

ARTILLERY

Artillery is a class of heavy ranged weapons built to fire far beyond the range and power of infantry firearms. Early artillery development focused on the ability to breach defensive walls and fortifications during sieges, and led to heavy, immobile siege engines. As technology improved, lighter, more mobile field artillery cannons developed for battlefield use.



- **ARTILLERY** is classified as **FOOT**.
- **ARTILLERY** TUGs are 3 bases in size.
- **ARTILLERY** shooting is classified as Heavy, Medium, Light, or Regimental.
- **ARTILLERY** shooting more than 8BW have a 2BW arc of fire.
- **ARTILLERY** shooting at, or less than, 8BW have a 1BW arc of fire.
- **ARTILLERY** on a hill can shoot over friends who are more than 4BW from the target UG.
- Medium and Heavy **ARTILLERY** are only able to move by wheels.
- Irregular **ARTILLERY** cannot wheel.
- Medium and Heavy **ARTILLERY** must be in the deployed first.
- **ARTILLERY** can ignore skirmishers unless within 4BW of them.

Regimental Guns are **not** a TUG. They are a characteristic for another Foot TUG. Regimental Guns shoot in addition to the TUGs normal shooting. It uses the Regimental Gun profile on the Shooting Chart. It shoots as if it were a single base of **ARTILLERY** in the centre file of the foot TUG.

BANDE

Used to represent those skirmish formations in the Early 16th century of arquebusiers that skirmished against the enemy but when threatened fell back to a core of pikes, sword and buckler or polearm equipped troops. Also classifies 18th century dismounted dragoons.



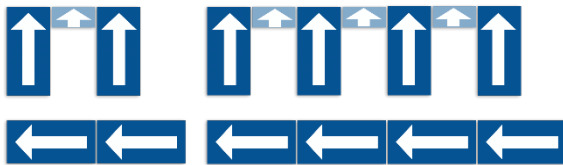
Most used by detached Mangas in the Spanish army and Italian Bandes.

- **BANDE** is classified as **FOOT**
- **BANDE** is 6 bases in size.
- Troops classified as **BANDE** can change formation in combat in the Movement Phase (M1).
- Troops classified as **BANDE** cannot expand wider than three files.

BATTLE WAGONS

Battlewagon is a type of early fighting vehicle involving an armed and/or armoured animal-drawn cart or wagon. Typically, they are heavy wagons given protective sides with firing slits and firepower from either a cannon or a force of hand-gunners, archers, and crossbowmen, supported by infantry. Groups of them could form defensive works, but they also were used as hardpoints for formations or as firepower in pincer movements.

- **BATTLE WAGONS** are classified as **FOOT**.
- **BATTLE WAGONS** start as 2 bases in size but can be combined into a 4 base TUG.
- **BATTLE WAGON** TUGs are exceptional to legal formations.
- **BATTLE WAGON** TUGs can be in one of two formations:



- 1BW wide **column** representing the wagons nose-to-tail in a defensive formation.
- 2BW deep **line** (1 model) with 1BW gap between each of the wagon elements filled with infantry bases (these bases never fight and are used as spacers), representing the wagons advancing in line-abreast prior to turning to form a column.
- **BATTLE WAGONS** can switch from one to the other using an M9 turn 90° action, representing them forming or breaking from column. This column cannot be kinked. It can wheel. In doing so, no model corner may exceed maximum move distance, thereby limiting the amount it can wheel in practice. A line wheels as normal.
- **BATTLE WAGONS** may shoot only when in **column** and only from a long edge. They shoot at full effect one rank deep.
- **BATTLE WAGONS** without Light or Medium Artillery may shoot from any two of its four BW on its long edges. A player will most often shoot twice from one long edge but may choose to shoot once from each side.
- **BATTLE WAGONS** with Light or Medium Artillery may shoot only once from any BW along its long edge.
- In combat, each base width of **BATTLE WAGON** frontage counts as one file. If attacked while in line, they do not count the barricades characteristic, and each battlewagon can be potentially overlapped on either side. If attacked while in column, they count the barricades characteristic (so no supporting files will be possible by the enemy).

- Enemy cannot claim combat advantages for flank or rear against **BATTLE WAGONS** whether in column or line.
- **BATTLE WAGONS** may not charge, intercept, counter-charge, pursue, ambush, skirmish, run away or flank march, or make MF1 or MF2 prompted actions.
- All friendly UGs may pass through a **BATTLE WAGON** TUG in line, due to the gaps between them.
- Only foot SUGs can pass through a **BATTLE WAGON** TUG in column.

CLOSE COMBAT FOOT

Troops armed entirely with close combat weapons. Primarily applies to Early 16th Century Foot. Typically, they used in small groups of sword and buckler men to break the deadlock of the push of pike, as the Swiss and Germans used halberdiers, comparable to the role of the German Doppelsöldner during the same period.



- **CLOSE COMBAT FOOT** are classified as **FOOT**.
- **CLOSE COMBAT FOOT** are 6 bases in size.
- **CLOSE COMBAT FOOT** free charge at 1BW.
- **CLOSE COMBAT FOOT** can expand up to five files wide in combat using MF1 and MF2 moves.

COLUNELA

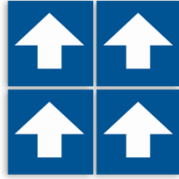
Spanish formation first seen in 1503. Colunelas include several companies armed with a mix of pikes, sword-and-buckler, and arquebus. We are not certain whether the proportions of weapons were fixed or whether the companies were permanently attached.



- **COLUNELA** is classified as **FOOT**.
- **COLUNELAS** are 6 bases in size.
- **COLUNELAS** can shoot all bases.
- **COLUNELAS** have no flank, so if charged in flank counts as frontal combat.
- **COLUNELA** bases contacted in the flank turn automatically to face.
- **COLUNELA** can expand up to five files wide in combat.
- **COLUNELA** shot bases can shoot at right angles to their front, using the side edge of the base for arc of fire considerations.

DRAGOONS

Dragoons, in late 16th-century Europe, were mounted soldiers who dismounted during combat. The terms derived from his weapon, a species of carbine or short musket called the dragoon. Dragoons were organized not in squadrons but in companies.



- **DRAGOONS** are classified as **FOOT**.
- **DRAGOONS** are 4 bases in size.
- **DRAGOONS** are a TUG but move as a SUG.
- **DRAGOONS** shoot as a TUG.
- **DRAGOONS** cannot charge enemy TUGs, unless within 1 wound of breaking.
- **DRAGOONS** can charge SUGs.
- **DRAGOONS** do not suffer any penalties for being in the flank sector.

FOOT REGIMENT

Typical for late 17th and Early 18th century formed units of troops but sometimes used to represent earlier formations equipped with all shot.



- **FOOT REGIMENTS** are classified as **FOOT**.
- **FOOT REGIMENTS** are 6 bases in size.
- **FOOT REGIMENTS** cannot expand wider than three files.

MELEE IRREGULARS

Groups of often poorly trained native troops operating in an informal structure.



- **MELEE IRREGULARS** are classified as **FOOT**.
- **MELEE IRREGULARS** are 9 bases in size.
- **MELEE IRREGULARS** are **FLEET OF FOOT**
- **MELEE IRREGULARS** free charge at 3BW
- **MELEE IRREGULARS** can expand up to five files wide in combat using MF1 and MF2 moves.

MISSILE IRREGULARS

Groups of often poorly trained native troops operating in an informal structure.



- **MISSILE IRREGULARS** are classified as **FOOT**.
- **MISSILE IRREGULARS** are 6 bases in size.
- **MISSILE IRREGULARS** are **FLEET OF FOOT**.
- **MISSILE IRREGULARS** can expand up to five files wide in combat using MF1 and MF2 moves.

KEIL

A large pike formation common in the early 16th, characterised by the Swiss and Landsknechts but used by other countries as well, and adept at rapidly turning troops to protect its flanks.



- **KEILS** are classified as **FOOT**.
- **KEILS** are 12 pike bases in size.
- **KEILS** counts as 2 TUGs.
- **KEILS** require one level higher command card to activate order M3 to M14 and F1 to F3.
- **KEILS** can expand up to five files wide in combat using MF1 and MF2 moves.
- **KEILS** have no flanks, so if charged in the flank it counts as frontal combat.
- **KEIL** bases contacted in the flank turn automatically to face.

LATER KEIL

A development of the earlier Keil which increased the amount of shot in the formation.



- **LATER KEILS** are classified as **FOOT**.
- **LATER KEILS** are 12 bases in size. 9 Pike bases with 3 Shot bases as the front rank.
- **LATER KEILS** counts as 2 TUGs.
- **LATER KEILS** require one level higher command card to activate order M3 to M14 and F1 to F3.
- **LATER KEILS** shoot up to a maximum of three files from its front edge.
- **LATER KEILS** can expand up to five files wide in combat using MF1 and MF2 moves.
- **LATER KEILS** have no flanks so if charged in the flank it counts as frontal combat.
- **LATER KEIL** bases contacted in the flank turn automatically to face.

LARGE PIKE AND SHOT

This represents the early and cumbersome pike and shot units of the late 16th century and the smaller Tercios of the early 17th century as well as the larger pike and shot units in the first half of the 17th century.



- **LARGE PIKE AND SHOT** are classified as **FOOT**.
- **LARGE PIKE AND SHOT** are 9 bases in size.
- **LARGE PIKE AND SHOT** are represented by 3 pike bases in the centre, and 3 shot bases on both sides.
- **LARGE PIKE AND SHOT** cannot expand wider than three files.
- **LARGE PIKE AND SHOT** shoot the first two ranks.

All bases in the unit use the same factors in combat and shooting, representing the cooperation between the different weapon types.

PIKE AND SHOT

A unit used to work together with musket providing the firepower but retreating behind the pikes when threatened, in more agile formations than their early predecessors.



- **PIKE AND SHOT** are classified as **FOOT**.
- **PIKE AND SHOT** are 6 bases in size.
- **PIKE AND SHOT** are represented by 2 pike bases in the centre, and 2 shot bases on both sides.
- **PIKE AND SHOT** cannot expand wider than three files.
- **PIKE AND SHOT** shoot the first two ranks.

All bases in the unit use the same factors in combat and shooting, representing the cooperation between the different weapon types.

SKIRMISHERS

Light infantry or light cavalry typically deployed as a vanguard, flank or rear-guard. Skirmishers also screen a tactical position or friendly troops from enemy advances. They are usually deployed in a skirmish line, an open formation that is much more spread out in depth and in breadth than a traditional line formation. Their purpose is to harass the enemy by engaging them in only light or sporadic combat to delay their movement, disrupt their attack, or weaken their morale.



- **SKIRMISHERS** are classified as **FOOT**.
- **SKIRMISHERS** are 6 bases in size.

SONAE (FOOT)

Sonae is a combined unit from between the Sengoku and the Edo period in Japan. Consisting of various foot soldiers (bows, matchlock guns and spears) units, cavalymen, provision transporters etc.



- **SONAE (FOOT)** is classified as **FOOT**.
- **SONAE (FOOT)** are 6 bases in size.
- **SONAE (FOOT)** shoot with the first two ranks.
- **SONAE (FOOT)** have no flanks, so if charged in the flank it counts as frontal combat.
- **SONAE (FOOT)** bases contacted in the flank turn automatically to face.
- **SONAE (FOOT)** shooting bases can shoot at right angles to their front, using the side edge of the base for arc of fire considerations.
- **SONAE (FOOT)** cannot evade while in Skirmish formation.

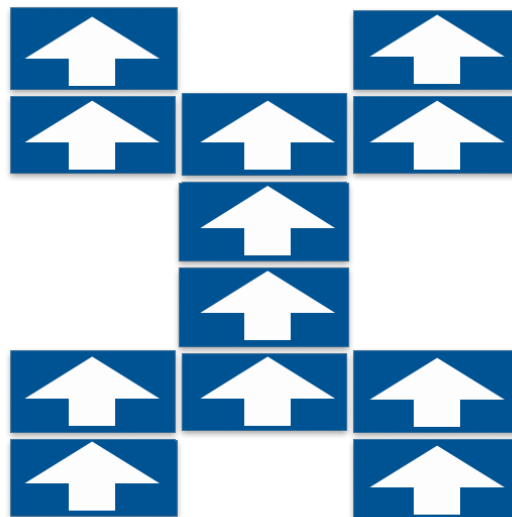
TERCIO

A large formation, original developed by the Spanish in 1534 as development from the Colunela but adopted by most nations in the 16th century.

- **TERCIOS** are classified as **FOOT**.
- **TERCIOS** are 12 bases in size.
- **TERCIOS** 4 bases of pike and 8 of shot, with the shot forming 4 horns around the central pike block.
- **TERCIOS** requires one level higher command card to activate order M3 to M14 and F1 to F3.
- **TERCIOS** can shoot any bases, from any edge not in contact another base edge (friendly or enemy).
- Shooting range is determined from a nominal square perimeter edge around the **TERCIO**.
- A full strength **TERCIO** can fire all of bases at Low Fire Power. Alternatively, the Tercio Arquebusiers are allowed to concentrate fire and instead fire with half of its bases as Average Fire Power.
- **TERCIOS** count as 2 TUGs.
- **TERCIOS** have no flanks or rear, so if charged in the flank or rear, it counts as frontal combat.
- **TERCIOS** bases contacted in the flank, or rear, turn automatically to face. Other bases in the same file or rank may also turn if not already fighting.

In combat, the ranks of files in the Tercio push forward to form a solid block so that ranks can be considered for combat. Files of pikes will advance forward as necessary to contact the enemy or to form a continuous front for overlap.

All the pike and shot base are all representational and bases in the unit use the same factors in combat and shooting representing the cooperation between the different weapon types.



MOUNTED FORMATIONS

EARLY CARACOLE

An early circulating fire tactic, where mounted troops would advance on their target at the trot, in formation as deep as 12 ranks. As each rank came into range, the soldiers would turn their mount slightly to one side, discharge one pistol or carbine, then turn slightly to the other side to discharge another pistol at their target. They then retired to the back of the formation to reload, and repeat.

The tactic was a feature of the increasing popularity of the German Reiters in Western armies from about 1540.



Permitted formation

- **EARLY CARACOLE**s are classified as **MOUNTED**.
- **EARLY CARACOLE**s are 6 bases in size.
- **EARLY CARACOLE**s deploy in 3 ranks.
- **EARLY CARACOLE**s can only expand its frontage as a MF1 or MF2 move.
- When in 3 ranks an **EARLY CARACOLE** gets two shooting dice per file.
 - The 1st and 2nd Rank shoot as per normal.
 - The 3rd rank shoots as one base deep (with the negatives that applies).
- **EARLY CARACOLE** can **SKIRMISH** away (but not **RUN AWAY**) as a charge response.
- **EARLY CARACOLE** do not downgrade for Charge Combat claim - Mounted who shot - if shooting **FOOT**.
- **EARLY CARACOLE** do not downgrade for Mounted Shot shooting claim if shooting **FOOT**.

LATER CARACOLE

Later Caracole fought in a similar manner as their predecessors but used in shallower formations. This kept its rate of fire up as carbines became easier to reload.



Permitted formation

- **LATER CARACOLE** is classified as **MOUNTED**.
- **LATER CARACOLE** are 4 bases in size.
- **LATER CARACOLE** can only expand its frontage as a MF1 or MF2 move.
- **LATER CARACOLE** can **SKIRMISH** away (but not **RUN AWAY**) as a charge response.

- **LATER CARACOLE** do not downgrade for Charge Combat claim - Mounted who shot - if shooting **FOOT**.
- **LATER CARACOLE** do not downgrade for Mounted Shot shooting if shooting **FOOT**.

SONAE (MOUNTED)

Sonae (Mounted) is a combined unit from between the Sengoku and the Edo period in Japan. Consisting of various mounted and foot soldiers (bows, matchlock guns and spears) units, provision transporters etc. But with a higher proportion of mounted.

Permitted formation



- **SONAE (MOUNTED)** is classified as **MOUNTED**.
- **SONAE (MOUNTED)** have a maximum move of 4BW.
- **SONAE (MOUNTED)** are 4 bases in size.
- **SONAE (MOUNTED)** can only expand their frontage as a MF1 or MF2 move.
- **SONAE (MOUNTED)** do not downgrade for Charge Combat claim - Mounted who shot.

EASTERN CAVALRY

A generic term for Eastern European cavalry that operated in a looser order. Combining fire, melee, and manoeuvre in their tactical doctrine.

Permitted formations

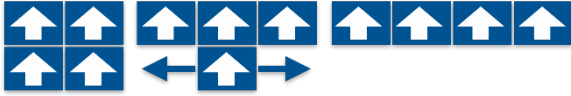


- **EASTERN CAVALRY** is classified as **MOUNTED**.
- **EASTERN CAVALRY** are 4 bases in size.
- **EASTERN CAVALRY** have the **EVADE** characteristic

WESTERN HORSE

A generic term for Western European cavalry that charged enemy in relatively close order. They may also combine this with fire during the charge.

Permitted formations



- **WESTERN HORSE** is classified as **MOUNTED**.
- **WESTERN HORSE** are 4 bases in size.
- **WESTERN HORSE** Free charge at or within 3BW

HORSE

A generic term for cavalry who have no specific role or ability.

Permitted formations



- **HORSE** is classified as **MOUNTED**.
- **HORSE** are 4 bases in size.

HORSE AND COMMANDED SHOT

The practice of placing small units of musketeers between cavalry companies. While in this formation, and the line was charged by enemy cavalry, the musketeers were expected to fire a salvo in order to halt and disorder the enemy.

Permitted formations



- **HORSE AND COMMANDED SHOT** are classified as **MOUNTED**.
- **HORSE AND COMMANDED SHOT** are 6 bases in size.
- **HORSE AND COMMANDED SHOT** have a maximum movement of 3 BW.
- **HORSE AND COMMANDED SHOT** do not downgrade for Charge Combat claim - Mounted who shot.

CAMELRY

Camelry is common in desert warfare throughout history of the Middle East. They provided a mobile element better suited to work and survive in an arid and waterless environment than the horses of conventional cavalry or if there is a shortage of horses.

Permitted formations



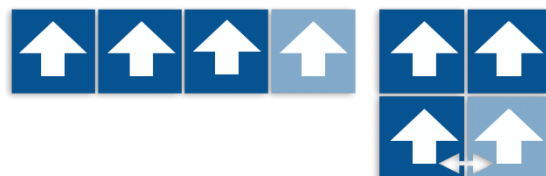
- **CAMELRY** is classified as **MOUNTED**.
- **CAMELRY** are 4 bases in size.

ELEPHANT FORMATIONS

ELEPHANTRY

Elephants trained and guided by humans for combat. Elephantry's main use was to charge the enemy, break their ranks and instil terror and fear. With the advent of gunpowder warfare in the late 15th century, the balance of advantage for war elephants on the battlefield began to change. While muskets had limited impact on elephants, which could withstand numerous volleys, cannon fire was a different matter entirely – an animal

could easily be knocked down by a single shot. With elephants still being used to carry commanders on the battlefield, they became even more tempting targets for enemy artillery.



- **ELEPHANTRY** are classified as **ELEPHANTS**.
- **ELEPHANTRY** are 3 or 4 bases in size.
- **ELEPHANTRY** block move only with infantry.
- **ELEPHANTRY** cannot flank march or ambush.
- **ELEPHANTRY** do not benefit from Generals fighting in a file.
- **ELEPHANTRY** shatter in charge combat.
- **ELEPHANTRY** can shove in melee combat.
- **ELEPHANTRY** cannot shatter or shove enemy files with barricades or redoubts.
- **ELEPHANTRY** cannot be shattered or shoved.
- **ELEPHANTRY** shoot at full effect 1-deep.