

# Spanish Fury, Actions!

A game of company level battles and ambushes in the late 16<sup>th</sup> century

## Table of Contents

- 1) Introduction & Summary of Play
- 2) Definitions
- 3) Sequence of play
- 4) Company Organization
- 5) Company Characteristics
- 6) Officers
- 7) Actions
- 8) Movement and Formations
- 9) Morale
- 10) Shooting
- 11) Charging
- 12) Hand to Hand Battles
- 13) Routing, Pursuing and Rallying
- 14) Ambushes
- 15) Night Battles & Fog
- 16) Artillery
- 17) Buildings
- 18) Fortune's Wheel
- 19) Flight & Victory

### Specific Rules:

- A) Walls, Parapets & Sconces
- B) Boats & Beaches
- C) Capturing & Moving Objects
- D) Petardmen and Setting Fires

### Appendix & Scenario Generation

## 1) Introduction & Summary of Play

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

### Scale:

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

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

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

### **Summary of Play:**

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

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

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

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

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

## 2) Definitions

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

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

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

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

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

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

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

## 3) Sequence of Play

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

## 4) Company Organization

### What makes up a company?

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

### Can Companies ever be divided during play?

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

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

### Can Companies ever be combined during play?

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

## 5) Company Characteristics

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

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

**Expert:** Adds one to Shooting rolls.

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

**Terrible:** Modifies charge morale test of enemies.

**Undisciplined:** Cannot form Compact Body

**Disciplined:** Can Demand 3<sup>rd</sup> HTH round

**Fanatical:** Never surrenders

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

## 6) Officers

**What are the types of Officers, and their functions?**

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

**What is the Effect of Officers?**

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

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

These are the other characteristics Officers may possess:

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

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

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

**Inspirational:** Subtract one from all morale test roles.

**Coward:** Add one to all morale test roles.

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

**Can Officers challenge one another to Single Combat?**

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

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

#### **Can Officers become casualties?**

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

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

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

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

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

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

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

### **7) Actions**

#### **What are the different actions a company may perform?**

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

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

#### **Who can perform what actions, and when?**

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

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

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

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

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

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

## **8) Movement and Formations**

### **How far can companies move during a turn?**

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

### **How do companies turn, face to flank and rear?**

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

### **How do companies change from line to column?**

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

### **How does terrain effect various Squadron types?**

#### **Horse & Foot:**

*It costs half of a company's move to:*

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

*Movement cost is double when:*

Climbing a steep hill

Entering buildings (1)

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

#### **Impassible terrain includes:**

Lakes, Oceans, Mountains, Deep Woods (2)

**Notes:**

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

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

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

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

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

**What are the Formations companies may be in?**

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

**What are the advantages of each type of Formation?**

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

**Can Formed bodies become unformed involuntarily?**

Yes, under the following circumstances:

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

**How do companies switch from Formed to Loose bodies voluntarily?**

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

**Can mounted companies dismount?**

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

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

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

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

## 9) Morale

### **What can cause a company to take a morale test?**

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

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

### **How does one take a Morale test?**

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

### **What are the consequences for failing a morale test?**

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

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

Failed Fear test: Rout immediately

Failed Serious test: Immediately Retire.

Failed Rally test: Continue routing.

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

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

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

### **How does one get rid of Terror markers?**

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

## 10) Shooting

### **Who can shoot?**

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

### **What is the range of weapons?**

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

### **What about fire arcs? (sigh..)**

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

### **How is shooting executed?**

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

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

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

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

### **Modifiers:**

Target ½ size of Shooters: +1 Column

Target 2x size of Shooters: -1 Column

Target Behind Cover: -1 column

Expert Shooter: +1 to die roll

Formed Body +25% Shooting total

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

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

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

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

\*= Check for Officer casualty

## **11) Charging**

### **Who can charge whom?**

- 1) Horse can charge any except disciplined pikemen in a Formed Body.
- 2) Foot can charge any except horse, unless it is engaged in HTH combat

### **When can a company charge an enemy company?**

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

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

### **How does it execute a charge?**

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

### **Can the company being charged shoot at the charging company?**

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

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

Yes. A company must be totally behind (or reasonably so) the line stretching across the front of the target company (at the start of its action segment) to be able to charge its flank.

Otherwise it must charge its front. The same is true for charging the rear. It must be facing the rear of the target at the start of its action segment to do so.

## **12) Hand to Hand Battles**

### **Who can fight in HTH battles? What part of a company is included?**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

	<b>Advantage</b>	<b>3:2</b>	<b>2:1</b>	<b>3:1</b>	<b>4:1+</b>
1	S/Terror*	S/Terror*	S/Hmld!*	S/Hmld!*	S/Hmld!*
2	Stand Off	Stand Off	Locked	Locked	Locked
3	Locked	Locked	Locked	W/Terror	W/Terror
4	Locked	Locked	W/Terror	W/Terror	Lose Sqdr'n
5	Locked	W/Terror	W/Terror	Lose Sqdr'n	Defeated
6	W/Terror*	W/Terror*	Lose Sqdr'n	Defeated	Defeated

### **Modifiers:**

Behind fortifications +50% HTH total

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

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

Formed Body +25% HTH total

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

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

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

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

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

**Lose Squadron** = Weaker Side loses one Squadron

**Defeated** = Weaker Side loses two Squadrons and survivors rout!

\*= Check for Officer casualty. Fear Morale test.

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

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

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

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

### **How can a hand-to-hand battle end?**

It can end in any of the following ways:

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

## **13) Routing, Pursuing & Rallying**

### **What makes a company rout?**

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

### **When do they rout?**

Immediately after the Consequence is determined.

### **How do they rout?**

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

### **Who pursues, and when?**

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

### **How long do pursuers pursue?**

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

### **Who may rally?**

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

### **How does a company rally?**

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

### **What happen to routers who leave the table?**

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

## **14) Ambushes**

### **When does a company lay an ambush?**

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

### **Where can an ambush be laid?**

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

### **How are ambushes detected?**

Any company may choose to scout any terrain they suspect of hiding an ambush, once in their action segment. The suspicious terrain must be within 4" of the company in question unless they are Canny, in which case, 8". Roll 1d6. On a 5-6 the ambush is discovered.

Place the company on the table. An ambush detected is no longer an ambush. Note that if a company moves around a corner of a terrain object and sees a company that was in ambush, the spotted company may still in its action phase spring the ambush on the spotting company, if it fulfills the requirements below. In other words, the spotting company is just as surprised as if the ambushers were hidden in woods or other terrain.

### **When can Ambushes be sprung?**

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

### **How are ambushes sprung, and what are their effects?**

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

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

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

### **What about visibility, in say, light woods?**

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

## **15) Night Battles & Fog**

### **How are Night Battles and Fog handled?**

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

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

The following effects are also in play:

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

## **16) Artillery (Guns)**

### **Is a Gun considered a company?**

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

### **What is the Organization of a Gun company?**

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

### **What actions can Guns take?**

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

### **Can a Gun shoot every turn?**

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

### **What are the ranges of the various Guns?**

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

### **Can Guns move?**

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

### **What is the effect of fire on Guns?**

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

### **What happens when a Gun is charged?**

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

### **How do you determine a Shooting Total with Guns?**

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

## **17) Buildings**

### **Could you give us a general description of how buildings work, please?**

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

## 18) Fortune's Wheel

### What is Fortune's Wheel?

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

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

-Captain Fluellen, Henry V

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

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

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

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

Explanation:

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

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

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

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

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

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

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

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

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

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

## 19) Flight & Victory

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

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

## Specific Rules

These rules are only used in particular types of scenarios:

### **A) Walls, Parapets, and Sconces**

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

#### **How does a company occupy such fortifications?**

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

#### **How does one move across/along such fortifications?**

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

#### **How do ladders work?**

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

#### **How are Hand-to-Hand battles resolved?**

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

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

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

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

### **Can a Gun breach a Wall or Gate?**

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

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

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

## **B) Boats & Beach Landings**

### **What is the carrying capacity of a boat?**

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

### **How do boats move, and at what rate?**

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

### **How do companies board/disembark from boats?**

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

### **What happens when boats are shot at?**

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

### **Can a company shoot from a boat?**

No.

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

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

## C) Capturing & Moving Objects

### Can objects move? How?

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

### How does terrain effect them?

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

### How do they affect movement of other companies?

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

### How can they be captured/Change ownership?

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

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

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

**Wagons:** Are captured in the same manner as herds.

## D) Petardmen and Setting Fires

### What can Petardmen destroy? How?

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

### How can fires be set?

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

### How can fires be fought?

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

# **Appendix:**

## **Troop Types:**

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

### ***Spain:***

Spanish Arquebusiers (SA) 2/5 Disciplined 7/7/8/9 [6"/4"] (10")  
Spanish Musketeers (SM) 2/6 Disciplined & Expert 7/8/9/9 [5"/4"] (12")  
Spanish Pikemen (SP) 10/0 Disciplined, Tough & Terrible 10/11/10/10 [4"/3"]  
Walloon Musketeers (WM) 2/5 Expert 6/7/8/9 [5"/4"] (12")  
Herrurelos (Hr) 4/4 Slippery 8/8/9/9 [8"/6"] (6")  
Sword & Bucklermen (SBM) 6/0 Tough & Disciplined 9/9/9/10 [5"/4"]

### ***Huguenots:***

Millers (MrL) (Lance) 10/0 Disciplined, Tough & Terrible 11/11/10/10 [8"/6"]  
Millers (MrP) (Pistol) 8/2 Disciplined, Tough & Terrible 10/10/10/10 [8"/6"] (3")  
Huguenot Shot (HS) 1/4 Expert 6/6/8/8 [6"/4"] (10")

### ***French Catholics:***

Gensdarmes (Fg) 8/0 Tough 10/9/9/8 [8"/6"]  
Legion Arquebusier (LgA) 1/5 [] 6/7/8/8 [6"/4"] (10")  
Legion Musketeer (LgM) 1/5 Expert 6/7/8/8 [5"/4"] (12")  
Legion Pikemen (LgP) 6/0 [] 8/8/8/8 [4"/3"]  
Monks & Jesuits (MJ) 1/3 Fanatical & Undisciplined 7/5/6/6 [5"/-] (8")

### ***English:***

Border Reiver (Br) 4/2 Canny, Slippery & Undisciplined 8/7/7/6 [9"/-] (3")  
Demilancer (Dl) 8/0 Disciplined 10/10/9/9 [8"/6"]  
Veteran Shot (VS) 2/5 Disciplined 7/7/8/9 [6"/4"] (10")  
Veteran Pikemen (VP) 7/0 Tough & Disciplined 9/9/9/10 [4"/3"]  
Longbowmen (Lb) 1/4 [] 5/6/7/7 [6"/4"] (10")

### ***Scots:***

Border Reiver (Br) 4/2 (Canny, Slippery & Undisciplined 8/7/7/6 [9"/-] (3")  
Highlander 3/2 (Hl) Canny & Undisciplined 9/7/7/5 [6"/-] (6")  
Scots Pikemen (ScP) 5/0 Tough 7/8/8/7 [5"/3"]

### ***Irish:***

Irish Horse (IH) 3/2 Canny, Slippery & Undisciplined 7/6/8/7 [9"/-] (3")  
Kern (Kn) 3/2 Canny, Slippery & Undisciplined 6/5/7/5 [6"/-] (3")  
Bonnacht (Bn) 4/3 Canny 8/7/8/7 [6"/4"] (3")  
Gallowglasses (Gs) 7/0 Tough & Terrible 10/10/10/10 [5"/4"]

### ***German:***

Reiter (Rr) 8/4 Tough & Disciplined 9/9/9/10 [7"/5"] (3")  
Landsknecht Shot (LnS) 2/5 Disciplined 6/7/9/9 [6"/4"] (10")  
Landsknecht Pikemen (LnP) 6/0 Disciplined 8/8/9/9 [4"/3"]

### ***Dutch:***

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

### ***Swiss:***

Swiss Pikemen (SwP) 11/0 Tough, Terrible, Disciplined & Fanatical 11/11/11/11 [5"/4"]  
Swiss Shot (SwS) 2/4 Fanatical 8/8/11/11 [6"/4"] (10")

**Swedish:**

Swedish Crossbows (SC) 1/3 [ ] 6/6/7/7 [6"/4"] (8")  
Scandinavian Pistoleers (SP) 7/3 Disciplined 9/8/9/9 [7"/5"] (3")

**Danish:**

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

**Muscovite:**

Deti Boyarski (DB) 6/2 [ ] 8/8/8/8 [9"/6"] (6")  
Streltsi (Stl) 3/4 Disciplined 7/8/8/9 [6"/4"] (10")  
Militia Shot (MS) 1/4 [ ] 5/5/6/7 [6"/4"] (8")  
Militia Spear/Axemen (MSp) [ ] 6/6/6/7 [6"/4"]

**Polish:**

Hussars (Hsr) 10/0 Tough, Disciplined & Terrible 11/11/11/11 [9"/6"]  
Ratjars (Rj) 6/3 Disciplined 8/9/9/9 [7"/5"] (3")  
Haiduks (Hdk) 2/4 [ ] 7/8/8/8 [6"/4"] (10")  
Wybraniecka (Wy) 1/3 Undisciplined 6/6/7/6 [6"/-] (10")  
British Shot (BS) 2/5 [ ] 7/7/8/9 [6"/4"] (10")

**Turkish:**

Sipahis (Sph) 7/2 Disciplined 9/8/8/9 [9"/6"] (6")  
Janissaries (Js) 4/4 Disciplined, Fanatical & Terrible 10/10/10/10 [6"/4"] (10")  
Tufeckis (Tfk) 1/4 [ ] 6/6/7/7 [6"/4"] (10")  
Akinjis (Akj) 4/2 Canny, Slippery & Undisciplined 6/6/8/9 [9"/-] (6")  
Martolos (Mts) 1/4 Undisciplined & Canny 7/6/7/7 [6"/-] (8")  
Barbary Corsairs (BrC) 2/4 Slippery, Canny & Undisciplined 8/7/8/8 [6"/-] (8")

**Typical Europeans/Auxiliaries:**

Gentlemen Volunteers (GV) 5/2 Tough 10/9/9/10 [6"/4"] (6")  
Gensdarmes (Gd) 7/0 [ ] 9/9/8/9 [8"/6"]  
Royal Guards Shot (RS) 2/5 Disciplined 7/8/9/10 [6"/4"] (10")  
Royal Guards Pikemen (RP) 7/0 Tough & Disciplined 9/9/9/10 [4"/3"]  
Levy Pikemen (LP) 4/0 [ ] 7/7/7/7 [4"/-]  
Levy Arquebus (LA) 1/4 [ ] 5/6/7/7 [6"/-] (10")  
Peasants (Ps) 2/2 Canny & Undisciplined 7/5/6/4 [6"/-] (6")  
Mutineer Shot (MtS) 1/5 [ ] 6/7/8/7 [6"/4"] (10")  
Mutineer Pike (MtP) 6/0 Tough 8/8/8/7 [4"/3"]  
Armed Sailors (AS) 3/3 Undisciplined 6/6/7/8 [6"/4"] (8")  
City Militia (CM) 2/3 Undisciplined 5/5/5/5 [6"/-] (8")  
Petronels (Pt) 2/4 Slippery 5/6/8/9 [9"/6"] (6")  
Light Lancers (LL) 4/0 Slippery 7/7/8/9 [9"/6"]  
Stradiot (Str) 4/2 Slippery, Canny & Undisciplined 8/7/8/9 [9"/-] (6")  
Hospitaler 9/0 Tough, Disciplined & Fanatical 11/11/11/11 [4"/3"]  
Maltese Militia 1/4 Undisciplined & Canny 6/6/7/9 [6"/-] (8")  
Cossack Spearmen 5/0 Canny 7/7/8/8 [6"/4"]  
Cossack Shot 2/4 Canny & Undisciplined 6/7/8/8 [6"/-] (10")  
Cossack Horse 4/4 Canny, Slippery & Undisciplined 8/7/8/9 [9"/-] (6")  
Tatar Horse 5/0 Canny, Undisciplined & Slippery 8/7/7/9 [9"/-] (6")  
Tatar Foot 1/3 Canny, Undisciplined & Slippery 6/6/6/7 [6"/-] (8")  
Foresters (Fs) 1/4 Canny, Undisciplined & Expert 4/5/6/6 [6"/-]\* (12")  
Petardmen (Pm) 3/0 [ ] 4/4/10/10 [5"/-]\*  
Artillery Crew 0/0 [ ] 0/0/6/8 [6"/-]\*

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

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

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

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

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

Herds [-/2"]

Prisoners [4"/8"]

Wagons [1"/4"]

\*= May only have one Squadron per company.

# Scenario Generation

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

## Celtic

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

## European & Turkish

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

## Nations:

*Celtic:* Scots, Irish

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

*Eastern European:* Muscovites, Poles, Swedes\*

*Turkish:* Turks

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

## Notes on Scenarios

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

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

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

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

## Celtic Scenarios

### 1) Supply column Ambush

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

#### Forces:

English: Moderate, Predominantly Foot, with Wagons

Irish: Moderate, Mixed

#### Board:

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

#### Special Rules:

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

#### Victory Conditions:

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

### 2) Ambush at the Ford

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

#### Forces:

English: Large, Predominantly Foot, with Wagons

Irish: Large, Mixed

#### Board:

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

#### Victory Conditions:

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

### 3) Unplanting Planters

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

#### Forces:

English Reinforcements: Few, Predominantly Mounted.

English Planters: 2 Squadrons Levy Shot, 2 Squadrons Peasants

Irish: Moderate, Mixed

#### Board:

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

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

**Victory Conditions:**

The Irish must burn every building in the hamlet.

**4) Cattle Lifting**

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

**Forces:**

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

**Board:**

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

**Victory Conditions:**

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

**5) Prison Break**

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

**Forces:**

Irish or Scottish: Few, Predominantly Mounted.

English: Few, Predominantly Foot

English Reinforcement: Few, Predominantly Mounted

**Board:**

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

**Special Rules:**

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

**Victory Conditions:**

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

## **6) Feud**

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

**Forces:**

Irish vs Irish or Scots vs Scots

Both Sides: Moderate, Mixed

**Board:**

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

**Victory Conditions:**

First side to kill or capture the opposing Colonel wins.

## **7) Hot Trod**

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

**Forces:**

Scots: Moderate, Predominantly Mounted.

English Moderate, Predominantly Mounted, six herds, two prisoners

**Board:**

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

**Victory Conditions:**

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

## **8) Debatable Land Clearing**

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

**Forces:**

Scots or English: Few, Predominantly Mounted.

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

**Board:**

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

**Victory Conditions:**

The attackers must clear the board of all settlers.

## **9) Rebellion**

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

### **Forces:**

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

Government: Large, Mixed

### **Board:**

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

### **Victory Conditions:**

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

## **European Scenarios**

### **1) Artillery Train Ambush**

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

### **Forces:**

Attacker: Few, Predominantly Mounted.

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

### **Board:**

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

### **Special Rules:**

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

### **Victory Conditions:**

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

### **2) Delaying Action**

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

### **Forces:**

Attacker: Moderate, Predominantly Foot.

Defender: Few, Predominantly Mounted, one Saker with crew

### **Board:**

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

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

**Victory Conditions:**

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

**3) Topping the Rise**

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

**Forces:**

Attacker: Large, Mixed.

Defender: Large, Mixed.

**Board:**

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

**Victory Conditions:**

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

**4) Cap'n art thou sleeping there below?**

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

**Forces:**

Attacker: Few, Predominantly Mounted.

Defender: Moderate, Predominantly Foot

**Board:**

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

**Special Rules:**

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

**Victory Conditions:**

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

## **5) Ensconced?**

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

### **Forces:**

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

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

### **Board:**

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

### **Board:**

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

### **Victory Conditions:**

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

## **6) Cadiz, or something similar**

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

### **Forces:**

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

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

### **Board:**

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

### **Special Rules:**

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

### **Victory Conditions:**

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

## **7) Eastward Ho!**

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

### **Forces:**

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

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

### **Board:**

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

### **Victory Conditions:**

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

## **8) Swamped**

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

### **Forces:**

Attacker: Moderate, Mixed

Defender: Moderate, Mixed

### **Board:**

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

### **Victory Conditions:**

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

## **9) Fire & Sword**

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

### **Forces:**

Danes: Moderate, Mixed.

Swedes: Few, predominantly Foot, one Saker.

### **Board:**

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

### **Victory Conditions:**

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

## **10) Razzia**

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

### **Forces:**

Turks: Moderate, Mixed.

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

### **Board:**

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

### **Special Rules:**

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

### **Victory Conditions:**

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

## National Force Tables:

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

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

### Scottish Forces (Few)

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

### Scottish Forces (Moderate)

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

### Scottish Forces (Large)

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

### Special Rules for Scots:

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

### Spanish Forces (Few)

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

### Spanish Forces (Moderate)

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

### Spanish Forces (Large)

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

### Special Rules for Spaniards:

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

### French Catholic Forces (Few)

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

### French Catholic Forces (Moderate)

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

### French Catholic Forces (Large)

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

#### Special rules for French Catholics:

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

### French Protestant Forces (Few)

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

### French Protestant Forces (Moderate)

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

### French Protestant Forces (Large)

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

### Special Rules for Huguenots:

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

### Dutch Forces (Few)

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

### Dutch Forces (Moderate)

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

### Dutch Forces (Large)

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

### Special Rules for Dutchmen:

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

### English Forces (Few)

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

### English Forces (Moderate)

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

### English Forces (Large)

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

### Special rules for Englishmen:

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

### German Mercenary Forces (Few)

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

### German Mercenary Forces (Moderate)

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

### German Mercenary Forces (Large)

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

### Special Rules for Germans:

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

### Irish Forces (Few)

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

### Irish Forces (Moderate)

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

### Irish Forces (Large)

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

### Special Rues for Irishmen:

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

### Danish Forces (Few)

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

### Danish Forces (Moderate)

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

### Danish Forces (Large)

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

### Special Rules for Danes:

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

### Swedish Forces (Few)

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

### Swedish Forces (Moderate)

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

### Swedish Forces (Large)

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

#### Special Rules for Swedes:

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

### Muscovite Forces (Few)

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

### Muscovite Forces (Moderate)

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

### Muscovite Forces (Large)

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

### Special Rules for Muscovites:

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

### Polish Forces (Few)

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

### Polish Forces (Moderate)

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

### Polish Forces (Large)

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

### Special Rules for Poles:

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

### Turkish Forces (Few)

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

### Turkish Forces (Moderate)

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

### Turkish Forces (Large)

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

### Special Rules for Turks:

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

### Portuguese & Italians (Few)

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

### Portuguese & Italians (Moderate)

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

### Portuguese & Italians (Large)

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

### Special Rules for Portuguese & Italians:

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

# “Impeaching the Enemy”

A small campaign for use with *Actions!*

## Introduction:

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

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

## What you will need to play

**Map** (provided)

**Counters** (provided)

**Miniatures**

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

## *The Captain*

## Setup:

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

## Sequence of Play:

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

## The Map:

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

### **The Forces:**

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

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

### **Assigning Scouting Parties:**

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

### **Missions:**

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

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

### **Planning Missions:**

Along with each mission, the English must choose a target. The target must be a location that contains elements that the mission requires for success. Thus a “Storm” mission must have as its target a location with a Sconce in it, a “Run Supplies” mission must have the town itself as a target, a “Steal Herds” mission a location with Herds present, and finally, a “Cut Enemy Communications” mission a location on the main communications route.

Further, the route that the English will take must also be chosen and written down. They must also choose what squadrons will be included in the mission- sometimes they will not use all available forces to enable them to be more stealthy. Unused Squadron have no other effect on that turns activities.

### **Planning Defenses:**

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

### **Scouting:**

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

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

The out scouted player must now suffer the consequences.

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

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

### **Executing Missions:**

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

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

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

### **Discovery and Interception:**

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

English force is composed entirely of Horse: -2\*

English force composed of only “Canny” and “Slippery” squadrons: -3\*

English force is under twelve squadrons strong: -2

English force is over twenty squadrons strong: +2

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

\*= Only one of these modifiers can be used.

### **Battle rules:**

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

#### ***Successful Interception by the Spanish:***

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

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

#### ***Storming a Sconce:***

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

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

***Steal Herds:***

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

***Cut Communications:***

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

***Running Supplies:***

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

***Reinforcements:***

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

Composed Entirely of Horse: +3  
Total force eight squadrons or less: +2  
Total force more than twelve squadrons: -2  
Led by "Villiago": +1  
After turn 10: +1  
After turn 15: +2

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

***Victory:***

The number of points accumulated by the English determines victory:

Less than ten points: Spanish Major victory- Town falls, unconditional surrender  
Between eleven and twenty points, Spanish Minor Victory- Honours of War for garrison  
Between twenty-one and thirty points, Draw- Siege continues

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

Victory points are awarded as follows:

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

Successful Storm Sconce mission: 8 points

Each Herd scattered: 1 point

Each Herd brought back to English lines: 2 points

Successful “Cut Communications” mission: 12 points

**From the Captain:**

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