

GLOSSARY

Sep'21 beta

ACTIONS PER TURN:

Any TUG may only make a single *prompted action*, *free/forced charge*, *run away/skirmish* per turn with the exceptions:

Troops who stopped *forced charges* may then make another action later in the turn.

MF1, MF2 actions in their *movement* or *fighting phases* - you can do as you have cards for when in a fight.

After a *skirmish* or *run away*, an M2, M9 or M10 action can be used to move forward/backwards up to 2BW.

All actions in the *fighting phase* and *end of turn phase* can be done after making an earlier *prompted action*.

Any number of *outcome moves* can be made (i.e. involuntary moves such as routs, being pushed back etc.).

“Evaders” who are forced to evade can do a *run away* after doing its first evade if then otherwise hit by a different *charger*.

ACTIVE PLAYER:

The player holding the pack. Gets first choice of each step when alternating. Get to choose which combats to fight first, and which file to fight first within each combat. Gets first choice of prompted action in each sub-phase.

ADVANCE AND CONTRACT (M6):

A risky manoeuvre to try close to enemy troops. May only be done outside 2BW of enemy TUGs.

AFFECTED (BY TERRAIN):

Troops whose fighting is impaired by being in terrain. The penalty applies if the line of fighting is in such terrain. If a rear rank it can only support if its front

edge is not even partially in the terrain. Ahead of ...

The area ahead of the line extending the front edge of a file as seen from the base.

ALIGNMENT:

is intended as a tidying up for simple situations as per the short and simple section in the rules but needs expansion for wider situations. My intent is that you cannot use it to wriggle out of flank charges.

TUGs may not align out of a *flank charge* in the CHARGE PHASE – i.e. if enemy are in a position to claim the +4 bonus.

TUGs may not align if they have two or more opposing TUGs in contact at different angles such that a single alignment could not align to both.

TUGs may not align entirely out of contact with an enemy TUG (i.e. if the charge hit an enemy TUG that you would fight at that point, you cannot align to a position where you no longer fight them frontally) unless another of your TUGs is part of a block and replacing them in frontal contact. So, two TUGs A and B could hit 2 TUGs C and D off alignment, and A/C could align with A losing contact with D, as long as a base of B has moved across to fight that base of D. Bases may not align from a *frontal combat* into a *flank combat* (or from a rear to a side). “Up to 1BW” for alignment section $\leq 1BW$ so you cannot align an entire file to right or left. Simple aligns are therefore allowed as in the rule book, but many more complex ones - often involving flank contacts that would disappear with an align are not.

AMBUSHES:

Ambush cards deployed on the table to represent a single TUG and should be marked underneath with a sticky note showing the number of TUGs, or it can be left a blank as a bluff. Each player may place up to three of these.

ARQUEBUSIERS (SHOOTING):

Early barrel loaded guns designed to be aimed and fired from the shoulder. The first shoulder stock weapons evolved from the earlier tube handguns. The arquebus has at times been known as the harquebus, harkbus, hackbut, hagbut, haakbus, schiopo, sclopus, tüfenk, tofak, matchlock, and firelock. In the early 16th century, the term "arquebus" was used to describe an assortment of guns.

BADLY AFFECTED (BY TERRAIN):

Troops who are severely impaired by fighting in terrain - and a more severe penalty that affected. The penalty applies if the line of fighting is in such terrain. If a rear rank it can only support if its front edge if it is not even partially in the terrain.

BREAK OFF:

Moving back out of combat in the fighting phase after all fighting has been completed.

BROKEN:

A TUG that has reached >50% losses - stop fighting immediately but complete any shooting if broken in the shooting phase. The enemy may choose to continue fighting, but broken troops no longer roll their dice.

CAMPS:

A Fortified Camp may only be attacked by Foot or Elephants.

Camps are not TUGs and follow their own rules - they do not count towards army size and they do not cause KAB tests for being broken. A broken camp is instead considered to be sacked and that is potentially rather more damaging to your army.

A camp is not part of any command - it is simply part of the army.

A camp may not be shot at, nor can it shoot.

Camps exert no Close Proximity Zone.

Camps never pursue.

When fighting a camp: It is treated as a TUG of Poor Loose Foot and therefore gets the +2 vs Skirmishers. It gains the benefit of any quality upgrade. It can fight once with each of its BW frontage, treating all the perimeter as its front, and any free frontage can act as Supporting Files.

The first item deployed for any army - should it have one.

Represented by a single 3BW x 2BW diorama. If attacked, it breaks on its 6th wound - so effectively fights as a triple-base with all 1BW frontages able to fight.

CHARGE:

A move declared in the charge phase intended to end in contact with enemy.

Can always include a wheel of up to 90° at the beginning.

Can always shift ½ a base around friends and/or contract by 1 base to get through a gap subject to remaining at least 2BW wide.

Must be able to reach their target when declared.

May include shooting for some troops. Note all troops are assumed to make a small real-world counter-charge where tactically normal and the effect of these are built into the factors, so there are no bonuses for charging.

FILES that are engaged in combat may burst through ones that are not.

CHECKERBOARD.

Many armies in this period moved by checkerboard. This is noted in the army lists. To make a checkerboard move a TUG must be within 1-3BW of another TUG in the same command. All must be facing in the same direction and can only do advance and wheels (No 90 or 180 Turns are allowed). A Checkerboard group may make a double move with only part of the group making a second move. The action for the TUGs in the part of the group moving

must remain the same. For example a unit in checkerboard making a double move so that the front lines moves once and the rear line moves twice so they end up in a formed line. Though obviously if they do this they will lose the advantage of rear support.

COMBAT:

A contiguous set of files that are in combat - so a line can be traced between all files fighting without going out of fighting TUGs. The active player gets to choose which combat to do first. Usually the order will not matter - the order of files matters more.

COUNTER CHARGE:

A charge response by a TUG that is itself being charged. Does not contact enemy but is moved BEFORE charges are moved. May include a wheel of up to 90 degrees at the start.

DESERTION:

An effect on a hesitant ally if they draw all black cards (including at first draw). Gives the enemy a KAB on each TUG in the allied command each time it occurs. The risk stops once the ally becomes reliable.

DIRECTLY AHEAD:

All area that is both ahead of the line extending the front edge of a file and also between the two lines extending the side edges of the base, all as seen from the base facing frontally.

DISPLACEMENT:

The shunting of a TUG in any direction up to 1BW to make room for another TUG to complete a move: usually SUGs being displaced to allow TUGs to move, but also friendly TUGs to allow troops to align for combat.

BREAK OFF MOVES:

Must be directly backwards other than use of the ½BW Universal Shift.

Cannot push back enemy SUGs as it is in the fighting phase.

Troops breaking off consider only enemy in front-edge contact with them for determining the move needed and KABs rolled - ignore enemy in supporting files.

A TUG with bases turned to face flank or rear cannot break off.

REMOVAL OF A BASE THAT IS YET TO FIGHT (CHARGE COMBAT ALSO):

The general principle when removing bases is to avoid losing contact with an enemy TUG you are fighting. Where this results in a different base being removed, then if this base is also in combat and has not yet fought, its combat is rolled immediately.

OPPONENTS OF TUGS BROKEN IN COMBAT:

The rules clearly state that once broken a TUG stops fighting and rolls no further dice. However, this does not apply to its opponents. It is quite correct to carry on rolling the victor's dice if it can make any difference - for instance by giving a chance to kill a general in combat, or by getting an S adjacent to a neighbouring file. Usually there will be no point in any further rolls.

FLANK/REAR:

The area behind the line extending the front of the edge of a file. Always judged per file to determine who can claim any bonus in charge combat. Lesser claims apply in melee combat if the opposing player has not turned bases to face such that a file is still in contact with a side edge.

FLANK SECTOR:

10 BW in from either short table edge. At deployment only Mounted, SUGs, Elephants, pre 18th century dragoons, loose formation foot and commanded shot can deploy in this area. Other Close Foot TUGs take KABs as per the KAB section when they are in this area.

FLEXIBLES

(Mounted & Foot): When in SUG/Skirmisher form:

Move at SUG speed and with SUG effects from terrain.

Use the SUG column for prompted action cards, including reforming back into loose.

Fight and shoot as skirmishers if operating as a SUG so until regrouped give the +2 bonus to any TUG they are fighting in combat.

Can be deployed in the flank sectors as skirmishers.

When flank marching can arrive as SUGs or can wait till they come on as TUGs with more red cards. There is no need to declare the formation in which they are flank marching. All entry is in the movement phase (so cannot charge onto the table) but you can arrive in Turn 1 if you get the requisite number of red cards on the first deal.

Are forced to run away/skirmish as SUGs but do not flee off-table instead stopping and taking a KAB.

Are pushed back by enemy TUGs as SUGs.

Can be charged by enemy SUGs and are treated as SUGs for forced charges and responses.

Still count as a TUG towards your army for losses.

Count as a TUG even if lost in skirmish formation they cause KABs on friends.

Can switch as part of a double move if the cards allow (using the SUG column when in skirmish formation).

Cannot switch when in combat (unless a Bande).

FORCED CHARGES:

Charges that must be declared unless cards are spent to stop them. Only applies to impetuous troops.

GENERALS:

Generals contacted by any enemy get a free single move in any direction.

They also get a free move away from any pursuit they are caught by (as long as they survive the KAB test for being with a TUG that breaks).

If such a move places the general with new troops they may choose to enter combat if the opportunity arises later in the turn.

Generals do not skirmish, run away or rout off the table, even if a TUG they are attached to does so - instead they stop at the table edge (and then get a free move as above if contacted by enemy chasing them).

A General can make moves in both charge sub-phase 2.1 and movement phase 4.3. It counts as an action, so choice passes back to opponent thereafter.

If no upgrade has been used by the general to make a move, then a TUG can move away and leave him behind to do something else; if he has used an upgrade, he must go with them.

A general can always be moved with a TUG, even if triggered by another general, or a free or forced charge, but does not have to do so.

A general can choose whether to fight in the front rank of a file at the time the file fights.

If he does so, he is then at risk and treats all other TUGs/Generals as Out of Command.

If not fighting in the front rank or with a TUG that is broken, he cannot be killed/wounded/stunned.

Floating Army Commanders in combat lose the ability to distribute cards to any sub-general unless that sub-general is the same TUG.

Die rolled for KAB is based on the current number of cards a general has, not his original title.

BLOCK MOVE:

A move of more than one TUG where all TUGs involved are at least in some partial edge contact with each other at the outset. Generals can do block moves of 2/3/4/5 TUGs for different grades of general from mediocre to legendary. Each TUG can push/pull a

SUG with it - see TUG a SUG - but this NOT a block move; more a “stick with us” command to the lights from heavies - but can be part of one.

HESITANT:

Status of an ally command. An ally that gets no coloured cards at first deal (i.e. draws all WHITE or BLACK). Only becomes committed again when it draws a RED card (or a YELLOW if it has been attacked). Makes no moves other than moves in combat (MF1/MF2) and fights as combat shy until reliable again. Cards may not be used to discard.

HOW MANY MOVES PER TURN:

A TUG may only make a single Prompted Action, Free or Forced Charge, Run Away or Skirmish per turn with the exception of:

MF1, MF2 moves in their Movement or Fighting Phases - where you can do as you have cards for to adapt when in a fight.

If Skirmishing or Running Away, then M2, M9 and M10 moves can be used to move forward/backwards up to 2BW to a preferred position.

Any number of Outcome moves can be caused and made (i.e. involuntary moves such as routs, being pushed back etc.).

All Action in the Fighting phase and End of Turn phase - these can always be done after making an earlier Prompted action.

Troops who stopped Force charges may then make another action later in the turn.

Second or further enforced Run Away moves by SUGs charged by TUGs (these are in fact outcome moves as involuntary with no choice).

(If Pushing back a SUG the TUG declares its move first and then SUG decides how to respond. There is no change of direction of the TUG move possible, as this is not a charge. Just show where they end up and SUG owner then decides.)

INTERCEPT:

A charge response by a TUG that is NOT itself being charged but wishes to advance to get in the way of an enemy charge. Does not contact enemy and is moved before charges are moved.

INVADER:

The player who starts the game active, usually gives the other player choice of initial PBS territory type and map position for the army counter.

JOINING FRIENDS:

A “lock to grid” effect to allow moving troops to form a block with friends. Always allowed up to ½BW when moving close to friends under the universal ½BW shift rule.

MAKING CONTACT WITH ENEMY

TUGs:

A charge making contact with front edge or corner.

If you are in combat, an MF1 move (If allowed by your set formation) can be used to expand to frontally fight (with your front edge) an enemy base adjacent to your TUG to cancel an enemy supporting file. This can thereby draw a new enemy TUG into a frontal Melee Combat. Note no such move is allowed if it creates only a flank contact with an enemy (e.g. to thereby avoid being charged in the flank); but if there were a base to fight frontally, then they could do so and would then face a front and flank melee combat.

If not in combat, but TUGs are touching in corner-to-corner/edge-to-edge contact, use the turn or wheel moves on page 80. Note an MF1 is not allowed, as you are not in combat (you are not rolling dice you are giving a supporting file die to the file next to you) at the time of making the move.

PRESS FORWARD:

Movement of files forward by up to 1BW beyond the point of the TUGs first contact with enemy to create further contacts with enemy, or for free files from their current position if the TUG is already in combat.

As a result, enemy within 1 BW can always be charge by any free files even if they have other files in combat already.

Prompting through Fire: Spending of cards to recover effects of driven back by fire. Applies only in charge phase and as long as a general is within 4BW.

REAR SUPPORT:

A foot TUG in close formation may remove a W if it has a supporting close formation foot unit within 6MU. To claim rear support a TUG must have another close formation foot TUG entirely behind a straight line extending the rear edge of its formation and within 6BW, and the supported TUG must be in entirely in front of a straight line extending the front edge of the supporting TUG. Neither can be in the flank sector. A unit can only remove one wound in this way, but could remove a second if it had a general present who paid the relevant card.

SHATTER:

Covers troops who were good at punching holes through sheer force of a charge.

Shatter, when claimable, occurs on skull, or S results. Shatter gives a +2 to neighbouring files in charge combat only.

SHIFT:

A shunt of a TUG directly sideways at no movement cost (i.e. do not measure the shift itself). Can be ½BW in most moves to avoid certain things and can be 1BW as part of a Move and Shift prompted action.

SHOT:

Used to refer to any handheld gunpowder weapons such as arquebus, mounted carbine, pistol and musket used to shoot.

SHOVE:

Covers troops who were good at pushing back an enemy with weight or pressure.

Shove occurs on skull or S results on the fighting dice, except vs. redoubts or barricades (including

battlewagons & fortified camps) or elephants. Creates Shove effect on opponents, thereby helping neighbouring files. Troops with Elan always get shove however many ranks they have. Shove gives a +1 to neighbouring files in Charge Combat and Melee Combat.

SUGs:

A SUG is any TUG currently operating in the Skirmish formation.

This applies to all references to SUG in the ReG Rules or QRS.

This includes:

Any TUG that has Loose/Skirmish formation currently operating in Skirmish formation is considered a SUG, but when in Loose is considered a TUG (example Grenzers).

Since Artillery is Loose, it is always considered a TUG.

Rules:

A TUG with the Loose/Skirmish formation while in Skirmish formation is considered a SUG for all purposes in the Rules and the QRS, with the following exceptions:

They cause KAB Test as a TUG.

They stop at the table edge after a Run Away or Skirmish response and take a KAB Test.

They count as a TUG for purposes of Army Morale and causing KAB tests.

Any TUG currently in Skirmish formation may automatically use the Evade Characteristic.

Any TUG currently in Skirmish formation may deploy in a Flank Sector.

Any TUG currently in Skirmish formation may enter a Flank Sector without being affected. If the TUG later redeploys as Loose, it immediately becomes affected.

Any TUG currently in Skirmish formation may be pushed back by an enemy TUG during movement.

Any TUG currently in Skirmish formation is considered as Skirmishers wherever that term is used in the QRS. For example, they move as Skirmish Foot or Skirmish Mounted, shooting dice are downgraded when "SUG shooting at TUG" and "Shooting at SUGs".

UNIVERSAL SHIFT:

An overriding rule allow TUGs to shift up $\frac{1}{2}$ BW to get around friends, form blocks with them, avoid terrain or table edges and around enemy when making break off moves. Also allows you to "lock to grid" to form blocks once within $\frac{1}{2}$ BW.

UPHILL:

Entire front edge of a base on a slope or mountain and above front edge of opponent at all points where they touch.

WAYS TO CONTACT THE ENEMY:

There are only the following methods.

A charge contacting the enemy with your front edge or corner.

If you are in combat, an MF1 move used to expand to frontally fight (your front edge) an enemy base adjacent to your TUG. This can thereby draw a new enemy TUG into a frontal Melee Combat, and potentially if said enemy is not currently in combat (i.e. corner to corner contact on one side due to an enemy base loss). Note no such move is allowed if it creates only a flank contact with an enemy (e.g., to thereby avoid being charged in the flank); but if there were a base to fight frontally, they could do so and would then face a front and flank melee combat.

If you are in combat, an MF2 move that turns to face to give a frontal combat where previously there was side or rear contact.

If not in combat, but TUGs are touching in corner-to-corner/edge-to-edge contact, then by the turn or wheel moves on page 80 Note an MF1 is not allowed as at the time you are not in combat at the time of making the move. The philosophy being that they are

still moving as organised units, whereas MF1, MF2 moves are the general responses of troops in a fight, to get into the scrap.