

# CHARACTERISTICS Sep'21 beta

## AGGRESSIVE

Troops noted for being overly aggressive against anything they could easily get into a melee.

- Free charge at 3BW.
- +1 in charge combat (See QRS for exceptions).
- May shatter against all except elephants & battlewagons.

This bonus is **not** affected by terrain.

## BARRICADES

Represent troops behind permanent walling, wagons, fencing, or plashing that have been constructed prior to battle. These are easy to defend and provide cover from shooting.

- TUGs must be deployed immediately after any camp placement as part of the first batch of deployment.
- Barricades should be represented by thin bases in front of the troops. All measurement and distances are always from troop bases.
- TUGs may leave barricades by playing a YELLOW for a move directly ahead. This represents dismantling gaps and opening gates.
- TUGs may turn to move without crossing them as normal.
- Barricades stay on the table. If undefended they can be crossed by enemy infantry only. Crossing troops are slowed by 1BW while any part of the TUG is crossing them.
- If undefended, they may be re-defended from their original side only by reaching their defensible long edge and aligning to it, if no enemy are in contact with the barricade base.
- Barricades give claims in the combat tables, and troops directly behind them are treated as in

cover when shot at by files whose entire front edge is ahead of them.

- Files fighting defenders behind barricades do not count any factors that require good going. i.e. are cancelled if affected by terrain (but are only affected or badly affected by terrain if in such terrain).
- SUGs behind barricades attacked frontally do not have to run away, or skirmish, and cannot be pushed back and therefore stand and fight.
- Troops behind barricades are not driven back by fire.
- Artillery behind barricades is allowed a 1 BW pivot to either side behind barricades and still be protected.
- Impetuous troops behind barricades are not forced to charge.

## BULLETPROOF ARMOUR

Date "Tameshi Gusoku" bullet-resistant armour.

Despite its name, Bulletproof Armour isn't immune to gunfire. However, it is highly resistant to it, allowing Samurai to continue wearing their armour despite the use of firearms.

- All Shot (not Artillery) takes a downgrade when firing at troops wearing this armour.

## COMBAT SHY

Troops that feared combat and were ill equipped to fight, such as many hastily raised militia.

- +1 to opponents in *Charge* and *Melee Combat*.

## **DISMOUNTABLE**

Covers both mounted troops that at times dismounted to fight on foot and infantry who campaigned and moved on horseback to fight on foot.

- Dismounting for both types require a YELLOW card in the movement phase and is not possible if any part of the TUG is in combat.
- Mounted TUGs with dismountable can be dismounted at deployment for free. Those troops most comfortable dismounting to fight on foot have their types defined in the army lists.
- Infantry TUGs with Dismountable may choose to start the battle dismounted as normal Infantry but otherwise move as formed loose mounted, but may not charge, counter charge, intercept, skirmish or run away, or shoot while mounted.
- If contacted while mounted, dismountable infantry fights as if they are on foot but are treated as combat shy, representing their discomfort at fighting without having properly dismounting.
- Once dismounted troops cannot remount.

## **ELAN**

Troops noted for engaging in close combat more readily than others.

- Free charge at 3BW.
- Combat claim in charge combat.
- Foot with Elan get shove in charge and melee phases on an S or a Skull.

This bonus is not affected by terrain.

## **EVADE**

Allows troops to **run away** or **skirmish** in response to a charge.

## **FLEET OF FOOT**

Lightly armoured troops who nimbly manoeuvre around the battlefield.

- +1 BW movement to all except units in SUG.

## **HASTY DEFENCES**

Represent troops behind hastily erected cover before the battle. These are easy to defend and provide cover from shooting.

- TUGs must be deployed immediately after any camp placement as part of the first batch of deployment.
- Barricades should be represented by thin bases in front of the troops. All measurement and distances are always from troop bases.
- TUGs may leave Hasty Defences with a normal move
- TUGs may turn to move without crossing them as normal.
- Hasty Defences do not stay on the table. If left undefended they are simply removed.
- Hasty Defences give claims in the charge combat tables
- Troops directly behind Hasty Defences are treated as in cover when shot at by files whose entire front edge is ahead of them.

## **IMPETUOUS**

Troops who are inclined to go charging at enemy unless restrained.

- Must charge if within charge reach,
  - Unless they would be >3 down in combat.
  - Opponents are Elephants.
- If they meet friends, they burst through them. This causes a KAB on both themselves and friends.
- **IMPETUOUS** troops have implicit **RECKLESS PURSUIT**

## **INDEPENDENT**

Troops that are unaffected by being out of close command of a general. Do not pay an extra card for being out of range of general in the movement phase.

## INTEGRAL PIKES

This characteristic is to represent the later XVII century troops that as well as being equipped with bayonets also still had some numbers off pike to help fend off mounted troops.

- Additional claim vs. mounted in charge phase.
- Additional claim vs. mounted in melee phase.

## MANGA

This is used to represent the aggressiveness of Spanish Arquebusiers whilst operating as part of a Spanish Tercio or Colunela, who often operated at some distance from the main body of the Tercio or Colunela.

At the start of the shooting phase, you may place skirmisher bases representing the Manga skirmishing screen.

- Place skirmisher bases equal to the frontage of the TUG.
- Where both players have Manga alternate placement, start with the first player.
- The skirmisher bases are placed up to 2BW from the TUG, in a contiguous line.
- The skirmishers should be aligned exactly with the front, or side, edge of the TUG.
- For a Tercio this can also be to the rear edge.
- The Manga skirmishing screen acts as the temporary front edge of the TUG.
- The Manga skirmishing screen shoots and is shot at as if it were Skirmisher.
- Measure all firing to, or from, the Manga TUG to the Manga skirmishing screen.

If enemy UGs can shoot at the main body of the Manga TUG without their line of sight passing through the Manga skirmishing screen they may shoot the main body instead. In this situation it would not count as shooting at skirmishers.

At the end of the shooting phase remove the Manga skirmishing screen.

## PERSONAL BODYGUARD

The Army commander can still act as a floating general, while also in direct command of troops with this characteristic. If a personal bodyguard is fielded, then the General must join the unit.

## RECKLESS PURSUIT

Troops prone to uncontrolled pursuit over a long distance when they have broken enemy units.

When pursuing

- Make a 2nd and 3rd full length pursuit move in the same phase, and in the same direction as the first pursuit
- If they meet friends not in contact, they burst through them causing a KAB on their friends and themselves.
- If they meet enemy, they stop and fight. If this occurs immediately in a charge phase fight.
- If it occurs in any other phase, fight in the next charge phase.
- Enemy troops capable of evading these pursuits may do so as normal and may evade in this way up to 3 times

## REDOUBTS

Redoubts represent troops behind permanent defences. These are easy to defend and provide cover from shooting.

- TUGs so equipped must be deployed immediately after any camp placement as part of the first batch of deployment.
- Redoubts should be represented by thin bases in front and side of the troops. All measurement and distances are always from troop bases.
- TUGs may leave barricades by playing a YELLOW for a move directly ahead. This is representing dismantling gaps and opening gates.
- TUGs can turn to move without crossing them as normal.

- Redoubts stay on the table, and if undefended can be crossed by infantry only but these are slowed by 1BW while any part of the TUG is crossing them.
- If undefended, they may be re-defended from their original side only by reaching their defensible long edge and aligning to it, as long as no enemy are in contact with the barricade base.
- Redoubts give claims in the combat tables, and troops behind them are treated as in cover when shot at by files whose entire front edge is ahead of them.
- Files fighting defenders behind Redoubts do not count any factors that require good going – i.e. are cancelled if affected by terrain (but are only affected or badly affected by terrain if in such terrain).
- SUGs behind barricades attacked frontally do not have to run away or skirmish and cannot be pushed back and therefore stand and fight.
- Troops defending Redoubts (including artillery) can shoot out from their side edge as if it was their front edge.
- Any contact on side edge is considered a frontal contact and follows the rules above.
- Troops defending redoubts cannot be driven back by fire.
- Impetuous troops behind redoubts are not forced to charge.

## RESILIENT

- In the Shooting phase troops with the Resilient characteristic disregard the first wound dice.
- Shots from Artillery cannot be ignored in this way.
- If a Skull is rolled, this downgrades to a Wound if there are no other Wounds rolled.

## SCOUTS

- Increase in Scouting.
- Scouts can make 1 free single white move (i.e. no cards needed) after deployment, before the first turn.
- If both armies have Scouts move them in an alternating sequence, starting with the defending army.

## SHOOT AND CHARGE

Shoot & Charge covers troops who were adept at firing a volley and following it with a charge to take advantage of the effect from their shooting. The charge was still their primary fighting method, but with a softening up effect beforehand.

- Troops must start within shooting range from targets to use Shoot & Charge.
- The UG shoots immediately from its current position, range, and arc when they declare a charge.
- Shoot & Charge does not cause Drive Back.
- Shoot & Charge cannot be used with a counter charge or intercept.

## SVINFJER OR STAKES

Covers troops carrying Stakes or Svinfjer that needed to be placed in the ground to form a solid defence against mounted attacks.

- Stakes or Svinfjer can be emplaced at the end of deployment, representing their emplacement before battle commences, or by playing cards during the movement phase.
- To place stakes in front of the TUG requires an M1 Prompted Action, and TUGs must be  $\geq 4BW$  from enemy TUGs.
- A block move can be used to emplace them for several TUGs with them at the same time, and not all TUGs in the block need to be so equipped.
- They provide no cover against shooting.

- A TUG with them gets barricades combat claims against mounted in both charge combat and melee combat.
- Mounted fighting defenders behind them do not count any factors that require good going – i.e. are cancelled if affected by terrain (but are only affected or badly affected by terrain if in such terrain).
- Troops behind them can move through them without penalty, at which point they are removed, and may re-lay them later if they have cards and space to do so (a simplification to avoid having to remember).
- They should be represented by a thin base placed in front of each file of TUG which are moved to the back once enemy make contact.

All measurement and distances are always from troop bases. If enemy break off or breaks, or for any reason a file has a free frontage again, these are put back to the front.

## STEADY

Particularly resilient and steady troops who are more impervious to casualties than most troops.

- Steady troops take 2 more wounds than usual to break.

For example: A normal Pike and Shot unit would break when four bases (12 wounds) are lost not three bases and 1 wound (10 wounds).

