

SEQUENCE

- Movement: activate each corps one at a time
- Shooting
- Combat
- Rout and Pursuit
- Victory

COMMAND

General	Value	Range
Ordinary	0	4 UD
Competent	+1	6 UD
Brilliant	+2	8 UD
Strategist	+3	8 UD
Range is doubled for LH, LI & Drag		

COMMAND POINTS

CP = (1d6 + Value of commander)/2
Results Rounded Up, +1 free CP for Commander

ORDERS

- 0 CP if spontaneous or uncontrolled charge.
- 1 CP to move unit/group in command range.
- 1 CP to rally a unit within 4UD of enemy.
- 2 CP to rally a unit in melee,
- 2 CP to enter or exit square.
- 2 CP ¼ or ½ turn for Tercio, Keil or Colunela.
- 3 CP to stop *Headstrong* unit/ group charging (includes a free rally roll for 1 unit in group).
- +1 CP to move unit/group outside command range.
- +1 CP to rally unit outside command range.
- +1 CP for difficult manoeuvre.
- +1 CP for a Deep Order battle unit to attempt rallying 1 cohesion level when moving.
- +1 CP if commander engaged in melee unless to rally attached unit to which he is attached or included.

MOVEMENT AND TERRAIN

Troop Type	Distance Move (UD)		
	Open	Rough	Difficult
Light Infantry	3	3	3
Medium Infantry	3	3	2
Heavy Infantry	2/3 #	2	1
Light Cavalry	5	4	2
Gendarme	3	2	1
Cavalry, or Dragoons	4	3	1
War Wagon and Mobile Artillery	2	1	-
Along a road: movement allowance in open terrain +1 UD #3 UD in open terrain if starts its movement more than 4UD from enemy.			

MOVEMENT**Manoeuvres**

- One slide with an advance of 1 UD before or after.
- Wheel 90° max (or 45° if WWg) (a 90° wheel costs as 1.5UD)
- Only one half-turn or quarter-turn per move. Cost 1 UD or 2 UD if *Unmanoeuvrable*, WWg, Deep Order units. LI, Drag and LH have a free FIRST ¼ or ½ turn.
- Extension or a contraction

Multiple moves

- Units must never be less than 4 UD from enemy.
- 3rd move forbidden if Artillery, WWg, *Unmanoeuvrable* or if a commander is not present.

Difficult Manoeuvres: +1 CP

- 3rd mv unless LI, LH, Drag and Cav
- Exit enemy's ZoC except if the unit can evade.
- *Unmanoeuvrable* units (*Headstrong*, Elephants, Levy, WWg and Heavy Artillery) treat the following as difficult:
 - Any manoeuvre that includes:
 - Quarter or half-turn (also if WWg, Deep Order Units).
 - Extension or contraction.
 - Movement less than full movement allowance unless ending in contact with enemy.

Group Moves

- Battle units group move in either Checkerboard
OR
- Separated by 1UD gap

Interpenetration

- LI through all units in all orientations and vice versa.
- Mounted through LH in same/opposite direction and vice versa.
- Mounted through Dragoons in same/opposite direction and vice versa.
- LMI through LMI in same/opposite direction and vice versa.
- Heavy/Medium Swordsmen through LMI if same/opposite direction and vice versa.
- Foot through Artillery or WWg by the long side only

Burst through: 1 loss for the crossed unit. Prohibited through EL, Deep Order, Pike & Shot, Later Pike & Shot, WWg, camp or friendly unit in melee or support.

Disengage: A move straight backwards of full movement allowance minus 1 UD until meeting an obstacle:

- LI facing foot, EL or mounted penalised in terrain.
- Mounted (except EL) facing foot or slower mounted.
- All facing Artillery, WWg, fortifications or obstacles.

Extension: Consumes 1UD, plus 1UD for each unit extending. Can advanced straight forward afterwards.

Contraction: Lead unit must advance minimum 1UD, can contract number of units equal to movement minus 1UD.

ZONE OF CONTROL

Area of less than 1 UD in front of the unit. Permitted movements are:

- Stay in place or charge the *most threatening enemy*.
- Advance, wheel/slide or make a ¼ or ½ turn to align and/or move closer to the most threatening enemy.
- Perform an extension or contraction without leaving the ZoC.
- LI in open terrain exerts a ZoC only on LI, LH, Elephant and Artillery.
- No ZoC for camp, Art, WWg and units in melee, into or from a penalising terrain, in Square formation or behind fortification/obstacle.

Exiting a ZoC:

- Units capable of evading make an evade.
- Other units make variable move straight backward of 1 UD (2 UD if mounted) for 2 CP and are *Disordered*.
- Mounted whose rear is in ZoC of a slower enemy can move straight ahead for 1 CP and without becoming *Disordered*.

ABILITIES

Order: Quality - Combat factors and bonuses; Non Skirmisher Arquebus, Keil Swordsmen, Regimental Artillery or 2HW - Armour

- **Non Skirmisher Arquebus:** If the battle unit ties a shooting round, add +1 to the die roll before determining the shooting outcome.
- **½ Shooter:** Shoots as one level lower in quality (*Mediocre* remains *Mediocre*)
- **Armour or Heavily Armour:** +1 bonus to protection or +2 if *Heavily Armoured*. If the unit loses the melee, add one point to the die result before determining the effect of combat if the unit has a heavier armour than its opponent. Does not apply vs Elephant or in first round of melee if the enemy has *Shock* or *Musket/Arquebus*.
- **Two handed weapon:** If the battle unit wins a melee on its front, add +1 to the die roll before determining the combat outcome. Bonus of +1 to the die roll in case of tie against spearmen or pikemen
- **Keil Swordsmen:** In the event of a tie in a round of melee on its front, add +1 to the die roll before determining the combat outcome against an enemy armed with Pike or Spear.
- **Polearm:** +1 in the 1st round of a melee if the unit received the charge on the front. If the unit wins a melee on its front, it adds +1 to the die roll before determining the combat outcome.
- **Javelin:** LI, LH and LMI has +1 in the 1st round of a melee if charges or receives a charge on the front. Cancelled if enemy has Impact, Pistol or Shock. And fight on front edge or vs WWg. Applies vs EL.
- **Salvo:** *Impact* and *Furious Charge* against foot opponents if the unit charges or receives a charge on its front edge.
- **Regimental Artillery** In the event of a tie in shooting or the first round of melee on its front add +1 to the die roll before determining the melee or shooting outcome.
- **Impact:** The unit has a +1 bonus in the 1st phase of a melee if the unit charges or receives the charge to its front edge. *Impact* of foot troops never applies if foot charge mounted or if mounted have *Impact* or *Shock* (unless if *Impact* of the mounted is cancelled by Pike or Spearmen).
- **Caracole:** Shoots 1UD, can evade and cancels *Mounted Impact*.
- **Pistol:** The unit has a +1 bonus for the 1st phase of a melee. Cancels *Mounted Impact*
- **Shock:** The unit has a +1 bonus in the 1st phase of a melee if the unit charges or receives the charge to its front edge vs mounted or vs foot. Counts as *Pistol* with *Furious Charge* vs Foot. Cancels *Mounted Impact* and *Pistol* bonus.
- **Commanded Shot:** The mounted unit shoots as a normal Musket-armed unit ordinary.
- **Panic:** -1 in melee for all mounted units) friend and enemy) in contact.

SPECIAL MOVEMENTS

Charge

Restrictions: Prohibited to WWg, Artillery and *Expendable* levies. In open terrain, LI may charge LI, Art, El and a camp. In rough/difficult, LI can only charge LI, Dragoons or an enemy penalised in combat. In open terrain, LI can only charge an enemy from from the flank/rear or in *Disorder*.

- Designate the target, the charge direction and check range.
- A slide OR a wheel is allowed at the beginning of the charge.
- Straight movement without reorientation with adjustment if all targets evade. Roll D6: 1-2 = -1UD or 5-6 = +1 UD.
- Advance min 1UD foot/2UD mounted or max if *Headstrong*.
- Units in contact conform, others can continue charge up to maximum distance (mandatory if *Headstrong*).

Spontaneous charge: Against a target in the ZoC (no CP).

Square: Costs 2UD movement to enter or exit square. Keil, Colunela, Tercio, Later Tercio, Pike & Shot and Later Pike & Shot can form a square. When in this formation, the unit does not;

- Move.
- Exert a ZoC.
- Have any 1st round bonus vs mounted or *Furious Charge* abilities.
- Suffer from flank/rear charge or fighting in two directions even if in contact with multiple enemy units or suffering any level of cohesion loss.
- It shoots from its original front.

Uncontrolled charge: *Headstrong* charge enemy in range (not charging = 3 CP) charge by priority the *most threatening enemy*, the most in front, then the closest. Combat at -1 (see exceptions).

Evading

Troops who can Evade

- Light Infantry.
- Light Horse.
- Dragoons.
- Cavalry with Impact or Pistol AND Bow, Crossbow, Carbine, ½ Bow or ½ Crossbow.
- Cavalry with Bow, Crossbow, Carbine, ½ Bow or ½ Crossbow.
- Caracole Cavalry.

Evade:

- Orient unit by a ¼ or ½ turn if necessary.
- Evade is blocked by enemy ZoC in front or by enemy or friendly units or by impassable terrain at less than 1 UD.
- Can adjust the orientation to match the charge direction.
- Move straight forward. Roll D6: 1-2 = -1 UD or 5-6 = +1 UD.
- Slide or wheels allowed to avoid obstacles or interpenetrate.
- Light troops and Caracole mounted can perform an additional free half-turn at the end of their evade move.

What a Unit or Battle Unit Shoots As:

Unit/Battle Unit	Shoots As
Arquebusier	Arquebus
Musketeer	Musket
Longbowmen	Longbowmen
Bayonet	Flintlock
Colunela	½ Arquebus
Tercio	Arquebus or Musket
Later Tercio	
Pike & Shot	
Pike & Shot Salvo	Musket
Later Pike & Shot	Flintlock
Draoon	½ Arquebus or ½ Musket
Caracole	Caracole
Carbine armed Mounted	Carbine

Unit vs Battle Unit

Action	Treated As
Movement	Moves as Single Unit
Rally	Rallies as Single Unit
Cohesion Effects	Takes cohesion as individual units
Melee	Melees as individual units
Shooting	Shoots as individual units
General in Front Rank	General in front rank of one unit

Quality Modifier – For Shooting and Melee

The die result is modified before applying any other modifiers:

- Elite: +1 if D6 result is 1, 2 or 3
- Mediocre: -1 if D6 result is 4, 5 or 6

SHOOTING RANGES

Missile Weapon	Range (UD)
LI, LH or Cv with Javelin	1
LI or LH with Bow, Crossbow, Arquebus or Musket	2
CV with Caracole	1
CV with Bow, Crossbows or Carbine/Arquebus	2
Drag with Arquebus	2
Drag with Musket	3
Any other foot with Arquebus	2
Any other foot with Musket	3
Flintlock, Bow, Crossbow or Longbow	4
War Wagon Arquebus	2
War Wagon or Light Artillery	4
Medium or Heavy Artillery short range	2
Medium Artillery	8
Heavy Artillery	10

SHOOTING (page 26-28)

½ Shooter

- Shoots as one level lower in quality (*Mediocre* remains *Mediocre*).

Shooting priority:

- Nearest target situated directly in front of the shooter.
- Nearest target situated in the arc of fire of the shooter.

Overhead Shooting:

- As per ADLG standard rules.

Shooting resolution:

Each player rolls 1D6 and the target adds its protection. If the shooter has the higher result, the target loses 1 cohesion point.

In the event of a tie, battle units with *Regimental Gun* or *Non-Skirmisher*

Arquebus ability adds +1 to the die roll before determining the shooting outco.

If shot at by Medium or Heavy Artillery at short range and difference is 3+, 2 hits are inflicted.

LI or LH shooting	-1
Target in cover or behind fortification	-1
Shooter is <i>Disordered</i>	-1
Shooting from cover or in difficult terrain except if LI	-1
Tercio shooting to rear or flank	-1
Later Tercio shooting to flank	-1
Draoon, LI, LMI or MI shooting from Enclosed Field	0
Shooting from behind a fortification	0
LMI, MI or HI with Crossbow or Bow shooting at mounted	+1
For each supporting unit (max +3, LI/LH counts as 1/2)	+1
Artillery shooting at EL or WWg	+1
Medium or Heavy Artillery shooting at short range, flank, Deep Order Battle Units or at battle units in a square (not cumulative)	+1

Protection modifiers

Javelin or Bow	Protection is 2 for Deep Order battle units if shooter is LI or LH.
Longbow	All units except WWg, Art and skirmishers, protection reduced by one, protection cannot be reduced below zero.
Carbine, Caracole, Crossbow, Arquebus, Musket, Flintlock, Commanded shot	Protection is 1 for all except if WWg or elephant.
Light, Medium or Heavy Artillery	Protection is 2 for Deep Order battle units if shooter is LI or LH
	Protection is 0 for all except LI, LH or Drag.

MELEE

1D6 + modifier, highest result wins the melee.

Difference of 1 or 2 pts	-1 cohesion point
Difference of 3 or 4 pts	-2 cohesion point
Difference of 5 or 6 pts	-3 cohesion point
Difference of 7 or 8 pts	-4 cohesion point
Difference of 9 or 10 pts	-5 cohesion point
Difference of 11 points or more	Automatic rout

Modifiers

Combat factors and special abilities	Modifier
Unit Disordered	-1
Uncontrolled Charge	-1
HI in rough terrain	-1
LMI or MI in difficult terrain	-1
WWg, Heavy Spearmen, Pikemen in rough	-2
HI in difficult terrain	-2
If mounted attack fortifications or stakes	-2
Mounted in rough (no penalty for EI in Field or Brush)	-2
If mounted attack unit behind fortifications or stakes	-2
Mounted in difficult terrain	-3
If commander is engaged in melee	+1
If unit is on a flank or on the rear of the enemy (N/A if enemy is Deep Order battle unit with less than 4 hits)	+1
Each unit in simple support	+1
Each unit in melee support	+1 & base factor
If higher, on river bank, edge of gully or in fortification	+1
LMI with Bow, Crossbow or Firearms vs mounted in first round if unit receives charge on the front edge	+1
If commander is engaged in melee	+1

Special Abilities in Terrain:

- No *Regiment Artillery* or *Furious Charge* for battle units that are in penalising **terrain**.
- No *Impact*, *Pistol*, *Shock* or *Furious Charge* for mounted that are in penalising **terrain**.

Attacked on flank/rear and multiple opponents:

- Basic factor is reduced to zero. Loss of all abilities.
- Armour & Heavy Armour & Panic* remains valid.
- Unit loses 1 cohesion in melee except if flank contact is by LI/LH.

Flank or rear attack – unless vs Deep Order unit, WWg or Art

- Combat factor equals 0. The unit loses any special abilities.
- Better *Armour & Panic* remain valid.

Furious Charge: +1 cohesion point loss on 1st phase if unit wins:

- Salvo* against all foot.
- Any mounted with *Impact* or *Shock* against all foot except WWg.
- All Cv or KN against LMI and LH against LI.
- Elephants against foot except LI.

Better Armour

- Does not count in the initial phase against opponents using *Musket/Arquebus* or *Shock* in initial round.

Commander in melee

- Commander killed on a roll of 1 if the unit loses the melee.

RALLYING

- Forbidden for elephants
 - 3+ if unit is more than 4 UD of all enemy (0 CP).
 - 4+ if unit is at 4 UD or less of an enemy (1 CP *).
 - 5+ if unit is in melee (2 CP *).
- +1 if commander is included in or attached in the unit.
+1 if unit has *Rear Support*.
* +1 CP if unit is outside command range.

Rear Support

If has *Rear Support* with general attached and exceed the rally roll by 2 plus, remove 2 cohesion markers.

Supporting unit/battle unit must:

- Not in be in melee or providing simple or melee support.
- Not be Levy or Light troops.
- Have no enemy units in its ZoC.
- Not have 2 or more cohesion markers for a Unit or 4 cohesion markers for a Battle Unit.

Deep Order Move and Rally

- Deep Order Battle Units can move but not charge and attempt to recover 1 cohesion level at a cost of an extra CP.
- Cannot be combined with a group move.

ROUT AND PURSUIT

- Rout: Loss of 1 cohesion point for friends (LI only affect LI) less than 1 UD behind unit (except if routed is Art/WWg).
- Pursuit: Only phasing player's units can advance one UD. Headstrong & Shock units must pursue 1 UD.

ARMY COHESION LOSES

Situation	Losses
Per disordered unit/Battle Unit	1 pt
Per unit that has fled the table	1 pt
Per routed unit	2 pts
Per Battle Unit with four or more disorder markers/hits	2 pts
Per routed Battle Unit	4 pts
Per lost commander	1 pt + value *
If the camp is lost	4 pts
If a fortified camp is lost	6 pts

* Command value (0, +1, +2, +3)

Fortifications & Obstacles

- Do not block line of sight.
- Units/battle units aligned corner to corner behind a fortification shoots with no penalty.
- Moving thru Fortifications or Obstacles costs one UD for foot and two UD for mounted.
- It is permitted to end partially across a fortification or obstacle if there is not enough room to cross it entirely.
- A unit/battle unit must be aligned corner to corner behind a fortification or obstacle to benefit from its effect.
- All units, except WW placed behind a fortification (but not an obstacle)
 - Count as being in cover, except when shot at by artillery.
 - Count as being in open when shooting.
- The front edge of the fortification or obstacle is considered to be the front edge of the unit/battle unit behind.
- A Battle Unit requires two Fortifications or Obstacles to provide protection to both units.
- Foot or Battle unit other than WWg or LI, +1 bonus in melee when behind a fortification (but not an obstacle).
- Impact*, *Salvo*, *Furious charge*, *Pistol* or *Shock* abilities do not apply if combat takes place across a Fortification or Obstacle.
- Mounted units attacking a fortification or an obstacle suffer a -2 penalty in melee.
- LI defending a fortification is not considered in Open Terrain.
- A unit place behind a fortification or obstacle cannot wheel.

UNIT CHARACTERISTICS TABLE

Foot	Category	Protection	Cohesion	Basic melee factor and modifiers
Light Infantry	LI	1	2	0 vs all. Destroyed in open terrain by LMI, MI, HI, Cav and Kn
Bowmen, Crossbowmen, Longbowmen or Firearms	LMI	0	5	+1 vs LI, Drag and LH. +1 in first phase vs mounted if received charge on the front
Medium Swordsmen	MI	1	5	+1 vs all except Kn
Medium Spearmen * @	MI	1	5	
Bayonet*	MI	1	5	
Bayonet*	HI	1	5	+1 vs all
Heavy Swordsmen	HI	1	6	+2 vs LMI in open terrain or vs LH
Foot Knights		3	6	Otherwise, +1 vs all Heavy armour and 2HW if foot knight
Heavy Spearmen * @	HI	1	6	+2 vs LMI in open terrain or vs LH Otherwise, +1 vs all
Colunela * @	HI	1	6	Deep Order units +2 vs all
Tercio * @	HI	1	8	
Later Tercio * @	HI	1	7	
Keil * @	HI	1	7	
Pike & Shot * @	HI	1	6	+2 vs LMI in open terrain or vs LH, otherwise +1 vs all
Later Pike & Shot*	HI	1	6	+2 vs LMI in open terrain or vs LH, otherwise +1 vs all
Levy	HI	1	3	+1 vs LI, LMI, Dragoon and LH
War wagons #	WWg	2	4	+2 vs mounted except El and +1 vs LI and Drag Bonus of +1 vs all if Battle-ready unless Mediocre
Artillery	Art	1	2	+1 in melee for the enemy except if LI, LH or Drag.

* Cancels *Mounted Impact*, (except Elephant) if receiving the charge on its front edge. *Furious Charge* is still applicable.

@ +1 in 1st round vs mounted (except Elephant) if receiving the charge on its front edge.

#Cancels *Mounted Impact*, *Pistol*, *Shock* and *Furious Charge*, except if attacked by Elephants

Mounted	Category	Protection	Cohesion	Basic factor and modifiers
Light Cav	LH	1	2	+1 vs LI if LI is in the open.
Dragoon	Drag	1	3	+1 vs LI and LH.
Medium Cavalry Medium Camelry (1)	Cv	0	3	+1 against mounted, LI, Drag, LMI, MI and Levy, +1 against HI only if attacking them on the flank or rear, Bonus of +1 in 1st round vs LMI and Medium Swordsmen unless cavalry already has <i>Impact</i> , <i>Pistol</i> or <i>Shock</i> or is penalised by terrain.
Heavy Cavalry (with <i>Armour</i>)		[1]	3	
Heavy Armoured Cavalry (with <i>Heavy Armour</i>)		[2]	3	
Caracole (2)		[1] or [2]	4	
Gendarme (with <i>Heavy Armour</i>)	Kn	2	3	+2 vs LMI, LH, Drag and Cv, +1 vs others, 0 vs WWg
Elephant (1)	El	0	3	+2 vs mounted and +1 vs foot <i>Impact</i> except vs LI or LH

[x] The protection value already takes into account the *Armour* or *Heavy Armour* abilities for these troops.

(1) *Panic* on mounted units

(2) Cancels Mounted impact