-mount.

Additional Disorder results have no further effect on a unit that is already Disordered.

Artillery units are never Disordered, instead when an Artillery unit suffers a Disorder result from missile fire, roll one die:

- if the DR is *4 or less* the Artillery unit is Eliminated.
- if the DR is *5 or more*, there is no effect.

14.3 Retreat


A unit that must *Retreat*, and, if the hex is vacated, any leader(s) stacked with it, must be retreated exactly one hex away from the unit(s) inflicting the result by the unit’s player. It must end its retreat one hex farther away from every enemy unit which participated in the attack (each die roll is a separate attack) that caused the retreat. It may enter any hex, or cross any hexside, that it is not prohibited from entering during the retreat. It may not stack with friendly units it could not normally stack with and it may not retreat into a hex occupied by an enemy unit, but may retreat into a hex occupied solely by an enemy leader (5.4) or Standard. It may retreat adjacent to an enemy that did not cause the retreat and it may change facing.

If its retreat is blocked by a friendly Arquebus, Artillery, Crossbow, Longbow, Sapper, or Skirmisher unit (not Pike or Sword & Buckler infantry armed with AQ or CB, or Mounted Arquebus or Mounted Crossbow) not stacked with another unit, even if that unit is Engaged, it may retreat *through* that unit an extra hex. If it does so, the unit retreated through is Disordered; if already Disordered, it is Retired. If the unit retreated through is already Retired, it is Eliminated. If the unit retreated through was an Artillery unit, the unit retreated through is Eliminated. Any leader stacked with the newly Retired/Eliminated unit must make a Leader Casualty check (5.4) as if the unit suffered the Retire/Eliminated result from Shock combat.

If any unit cannot retreat, satisfying the above conditions, it is Eliminated. Any leader stacked with the unit must make a Leader Casualty Check (5.4) as if the unit suffered the Eliminated result from Shock combat.

Note: If the unit and leader are totally Surrounded, both will be Eliminated. See 5.4 for the leader.

14.4 Retire

 If the unit is stacked with its Standard when it incurs a Retired result, it is instead Eliminated. If not stacked with its Standard pick up the unit and place it in a hex with or adjacent to its Standard and place a RETIRED marker on top of it. If the unit is unable to trace a route to a hex with or adjacent to its Standard not blocked by enemy units and impassable terrain, it is Eliminated. The hex chosen must not be adjacent to the enemy units that caused the Retire result, if this is not possible, it is Eliminated. If all hexes in or adjacent to its Standard are occupied by units (even units it would normally be able to stack with) or impassable terrain, the Retired unit is Eliminated. Retired units are counted towards that army’s Flight Level (3.0).

Retired units have a Movement Allowance of one hex per Activation, and may move only towards their Standard. They may not fire, initiate attacks, Charges, or Counter-Charges. If a Retired unit is attacked or fired upon, treat it as Disordered (including using its Disordered Shock Defense DRM), but add two (+2) to the Combat Resolution DR (as noted on the Possible DRMs for Shock or Charge table). Any Retreat, Retire, or Eliminated result results in that unit being Eliminated.

Play Note: Retired units are Activated along with other units in their Battle when that Battle is Activated.

14.5 Engaged



Engaged represents the units involved in that combat mixing together and continuing to fight. Place an ENGAGED marker atop the units to so indicate; any existing ENGAGED markers remain. Retired units cannot be Engaged, disregard this result against a Retired unit.

When Activated, an Engaged unit must either Disengage or remain in its hex. An Engaged unit may not fire, nor may it be targeted by missile fire.

A unit may Disengage by moving if it is not Disordered or Out of Command, but at a cost of one extra (+1) MP (cumulative with the cost for leaving a hex adjacent to an enemy unit). Some units will therefore be unable to Disengage, due to the cost of moving that one hex. Moreover, in so Disengaging the unit is automatically Disordered. During the Activation it Disengages, it may not move adjacent to an enemy unit. Units that are not eligible to Shock attack must Disengage, if possible.

If it does not Disengage and has none of the units it is Engaged with in its frontal hexes, it *must* turn one or two vertexes to place the maximum number of enemy units it is Engaged with in its frontal hexes. If it does not Disengage and has one or two of the units it is Engaged with in its frontal hexes, it cannot turn. During the Shock Phase a Shock capable unit *must* declare a Shock attack, satisfying 12.1, but ignoring any enemy units that it is not Engaged with.

Play Note: A unit listed as able to shock on the Weapons System Matrix that is Engaged must attack at least one enemy unit it is Engaged with. It can never attack an enemy unit it is not Engaged with. If there are two units it is Engaged with in its Frontal hexes it must attack them both, unless one is being Shocked/Charged by another friendly unit.



In the diagram above, the Spanish PK unit would only be forced to attack the French Swiss PK, since the French Landsknecht PK will be attacked by the Spanish SB unit. If the Spanish SB unit was not there or was from a different Battle, the Spanish PK would be forced to attack both French units.

If all enemy units that a unit is Engaged with are no longer adjacent at any time, including during a Retreat, immediately remove its ENGAGED marker.

Remove all ENGAGED markers from a unit that receives a Continued Attack result.

Leaders stacked with units are unaffected by Engaged results.

14.6 Eliminated

The unit is no longer effective as a fighting force and is finished for the day. Remove it from the board. Eliminated units are counted towards that army's Flight Level (3.0).

Design Note: Eliminated does not mean that all men in the unit have been killed. It represents the loss of men and/or morale past the point the unit can remain effective.

14.7 Continued Attack



A Continued Attack result always results in the unit that Advanced After Combat (12.4) being marked with a CONTINUED ATTACK marker indicating the negative DRM it incurs for this additional attack, as per 12.3 case #8. Continued Attack. Place the marker even if no enemy units currently occupy the attacking unit's frontal hexes. If a Continued Attack result occurred and no unit Advanced After Combat due to impassable terrain, then place the CONTINUED ATTACK marker on the unit that would have Advanced had the terrain allowed. Remove all ENGAGED markers from the unit receiving the Continued Attack result.

After all combats are resolved, another Shock Phase is conducted for all units marked with a CONTINUED ATTACK marker. During this Shock Phase only those units marked with a CONTINUED ATTACK marker may Shock and these units must declare a Shock attack; no Charges or Counter-Charges are allowed. Otherwise Continued Attack is resolved identically to 12.0.

If a unit marked with a CONTINUED ATTACK marker has no enemy units in its two frontal hexes, remove the marker during Step 1 of the Continued Attack Shock Phase when attacks are declared.

After all Continued Attacks that resulted from the initial Shock Phase are resolved, remove the CONTINUED ATTACK markers from any units that did not earn another Continued Attack result. If any unit that has a CONTINUED ATTACK marker on it obtains another Continued Attack result, increment the CONTINUED ATTACK marker (i.e., flip a CONTINUED ATTACK -1 to CONTINUED ATTACK -2 or add another CONTINUED ATTACK -1 marker to the unit) and conduct another Continued Attack Shock Phase for all of those units still marked with CONTINUED ATTACK markers. Continue this procedure until no unit is marked with a CONTINUED ATTACK marker.

When resolving a Continued Attack, subtract one (-1) from the Resolution DR for each *previous* Shock, or Continued Attack Shock, Phase undertaken by that unit in this Activation; this will be denoted by the sum of the CONTINUED ATTACK markers on the unit.

Design Note: The DRM reflects the ongoing loss of formation and impetus such attacks are subject to.

Play Note: There is no limit to the number of times a unit can obtain a Continued Attack result. If you run out of CONTINUED ATTACK markers, add some other marker to designate the additional modifiers.

15.0 RALLYING UNITS

15.1 Rally

Disordered units may cure their Disorder status by spending their entire Activation doing nothing. If a Disordered unit is not adjacent to an enemy unit after all combat has concluded—even if it is within range of enemy missile fire—and it has neither moved, changed facing, fired missiles, declared an attack, or been attacked that Activation, flip the Disordered unit to its normal side. Disordered units that are Out of Command (5.3) may Rally.

Play Note: The unit may have started the Activation adjacent to an enemy unit, but can still rally if there are no enemy units adjacent after combat.

Retired units that are in or within one hex of their Standard, but not adjacent to an enemy unit, may be Rallied if that Standard is Activated (6.0). Units within range of enemy missile fire or Out of Command may still be Rallied. When a Standard is Activated, remove the RETIRED marker from every eligible unit. After removal, the unit is in Disordered status.

15.2 Standards



Standards are the rallying points for units. Any unit that is Retired and is in or within one hex of its Standard, and not adjacent to an enemy unit, when the Standard is Activated, has its status changed from Retired to Disordered.

An Activated Standard may be moved to any hex on the game-map (not a Reinforcement hex) instead of Rallying Retired units. When doing so, any Retired units that are in or within one hex of the Standard prior to its being moved must check to see what effect this has on them. Roll one die. If the DR is a 5 or more, that Retired unit is now Eliminated. If the DR is 4 or less, there is no effect.

Standards may be moved by enemy action if an enemy unit enters the hex with the Standard. When a Standard is moved, the player follows the same procedure for moving an Activated Standard. Standards may not Retreat Before Combat.

16.0 SPECIAL RULES

16.1 Timed Engagement

This rule is intended to encourage one side to attack in a timely manner, even when it may not be in its best interest to do so. It will generally be used to ensure the historical attacker in a battle does attack, rather than spend too much time maneuvering around the flanks of a defender's position. We have tried to be generous with the time allotment so that players may explore alternatives

to frontal assault, while at the same time constraining how much exploration is possible.



The TIME marker starts at a space on the General Track as defined in the battle. The timed player loses the battle if the TIME marker reaches the "0" space on the General Track. The non-timed player may Pass when he has a Free Activation and move the TIME marker one (1) space towards zero (0). Some battles may have special rules for the TIME marker, otherwise this is the only way the TIME marker is moved.

16.2 Swiss Shock Reluctance (The Harry Lime/Jerry Maguire Rule)



For much of the late 15th century, the Swiss Pike—almost always in mercenary status—had rightfully gained a fearsome reputation for their fighting ability and on-field dominance. By the end of the century they had also gained an equally fearsome—for their commanding generals—reputation for refusal to fight if they hadn't been paid. The *apropos* phrase of the era was “*Point d'argent? Point de Suisse!*” (No silver? No Swiss.) The German Landsknechts—equally as feared—were not quite so fiscally oriented.

To reflect this possibility, each and every time a Swiss Pike infantry unit that is not already Engaged (which negates this rule) declares a Shock attack that is not a Continued Attack, the player must check to see if the Swiss carry out the Shock attack, unless directed otherwise by a rule in the battle. Before resolving the attack the player rolls one die, to which he adds that unit's Shock Defense DRM.

If the DR is 6 or less, the Sons of Billy Tell lower their pikes and go to work. Cue up the Rossini.

If the DR is 7 to 9, that unit refuses to Shock attack.

If the DR is 10 or more, the unit not only decides not to fight but decides to go home and invent the cuckoo clock (a piece of information we got from Harry Lime). Remove it from the game instantly. It is not considered an Eliminated unit for purposes of Victory (3.0).

If a Swiss Pike infantry unit refuses to Shock attack or is removed, it does not affect any other declared attacks, since the refusal happens after attacks are declared. It has declared an attack and so is not eligible to Rally during this Activation.

16.3 Gun Wagons



Gun Wagons seem to be inspired by the War Wagons used by the Hussites in the early 15th Century. These rules reflect the fact that the draft animals were unhitched before battle, meaning the wagons could not be moved once the battle started.

Gun Wagons have the following special rules:

- They may not move.
- Gun Wagons that incur Retreat or Retire results, from either missile fire or Shock/Charge combat, are Eliminated instead.

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...and don't laugh, but Wikipedia ...by which (if you know how) you can find a remarkable amount of on-line, website information, much of it detailed, along with some great pictures.

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