

ADLG Renaissance

L'Art de la Guerre v4 – Rules by Hervé
Caille

Renaissance Supplement by
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Title: Rocroi, el ultimo Tercio
Artist: Augusto Ferrer-Dalmau
Date: 2011

Source:

https://commons.wikimedia.org/wiki/File:Rocroi,_el_%C3%BAltimo_tercio,_por_Augusto_Ferrer-Dalmau.jpg

Acknowledgements

This is an unofficial supplement that Hervé, the author of L'Art de la Guerre (ADLG), has allowed me to publish to the internet while he develops the official version. This supplement builds upon Hervé's initial draft I found on the ADLG forum and other fan versions from "Chris6", Thierry and a big thank you to Bruno Dejoux for your work on the army lists.

Thank you to Hervé for allowing me to extend his great set of rules, L'Art de la Guerre, which has brought me and my club mates much pleasure, meeting new friends from around the world and spending money on too many new miniatures**.

A big thank you to Pavel and the Prague wargames club for sharing your photos of your stunning games.

Thank you to everyone in the Central London Wargames Club who helped in developing and play testing this supplement. A massive thank you to Andy Finkel, "Glitchfinder-General", whose assistance and dreaded red pen has been integral to the development and clarification of the rules!

Designer's Notes

The inspiration to write this supplement came from a draft of ADLG-R from Hervé that I found on the ADLG forum. The arrival of ADLG in my club reinvigorated interest in the ancient and medieval period. The ADLG mechanics provided for a smaller, quicker and more decisive game and made me think "Could these be adapted to cover the Renaissance period"?

One of my key objectives in writing the ADLG-R supplement was to introduce as few changes as possible to the core ADLG mechanics to allow you to play in the Renaissance period.

Trying to extend the ADLG rules to cover the Renaissance period came with one key challenge; how to capture the foot formations such as the Pike & Shot or the iconic Tercio on the ADLG sized table. These large, mixed foot formations don't translate well to the single based unit that ADLG uses. During the initial draft phase, several ideas were tried and rejected as they made the game too clumsy or required multiple additional rules, and having a Tercio or Pike & Shot represented by a single base 1UD wide just looked wrong.

The simplest way to cover the mixed foot formations of the period using the ADLG mechanics was to create a new inseparable group called a "Battle Unit". The Battle Unit comprises two standard ADLG units, in a permanent 2UD wide group. The new Battle Unit moves as a single integrated "group". It takes cohesion as a single group, but shoots and melees as individual units. For the deeper formations of the Tercio, Later Tercio, Keil and Colunela, we have created a subcategory called the Deep Order unit.

By adopting this new formation, the core rules of ADLG do not change and the visual impact of the larger foot formations of the period is created with little to no rebasing. Mounted units are able to manoeuvre on the table as they would in the period, attempting to exploit the flanks or holes in a line, but would need to be very bold to charge a steady Pike & Shot or Tercio formation in the open.

Overview

This document contains proposed rules to extend L'Art de la Guerre (ADLG) to the Renaissance period. This is a supplement to ADLG; to play the game you must have the 2021 Version (v4) of the ADLG rule book.

This supplement covers the period from the start of the Italian Wars in 1500CE until the end of the seventeenth century, when the pike was mostly abandoned and the infantry were armed with musket and bayonet.

Only a few differences are presented here to reflect new weapons and tactics in use at the time. The objective is to allow the player to easily switch from one period to another without having to relearn the rules.

A new quick reference sheet (QRS) has been developed to include all of the relevant factors. In practice, after a couple of games, if you are familiar with ADLG, you can play this period with just the QRS.

To help you, a summary of new troop types and points costs is presented at the end of this document and there is an army list supplement covering Western and Eastern European, Middle Eastern and Asian conflicts from 1500 to 1699.

**I was unaware of the concept of “too many miniature figures” until I googled it. This woefully unscientific doctrine seems to have originated from a baseless assertion made by the partners of wargamers.

What's changed?

The core ADLG-R rules have not changed since the December 2021 edition. The primary changes are:

- Group moves.
- Dragoons.
- Caracole cancels mounted impact and evade like skirmishers.
- Deep Order units
- General clarifications.
- Additional Terrain types.
- Revision of points cost.
- Language changes and clarifications.
- Replaced Reduced Shooter with ½ shooter.
- Mounted Shock and Pistol now apply in first round against battle units.
- Updating in line with ADLGv4 Feb 2024 errata.
- Clarifications to how Keil swordsmen, Regimental artillery, non-skirmisher arquebus work.
- Updated diagrams.
- Addition of an index.

In the appendix is a list of the changes to the December 2021 edition.



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ADLG vs ADLG-R Rules, which takes precedence?

ADLG-R is built upon ADLG and is a supplement. If a rule, weapon or characteristic is not covered here, the ADLG rules apply.

Introduction

In the late 15th century, European warfare was undergoing a dramatic change. Armies were evolving from raised/levied forces to larger, quasi-professional and mercenary armies that fought and operated together for many years. Mounted gendarmes were still the most potent weapon on the battlefield, now heavily armoured in an attempt to protect the wearer from bow and other infantry weapons.

Infantry formations changed and adapted, with larger spear or pike units being used to hold off the devastating gendarme charge. The Swiss used an 18 to 22 foot length pike to great effect, keeping mounted at bay and allowing infantry armed with halberds and large two handed swords to break the “push of pike” or unmount gendarmes from their horses. Over the period, the length of pike was reduced from 18 to 12 foot, allowing for a more flexible use.

Firearms had been available for many years but with improvements to gunpowder, better casting quality and reduction in cost, they started to appear in greater numbers on the battlefield. Firearms could now be given to infantry with minimal training and when used effectively, could defeat the gendarme’s heavy armour.

The Gendarme, the most devastating unit of the medieval battlefield, finds itself relegated to the side lines when it can no longer charge down pike-protected foot units. Their expensive armour no longer offers much protection against firearms or crossbows. Mounted units evolve over the period, starting with the ¾ armoured mounted in deep caracole formations armed with pistols to shoot at very short range, and developing into shallower formations that discharge their pistols before charging home. Eastern mounted troops don’t evolve substantially from their medieval form, retaining their bows and lances and only adopting firearms much later.

Representing the new mounted units and tactics and their evolution from the Ancient and Medieval rules set presents a number of challenges, such as how to reflect mounted trained to caracole in deeper formations while keeping ADLG’s single based units. We have sought to balance playability against accuracy, so the function of the deeper formations has been incorporated into the *Support* shooting bonus and other relevant Special Characteristics.

Battles changed from confrontations where mounted shock was the decisive element and fire a supporting element, to events in which the use of ranged weapons was decisive in its own right. Most Eastern European, Middle Eastern and Asian forces took longer to adopt firearms due for cultural reasons and remained mostly bow based until the late 1660s.

	Suggested number of figures for 15mm-28mm	Base dimensions width and depth		
		6-15mm	20-28mm	28mm
Light Infantry	2	40x20mm	60x30mm	80x40mm
Medium Infantry (inc LMI)	12 to 16	80x40mm	120x60mm	160x80mm
Heavy Infantry	14 to 18	80x40mm	120x60mm	160x80mm
Keil	28 to 32	80x60mm	120x100mm	160x120mm
Colunela	20 to 28	80x60mm	120x100mm	160x120mm
Tercio	30 to 34	80x80mm	120x120mm	160x160mm
Later Tercio	28 to 32	80x60mm	120x100mm	160x120mm
Pike & Shot	12 to 18	80x40mm	120x60mm	160x80mm
Dragoons	3 to 5	40x40mm	60x60mm	80x80mm
Caracole cavalry	4 to 6	40x40mm	60x60mm	80x80mm
Cavalry and Gendarmes	3 to 4	40x30mm	60x40mm	80x60mm
Light Cavalry	2	40x30mm	60x40mm	80x60mm
Levy	4+	40x30mm	60x40mm	80x60mm
Artillery	1 gun + crew	40x40mm	60x60mm	80x80mm
Camp	Variable	40x80mm	60x120mm	80x160mm

Basing

In order to allow a better visual representation of the large mixed infantry units of the period and the changes to mounted forces, several new troop types are introduced. The iconic early Tercio could comprise up to 3,000 infantry at its theoretical maximum strength, whereas the later, shallower formations of Pike & Shot would be composed of 400-600 infantry. Foot battle troops are now a double unit wide frontage, called the Battle Unit, that fights and shoots as two standard ADLG units but moves and takes cohesion tests as one unit.

This provides for a better visual representation of the period and reflects the way units operated and more importantly, involves minimal rebasing. It is not necessary to rebase figures if the depth of the base does not match what is indicated here. Just tell your opponent what type of troop is represented. Feel free to have more than the suggested number of figures on the base. Just make it clear what type of unit it is.

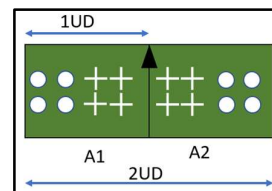
The depth of some Battle Units is deeper than heavy foot in ADLG.

The depth of Battle Units is greater than heavy foot bases (other than Pikes) in ADLG. The "standard" Battle Units of have a depth of 1 UD, in line with the ADLG convention. To represent the larger formations of the period, specifically the Tercio, Later Tercio, Colunela and Keil, these need to be portrayed on even

deeper bases. Battle Units with a base depth of more than 1 UD are defined as Deep Order units. There are some special rules which apply to Deep Order units, reflecting their vulnerability to artillery fire and their lack of vulnerability to flank attacks until heavily disordered. If your troops are deeper than the defined base, the extra depth is ignored and the standard base size is used when there is an issue. This allows you to have a diorama if you are so inclined or have a greater model depth. My 15mm artillery bases are 60mm deep!

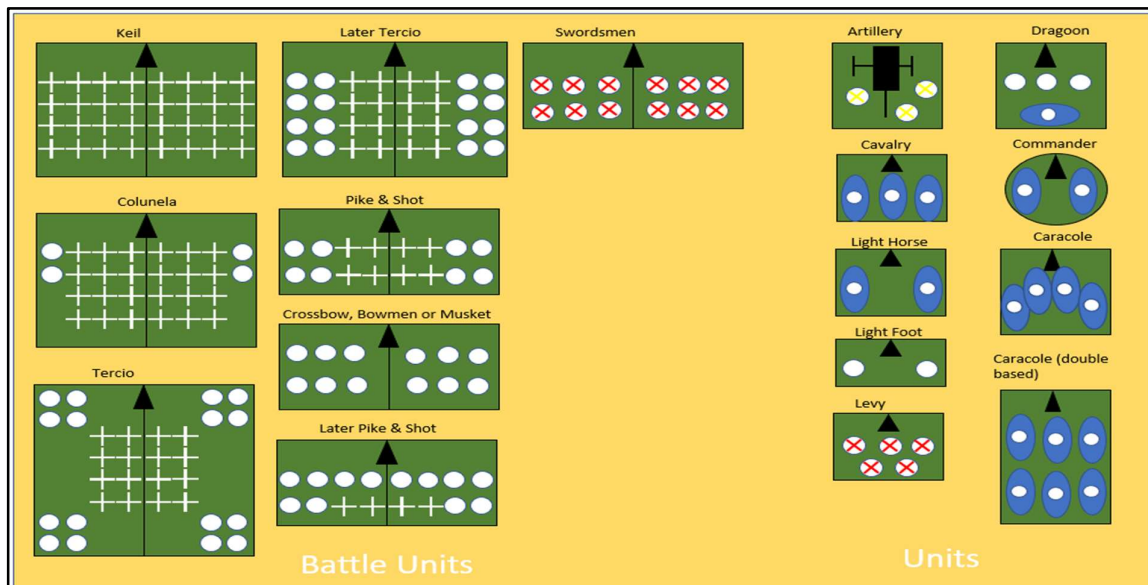
Battle Unit

The Battle Unit comprises two standard ADLG units, in a permanent group. The Battle Unit moves as a single integrated "group" which shoots and melees as two individual units but takes cohesion losses and rallies as a single unit.



Characteristics of a Battle Unit

- General in the front rank adds +1 to melee for one unit only.
- A Battle Unit Shoots, Melees and takes cohesion as two separate units.
- Cohesion effects apply to both units of the battle unit.
- Rallies cohesion as a single unit



How units are represented

These images show how different types of units and Battle Units are represented on the tabletop and in various diagrams throughout the rules.

Unit Status

A unit is always in one of the following states:

Good order

All units are in *Good Order* at the beginning of the battle. They are in combat-ready formation and have their full cohesion (from 1 to 8 points)

Disordered

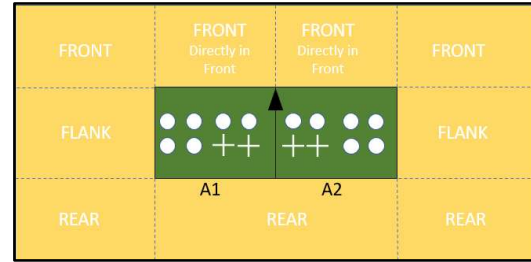
After being shot at or fighting, a melee, a unit or Battle Unit may lose one or more cohesion points and find itself *Disordered*. A *Disordered* unit is penalised in melee and shooting, but this penalty is the same regardless of the number of cohesion points lost. The Protection of a unit is not changed if it *Disordered*. A *Disordered* unit can regain cohesion points by rallying. *Disordered* is best indicated by placing a marker behind the unit, bearing the number of lost cohesion points, i.e: 1 to 7. Coloured markers or tokens can be used with the following meaning:

Green = 1 cohesion point loss,
Yellow = 2 cohesion points loss,
Red = 3 cohesion points loss,
Green and Red = 4 cohesion points loss,
Yellow and Red = 5 cohesion points loss,
Red and Red = 6 cohesion points loss,
Red, Red and Green = 7 cohesion points loss,
Blue or Black = routed

Routed

When a unit or Battle Unit has lost all of its cohesion points, it is *Routed*. It is no longer able to fight and will flee the battlefield. The rout is indicated by the placement of a "rout" marker behind the unit or Battle Unit. A *Routed* unit or Battle Unit can no longer be rallied. It is eliminated and removed from the battlefield at the end of the current phase.

Unit Orientation



Each unit has an orientation that defines a front (or front edge), a rear and two flanks. By convention, in all of the diagrams in these rules, the unit's front is indicated by a small triangle in the middle of its front edge. A "+" or cross symbol in a Battle Unit represents a miniature heavy swordsmen/spearman or pikeman figure, and a circle or bullet-point symbol represents a figure armed with arquebus, bow or musket.

Groups of Units

ADLG-R follows the standard ALDG rules with one change covering Battle Units.

To represent the checkerboard movement formation or troop friction in this period of time (and risk of explosions due to gunpowder!), a group of Battle Units move in a different manner to the standard ALDG group move. No changes are made to mounted or skirmisher group moves.

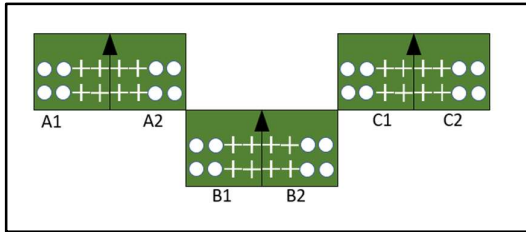
- A Battle Unit group moves EITHER in a checkerboard formation,
OR
- Separated by a 1 UD wide gap (see note on Light Artillery & Elephants).
- Does not require a 1UD gap from units not in the group.
- You cannot combine the two.



Pike & Shot in checkerboard formation

The checkerboard formation has the front corner of the rear unit touching the rear corner of the front unit as per the diagram below.

Checkerboard formation

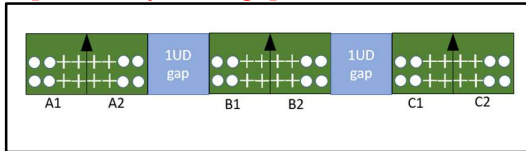


Tercio in checkerboard formation

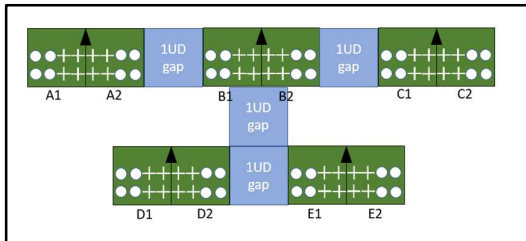
Light Artillery or Elephants Group Moving with a Battle Unit

Light artillery or an Elephant is able to move with infantry as part of a normal group or checkerboard formation. It must be placed in side edge to side edge contact with units of the group aligned with them by a front corner and facing the same direction. You must choose one formation for the group move, you cannot mix formations.

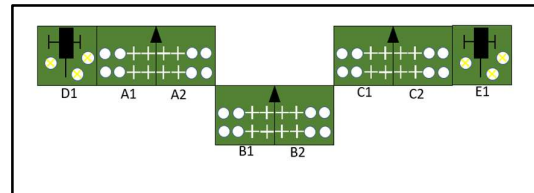
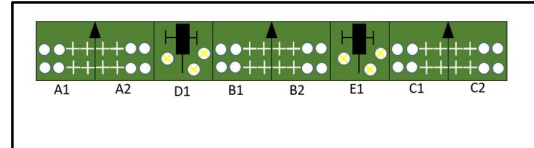
Separated by 1 UD gap



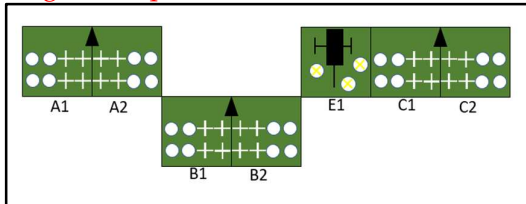
OR



Light Artillery group moves:



Illegal Group



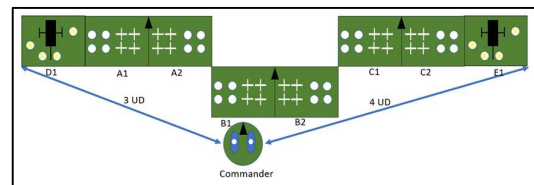
E1 is a Heavy Artillery unit and cannot move. Battle Units A & B can move as a group. Battle Unit C cannot move as part of the group due to the artillery unit, E being in the way.

A Battle Unit group move may include:

- Light infantry
- Light Artillery
- Elephant

- 6 UD wide frontage of adjoining mounted and/or skirmishers units.
- 8 UD wide frontage of Battle Unit, including gaps.

The commander must be in command range of all units in the group.



D1 & E1 are light artillery and are able to move with the battle units in checkerboard formation as they are in command range.

Troop categories

Foot and mounted units are divided into several categories (Light Infantry, Cavalry, etc). This allows troops to be differentiated according to their manoeuvrability and their relative effectiveness compared with other troop categories. The following categories are used:

Foot: Light Infantry (LI), Loose Medium Infantry (LMI), Medium Infantry (MI), Heavy Infantry (HI), War wagons (WWg) and Artillery (Art).

Mounted: Light Cavalry (LH), Dragoons (Drag), Cavalry (Cv), Gendarmes (Kn), and Elephants (El).

Light troops: This included Light Infantry (LI), Light Cavalry (LH) and Dragoons (Drag) that manoeuvre more easily than other troops.

All other troops are called "heavy troops".

Battle Units: All LMI, MI and HI units are Battle Units. Levy civilians were combatants of little value or motivation and were bought together in haste and do not count as battle troops, so remain on the standard 1 UD wide base.

Deep Order Units: These are HI units that are based on deeper than 1 UD bases, specifically the Tercio, Later Tercio, Colunela and Keil.



Landsknecht heavy artillery

Troop Description

Foot

Light infantry (LI)

These troops are unprotected, fight in open order and are equipped with missile weapons (javelins, bows, crossbows or firearms). Their main functions are to harass the enemy and to

occupy areas of rough or difficult terrain. In open terrain, they must evade the charge of heavy troops or be destroyed if contacted.

- Combat factor of zero against all.
- Destroyed if in melee with LMI, MI, HI, CV or Kn in open terrain.

Loose Medium infantry (LMI)

These are troops in loose formation that mainly use shooting. They are not effective in close combat and are at a particular disadvantage when it comes to fighting heavy infantry or heavy mounted units such as Gendarmes.

Bowmen, Crossbowmen, Arquebusiers or Musketeers:

These troops have little or no armour and are equipped with bows, longbows, crossbows or firearms and a small melee weapon. They shoot at long range in concentrated volleys rather than shooting to harass.

- Combat factor of 0 against all except +1 against LI, Drag and LH.
- Bonus of +1 in the first round of melee against mounted units if the unit receives the charge on the front edge. This represents a volley of missiles or firearms before the charge.
- Some Musketeer units may have the *Bayonet* ability.



Crossbowmen

Medium infantry (MI)

These troops typically have light or partial armour and sometimes a shield. They fight in a loose formation that allows them to move more quickly and not be penalised in rough terrain. However, their loose formation makes them more vulnerable against heavy mounted troops. In this period, most foot troops are armed with some ranged weapon, unlike in the ancient and medieval period.

Medium Swordsmen: Troops primarily equipped with a hand weapon such as an axe, sword or polearm. Troops armed with axes or halberds can be treated as *Swordsmen Two Handed Weapon*. Turkish Janissaries or Russian Streltsy are examples of swordsmen armed with bows or firearms in this period. Janissaries could be Medium Swordsmen Impact Bow or Musket, while the Russian Streltsy could be Medium Swordsmen 2HW Musket.

- Combat factor of +1 against all except Gendarmes.



Polish Swordsmen

Medium Spearmen: Troops primarily equipped with a long spear who would close ranks for fighting. Their formation is flexible enough to not be penalised in rough terrain. Their spears combined with their flexible formation gives them an advantage when they face the charge of mounted units. Examples are Japanese Ashigaru or Chinese infantry.

- Combat factor of +1 against all except Gendarmes
- Bonus of +1 in the first round of a melee against mounted troops, except Elephants, if they receive the charge on the front edge.
- They cancel the *Impact* ability (but not *Furious Charge*) of mounted troops, except Elephants, if they receive the charge on the front edge.

Bayonet: The development of the socket bayonet towards the end of this period spells the end of the pike as an infantry support weapon. Troops armed with a bayonet could now hold off mounted in the open, although, not as effectively as a Pike & Shot unit. The introduction of flintlock firing mechanisms for muskets allows more shooters to be added to a

unit with a reduced risk of the accidental explosions among dense groups of matchlock men, previously caused by loose gunpowder or lit match-cords. These changes allow infantry units to deploy a higher proportion of muskets while still having some protection from mounted and being able to operate in rough terrain with little or no adverse effect.

Some armies in this period arm their troops both with pike and bayonet. These units, they remain classified as Pike & Shot units type as the pike provided the main protection.



Bayonet Musketeers in MI formation

Option for Bayonet Battle Units

At the start of the game, before deployment and after terrain has been placed, a Bayonet Battle Unit MUST be classed as either MI or HI. This represents the commander's choice of using a looser or tighter formation, depending on the terrain.

Bayonet fights as Medium Spearmen with these factors:

- In MI formation, combat factor of +1 against all except Gendarmes.
- In HI formation, combat factor of +1 against all.
- They cancel the *Impact* ability (but not *Furious charge*) of mounted troops, except Elephants, if they receive the charge on the front edge.

Heavy infantry (HI)

These troops represent those trained to fight in a deep, close formation. They may be equipped with sturdy armour but, over the period, infantry gave up wearing armour due its weight and ineffectiveness against firearms. Their tight formation puts them at a disadvantage in rough or difficult terrain.

Heavy Swordsmen: These troops are equipped with hand weapons but could also have heavy *Two-Handed Weapons* or *Polearms*. Typical examples of Heavy Swordsmen are halberdiers.

- Combat factor of +1 against all, except +2 against LMI in open terrain or against LH.

Foot Knights: This represents the heavy dismounted gendarmes of the late Middle Ages. They fight as Heavy Swordsmen but they have the *Heavy armour* and *Two-Handed Weapon* abilities.

- Combat factor +1 against all, except +2 against LMI in open terrain or against LH

Heavy Spearmen: These troops are equipped with a long spear and fight shoulder to shoulder in a tight formation. They are at a great disadvantage in rough or difficult terrain. Their spears combined with their close formation gives them an advantage when they face the charge of mounted units although they are not as effective as Pikemen.

- Combat factor of +1 against all, except +2 against LMI in open terrain or against LH.
- Bonus of +1 in the first round of a melee against mounted troops, except Elephants, if they receive the charge of the front edge.
- They cancel the *Impact* ability (but not the *Furious Charge* of mounted troops, except Elephants, if they receive the charge on the front edge.

Keil: The Keil is a Deep Order formation of trained pikemen. It can hold off a mounted charge in the open and can aggressively charge mounted. The Swiss used this formation to devastating effect and were only halted by artillery and massed gun fire. The German Landsknechts used a similar formation but were not as aggressive as the Swiss



Landsknecht Keil

Colunela: The Colunela is Spanish Deep Order heavy foot formation of the early Italian Wars and was replaced by the Tercio. It was the first of the integrated units comprising of pike, swordsmen and arquebus or crossbow.



Colunela

Tercio: The Tercio is the iconic Spanish formation of the period. It is an integrated Deep Order formation comprising pike in the centre with shooters on the edges of the pike square, forming the "horns". The shooters are protected from mounted and heavy infantry by the pikemen and would retreat into the pike block when at risk of being charged



Spanish Tercio

The Later Tercio has a slighter shallower depth due to changes in formation and troop availability. It is still treated as a Deep Order formation due the depth of troops. Pike form up in the centre with shooters on both flanks, but now in more consistent lines.

Keil, Colunela, Tercio and Later Tercio:

These troops are equipped with long pikes, over five meters in length and fight in very deep formations. They are powerful in frontal combat, especially against mounted troops. Due to their deep formation, they were able to shrug off flank and sometimes rear charges unless they become heavily disordered. Keil, Colunela, Tercio and Later Tercio all share the same combat factors. They are more vulnerable than other troops to artillery fire, but less vulnerable to flank attacks.

Deep Order units fight as Pikemen with these factors:

- Combat factor of +2 against all.
- Bonus of +1 in the first round of a melee against mounted troops, except Elephants, if they receive the charge on the front edge.
- They cancel the *Impact* ability (but not the *Furious Charge*) of mounted troops, except Elephants, if they receive the charge on the front edge.

Pike & Shot: The Pike & Shot formation represents the textbook formation of the pike-supported infantry units of the English Civil War and 30 Years War. These smaller formations were more tactically flexible and were cheaper and quicker to train and field. A Pike & Shot unit is represented by a shallow pike formation in the centre and shooters on the flanks.

Pike & Shot fight as Heavy Spearmen with these factors:

- Combat factor of +1 against all, except +2 against LMI in open terrain or against LH.
- Bonus of +1 in the first round of a melee against mounted troops, except Elephants, if they receive the charge on the front edge.

- They cancel the *Impact* ability (but not the *Furious Charge* of mounted troops, except Elephants, if they receive the charge on the front edge.



Pike & Shot

Later Pike & Shot: From the 1660s, innovations such as flintlock firing mechanisms and pre-prepared cartridges allow armies to increase the number of shooters in units, while reducing the risks of injury. Groups of pikemen are still required to provide protection against mounted, but their number continues to fall while the ratio of shooters increases.

A Later Pike & Shot unit is represented by a shallower pike formation in the centre and shooters on the flanks and in front of or behind the pikemen.

Later Pike & Shot fight as Heavy Spearmen with these factors:

- Combat factor of +1 against all, except +2 against LMI in open terrain or against LH.
- They cancel the *Impact* ability (but not the *Furious Charge* of mounted troops), except Elephants, if they receive the charge on the front edge.

Bayonet: Bayonet Musketeers may deploy as HI (see MI section).



Later Pike & Shot with regimental artillery

Mounted

The Gendarme, the most devastating unit of the medieval battlefield, finds itself relegated to the side lines when it can no longer charge down pike-protected foot units. Their expensive armour no longer offers much protection against firearms or crossbows. Over time, Gendarmes adapt to the large foot formations, transitioning into $\frac{3}{4}$ armoured cuirassiers, replacing their devastating initial impact with deep formations of pistoliers who could deliver a continuous barrage of pistol fire, each firing in turn then moving off to the rear to reload, known as Caracole.

Gendarmes continue to adapt, slowly losing their armour and replacing the deep caracole formations with shallower formations who discharge their pistol in their initial charge.

Dragoons

Dragoons are mounted skirmishers who generally dismount to shoot and are represented by a mixture of one or two mounted and two to four armed dismounted shooter figures with arquebus or musket. They are not effective in close combat and are at a particular disadvantage when it comes to fighting heavy infantry or mounted units such as Gendarmes. Dragoons are not penalised in fields, enclosed fields or brush terrain.

- Are considered Light Troops.
- Combat factor of 0 vs all, except +1 vs LI if LI is in the open.
- Can Evade



Dragoons

Cavalry (Cv)

Cavalry units are very fast and manoeuvrable but are at disadvantage in terrain and in frontal combat against heavy infantry or Gendarmes. Most horsemen are equipped with a hand-weapon and a lance or a light spear. Some horsemen are equipped with a bow, a crossbow or carbine to harass the enemy while others favour the charge with a lance, pistol or sabre and have the *Mounted Impact*, *Pistol* or *Shock* ability.

- Combat factor of +1 against Mounted, LI, Drag, LMI, MI and Levy
- Combat factor of +1 against HI only if attacking them on the flank or rear
- Bonus of +1 on the first round of a melee against LMI and Medium Swordsman unless the Cavalry has *Mounted Impact*, *Pistol* or *Shock* or is penalised by the terrain.

Medium Cavalry: These are unarmoured or lightly armoured cavalry who fight in a compact formation. Later Louis XI King's Guard, British Cavalry or Finnish Hakkapeliitta are typical examples of Medium Cavalry.



Finnish Hakkapeliitta

Heavy Cavalry: They are well protected, the riders wearing a chest cuirass, often over a buff coat or eastern style of chain and light plate armour. Heavy Cavalry automatically has the *Armour* ability. Ottoman Sipahis, Polish Winged Hussars or later 30 Years War German Cuirassiers are typical examples of heavy cavalry.



Ottoman Turkish Sipahis

Heavy Armoured Cavalry: They are cavalry with the riders wearing $\frac{3}{4}$ cuirass armour who fight in a tight combat formation but lack the devastating shock power of the Gendarmes. Heavily Armoured Cavalry has the *Heavy Armour* ability. Some 16th and 17th century Caracole cavalry, early 30 Years War German cuirassiers or English Civil War Parliamentarian “Lobsters” are typical examples of Heavily Armoured Cavalry

Gendarme (Kn)

Gendarmes are heavily armoured and move more slowly than cavalry. They have tremendous shock power and almost all of them have the *Mounted Impact* ability. Some Gendarmes, unaccustomed to the use of the lance, do not have the *Mounted Impact* ability.

- Combat factor of +2 against LMI, LH, Drag and Cv.
- Combat factor of +1 against other troops except WWg.



Italian Wars Gendarmes

Battle units shooting

The rules for how different types of Battle Units shoot are listed below. They are not classified as mixed units and do not have the *Missile support* ability.

- The unit moves at the rate of the slowest troop type involved.

- The unit shoots as a Bowmen, Crossbowmen, Arquebusier, Musketeer or Flintlock, depending on its type.
- The unit fights in melee as the close combat unit type represented (Swordsmen, Spearmen or Pike).

Keil

- Does not shoot.

Colunela

- Shoot as $\frac{1}{2}$ Arquebus due to the relatively low number of shooters.

Tercio and Later Tercio

- Shoot as Arquebus or Musket.

Pike & Shot

- Shoot as Arquebus or Musket.

Pike & Shot Salvo

- Shoot as Musket.

Later Pike & Shot

- Shoot as Flintlock.

Bayonet

Shoot as Flintlock.

Special Abilities

ADLG-R follows the standard ADLG rules for Special Abilities.

When the opponents each have special abilities, the dice are rolled and the modifiers are applied in the following order:

1. Quality of the units (Elite or Mediocre)
2. Combat factors and bonuses (Pistol,...)
3. 2HW, Polearm, Regimental Artillery, Non-Skirmisher Arquebus or 2HW/Keil Swordsmen in case of a tie against spearmen or pikemen.
4. Armour/Heavy armour bonus for the unit/battle unit that loses the combat.
5. Missile support bonus for the battle unit that loses the combat.

Keil Swordsmen

Generals adopted different tactics to help break the "push of pike". The Spanish had the Sword and Buckler units and the Landsknechts had their iconic Doppelsöldner

or Zweihänder, armed with a large two-handed sword. Once the "push of pike" had started, these soldiers would move forward to start engaging the pikemen who were now locked in combat.

- In the event of a tie in a round of melee on its front, the battle unit with the *Keil swordsmen* ability adds +1 to the die roll before determining the combat outcome against an enemy armed with Pike or Spear.

Missile Weapons

Most troops in this period are equipped with a missile weapon, either bow, crossbow or firearm. Their range and effectiveness depends on both the weapon and the type of unit.

LMI with bow, crossbow or firearms: in addition to their shooting capability, these units receive a specific melee bonus against mounted units.

- Bonus of +1 against mounted in the first round of a melee if the unit receives the charge on the front edge.

Non-Skirmisher Arquebus

In the early 16th century, the early arquebus began to be adopted by many nations with Western European armies leading the way. The "shock" value of massed arquebus fire and the low cost of training soldiers in their use precipitated the end of the bow and crossbow. To reflect their impact, when LMI, MI or HI arquebus armed battle units shoot:

- In the event of a tie in a round of shooting, a battle unit with the *Non-Skirmisher Arquebus* ability, adds +1 to the die roll before determining the shooting outcome.

½ Shooter

Some armies were unable to fully equip their infantry units with ranged weapons due to cost, supply or training constraints resulting in less effective longer-range shooting.

- These battle units shoot as if they were one level lower in quality: *Ordinary* becomes *Mediocre*, and *Elite* becomes *Ordinary* (*Mediocre* remains *Mediocre*).

Salvo

Swedish musketeers were drilled to maintain a continuous fire by the use of the counter march but, with the doubling of files when the enemy drew near, transforming the six-rank formation into three ranks of shooters.

To simulate the devastating effect of short-range shooting just before the impact, *Salvo* Battle Units have:

- *Impact* and *Furious Charge* against foot opponents in the 1st round of melee if the unit charges or receives a charge on its front edge.



Swedish Salvo with Regimental Artillery

Regimental artillery

Light 3-pounder guns were used by some armies to provide additional firepower to their foot units. They are included directly in a Battle Unit, represented by small artillery pieces or some other marker in front of, or within the unit.

- *Regimental Artillery* results are applied to both units of a Battle Unit.
- In the event of a tie in shooting or the first round of melee on its front, the unit with the *Regimental artillery* adds +1 to the die roll before determining the melee or shooting outcome.
- *Regimental artillery* effects do not apply if the Battle Unit is charged in the flank or rear or is in terrain which adversely affects its shooting or combat factors.
- *Regimental artillery* can never be added to a mediocre Battle Unit.



Bayonet with Regimental Artillery

Carbine

To represent the carbine or arquebus armed horsemen (LH or Cv):

- Shoot up to 2 UD.
- Can evade.

Commanded Shot

Musket-armed foot, trained to operate with friendly cavalry and tasked with disrupting enemy cavalry before a charge. The Commanded Shot ability is represented by a marker attached to the unit.

- Cavalry units with *Commanded Shot* ability shoot as Musketeer (ordinary).
- Cavalry units with *Commanded Shot* ability can group move with Cavalry but lose 1UD of movement.
- Cavalry units with *Commanded Shot* who evade or move further than 3UD lose the Commanded Shot marker and ability.
- *Commanded Shot* can never be added to an Elite unit.



Reiter with commanded shot

Caracole

This ability represents the tactic of early 16th century mounted to deal with the large pike formations which were nearly impenetrable by a charge. Cavalry in a deep formation would trot up to foot, shoot their pistols at close range and retire to the rear to reload rather than use the pistol for melee. If not properly executed, the caracole formation could collapse, resulting in chaos and disorder.

More aggressive mounted units, like the Gendarme, could sweep them away. To reflect the deeper formation used by *Caracole* mounted, these rules apply:

- Cohesion increased to 4.
- Represented by a 1UD square or 2 standard cavalry units in a permanent column. Any depth deeper than a standard 1UD base is ignored.
- Can evade.
- Shoot up to 1 UD.
- Cancels *Mounted Impact*.

Pistol

Mounted units equipped with pistols and trained to discharge them during the initial charge and then use their sword or additional pistol. They do not shoot their pistols at range, saving their shots for close combat.

- The unit has a +1 in the 1st round of combat if it charges or receives the charge on the front edge (except Elephants).
- *Pistol* cancels *Mounted Impact*.
- The *Pistol* ability is cancelled if the unit is fighting in rough or difficult terrain.



Cuirassier with Pistol

Shock

To represent mounted charging furiously with a light spear, sword and / or a pistol used in melee by the likes of Finnish Hakkapeliitta, Polish Hussars or French Cavalry under Louis XIV, we introduce the new characteristic of *Shock*.

- The unit has a +1 in the 1st round of combat if it charges or receives the charge on the front edge (except Elephant).
- *Shock* cancels the *Mounted Impact* (except Elephant) or *Pistol* ability.
- *Shock* units have *Furious charge* in the first round of melee vs foot.
- *Shock* units must pursue if they win the combat in their round.

Armour and Heavy Armour

Some troops are better protected by armour, either buff coats, a cuirass or full cuirassier armour and/or a shield. The *Armour* ability gives a +1 bonus to the unit's protection value against shooting while the *Heavy Armour* ability gives a +2 bonus. This bonus is added to the base value of protection: 0 for mounted, 1 for foot. This means that foot units with the *Armour* ability have a protection of 2 and those with *Heavy Armour* a protection of 3.

The protection bonus for Foot knight, Cavalry and Gendarme units is **already included** in the unit characteristics table.

A unit with **heavier armour** than its opponent also has an advantage in combat. If it loses a combat, add one point to its die roll before determining the outcome of the combat. The advantage goes to the unit with the *Heavier Armour*.

Without armour > Armour > Heavy armour.

In combat, *Armour* and *Heavy Armour* abilities are cancelled in the following cases:

- During the first round of melee if the enemy has *Furious Charge* (even if losing the melee).
- During the first round of melee vs foot enemy armed with arquebus, musket or flintlock.
- If the enemy is an Elephant.
- If the enemy has the *Shock* ability.
- If both opponents have the same armour ability (after accounting for the above points).

Headstrong

Some units are undisciplined or aggressive and likely to charge without orders at any enemy within range to engage in close combat. The undisciplined or aggressive nature of such troops also has an adverse effect on their manoeuvrability when in close range to the enemy. To represent this, we add the new characteristic *Headstrong*. *Headstrong* does not provide any combat bonus. It represents the troops' desire to charge into combat without orders or unwillingness to follow complex orders when in close range of enemy units.

- *Headstrong* troops are *Unmanoeuvrable*.

Examples of units and Battle Units with this characteristic:

- Swiss Keils.
- English Civil War Cavaliers.
- Swedish Hakkapeliitta.
- Scottish Highlanders.
- Irish Redshanks.
- Ming Chinese Tribal foot.

Impact

Louis XIV French infantry, Ottoman Janissaries or other troops trained for close combat who use their muskets or other ranged weapons just before charging. To simulate the devastating effect of a short-range volley just before the contact, they are given the *Impact* ability. Cavalry armed with lances, which represent "*Mounted Impact*" in ADLG are less effective in the 17th century, due to the rise of cavalry armed with pistols. Some European and many Middle Eastern armies kept using these less effective weapons late into the 1650s for cultural reasons. While ineffective against pistol-armed mounted, they were still effective against unprotected foot in the open. To reflect this, *Mounted Impact* is used to cover cavalry armed with lances in this period, as employed in Polish, Ottoman Turks and other eastern armies.

- The unit has a +1 bonus in the first round of a melee if it charges or receives the charge on the front edge.
- The *Impact* ability of foot troops does not apply against mounted troops if the foot unit charges the mounted unit.
- The *Impact* ability of foot troops does not apply against mounted troops with *Mounted Impact*, *Pistol* or *Shock* ability when the mounted unit charges the foot unit.
- Medium and Heavy spearmen, Bayonet and Pikemen cancel the *Mounted Impact*, ability of mounted troops if they receive a charge on the front edge.
- The *Impact* and *Mounted Impact* ability never applies against Elephants.
- The *Mounted Impact* ability of mounted troops is cancelled if they are fighting in rough or difficult terrain.

Dismounted Troops

In this period, mounted troops did not dismount in response to Elephants, War Wagons, fortifications or obstacles.

Unit Characteristics Tables

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 Knight		3	6	Otherwise, +1 vs all <i>Heavy Armour</i> and <i>2HW</i> 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	
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 <i>Battle-ready</i> unless <i>Mediocre</i>
Artillery	Art	1	2	+1 if shooting vs El and WWg +1 in melee for the enemy except if LI, Drag or LH

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

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

#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 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
Medium Cavalry Medium Camelry (1)	Cv	0	3	
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*

Command

Giving orders

Each CP allows one move order to be given to a unit, Battle Unit or a group of units or Battle Units. A commander can only give orders to units or Battle Units under his command (i.e. those which belong to his army corps). A commander can potentially issue up to three move orders per game-turn to the same unit, Battle Unit or group of units or Battle Units.

Below is the list of the CP costs for the various orders:

- 0 CP for a spontaneous charge or uncontrolled charge.
- 0 CP to rally a unit or Battle Unit if the enemy is greater than 4UDs away.
- 1 CP to charge or move a unit or Battle Unit or Group within command range.
- 1 CP to rally a unit or Battle Unit in Simple Support or if the enemy is less than 4 UD's away.
- 2 CP to rally a unit or Battle Unit in melee or in melee support.
- 2 CP to enter or exit Square formation.
- 3 CPs to prevent an uncontrolled charge (one unit or Battle Unit in a Group can also attempt a rally).
- +1 CP for a unit or Battle Unit or Group out of command range at the moment the order is given.
- +1 CP for a Difficult Manoeuvre.
- +1 CP for a Deep Order battle unit to attempt rallying 1 cohesion level when moving.
- +1 CP if the commander is engaged in combat except to rally the unit to which he is attached or included.

Commander in Combat

Commanders engaged in combat

As in ADLG, a commander attached to a unit or to a unit within a Battle Unit can be engaged in melee. The commander only counts as being with one unit, not both units of the Battle Unit. The player must indicate which unit the commander is attached to, and the commander remains attached to that unit until it is no longer engaged in melee. A commander engaged in melee gives a +1 bonus to his attached unit for combat but takes the risk of being lost.

Commanders Included in a Battle Unit

As in ADLG, it is possible to include a commander permanently in a Battle Unit instead of having it based separately.

- The commander only counts as being with one unit, not both units of the Battle Unit.
- The unit within a Battle Unit that has the commander included must be easily recognisable by using an appropriate figure, a standard bearer or flag.

Movement

Half-turn or quarter-turn

This manoeuvre is used to reorient a unit, Battle Unit or a group of units.

- Performing a $\frac{1}{4}$ turn or $\frac{1}{2}$ turn costs 1 UD of movement allowance for most units.
- It costs 2 UD for *Unmanoeuvrable2wq* units, WWg, or Deep Order Battle units.

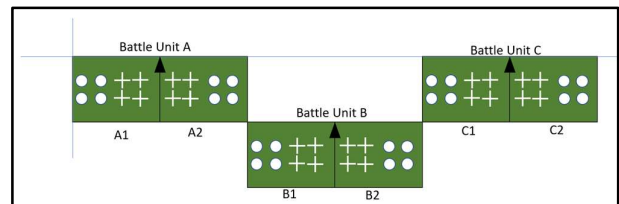
Battle Units making a quarter-turn

A Battle Unit performing a $\frac{1}{4}$ turn rotates 90° so that its front edge ends up occupying the position of the side edge before the manoeuvre.

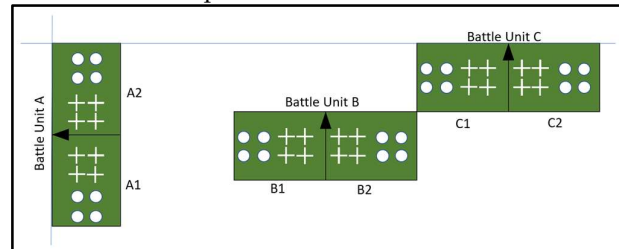
- Battle Units cannot make a group quarter-turn.

Example: Battle Unit making $\frac{1}{4}$ turn

Battle Unit A wants to make a $\frac{1}{4}$ turn to its left



The BU turns 90° left so that its front edge now occupies the position of the side edge. All other relative positions are the same.



Battle Unit Group Moves:

A battle unit group move may include the following:

- Wheel.
- Advance.
- ½ turn.
- Expansion.
- Contraction.
- Slide.

Who Can Evade:

- Light Infantry.
- Light Horse.
- Dragoons.
- Cavalry with Impact or Pistol AND Bow, Crossbow, Carbine, ½ Bow or ½ Crossbow. [1]
- Cavalry with Bow, Crossbow, Carbine, ½ Bow or ½ Crossbow.
- Caracole Cavalry.

[1] Example of this troop type is the Ottoman Qapu Khalqi Siphais, Heavily Armoured Cavalry with Pistol and Carbine.

Manoeuvrability

Unmanoeuvrable units

Not all units perform equally well when manoeuvring. Some will have difficulty performing manoeuvres more complex than a simple advance. These units are referred to as *Unmanoeuvrable*. This applies to the following units:

- *Headstrong*.
- Elephants.
- Levy.
- Heavy Artillery.

Difficult manoeuvres

Manoeuvres can be Easy or Difficult. A Difficult manoeuvre requires the commander to spend one additional CP. If several causes make a manoeuvre difficult, the total expense is still only one additional CP.

The following are difficult manoeuvres for all units:

- A third movement in the same phase except if the movement is performed by light troops or *non-headstrong* cavalry.

- To exit an enemy's zone of control except when performed by troops that can evade.

The following are difficult manoeuvres only for unmanoeuvrable units:

- Any manoeuvre that includes a quarter-turn, a half-turn, an extension or a contraction, whether the unit ends in contact with the enemy or not.
- An advance of less than the unit's full movement allowance (excluding any road bonus) unless the unit ends in contact with the enemy. An advance of full movement allowance, with a wheel and/or a slide is still an easy manoeuvre.

Specific cases

Tecio, Keil and Colunela: Keil, Colunela and Tercio (not the Later Tercio) operate in very compact and tight formations. Thus, they consider a quarter or half-turn a Difficult manoeuvre.

Headstrong: When a *Headstrong* unit or group is within charge range of an enemy, any manoeuvre other than a charge, or movement that ends in support of a friend in melee costs 3 CP. Preventing a *Headstrong* unit, Battle Unit or group of Battle Units from charging the enemy also costs 3 CP.

Square Formation

It costs 2 CP and 2UD movement for these Battle units to form or exit a square:

- Tercio.
- Later Tercio.
- Keil.
- Colunela.
- Pike & Shot.
- Later Pike & Shot.

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.
- Medium or Heavy artillery +1 bonus shooting against battle units in square (not cumulative with Deep Order)

Interpenetration

Interpenetration allows some troops to pass through others. An interpenetration is allowed during a movement, a charge or an evade move.

Permitted interpenetrations.

ADLG-R follows the standard ADLG interpenetration rules with one change:

- All mounted troops can pass through friendly dragoons, provided they are oriented in the same or opposite direction and vice versa.
- Medium swordsmen that are non-Headstrong can pass through friendly bowmen, crossbowmen or firearms (and vice versa) provided they are oriented in the same or opposite direction.

Prince Rupert of the Rhine and Boy



Special Movements

Charge

Uncontrolled Charge

Some troops are very eager to fight and tend to attack even if they do not receive orders to do so. All *Headstrong* troops have the potential to make uncontrolled charges against the enemy in certain circumstances (see exceptions)

When any individual or group of *Headstrong* units or Battle Units is within charge range of an enemy (ignoring intervening friends), the following rules apply:

- Any manoeuvre other than a charge or a movement to give support to a friend in melee costs 3 CP. This represents the difficulty of restraining troops that want to charge.
- Staying in place and/or rallying one unit or Battle Unit of the group also costs 3 CP
- A charge or a move to give support to a friendly unit or Battle Unit already in melee costs 1 CP, or 2 CP if it is a difficult manoeuvre.
- If the unit or group receives no orders, all *Headstrong* units that are within charge range of any enemy must make an uncontrolled charge.

Exceptions to an uncontrolled charge

A *Headstrong* unit or Battle Unit is not required to make an uncontrolled charge in the following cases:

- If the unit is already in melee or providing support to a friendly unit or Battle Unit in melee.
- If the unit or Battle Unit is restricted by the ZoC of an enemy unit or Battle Unit on its rear or flank and no other enemy is more threatening.
- If the unit or Battle Unit is in ambush.
- If the unit or Battle Unit or its target is behind a fortification, an obstacle (or *Stakes* if the charging unit is a mounted unit) or a river or in a village.
- If the only target unit is an Elephant or a WWg.
- If the charge would cause a mounted unit to become subject to *Panic*.

- If the target enemy unit is light troops and the unit or Battle Unit would need to interpenetrate or burst through friendly troops to reach them.
- If the charging Battle Unit's target is the front edge of enemy mounted troops.
- If the charging unit is a Cavalry unit and the target is the front edge of an enemy Heavy Infantry unit (except levy) that is not *Disordered* (see note). However, these enemy units remain valid targets for Gendarme units.
- If, as a result of its charge, the unit or Battle Unit would find itself, after conformation, with an enemy front edge in contact with its flank or rear edge.
- If, as a result of its charge, the unit or Battle Unit would find itself in terrain that penalises it in combat.

Note. If the target of the uncontrolled charge can evade, any other enemy unit or Battle Unit or terrain behind the target unit or Battle Unit up to the movement allowance of the charging unit or Battle Unit plus 1 UD must be considered before proceeding with the uncontrolled charge.

Example: A *Headstrong* HI unit facing LI units will not have to make an uncontrolled charge if there is a mounted unit or a difficult or rough terrain behind the LI, within 3UD.

Evade Move

ADLG-R follows the standard ADLG evade rules with these changes:

- Dragoons and Caracole mounted can perform an additional free half-turn at the end of their evade move.

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.

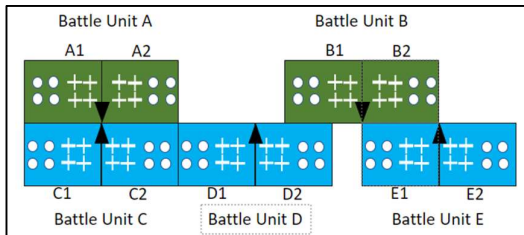
Conforming

ADLG-R follows the standard ADLG confirmation rules.

ADLG-R follows the standard ADLG confirmation rules but can work a little differently when involving Battle Units. Battle Units must conform as per ADLG rules, which can result in a sub unit being dragged out of simple support in their turn. If the sub unit is engaged in melee, it doesn't conform.

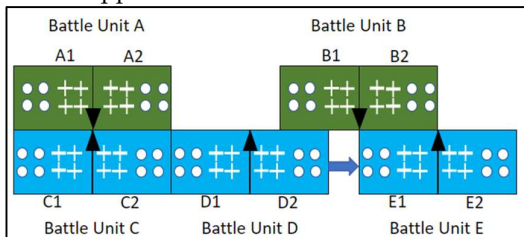
Example of Conformation with a gap in the lines and providing simple support.

English player's turn and charges with two battle units A & B. The German player has three battle units, C, D & E. D & E have a small gap between them.

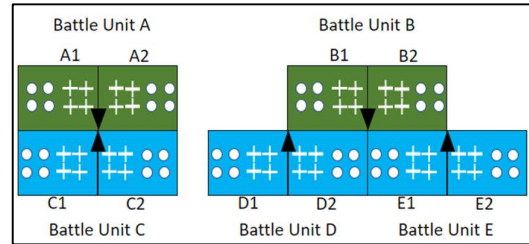


Battle unit A & C have no conforming to do. Battle unit B is in valid contact with battle units D & E. It can't conform as B2 and E1 are lined up. End result is in the English players turn, no conforming is done.

In the German player's turn, D2 would have to conform to B1, forcing D1 to no longer provide melee support to C2.

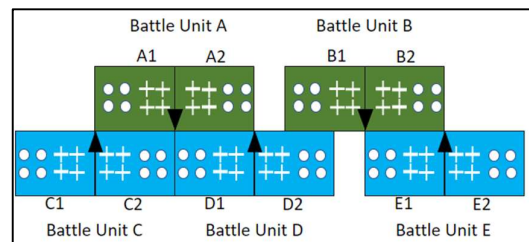


At the end of the German players turn, the battle units will have conformed as such.



Example of Conformation with a gap in the lines and all units engaged.

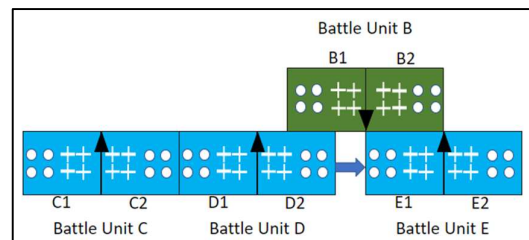
English player's turn and charges with two battle units A & B. The German player has three battle units, C, D & E. D & E have a small gap between them.



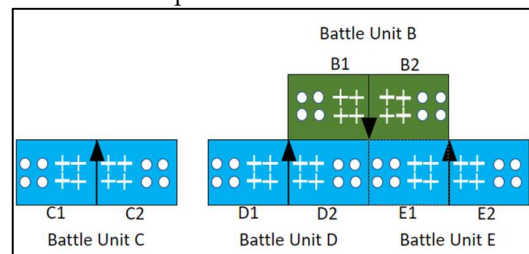
Battle unit A & C have no conforming to do. Battle unit B is in valid contact with battle units D & E. It can't conform as B2 and E1 are lined up. End result is in the English players turn, no conforming is done.

In the German players turn, battle unit D is unable to conform as both units are engaged and cannot break contact.

If after a few rounds of melee, battle unit A was destroyed, battle unit D would need to confirm in it's turn.



It would end up like this:



Rallying

Procedure

Units or Battle Units in *Disorder* can try to regain one or two cohesion points by rallying during the movement phase. A unit or Battle Unit other than a Deep Order unit that attempts to rally cannot voluntarily move or conform but can still shoot or fight in melee. Only Light troops that have been shifted as a result of interpenetration or conformation are still able to move and attempt to rally.

Rally Test

ADLG-R rallies are dealt with in the same way as ADLG with the addition of *Rear Support*.

Special Cases

When a group with *Headstrong* troops is held by spending 3 CPs, one rally attempt for one unit in the group is permitted at no extra CP cost. Other units in the group can also attempt to rally for one additional CP for each rally attempt.

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. This represents their ability to steam roll forward due to their size. This cannot be combined with a group move.

Rear Support

Rear support was important in this era, with armies fighting in multiple lines for reserves and support. To represent this, we add an additional die roll modifier of *Rear Support* in rally tests.

- Any Battle Unit or unit with *Rear Support* gets an additional bonus of +1 when attempting to rally.
- Battle Units and mounted units can provide *Rear Support* to each other.
- Light troops cannot provide but can receive *Rear Support*.

If the roll to rally succeeds by +2 AND the score benefited from with *Rear Support* and a General attached, remove 2 cohesion markers.

One Unit or Battle Unit can provide Rear Support for any number of eligible friendly units within range.

To claim Rear Support, the Unit or Battle Unit must have the supporting unit:

- Facing the unit or Battle Unit it is supporting and either:
 - Touching the rear corner of the supported unit with its front corner or
 - Be entirely behind the rear edge of unit or Battle Unit claiming *Rear Support* and within range.

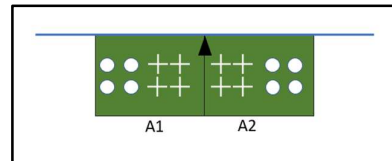
Support Ranges are:

- Battle Units providing *Rear Support* must be within 2UD of the supported unit.
- A mounted unit providing *Rear Support* must be within 4UD of the supported Battle Unit or unit.

To provide *Rear Support*, a Battle Unit or Unit must:

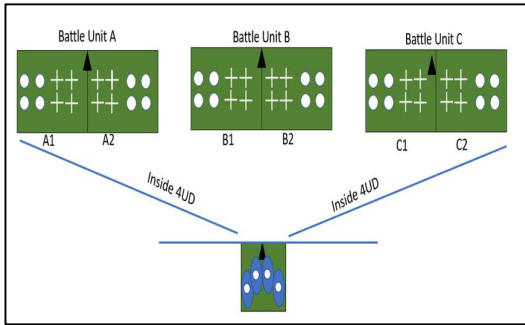
- Not in be in melee or providing simple or melee support.
- Not be Levy or Light troops.
- Have no enemy units in its ZoC.
- Not have 2 or more cohesion markers for a Unit or 4 or more cohesion markers for a Battle Unit.

To determine *Rear Support*, draw a straight line from the front edge of the Battle Unit or Unit providing *Rear Support*.



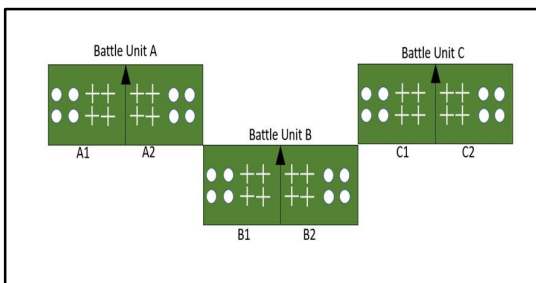
A unit whose rear corner is touching the front corner of the supporting unit or entirely in front of the line is counted as having *Rear Support*.

A caracole cavalry unit is providing rear support to three battle groups.



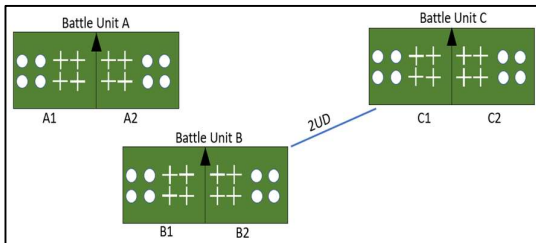
Examples of Rear Support

Checkerboard rear support



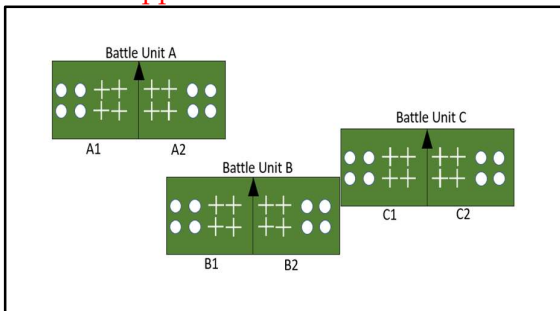
Battle Unit B is providing *Rear Support* to both Battle Units A and C

Offset Rear Support



Battle Unit B is providing *Rear Support* to both Battle Units A and C. Battle Unit C has *Rear Support* as it is within 2UD of the front corner of Battle Unit B

No Rear Support



Battle Unit A is able to claim *Rear Support* as it is in front of Battle Unit B.

Battle Unit C is not able to claim *Rear Support* as its rear corner is not in front of the line extending from the front edge of Battle Unit B.



Ottoman Turkish Generals

Examples of determining Rally result:

Unit is within 4 UD of an enemy and has 3 cohesion markers.

Has *Rear Support*.

Required score is 4+.

The roll is a 5.

Add +1 for *Rear Support*.

End result is 6, remove 1 cohesion marker.

Unit is within 4 UD of an enemy and has 3 cohesion markers.

Has no *Rear Support* but a general is with the unit.

Required score is 4+

The roll is a 5

Add +1 for General

End result is 6, remove 1 cohesion marker.

Unit is in combat and has 3 cohesion markers.

Has *Rear Support* and a general is with the unit.

Required score is 5+.

The roll is a 5.

Add +1 for *Rear Support*, +1 for general.

End result is 7, remove 2 cohesion markers.



Gustavus Adolphus

Shooting

ADLG-R follows the standard shooting rules with these minor changes.

Line of Sight

To shoot, a unit must be able to see its target. A unit cannot shoot at an enemy unit it cannot see, such as:

- Units in ambush.
- Units hidden behind terrain, or behind another friendly or enemy unit.
- Units out of line of sight.
- Enclosed Fields are treated as a Field for Line of Sight, but provide cover to all troops wholly inside it or located on the edge of the Enclosed Field.

Shooting Units

In the renaissance period, nearly all units can shoot. Battle Units that can shoot will display the relevant weapon in the description, eg Pike & Shot musket.

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
Dragoon	½ Arquebus or ½ Musket
Caracole	Caracole
Carbine armed Mounted	Carbine

Shooting ranges

Missile Weapon	Range (UD)
LI, LH or Cav 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 or Light Artillery	4
Medium Artillery	8
Heavy Artillery	10

Shooting Limitations

- Medium and Heavy Artillery that have moved or wheeled during a player's sequence cannot shoot during the same sequence.
- Other units (including Light Artillery) can shoot after they have moved as long as they have not made a second or third move.
- A unit which charges, evades, disengages or retreats out of an enemy ZOC cannot shoot during the same player sequence.
- A unit engaged in melee or supporting a friend in melee cannot shoot.
- A unit cannot shoot at an enemy engaged in melee or one supporting another unit in melee even if the unit is not in contact with the enemy because full conformation was not possible.
- Other units in contact with an enemy but not providing support in a combat can still shoot and be targeted.



Ottoman Turkish Heavy Artillery



Gendarmes ready for charge

Target Selection

Target priority

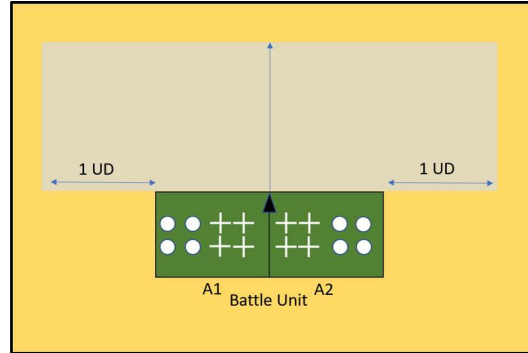
If several targets are eligible, the player selects the target using following priorities:

- Firstly, the nearest target directly in front of the shooter or the most in front if several targets are equally close.
- If no target is directly in front, the nearest target in its shooting zone.
- If several targets have the same priority, the player chooses, but must keep the same target in subsequent turns, unless the relative positions of the shooter or target change.

Special cases:

- As Light Cavalry shoot with an arc of 360°, they always shoot at the nearest target.
- Medium or Heavy Artillery:
 - Short range is 2UD.
 - Follow standard target priority if they have targets at 4 UD or less. If they do not have a target at 4 UD or less, they can freely choose any target over 4 UD in their extended shooting zone.
 - When firing at long range, their shooting zone is extended to 2UD on either side of the artillery base.

Shooting zone for Battle Units



Shooting Resolution

Circumstance	Mod
LI or LH shooting	-1
Target in cover or behind a fortification	-1
Shooter is <i>Disordered</i>	-1
Shooting from cover or in difficult terrain except if LI	-1
Tercio shooting from the side/rear	-1
Later Tercio shooting from the side	-1
Dragoon, LI, LMI or MI shooting from Enclosed Field	0
LMI, MI or HI with Bows or Crossbows shooting at mounted (see Note)	+1
For each supporting unit (max +3, LI/LH counts as ½)	+1
Artillery shooting at EI or WWg	+1
Medium or Heavy Artillery shooting at short range, flank, Deep Order Battle Units, or Battle Units in square (not cumulative)	+1

Note:

1. Battle Units of LMI, MI or HI armed with Bows, Longbows or Crossbows and shooting at a mounted unit have +1 bonus. This simulates the greater vulnerability of mounted troops to massed volleys of bow armed infantry units. Light troops and WWg do not get this bonus.
2. ½ Shooter shoots as one level lower in quality.

Shooting Results

- If the adjusted score of the shooter is higher than that of the target, the target loses one cohesion point.
- Target loses two cohesion points if the primary shooter is Medium or Heavy Artillery and:
 - Within short range.

- Score of shooter is three or more higher than the target.
- The cohesion loss from shooting is limited to just one or two points per unit, per phase. A Battle Unit can lose up to four cohesion points due to shooting as it is treated as two separate units for the purpose of shooting.
- If the shooter's score is equal to or less than the result of the target, then there is no effect, unless the shooter is:
 - *Non Skirmisher Arquebus*; OR
 - Has the *Regimental Artillery* ability

When two units shoot at each other, shooting is resolved in two steps: A shoots at B and then B shoots at A. The results are applied simultaneously after the two steps are resolved. Either or both units can therefore lose one point of cohesion or both can *Rout* during the same shooting phase. As a Battle Unit consists of two units, it can potentially between lose 2 and 4 cohesion points in the one shooting phase.

Protection modifiers

Weapon	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 light troops, protection reduced by one, protection cannot be reduced below zero.
Caracole, Carbine, Crossbow, Arquebus	Protection is 1 for all except if WWg or elephant.
Musket, Flintlock, Commanded Shot,	Protection is 2 for Deep Order battle units if shooter is LI or LH.
Light Artillery	Protection is 0 for all except LI, LH or Drag.
Medium Artillery	
Heavy Artillery	

Tercio/Later Tercio flank or rear shooting

The Tercio had shooters on each corner of the formation and are able to fire all around, albeit less effectively to the flank or rear

- Unit shooting to the front cannot shoot to flank or rear.
- Tercio (not Later Tercio) can shoot to its flank or rear with a -1.

- Later Tercio can shoot to its flank with a -1.

½ Shooter

- Includes Arquebus, Musket, Bow & Crossbow.
- Shoots as one level lower in quality (*Mediocre* remains *Mediocre*).

Arquebus

- LMI, MI or HI armed *Arquebus* in the event of a tie, add +1 to the die roll before determining shooting outcome. The tie result is determined after applying quality modifier (elite or mediocre).

Regimental Artillery

- *Regimental Artillery* results are applied to both units of a Battle Unit.
- *Regimental Artillery* adds +1 to the die roll in the event of a tie in shooting or in the 1st round of melee on its front. The tie result is determined after applying quality modifier (elite or mediocre).



Arquebusiers

Deep Order Battle Units

Keil, Colunela, Tercio or Later Tercio Battle Units are treated as *Deep Order* to reflect their deep formations and vulnerability to artillery fire.

- +1 bonus for Medium or Heavy Artillery shooting at the front or rear of a Keil, Colunela, Tercio or Later Tercio.
- Protection of 2 if shooter is a skirmisher

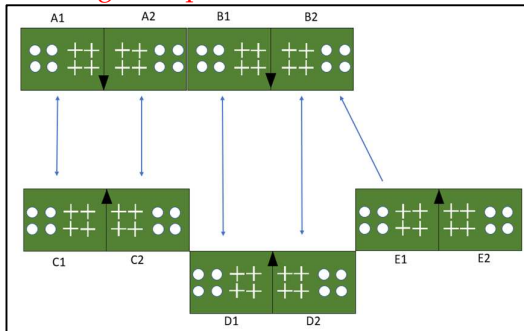
Fortifications

Fortifications are not counted as Terrain Cover but provide cover to troops whose front edge is aligned corner to corner behind a fortification. ADLG-R follows the ADLG rules on fortifications with these clarifications on shooting from behind a fortification.

Fortifications:

- Do not block line of sight.
- Units/battle units (except WWg) placed behind a fortification (but not an obstacle) count as being in cover for being shot at, except when shot at by artillery.
- Battle units require two fortifications or obstacles to provide protection to the entire front edge.
- Units/battle units aligned corner to corner behind a fortification shoots with no penalty.
- The front edge of the fortification is considered to be the front edge of the unit behind, including when measuring shooting ranges.
- Units/battle units aligned corner to corner behind a fortification shoots with no penalty.
- The front edge of the fortification is considered to be the front edge of the unit behind, including when measuring shooting ranges.

Shooting example



All units are Pike & Shot musket and are within 3 UD.

- Unit A1 shoots at unit C1.
- Unit A1 gets +0 for shooting, unit C1 gets +1 for protection vs Musket.
- The factors remain the same until we get to unit D2 firing.
- Unit D2 is +0, +1 support from unit E1 and unit B2 is protection +1.



Melee

ADLG-R follows the ADLG Melee rules with these minor changes.

Melee Resolution

The standard ADLG rules apply other than replacing the results table with this:

Difference	Loser
Tie	No cohesion loss
1 or 2 pts	-1 cohesion point
3 or 4 pts	-2 cohesion points
5 or 6 pts	-3 cohesion points
7 or 8 pts	-4 cohesion points
9 or 10 pts	-5 cohesion points
11 pts and more	Automatic rout

Multiple Attacks

A unit or battle unit also loses a cohesion point if it is engaged in melee or in melee support on multiple sides by multiple enemy units during the same phase (although some exceptions apply to Deep Order units until they have suffered substantial damage). At least one of the enemy units contacting its flank or the rear edge must conform properly and must be a unit or battle unit other than LI, LH, Dragoon, Artillery or WWg.

Melee Modifiers

Flank or Rear Attacks on a Battle Unit

Flank attacks work a little differently to ADLG when involving Battle Units. The key principle in resolving flank attacks on the larger Battle Units is that a Battle Unit is a two-unit wide group. So, if the BU takes a cohesion marker due to a flank attack, the cohesion marker applies to both units. Conformation after the initial contact can result in some odd conformations but it removes the need for complicated rules.

Deep Order Units

Deep Order units were able to defend themselves from flank or rear attacks until they were badly disrupted. Once heavily disrupted, a well-timed flank or rear charge could break the formation.

Until the *Deep Order* Battle Unit has four or more disrupted markers, it follows these rules for melee:

- A Deep Order unit attacked on its flank fights as if attacked from its front, because its flank edges are considered as a front edge for combat purposes.
- All of a Tercio's edges are considered as a front edge for combat purposes.
- Does not turn to face units on the flank (or rear if Tercio)
- Units in contact with their front edge against the flank of the Deep Order unit provide simple support to the main unit (bonus limited to +1 per side). Units in flank to flank contact can also provide simple support.
- Unit(s) in contact with their front edge against the flank edge of a Deep Order unit must align its front corner to the front corner of the enemy. This may result in the unit(s) conforming further than 1UD due to the depth of a Deep Order Unit.

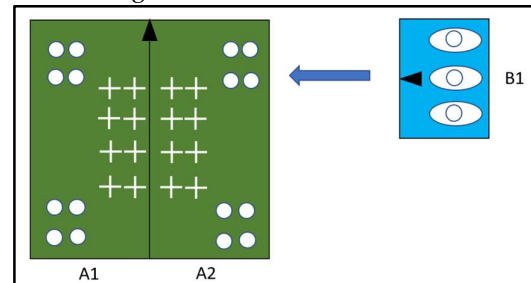
Once a *Deep Order* unit has four or more disrupted markers, the normal flank or rear contact rules apply.

Deep Order unit flank attacks

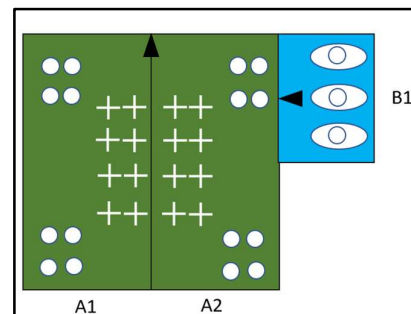
Flank charge on a Deep Order unit

Unit B1 is a Cuirassier (Heavy Cav Pistol) and charges a Tercio Arquebus in the flank.

Initial charge



After conformation

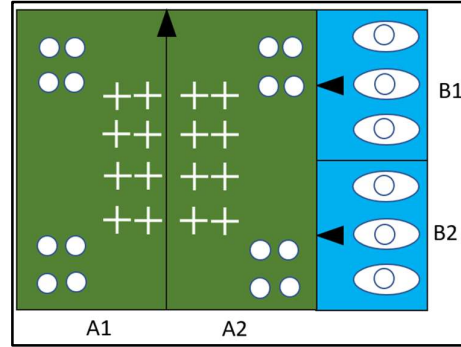


As the Tercio is a Deep Order unit and has not taken any cohesion markers, the contact is treated as a Frontal Contact.

The factors are:

- Unit A2 +2 (Pike) +1 in 1st round vs mounted as it received charge on the front
- Unit B1 +0 (Cav contacting Heavy Foot frontally), +1 for Pistol.

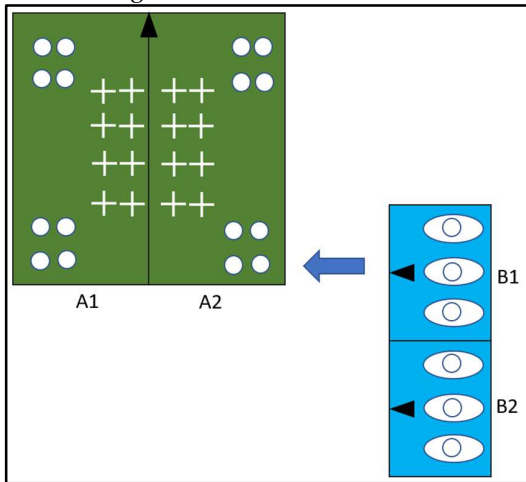
In the Tercio's turn, the Tercio turns to face the cavalry.



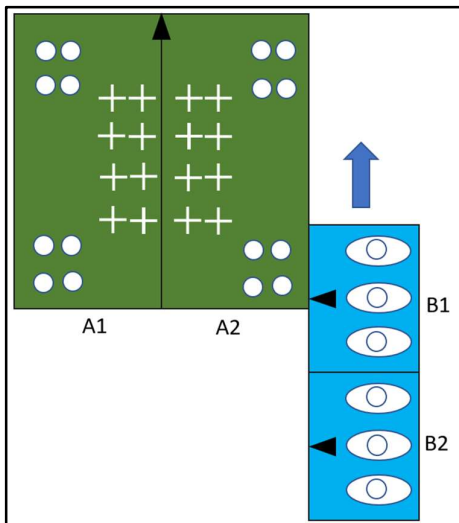
Offset charge

Unit B1 & B2 are cuirassiers (Heavy Cav Pistol) and charge a Tercio Arquebus in the flank.

Initial Charge



After contact and direction of conformation

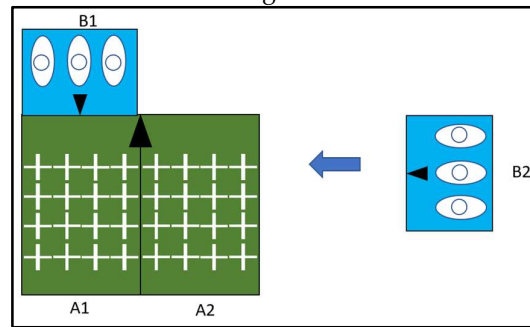


After conformation

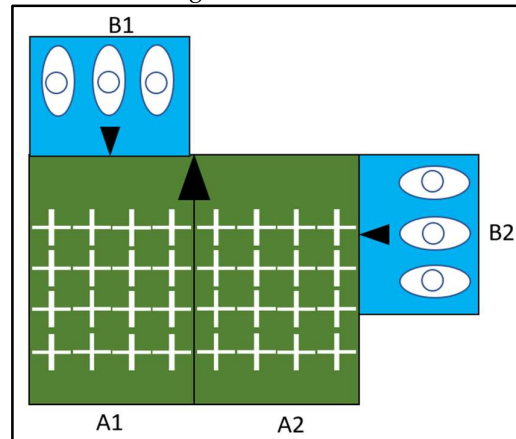
Deep Order unit engaged frontally and charged on a flank

A Keil, (units A1 & A2) is in front contact with a Cuirassier, unit B1. The Keil has not suffered any cohesion losses

Cuirassier unit B2 charges the Keil in the flank



After conforming.

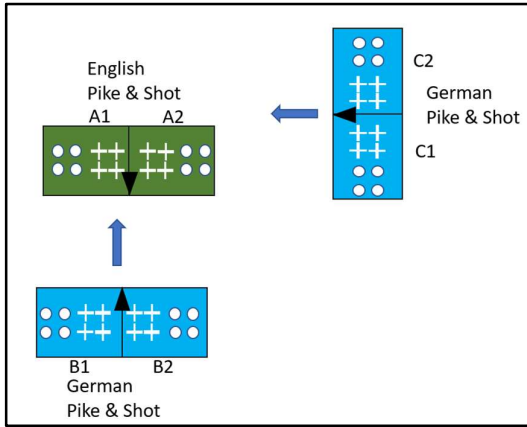


The combat is worked as
Unit A1 fights unit B1 frontally
Unit A2 fights unit B2 frontally

Flank attack examples

Simple Flank Attack

It is the Germans turn. The English P&S has a German P&S to its front and on its flank. Both German units charge

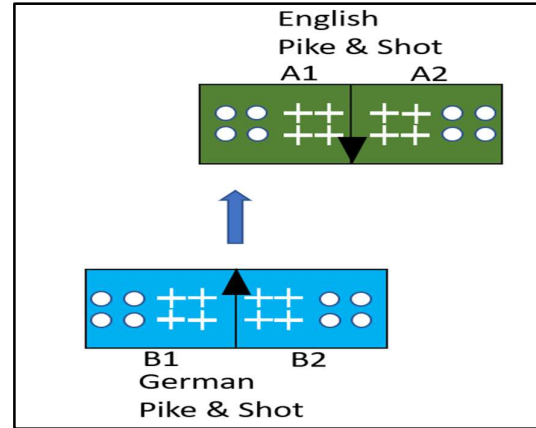
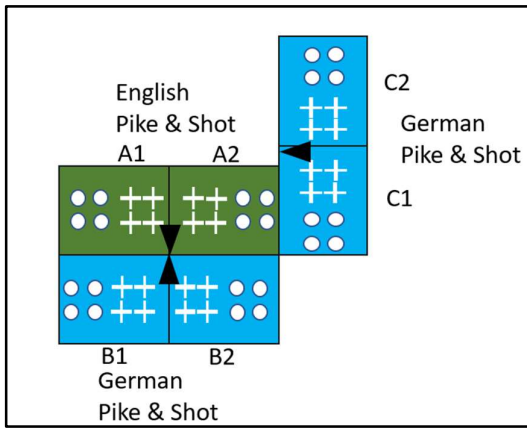


Unit B2 fights at +3 (+1 for Pike & Shot for unit B2, +1 for Melee Support and +1 Pike & Shot for unit C1).

Off-set initial combat then a flank attack

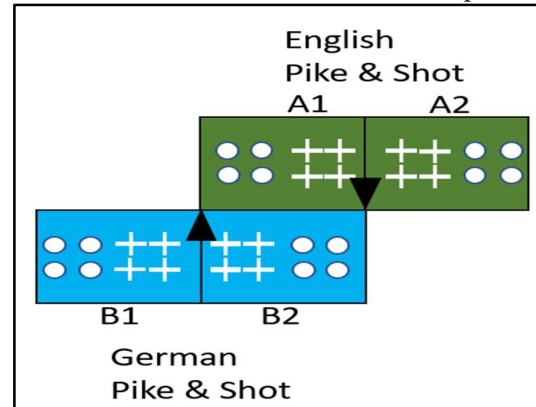
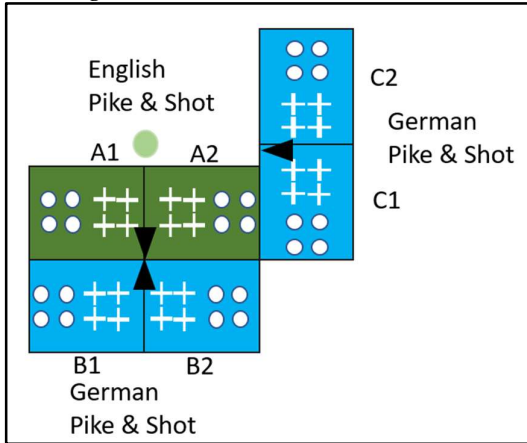
It is the German's turn. The English P&S has a German P&S to its front but they are not lined up so only one base will make legal contact

After contact



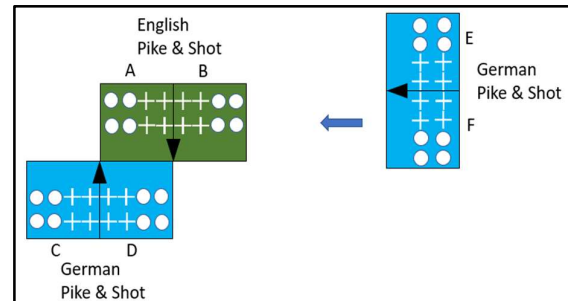
After contact, the two units line up like this. Both units would have a +1 for an overlap.

Working out the melee



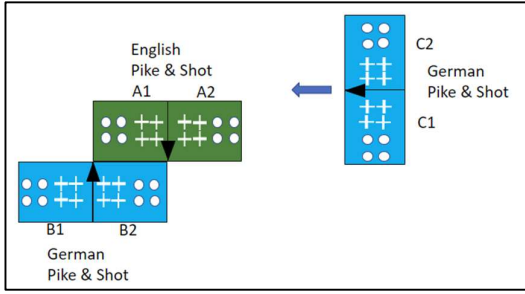
The fight continues and the Germans are able to get another P&S unit to charge the English flank.

Units B1 fights as normal, but unit A1 fights at 0 as the English P&S has acquired a cohesion marker as a result of being charged in the flank while engaged to its front. (Pike & Shot +1, cohesion marker -1).



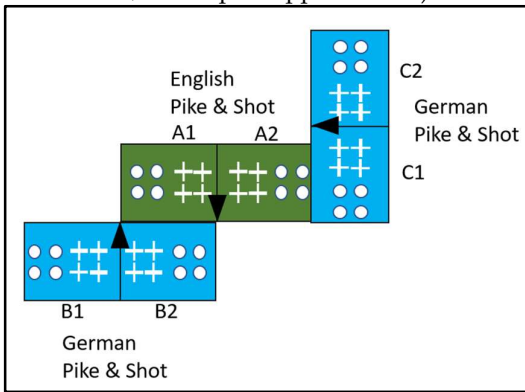
Unit A2 fights at -1 as it has been contacted on the flank and disordered.

Units after contact



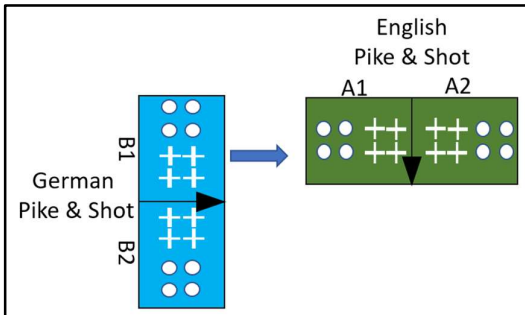
Unit A2 does not take a cohesion marker. Even though contacted in the flank, unit A2 is not engaged to its front, so it does not drop. It does fight at 0, while unit C1 fights at +3 (+1 for Pike & Shot, +1 for simple support, from C2, +1 for flank attack)

In the English player's turn, unit A2 "turns" to face German P&S unit C1. It would fight at +1, whereas Unit C1 would now fight at +2 (+1 Pike & Shot, +1 simple support for C2).



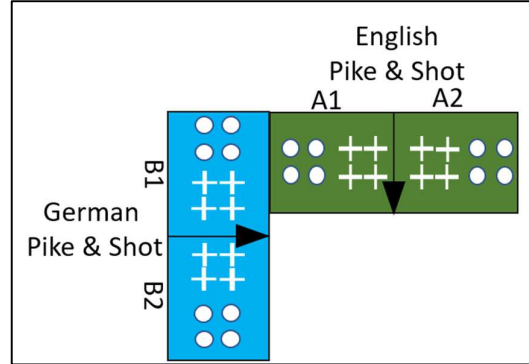
Flank attack and then conforming

It is the German turn. The German P&S has an English P&S to its front and will be able to make a legal flank contact.



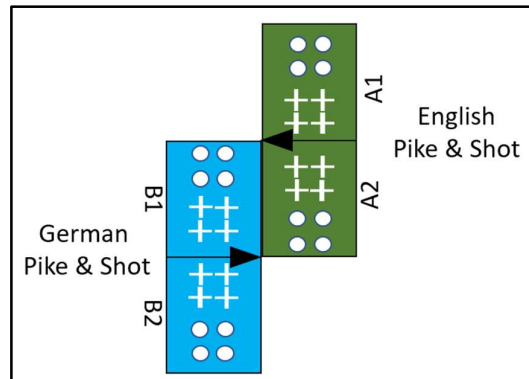
After contact, the German Unit B1 will melee with English Unit A1. Unit A1 does not take a cohesion marker. Even though contacted in the flank, unit A1 is not already engaged to its

front, so it does not drop. It does fight at 0, while unit B1 fights at +3 (+1 for Pike & Shot, +1 for simple support, from B2, +1 for flank attack)



In the English player's turn, the Pike & Shot needs to conform to the German Pike & Shot. As Unit A1 is the only unit of the English Pike & Shot in contact, we get a weird conforming move, so that we don't break the ADLG rules.

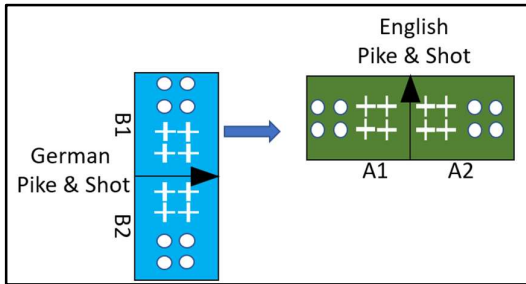
Because there was only one unit in contact, to maintain this, the English Pike & Shot turns to conform and then shifts so that Unit A2 is in contact with Unit B1. This prevents additional units being fed into melee.



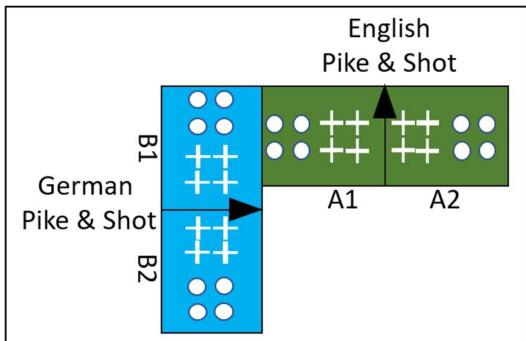
Macchiavelli

Flank attack and then conforming.

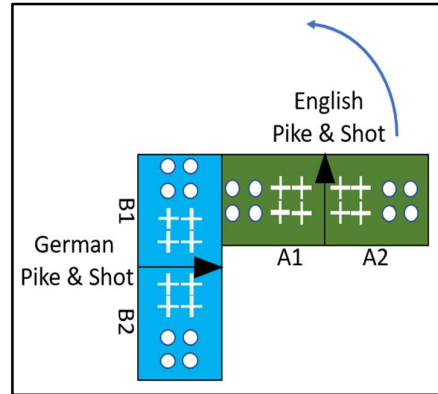
It is the Germans turn. The German P&S has an English P&S to its front and will be able to make a legal flank contact.



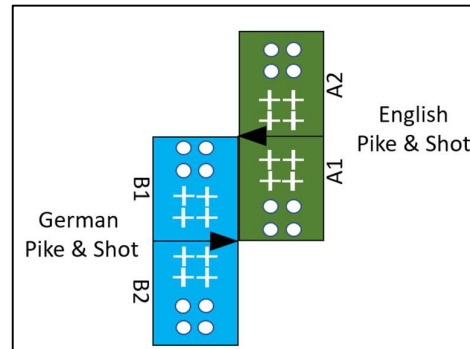
After contact, the German Unit B1 will melee with English Unit A1. Unit A1 does not take a cohesion marker. Even though contacted in the flank, unit A1 is not already engaged at its front, so it does not drop. It does fight at 0, while unit B1 fights at +3 (+1 for Pike & Shot, +1 for simple support, from B2, +1 for flank attack).



In the English players turn, the Pike & Shot needs to conform to the German Pike & Shot. As Unit A1 is the only unit of the English Pike & Shot in contact, we get a weird confirming move, so that we don't break the ADLG rules. Because there was only one unit in contact, to maintain this, the English Pike & Shot conforms and then shifts so that Unit A1 is in contact with Unit B1. This prevents additional units being fed into melee.



End result



English Bayonet

Terrain modifier

Troops that are penalised in rough or difficult terrain have a negative modifier during the melee.

- A unit or Battle Unit receives the penalty if any part of its base is situated in the terrain.
- If the unit's base is deeper than normal, a standard-sized base (as per the table on page 5) should be used to judge whether or not the unit is in the terrain.
- If a unit attacks an enemy situated inside and just at the edge of a terrain piece, the attacking unit is considered to partially

enter the enemy's terrain piece. The most penalising terrain modifier is that applied to that unit, until the end of the combat.

Medium Infantry (MI and LMI)

- -1 in difficult terrain

Heavy Infantry (HI) units and WWg

- -1 in rough terrain or -2 if Heavy Spear or Pikemen.
- -2 in difficult terrain for all types.
- Units that are in terrain that penalises them in combat do not have *Impact*, *Salvo* or *Furious Charge* abilities.

Mounted Units

- -2 in rough terrain.
- -3 in difficult terrain
- Mounted units that are in terrain that penalises them in melee do not have the *Mounted Impact*, *Pistol*, *Shock* or *Furious Charge* abilities.
- Mounted units do not automatically destroy LI in rough and difficult terrain.

Special cases

- Elephants count fields, enclosed fields and brush as open terrain and are not penalised in such terrain.
- Dragoons count fields, enclosed fields and brush as open terrain and are not penalised in such terrain.



Landsknecht Doppelsöldner

Rout and Pursuit

Army cohesion and rout

ADLG-R follows the standard ADLG rout rules: the demoralisation value of an army is equal to the number of units of which is made up, with each foot Battle Unit counting as two units.

Battle Units count as double units due to their size, hence their higher cohesion. They fight as two individual units, with cohesion markers applied to the unit as a whole.

Losses are counted as follows:

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 cohesion counters	2 pts
Per routed Battle Unit	4 pts
Per lost commander	1 pt + value *
Lost camp	4 pts
Lost fortified camp	6 pts

* Command Value (0, +1, +2 or +3)

Losses for Battle Units are not cumulative: So, a Battle Unit with one to three markers is 1 pt. If the same Battle Unit then takes another marker, it is now 2 pts.



Polish Winged Hussars

Terrain

ADLG-R follows the ADLG terrain rules with these changes.

Cover from Shooting

Terrain can provide cover but also penalises units when shooting. For example, trees can stop or deflect missiles.

- A target unit benefits from cover if the line of sight of the shooter passes through the terrain.
- A unit, except Light infantry, is penalised when shooting if part of its shooting edge is inside terrain that gives cover.
- A unit located just on the edge of a terrain is considered to be inside the terrain: it gains protection from cover but suffers a shooting penalty.

Enclosed Fields

In this period, fields have become more formally cultivated and divided by walls, hedges or deep irrigation.

- They are considered rough terrain and offer cover to the units located in them.

- Light infantry & Dragoons can ambush in an Enclosed Field.
- A unit, except LI, Dragoon, LMI or MI, that shoots from an Enclosed Field does so with a penalty of -1.
- Enclosed Fields are treated as a Field for Line of Sight, but provide cover to all troops wholly inside it or located on the edge of the Enclosed Field.

of Fields can be replaced by an Enclosed Field, included the free field covering a Gentle Hill.

- Before 1600 AD, 0-1
- After 1600 AD, 0-2

Open Space

In this period armies fought in more open spaces to enable troop maneuvering and ease of control. A new terrain piece has been introduced called Open Space.

- Deployed and adjusted as normal.
- Removed once all terrain has been adjusted.
- A road may pass over an Open Space.

Terrain Table

Terrain	Category	Ambush	Cover
Open Space	Open	Not possible	Not possible
River	Variable	Not possible	
Coastal zone	Impassable	Not possible	
Hill	Variable	Behind the horizon line	Variable
Steep hill	Difficult	Behind the horizon line or crest line	Variable
Brush	Rough	Only LI	
Field	Rough	Only LI	
Enclosed Field	Rough	Only LI or Dragoons	Yes, -1 if shooting
Plantation	Rough	All except elephants	Yes, -1 if shooting
Wood	Difficult	All	Yes, -1 if shooting
Marsh	Difficult	Only LI	
Sand dune	Difficult	Only LI	
Gully	Rough	All except elephants	
Road	Same as the terrain crossed	Not possible	
Village	Difficult	All except elephants	Yes, -1 if shooting
Impassable	Impassable	Not possible	

Setting Up

Initiative

ADLG-R follows the standard ADLG with one change to calculating the initiative with the introduction of Dragoons.

The initiative value of an army corresponds to the quality of its command and its number of scouts. Army initiative is calculated as below:

- Total value of all commanders divided by two and rounded down.
- +1 if the commander-in-chief is a strategist.
- Scouting: +1 if the army contains 2 LH and/or Dragoons or +2 if it contains 6 LH and/or Dragoons. Each 3 LI count as 1 LH or Dragoon. Thus, an army with 2 LH and 12 LI adds +2 to its initiative for scouting.

Placing Terrain

The player with initiative selects the region for battle. If the player chooses to be the attacker, they select a region from the defender's army list. If they choose to be the defender, they select a region from their own list. Each region has a compulsory terrain that is placed by the defender in addition to their other choices.

Region	Compulsory Terrain
Plain	Field
Forest	Wood
Mountain	Steep Hill
Desert	Sand Dune
Steppes	Gentle Hill

Placing sequence.

Choosing and placing terrain pieces takes place in the following order:

- Defender takes the compulsory terrain pieces and chooses 2 to 4 other terrain pieces.
- Attacker chooses 2 to 4 terrain pieces.
- Defender places the compulsory terrain piece.
- If a river or a coastal zone is chosen by one of the players, this player places it on the table.
- Defender places the village if there is one.
- If an Open Space is chosen by one of the players, this player places it on the table.

- The defender, then the attacker places all other terrain pieces, except the road.
- A road is always placed on the table last.
- Attacker tries to adjust some terrain.
- Defender tries to adjust some terrain.

A player cannot choose more than two identical terrain pieces, including the compulsory one: for example, two fields in plain.

Terrain adjustment

Once all terrain pieces have been placed, players who choose fewer pieces than the maximum allowed may attempt to move or remove terrain pieces. Only terrain other than roads, a river, a coastal zone and a village (including the hill on which it is placed) can be moved or removed. A compulsory terrain piece can be moved but not removed from the table.

- If a player has chosen 2 terrain pieces, they can attempt to move or remove two terrain pieces currently placed on the table.
- If they have chosen 3 terrain pieces, they can attempt to move or remove a single terrain piece.
- Compulsory terrain placed by the defender does not count towards these totals.
- Only one attempt per player per terrain piece can be made (except by a Strategist).
- If the army is commanded by a Strategist, the player may attempt to adjust one additional piece or re-roll the D6 once if an attempt fails.
- The player can choose a terrain piece placed by themselves or an opponent.
- It is not mandatory to attempt to adjust any terrain pieces; this is the player's choice.
- For each attempt, the player selects a terrain piece and rolls a dice:

1D6	Terrain adjustment
1-2	Terrain stays in place
3-4	The player can move the terrain piece up to 4UD
5	The player can either move the terrain piece up to a maximum of 6UD or rotate the piece (but not

	both). They can remove the terrain piece if it is impassable.
6	The player can either move the terrain piece up to a maximum of 6UD or rotate the piece (but not both). They can also remove the terrain piece except if it is the compulsory one or if another terrain piece has been already removed in the manner.

Deploying of Army Corps

Placing ambushes

ADLG-R follows the standard ADLG ambush rules with one change:

- An ambush can only contain up to 4 units or 2 battle units (except artillery and WWg). There must be enough space to deploy all ambushed units out of sight of the enemy and without overlapping positions. All units in an ambush must form a valid group.

Sequence of deployment

ADLG-R follows the standard ADLG deployment with three key changes:

- Mounted troops and dragoons can deploy outside the heavy deployment zone.
- Medium and Heavy artillery can deploy up to 7 UD from the long table edge.
- Fortifications purchased for artillery are deployed with the artillery up to 7UD. Artillery must deploy behind the fortifications and are removed if the artillery is destroyed.

Deployment Zone

For a standard table of 120 x 80cm, light troops and horse-mounted can be deployed right up to the short table edges. Light troops can be deployed up to 7 UD from the long table edge. Medium and Heavy artillery can be deployed up to 7 UD from the long table edge and no closer than 4 UD to the flank edges of the table. Units in ambush have a larger area to deploy, as per the standard ADLG rules.

Heavy artillery must be deployed at the same time as the camp.

Terrain by Zone

Terrain	Plain	Forest	Mountain	Desert	Steppes (*)
River or coastal zone	1	1	1	-	1 River only
Open Space	2	1	1	1	1
Gentle hill (G) or Steep hill (S)	1 G	2	4 (1) S	2	4 (1) G
Field or Enclosed field	4 (1) (@)	-	-	-	-
Brush	-	3	2	2	3
Plantation	2	-	-	1	-
Wood	-	4 (1)	2	-	-
Marsh	1	2	1	-	1
Sand dune	-	-	-	4 (1)	-
Gully	1	1	2	1	1
Road	1	1	1	1	1
Village	1	1	1	-	-
Impassable	-	1	1	1	-

(*) In steppes, only a single hill may be completely covered with brush and rough terrain.

(@) # of Fields can be replaced by an Enclosed Field, included the free field covering a Gentle hill.

Before 1600, 0-1

After 1600, 0-2

Budget

Army Budget

In a standard format game, the budget for an army is 220 points and its units are organised into three corps, each led by a commander. Allied or unreliable commanders, as well as those included in a unit, are less expensive. Refer to the army list for the number of command points and the types of troops available.

Commander and camp	Budget		
	110	220	330
Strategist	+5	+10	+15
Brilliant	+3	+6	+10
Competent	+2	+3	+5
Ordinary	+0	+0	+0
Allied or unreliable	-2	-3	-5
Commander included	-2	-3	-5
Fortifications	1	1	1
Fortified Camp	3	6	9

M = Mediocre, O = Ordinary, E = Elite

Foot Units	Type	Cost of units			Options and abilities
		M	O	E	
Light Infantry	LI	-	4	5	
Arquebusier, Bowmen, Shot	LMI	7	10	13	+1 if Musket, +3 if Flintlock, Crossbow or Bow or +4 if Longbow
Medium Swordsmen	MI	7	10	13	+0 if Headstrong, +2 if Impact, Polearm, 2HW or Arquebus, +3 if Musket, +4 if Crossbow or Bow, +5 if Longbow, -1 if ½ shooter,
Medium Spearmen	MI	9	12	15	+0 if Headstrong, +2 if Impact, Polearm, 2HW or Arquebus, +3 if Musket, +4 if Crossbow or Bow, +5 if Longbow, -1 if ½ shooter
Bayonet	MI or HI	14	17	20	+4 if Regimental Artillery
Heavy Spearmen	HI	10	13	16	+3 if armour
Heavy Swordsmen	HI	10	13	16	+0 if Headstrong +2 if Impact, Polearm or 2HW, +3 if armour
Foot Knight	HI	17	20	23	
Keil	HI	14	17	20	+2 if Keil swordsmen, +0 if Headstrong
Colunela	HI	14	17	20	+2 if Keil swordsmen
Tercio Arquebus	HI	17	20	23	+1 if Musket
Later Tercio Arquebus	HI	16	19	22	
Pike & Shot Arquebus	HI	12	15	18	+1 if Musket, +2 if Impact, +4 if Salvo, -1 if ½ Arquebus or Musket, +4 if Regimental Artillery
Later Pike & Shot	HI	15	18	21	+2 if Impact, +4 if Regimental Artillery
Levy	HI	2	3	-	+0 if Headstrong
War Wagons	WWg	8	12	-	-4 if no shooting, -2 if arquebus +2 if Light Artillery
Light Artillery	Art	-	6	-	
Medium Artillery	Art	8	10	12	
Heavy Artillery	Art	8	10	12	

Mounted Units	Type	Cost of units			Options and abilities
		M	O	E	
Light Cavalry	LH	4	6	7	
Dragoon	Drag	4	5	6	+1 if Musket
Medium Cavalry	Cv	5	7	9	+0 if Headstrong, +1 if Medium
Heavy Cavalry	Cv	7	9	11	Camel, Javelin, Pistol or Impact,
Heavy Armoured Cavalry	Cv	9	11	13	+2 if Caracole, Shock, Bow/Crossbow/Carbine or impact ½ bow, +3 if impact bow
Gendarme	Kn	-	11	13	+2 if Impact
Elephants	El	10	13	16	+3 if Armour or Light Artillery

Points Formula

Below are the formulas and points cost used to create all the units. If you want to design your own army lists or unit types, have fun!

Battle Unit Formula

Battle Unit Base + Cohesion + Weapon + Weapon + Armour + Expansion(s)

Mounted Unit Formula

Mounted Base + Cohesion + Weapon + Weapon + Armour + Expansion(s)

	Item	Weapon	Note
Mounted Base	Mounted	1	
Battle Unit Base	Battle Unit base	2	
Battle Unit Base	Deep Order Unit Base	1	
Weapon	Med Sword	4	
Weapon	Heavy Sword/any Spear	5	
Weapon	Bayonet (requires Flintlock)	5	
Weapon	Pike	9	
Weapon	Arquebus	3	
Weapon	Musket	4	
Weapon	Flintlock	6	
Weapon	Bow/Crossbow	6	
Weapon	Longbow	7	
Weapon	Mounted	3	Use for all mounted bar Camels
Weapon	Camel	4	
Armour	Mounted Armour	2	
Armour	Foot Armour	3	Covers Foot
Armour	Heavy Armour	4	Gendarmes/Heavily Armoured mounted
Armour	Foot Knight Armour	5	Foot knights only
Expansion	Mounted Shock	2	Includes Pistol
Expansion	Mounted Impact	1	
Expansion	Knight Impact	2	Only for Knights
Expansion	Caracole	1	
Expansion	Pistol	1	
Expansion	Mounted Missile	2	bow/crossbow/carbine
Expansion	Commanded Shot	3	
Expansion	Javelin	1	
Expansion	Impact Bow	3	
Expansion	Impact ½ Bow/Carbine/Crossbow	2	
Expansion	Foot ½ Shooter	-1	Covers all foot ½ shooters, (bow, musket, arquebus, etc)
Expansion	Foot Impact	2	
Expansion	Salvo	3	Includes Foot Impact & Furious Charge
Expansion	Headstrong	0	
Expansion	2HW	2	
Expansion	Polearm	2	
Expansion	Keil Swordsmen	2	

Expansion	Regimental Artillery	4	
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Dragoon

Dragoon Arquebus 5

Dragoon musket 6

War wagon

12 points base

If light artillery +2

If arquebus -2

If no shooting -4

Elephants

13 points

If artillery +2

Elite/Mediocre +/- 3

Elite/Mediocre

Skirmishers

Mediocre -2

Elite +1

Mounted & non battle units

Mediocre -2

Elite +2

Battle Units

Mediocre -3

Elite +3

Warwagon

Mediocre -4

Troop Glossary

The below chart is a glossary of the different troop types in the Renaissance period and how they would translate to ADLG-R. This isn't an exhaustive list and is subject to a degree of subjectivity.

Period	Troop Type	ADLG-R troop type	Notes
Italian Wars	Swiss Pikemen	Keil Headstrong Elite	The Swiss are given the Headstrong ability to reflect their habit of ignoring orders and charging the enemy.
Italian Wars	Landsknecht	Keil	The German pike formation of the period, not as aggressive as the Swiss, hence no Headstrong ability
Italian Wars	Reiter	Heavily Armoured Cavalry Caracole	Heavily armoured riders, in $\frac{3}{4}$ armour, armed with pistols and trained to trot up to foot formations, discharge their pistols and then "retreat" to the back of the formation to reload. Ineffective vs aggressive mounted but could result in a continual barrage of pistol shooting vs a target.
Italian Wars	Colunela	Colunela	The Colunela formation was a pike formation, with the generals replacing some pike with arquebus as method to deal with the Reiters of the period who would trot up and discharge their pistols before retiring to the back of the formation to reload.
Italian Wars	Tercio	Tercio Arquebus	The iconic Spanish formation of the period. Considered a mobile infantry fortress comprising of a dense pike centre to protect the arquebus units on each of the "horns" of the formation.
30 Years War	Reiter	Medium or Heavy Cavalry Carbine	Reiters evolved over the period, losing their heavier armour and transforming into mounted more focused on shooting than melee
30 Years War	Cuirassier	Heavy Cav Pistol	Heavy cavalry, armed with 2 or 3 pistols, who would discharge 1 or 2 pistols just before contact and then charge in using a sword or the pummel of their pistol. Cuirassiers generally wore a Cuirass or chest plate to protect their torso over a buff coat and wore a helmet or hat.
30 Years War	Swedish Colour brigades	Pike & Shot Salvo	The elite formations of Gustavus Adolphus Swedish army, named after their coloured banners. These highly trained formations would discharge their muskets en masse before charging into combat. They are given the Salvo ability to reflect their aggression and the effect of a massed salvo of shot just before melee.

	Janissaries	Medium Swordsmen Bow/Arquebus/Musket Impact	The Janissaries evolved over the period, first retaining the bow and slowly moving to being armed with musket. They are given the Impact ability to reflect their aggression in the initial contact.
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Optional Rules

Reserves

Up to two Battle Units and/or non-skirmishers units can be nominated as a "reserve".

- A reserve is allocated command pips as normal and these can be saved up over successive turns. On the turn it activates, it can spend all of the command pips it has saved. There is no maximum number of moves it can make.
- Multiple march moves, even within 4 UD of enemy units.
- If a general is attached, does not take penalties for 3rd and subsequent moves.
- Reserves can be marched into contact with enemy with a maximum of three moves if the final move ends in contact with the enemy.

Mixed Arquebus/Musket

To represent the gradual replacement of muskets in units, a battle unit can be upgraded to mixed arquebus/musket. It shoots as Arquebus at 2UD and shoots as ½ musket at 3UD. Cost is 2 points, like Arquebus.

Close Range Muskets

To represent the devastating effect of close range effect of a musket salvo:

- Close Range is 1UD.
- Replace the standard effects of shooting with the melee effects.
- Applies to Musket and Flintlock armed Battle Units.
- Does not apply to ½ Musket or ½ Flintlock armed Battle Units

Be warned, battle units can break in one turn!

Smoke

Arquebus and muskets could generate a lot of smoke when firing which could affect visibility. To simulate this:

- If a non-skirmisher firing an arquebus or musket does not move after two consecutive player bounds of shooting, the unit shoots with a -1 penalty and receives a +1 protection bonus.

Ships

Some armies in this period were influenced and supported by naval action, particularly near the English Channel or other large waterways. To simulate this, armies that successfully select the Coastal Zone terrain piece are able to deploy a previously purchased Ship.

- A Ship has three non-flank light artillery shots at any enemy units within 4 UD of the Coastal zone.
- A Ship costs 10 points and its loss does not count towards the break point.
- Points are lost if the Coastal Zone is not placed.

Pirate Ship in Action



My troops are based on different sized bases to ADLG-R, can I use my troops?

Yes! ADLG can be played with different frontages, the only requirement is to have a consistent frontage. It is not necessary to rebase figures if the depth of the base does not match what is indicated here. Just tell your opponent what type of troop is represented. Feel free to have more than the suggested number of figures on the base. Just make it clear what type of unit it is. Look in the section "Using DBX basing" as an example of using troops based for DBX/FoGR.

Can I play ADLG-R on a FoGR sized table and army?

Yes! With some minor tweaking of the standard UD dimensions, and the use of sabots for mounted, you can use armies based up for FoGR.

For 15mm armies, change the UD to 60mm square and for 28mm armies, change the UD to 80mm square. Upsize the table accordingly and you can play ADLG-R on a larger table with units based up for FoGR.

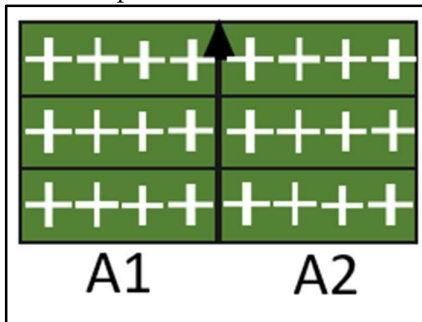
This simple modification allows you to use the majority of your foot units with little or no modifications. Mounted will still need some basing changes or a sabot to get the basing correct.

Using DBX Basing

To play ADLG-R, you do not need to rebase your foot to make a Battle Unit. If your troops are based for DBX games like DBR or FoGR, you can use this alternative basing.

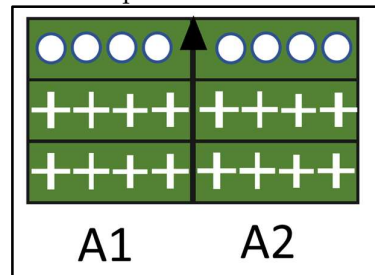
Keil

2 bases of pike in the front rank
4 bases of pike in the middle two ranks



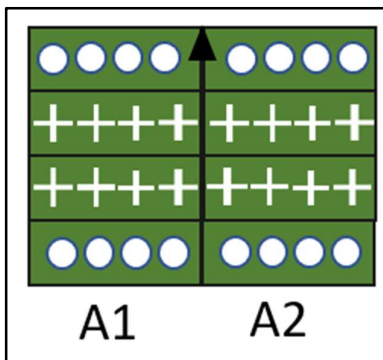
Later Tercio

2 bases of musket in the front rank
4 bases of pike in the middle two ranks



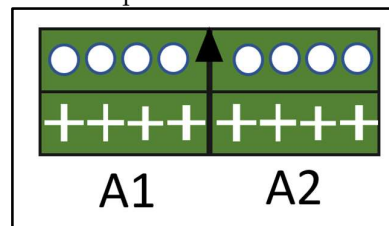
Tercio

2 bases of musket in the front rank
4 bases of pike in the middle two ranks
2 bases of musket in the rear rank



Pike & Shot or Later Pike & Shot

2 bases of musket in the front rank
2 bases of pike in the rear rank



What's Changed between December 2021 & This version?

- General clarifications & updated diagrams.
- Keil Swordsmen, Regimental Artillery and Non Skirmisher Arquebus language clarified.
- Incorporated changes from February 2024 ADLG errata.
- Consistent numbering on diagrams.
- Group moves.
 - Clarified artillery group moves.
 - Clarified group moves (checkerboard OR 1UD gap)
- Dragoons.
 - Dragoons rules have been replaced as were very unclear.
- Reduced shooter replaced with $\frac{1}{2}$ Arquebus or $\frac{1}{2}$ Musket.
 - -1 shooting penalty is replaced with "shoots as if they were one level lower in quality."
- Deep Order Units
 - Can move & rally for +1CP (can't charge)
 - Have protection of 2 vs skirmishers
- Troops who can evade.
 - Added chart and clarified what troops can evade.
- Interpenetrations:
 - Clarified what troops can be interpenetrated.
- Rallying
 - A battle unit cannot provide rear support if it is in Simple or Melee Support
- Rear Support
 - Levy can no longer provide rear support.
 - Clarified bonus of rear support.
- Additional Terrain types.
 - Introduction of new terrain "Open Space".
 - Clarified shooting into/thru an enclosed field.
- Fortifications:
 - Can deploy up to 7UD with medium or heavy artillery.
 - Are permanently attached to artillery.
 - Are removed if artillery is destroyed.
- Addition of several "Optional" rules.
- Shooting at a Square
 - Clarified no cumulative bonus for shooting at square or flank.
- Square.
 - Clarified movement cost to enter/exit square.
 - Added +1 shooting bonus when shooting at a square.
- Mounted Pistol and Shock count in first round vs Foot.
 - Mounted Pistol and Shock now count against all battle units.

References & Reading

Books

The History of the Art of War in the Sixteenth Century by Sir Charles Oman
Field of Glory Renaissance, Slitherine/Osprey Publishing
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