

# The fate of Reiters

Five battles of the French Wars of Religion 1562-1598



English rules

By Shot, Shock and Faith  
games series

**HEXASIM**

Game Design  
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# 1. INTRODUCTION TO THE GAME

This game simulates on a tactical scale the Wars of Religion that devastated the Kingdom of France during the second half of the 16<sup>th</sup> century. Each battle was chosen for its historical interest or because of its uniqueness. In order to stay true to the historical situation some scenarios contain forces that are not balanced; victory conditions will, however, allow players to play a balanced game. Players will need to make the best use of the specific capabilities of their fighting units in order to reach their objectives and achieve victory.

The rules include references to the designer's notes (DN henceforth) which are to be found at the end of this booklet. Three examples are also joined at the end of the booklet.

The rules for *The fate of Reiters* have been written so that they can also be used with the previous game in the series: *By Shot, Shock and Faith*. Hence, some of the rules only apply to the latter game, not to *The fate of Reiters*.

## Abbreviations:

CC	Column Commander		
CR	Combat Rating	LoS	Line of Sight
CW	Cavalry Withdrawal	MP	Movement Point
DS	Disorganization/Disorganized	QR	Quality Rating
EF	Les Enfants Perdus unit	QC	Quality Check
GZ	Geographic Zone	RC	Reaction Charge
IS	Isolated	RF	Reaction Fire
LA	Lead Attacker	SE	Supply Edge
LD	Lead Defender	VP	Victory Point
LG	Lieutenant-General (or Marshal)	ZoC	Zone of Control

## 1.1 GAME COMPONENTS

This game box contains:

- This Rulebook
- A Player Aid containing the main tables used in the game for quick reference
- Five scenario sheets
- Five maps depicting the battlefields
- Two counter sheets for combat units, Leaders and game markers
- Two 6-sided dice

Rules are divided in three levels of increasing complexity:

- **Basic rules** provide the core mechanisms of the game;
- **Advanced rules** introduce the concept of orders. Players are put in the shoes of Commanders-in-Chief whose orders are more or less well understood and executed. They will thus have to anticipate not only their opponent's reactions and strategy, but the way their own troops react as well.
- **Optional rules** add further historic flavor to the game.

Scenarios also contain extra rules which address some aspects specific to each battle.

Each map represents a battlefield. Battlefields are divided into Geographic Zones, which are used to regulate movement and combat. Whilst on the map, a Leader or combat unit occupies a single Geographic Zone at any one time. Terrain features are shown as symbols on the map: relief, vegetation, streams, buildings, roads, etc.

## 1.2 GAME SCALE

Combat units represent 100 to 500 men, or one or two artillery pieces. A Leader counter represents a commander, his staff and his bodyguard. A column represents a vanguard, a rearguard or the main body of the army, referred to as the Main Battle. (DN N°1)

A Geographic Zone's boundary is 300 to 500 m long.

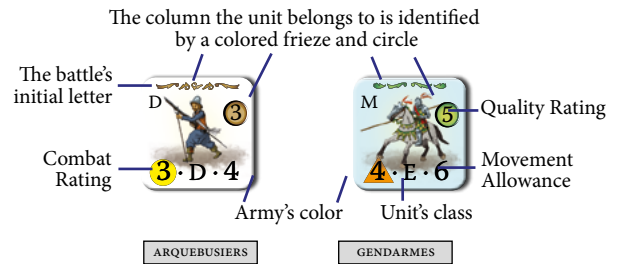
A game turn represents about 20 to 30 minutes.

## 1.3 COMBAT UNITS

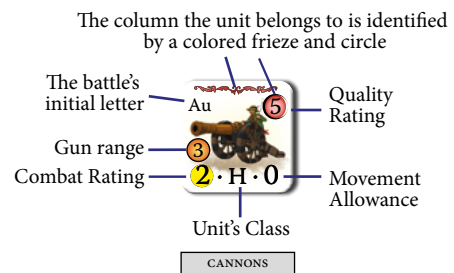
### 1.3.1 Description

Combat units are characterized with several factors:

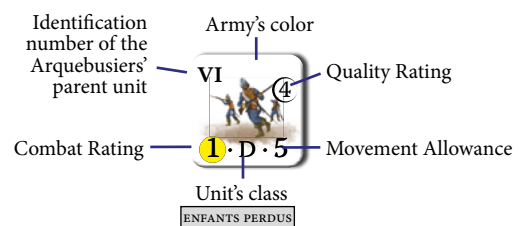
- Infantry and Cavalry units:



- Artillery units:



- Les Enfants Perdus (optional rule)



The initial letter of each battle is used to easily identify which counters are used:

M	METRIEUX (ALSO CALLED THE BATTLE OF VIRE-CULS)
AU	AUNEAU
D	DORMANS
Co	COGNAT
V	VIMORY

Les Enfants Perdus units can be used in any battle.

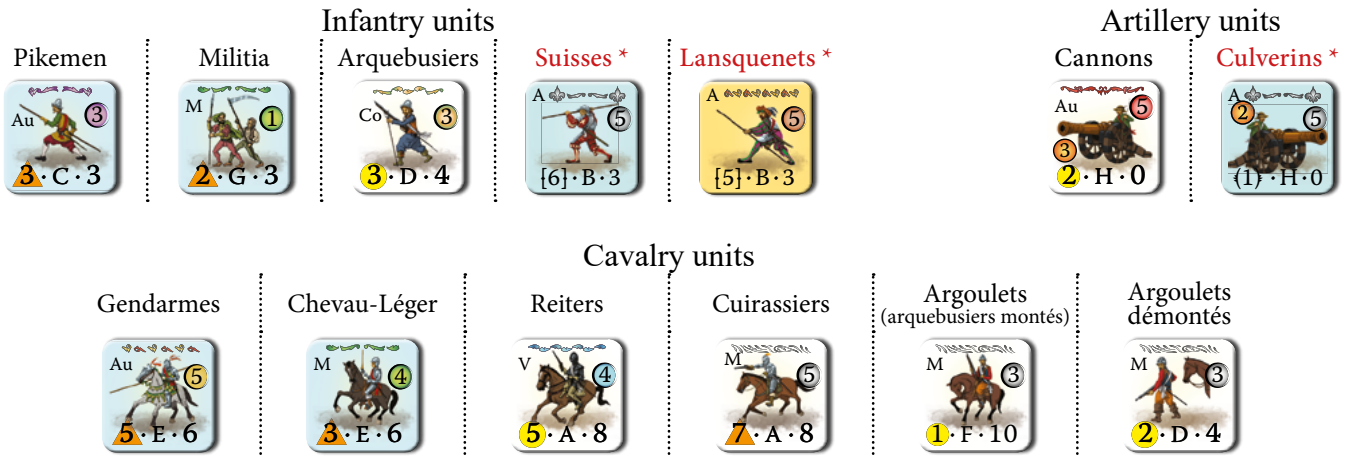
The background color of the counter identifies the army's side:

	CATHOLICS
	PROTESTANTS

The color of the circle around the Quality Rating and of the frieze that runs across the top of the counter identifies the column to which the unit belongs.

### 1.3.2 Combat units

There are several types of combat units. (see DN N°4 and historical notes)



\*that units can be found in By Shot, Shock and Faith only

### 1.3.3 Quality Rating

The Quality Rating (QR) is used to perform Quality Checks (QC). Quality Checks are used during reorganization, reaction fire, reaction charge, combat or movement. **To perform a Quality Check the player rolls a D6 and compares the result to the Quality Rating printed on the unit in question. If the die roll is equal to or lower than the Quality Rating the Quality Check is successful.** When performing a QC, a player can roll the die against the QR of a Leader (Lieutenant-General or Column Commander) instead of the affected unit's QR if both the unit and its Leader are in the same GZ (see 5.1 Chain of command). (DN N°2)

### 1.3.4 Combat Rating

A Combat Rating inside an orange triangle denotes a unit that fights at close quarters. Those are generally armed with shock weapons (pole arms, etc). A Combat Rating inside a yellow disk denotes a unit that fires at close range. Those are primarily armed with firearms.



Unit fighting  
with shock weapons



Unit fighting  
with firearms

### 1.3.5 Movement Allowance

A unit's mobility is expressed as Movement Points (MP). During a turn, a unit can expend MPs up to its printed Movement Allowance to move from GZ to GZ or to mount or dismount (mounted Arquebusiers, for example).

### 1.3.6 Gun range

The gun range is the maximum distance, measured in GZs, at which an Artillery unit may fire (1, 2 or 3 GZ depending on the gun, which is either a culverin or a cannon). To determine this distance, count the GZ of the target unit but do not count the GZ occupied by the firing unit.

### 1.3.7 Status of combat units

A combat unit is either:

- at full strength (*front side of the counter*),
- at reduced strength (*back side of the counter with a horizontal band*), or
- eliminated.

When a unit loses a step, it is flipped from its full-strength side to its reduced-strength side. A unit is eliminated if it is already at reduced-strength or has no reduced-strength side (*i.e. Argoulets* units) and is required to lose a step.

The following are temporary states into which a unit may be put:

- disorganized (DS)
- isolated (IS)

#### Effects of disorganization and isolation:

Disorganized unit:

	Combat	-1 to the unit's CR
	Movement Allowance	Infantry: -1 MP Cavalry: -2 MP
	ZoC	Unit exerts no ZoC
	Reactions - Cavalry Withdrawal (CW), - Reaction Charge (RC), - Reaction Fire (RF)	Forbidden
	Charge	Forbidden
	Support	Unit cannot provide support
	Disorganization	A DS unit which is disorganized once again loses one step and removes its DS marker (DN N°3)

Isolated units:

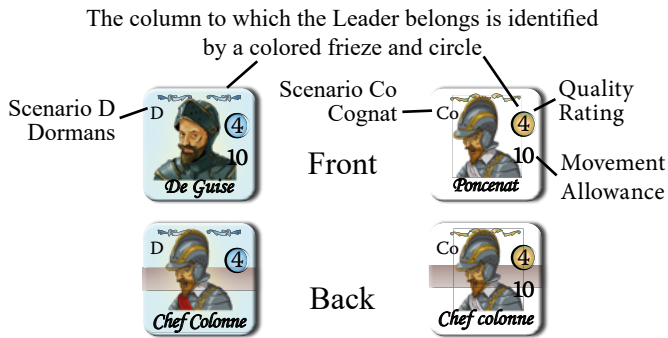
	Combat	Unit cannot attack Unit can defend
	Movement	Unit may move, but must do so toward one of its Leaders
	Reactions - Cavalry Withdrawal (CW), - Reaction Charge (RC), - Reaction Fire (RF)	Allowed
	Support	Unit cannot provide support
	Reorganization	Forbidden

## 1.4 LEADERS

Lieutenant-General (LG) and Column Commanders (CC) each command a single force (a column, with all units belonging to that column identified by the same color), however the LG is also the army's commander.

Leaders have two ratings:

- Quality Rating (QR)
- Movement Allowance (in MP)



Leaders may also possess a scenario-specific modifier (providing either a bonus or penalty). A Leader's scenario-specific modifier is explained on the scenario sheet: it may affect combat, movement, etc. (*DN N°5*). A Leader's QR and Movement Allowance are used in the same manner as that of a combat unit. When performing a Quality Check, a Leader's QR may be used in place of a combat unit's QR if both the affected unit and Leader are in the same GZ, regardless of what the Quality Check is required for (movement, combat, reaction, reorganization and so on).

A Leader is never DS but he can be eliminated. The reverse side of a Leader counter represents a standard Column Commander and is used to replace a historical Lieutenant-General or Column Commander should the Leader be eliminated (*see 7.6*).

## 1.5 TRAIN UNITS

Train units are not combat units. They have no ratings. They may not move nor retreat.



## 1.6 MARKERS

Marker counters are used to record the states of certain units, orders....



### Victory points markers



### Orders markers



## 2.0 SETTING UP THE GAME

### 2.1 UNIT AND MARKER PLACEMENT

**Placement:** The scenario sheets indicate which units to use and where to place them on the map. When multiple Geographic Zones are indicated, players may choose between those Geographic Zones listed. Units belonging to the same column are identified by a circle and a frieze of the same color.

**Stacking:** Stacking limits are enforced during setup.

**Position of units:** the position of units in a GZ is only relevant during combat.

Place the time marker in the "1" circle of the turn track printed on the map.

### 2.2 INITIATIVE

Each scenario sheet indicates which side has the initiative at the beginning of the game. The player with the initiative begins the game. Initiative reflects the strategic and/or tactical situation, allowing the side specified to begin the engagement. The player with the initiative begins all new turns and is referred to as Player A in the turn sequence below. Exception - *see advanced rule 10.3 Orders and Initiative*.



### 3.0 GAME TURN

A game turn is composed of **three phases**, the first player's phase, followed by the second player's phase, and finally the end of turn phase. Each phase is divided into **several segments**. During a player's phase, that player is called the **phasing player** while the other player is the **non-phasing player**, irrespective of the tactical situation of the combat. A game turn is complete after each player completes his phase and the end of turn phase has been resolved.

#### Player A's phase (side with the initiative)

- Command segment
- Movement segment
- Reaction segment of player B: Cavalry Withdrawal, Reaction Fire, Reaction Charge
- Combat segment
- Reorganization segment

#### Player B's phase

- Command segment
- Movement segment
- Reaction segment of player A: Cavalry Withdrawal, Reaction Fire, Reaction Charge
- Combat segment
- Reorganization segment

#### End of turn phase

- Victory check
- Advance of the time marker

The following sections explain the various sequences of a game turn.

## 4.0 MOVEMENT SEGMENT AND TERRAIN

Combat units and Leaders each begin this phase with a number of Movement Points (MP) equal to their printed Movement Allowance. Disorganization affects a unit's Movement Points (see 1.3.7) at all times. Each turn, combat units or Leaders can spend Movement Points to perform movement.

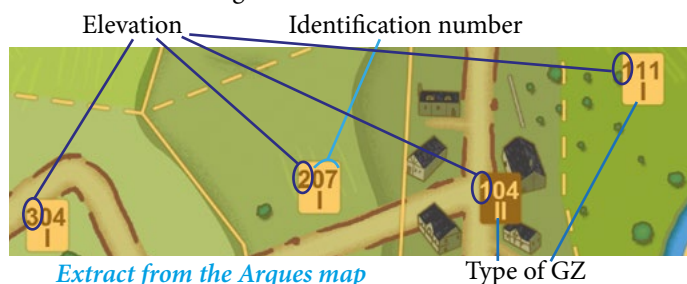
The following actions are considered movements:

- Moving from one GZ to another GZ,
- Mounting or dismounting Argoulets units,
- Cavalry Withdrawal during a reaction segment.

Reaction Charge (see 6.3), advance after reaction (see 6.5), and retreat after combat (see 7.5.3) are not considered movements. Artillery and Baggage units can never move (DN N°6). Movement is always voluntary. Movement Points cannot be saved from one turn to another: unspent MPs are lost. Movement Points cannot be transferred from one unit (combat unit or Leader) to another. A unit's movement must be fully completed before performing another unit's movement. Moving into an enemy occupied GZ is forbidden, except if occupied by a single Train unit.

### 4.1 DESCRIPTION OF GEOGRAPHIC ZONES

The battlefield is divided into Geographic Zones (GZ). Each GZ contains the following information:



- The **box's color** indicates whether or not a GZ blocks the Line of Sight (see 4.1.5);
- The first number on the top left is the elevation of the GZ - 0 being the lowest elevation;
- The next two numbers are used to help identify each GZ;
- The Roman number at the bottom of the box indicates the type of the GZ.

GZ's that share a border are adjacent. When several borders intersect at a point (referred to as junction point), those GZ are also adjacent (for example Coutras GZ's 17,18,25,26 are all adjacent to one another). Units move from GZ to adjacent GZ. Units expend MP's when they enter a GZ. The MP cost depends on the GZ's type and border.

#### 4.1.1 Types of Geographic Zones

Geographic Zones have various types used to model terrain. The GZ types are:



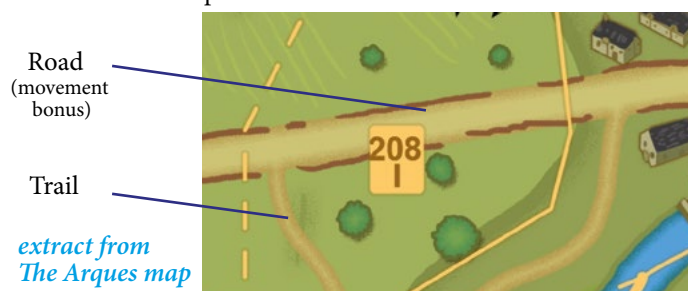
Extract from the Coutras map

	Type of Geographic Zone		Movement cost	Terrain type
○	GZ (I)	Open terrain	1MP	meadow, field, park, hamlet
○	GZ (II)	Difficult terrain	2MP	wood, orchard, grape vine, village
○	GZ (III)	Very difficult terrain	3MP	town, fortification, dense forest, marsh, flooded zone, mountain
○	GZ (X)	Forbidden	-	Impassable river, lake

**Road movement:** if a combat unit or Leader moves entirely into successive Geographic Zones of type I or type II along a continuous road, it receives the following:




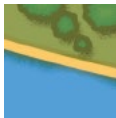
- +1 MP if it is an infantry unit,
- +2 MP if it is a cavalry or Leader unit.

**Note:** trails do not provide these modifiers.



### 4.1.2 Types of borders

Geographic Zones are separated from each other by borders. Moving from one GZ to another implies either crossing a border or moving across the junction point of two or more borders. A border affects movement depending on its type; some borders require the expenditure of additional MPs, others are impassable. The various types of border are:

	<b>Dashed line:</b> no additional cost.
	<b>Single solid line (+1MP):</b> a difficult obstacle – stream, hedge, ditch, ford, etc.
	<b>Double solid line (+2MP):</b> a very difficult obstacle – fence, wall, barricade, river, canal.
	<b>Bold line (impassable):</b> fortification, large stream.

### 4.1.3 Junction point

Sometimes the borders of several GZ's join at a point. This point is referred to as junction point. Units may move from one GZ to another across such a point. The additional movement cost to take into account is then the highest one among the borders merging at this point. The unit pays the MP cost of the most expensive border joining at a junction point. If an impassable border meets at this point, moving across it is forbidden.

### 4.1.4 Disorganization by movement

A unit may become disorganized (DS) as a result of the MP cost of entering a GZ.

- If a unit spends 3 MP, it must perform a QC. If the QC is successful, there is no effect. If the QC is failed the unit becomes DS and immediately applies all effects of disorganization (i.e. the Movement Point modifier is applied immediately).
- If a unit spends 4 MP or more, the unit automatically becomes DS and immediately applies all effects disorganization (i.e. the Movement Allowance modifier is applied immediately).
- A movement example can be found at the end of this booklet.

### 4.1.5 Line of Sight

Line of Sight (LoS) is used for artillery fire and reactions. To determine if a LoS is clear or blocked, draw an imaginary line between any point in the firing unit's GZ and the target's GZ. Line of sight is affected as follows:

#### 4.1.5.1 Borders

A GZ's border color indicates whether the border blocks LoS or not. A yellow border does not block LoS while a brown border blocks LoS.

#### 4.1.5.2 Junction points

A LoS can be traced through a junction point unless one of the borders is brown, in which case the LoS is blocked.

#### 4.1.5.3 Blocking GZ

A GZ may block LoS. The color of the box contained within a GZ between the firer and target determines whether LoS is affected. If the box within a GZ is brown LoS is blocked. If the box is yellow, LoS is clear. LoS is not blocked if the firer's GZ contains a brown box, nor if the target's GZ contains a brown box.

#### 4.1.5.4 Elevation

The GZ's elevation may block LoS, even if the GZ's box is yellow.

Elevation blocks LoS in the following cases:

- At least one intermediate GZ\* has an elevation higher than the GZ of both the firing unit and of the target unit.
- The firing unit's GZ is lower than the target unit's GZ.
- The target unit's GZ is lower and adjacent to the firing unit's GZ.
- The target's GZ is lower and at least one intermediate GZ\* is at the same elevation than the firing unit's GZ.

(\*): an intermediate GZ is a GZ located between the firing unit's GZ and the target unit's GZ.

#### 4.1.5.5 Occupied GZ

When the firing unit's GZ, the target unit's GZ and intermediate GZ are all at the same elevation, and the target unit's GZ is at a distance of 2 or 3 GZ, any combat unit (friend or foe) present in any intermediate GZ blocks LoS\*\*. In any other case, LoS is not blocked by units present in intermediate GZ.

(\*\*): Leaders never block LoS.

## 4.2 ZONE OF CONTROL (ZOC)

All units except Leaders, Artillery and Baggage exert a Zone of Control (ZOC).

A Train unit does not exert a Zone of Control and does not prevent enemy units to get into their ZG. If an enemy unit gets into a ZG with a single friendly Train unit, the latter is eliminated.

Units project a ZoC into all adjacent GZ that share a common, non-impassable, border. A junction point is sufficient as well to project a ZoC, unless an impassable border joins at this point.

All units entering a GZ within an enemy ZoC incur a +1MP cost to their move (DN N°7).





## 4.3 STACKING

The stacking limit defines the maximum number of units that can be placed in a GZ. Leaders and Les Enfants Perdus units never count towards the stacking limit. There is no limit to the number of game markers that can be placed in a single GZ.

Units of opposing sides cannot stack together at any time. However, Leaders and Baggage units do not prevent enemy units from entering their GZ. When an enemy unit enters such a GZ, any Leader or Baggage units present are eliminated.

Friendly units belonging to different columns may stack together.

The stacking limit depends on the GZ's type:

	Type of Geographic Zone		Stacking limit
	ZG (I)	Open	4 units
	ZG (II)	Difficult	3 units
	ZG (III)	Very difficult	2 units
	ZG (X)	Forbidden	No unit allowed

This limit is enforced at all time, including during movement and retreats.

An easy way to remember the stacking limit is that the sum of the GZ's type (I, II, III respectively 1, 2, 3) and its stacking limit equals 5 (except for forbidden GZ).

#### 4.4 COUNTER POSITION IN A GZ

During combat, including Reaction Charge and Reaction Fire, units must be positioned in the GZ such as to easily identify the Lead Attacker (LA), the Lead Defender (LD) and their support units. Support units should be clearly positioned behind the LA or the LD. Players designate only one LA and LD per combat.

#### 4.5 REINFORCEMENTS

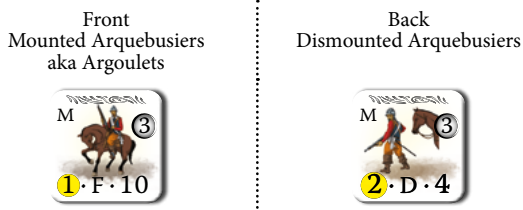
Each scenario indicates the turn and GZ in which reinforcements arrive.

A reinforcement unit cannot enter the map if its entry GZ is occupied by an enemy unit. If an enemy unit exerts a ZoC into the entry GZ, the reinforcing unit must pay the additional MP cost caused by the ZoC. If a reinforcing unit cannot enter the map, it may enter at a later turn when its entry GZ is free of enemy units.

#### 4.6 MOUNTED ARQUEBUSIERS, AKA ARGOULETS

These are special cavalry units that can dismount and fight as *Arquebusiers* infantry units.

Their counters show mounted Argoulets on their front and dismounted Argoulets on their back.



A **mounted** Argoulets unit is treated as a cavalry unit. A **dismounted** Argoulets unit is treated as an infantry unit. This distinction is of particular significance during the reaction segment.

Argoulets may mount or dismount only once per movement segment, as their last movement action, and must spend 2MP to do so.

The cost to dismount (2MP) must be expended from the allowance printed on the front side of the counter –*mounted Argoulets*. The cost to mount (2MP) must be expended from the allowance printed on the back side of the counter –*dismounted Argoulets*.

The 2MP for mounting or dismounting are added to the normal movement cost.

2MP is spent to mount or dismount regardless of whether or not the unit has moved.

The MP spent for mounting/dismounting must be taken into account when determining whether a unit becomes DS after it has entered the GZ.

A mounted unit with a DS marker that dismounts keeps its DS marker, and vice-versa.

### 5.0 COMMAND SEGMENT

The status of a unit – in-command or isolated - is determined during this segment.

#### 5.1 CHAIN OF COMMAND

A column is commanded either by a Column Commander (CC) or by the Lieutenant-General (LG) of the army

A CC can only command units which belong to his column (identified by the same color). The LG can command units from his column and may also command units from other columns which are within his Command Radius.

**Exception:** *only the column's Leader, either the CC or the LG, may change that column's orders* (see 10.2).

Column Commanders act autonomously and need not lie within the Command Radius of the LG (DN N°8).

#### 5.2 COMMAND RADIUS

A unit is either:

- **In-Command:** if it is within the Command Radius of its commanding CC or of the LG, the latter of whom can command any unit in his army;
- **Isolated:** if it lies outside the Command Radius of its commanding CC or of the LG. In this case, place an Isolated (IS) marker on the unit.

A Leader has a Command Radius of 3 GZ. Do not count the GZ of the Leader, but count the GZ of the unit which is checked.

The Command Radius can be traced through any GZ, border or junction point, **except** through type (X) GZ, impassable borders and junction points where an impassable border merges.

The Command Radius may not be traced through a GZ occupied by an enemy unit, but can pass through a GZ into which an enemy unit exerts a ZoC. (DN N°9).

Leaders and Baggage units never block the Command Radius of enemy Leaders.

#### 5.3 ISOLATED UNIT

During the phasing player's command segment, the command status of each his unit is determined.

Units which are isolated during the command segment remain so until the owning player's next command segment, even if they move back into a Leader's Command Radius in a later segment of the current turn. Conversely, a unit which is in-command and leaves the Command Radius of its Leader remains in-command and does not suffer from isolation until the owning player's next command segment.

Isolated units cannot attack, however they defend and perform reactions as normal.

Isolated units which are also DS cannot reorganize.

Isolated unit may move only if their movement puts the units closer to their CC or to the LG.



## 6.0 REACTION SEGMENT

### 6.1 REACTION PRINCIPLES

During the reaction segment, the non-phasing player's units or Leaders may try to react to the movement of the phasing player's units into adjacent, empty GZ. Only units that moved into an empty GZ adjacent to enemy units during the preceding phasing player's movement segment can trigger a reaction. Such a GZ is called **Reaction Zone**. Reaction may not occur in a GZ which contained the phasing player's units at the beginning of the preceding movement segment.

There are 3 types of reactions:

- reaction fire (6.2)
- reaction charge (6.3)
- withdrawal before combat (6.4)

Reaction is always voluntary. Only units adjacent to a Reaction Zone may try a reaction.

Each of the non-phasing player's units can react only once per reaction segment. Each of the phasing player's units can trigger several reactions during the same segment.

The non-phasing player decides in which order his reactions are resolved. Each reaction must be completed before beginning the next one.

When there are several Reaction Zones, the non-phasing player decides which Reaction Zone a unit reacts to.

When checking whether a type of reaction is feasible, do not consider other units belonging to the non-phasing player that are in the same GZ.

Non-phasing units stacked together do not have to react together: if there are several eligible Reaction Zones, each non-phasing unit may independently choose which Reaction Zone it reacts to.

Units that performed a reaction defend normally if they are later attacked during the phasing player's combat segment.

### 6.2 REACTION FIRE

Only non-DS cavalry and infantry units with a **Combat Rating inside a yellow disk** – units with firearms – can attempt Reaction Fire (RF) on the units in the Reaction Zone. An artillery unit may not attempt Reaction Fire.

The non-phasing player designates the unit targeted by Reaction Fire. He thus designates both the **LA** of the phasing player (the target unit) and the **LD** (the unit attempting RF).

Reaction Fire requires the following conditions:
<ul style="list-style-type: none"> <li>• The LoS between the reacting unit's zone and the Reaction Zone is not blocked</li> <li>• The firing unit performs a QC</li> </ul>
If the QC fails:
<ul style="list-style-type: none"> <li>• The unit cannot fire</li> </ul>
If the unit passes the QC:
<ul style="list-style-type: none"> <li>• The LD (non-phasing player's unit) fires at the <b>LA</b> (phasing player's unit). The RF is resolved according to the <i>combat rules</i> (7.4.1).</li> </ul>

### 6.3 REACTION CHARGE

A Reaction Charge (RC) is a combat action initiated by a unit belonging to the non-phasing player. It is not considered movement and thus does not follow *movement rules* (4.0).

Only cavalry units capable of shock attack – **Combat Rating inside an orange triangle**, can attempt a RC.

The non-phasing player designates both the **LA** (the unit targeted by the RC) and the **LD** (the unit attempting the RC).

A Reaction Charge requires the following conditions:

- The reacting unit has a greater Movement Allowance than the highest Movement Allowance of all units in the Reaction Zone.

**Reminder:** the Movement Allowance of a DS unit is reduced.

- The LoS between the reacting unit's zone and the Reaction Zone is not blocked.

- The border between the reacting unit's zone and the Reaction Zone must be a dashed line. If the reacting unit charges through a junction point, all borders merging at this point must be dashed lines.

- The Reaction Zone must be a type (I) GZ.
- The reacting unit must successfully pass a QC, otherwise the RC is aborted.

If a RC occurs, it is resolved according to the *combat rules* (see 7.4.1).

### 6.4 WITHDRAWAL BEFORE COMBAT

Under certain conditions a cavalry unit may attempt to withdraw before combat. It may withdraw independently from other friendly units in the same GZ.

Cavalry Withdrawal (CW) is considered movement and thus follows the *movement rules* (4.0).

Cavalry Withdrawal must be performed toward the border of the map identified as the Supply Edge, as in 7.5.3.

#### 6.4.1 Cavalry Withdrawal in front of infantry units

If the Reaction Zone is occupied by infantry units only, eligible cavalry units of the non-phasing player can retreat 1 GZ without performing any QC.

#### 6.4.2 Cavalry Withdrawal in front of cavalry units

If the Reaction Zone is occupied by cavalry units (with or without infantry units), eligible cavalry units of the non-phasing player can retreat 1 GZ on condition that:

- The reacting unit's Movement Allowance is greater than the highest Movement Allowance of all units in the Reaction Zone.
- The reacting unit performs a QC; if the QC fails, the CW is cancelled.

#### 6.4.3 Leader Withdrawal

A Leader can always withdraw in an adjacent zone not occupied by an enemy unit. No QC is needed. Leaders do not have to withdraw toward the Supply Edge and can withdraw into enemy ZoC. This withdrawal is considered movement and thus must follow the *movement rules* (4.0).

### 6.5 ADVANCE AFTER REACTION

If a GZ is emptied following a Cavalry Withdrawal (CW) or a Reaction Charge (RC), any or all units of the Reaction Zone that triggered this CW or RC may advance into the emptied GZ. This *advance after reaction* is not considered a movement. Movement Points are not spent and entering the emptied GZ cannot cause disorganization. However, advance after reaction is only possible if the border or junction point the advancing unit(s) go through is not impassable.

## 7.0 COMBAT SEGMENT

### 7.1 COMBAT PRINCIPLES

Combat is always voluntary. Combat takes place between a unit belonging to the phasing player, called the **Lead Attacker (LA)**, possibly supported by other units located in the same zone, and a unit belonging to the non-phasing player, called the **Lead Defender (LD)**, possibly supported by friendly units in the same GZ. During combat, always consider the phasing player as the attacker and the non-phasing player as the defender

Combat consists of both close quarters combat (for infantry and cavalry units) and artillery combat (*see* 7.8).

Close quarters combat may only occur if the **LA** and the **LD** are in adjacent zones separated by a border or junction point which is not impassable.

No artillery fire is possible if the LoS between the **LA** and the **LD** is blocked.

Only units which are in-command (5.2) may attack. Isolated units (5.3) defend as normal.

A unit may attack even if it was the target of Reaction Fire or Reaction Charge during the reaction segment.

It is not possible to attack several GZ simultaneously, nor is it possible to coordinate an attack against a GZ from multiple GZ. However, a GZ may be attacked from several GZs successively.

A player may not select a GZ for attack (close quarter combat or artillery fire) more than once per combat segment. Units can only attack once per combat segment.

**Exception:** *Pikemen and Reiters may attack twice per combat segment (see 7.9 and 11.1)*

Defending units may be attacked several times during the same combat segment, although in successive combats only.

The phasing player decides in which order to resolve his attacks. He does not need to declare his attacks in advance but may wait to see each attack unfolds before declaring a new attack.

Each combat must be completed before resolving the next one.

Combat results only apply to the Lead Attacker and the Lead Defender.



### 7.2 COMBAT SEQUENCE

#### 1- Identification of the LA and LD:

- The phasing player designates the Lead Attacker.
- The non-phasing player designates the Lead Defender.

#### 2- Determine the CR modifiers of the LA:

- Charge modifier
- Leader modifier \*
- Class modifier
- Order modifier (*see Advanced Rules*)
- Support modifier (except for Reaction Fire & Reaction Charge)
- Disorganization

#### 3- Determine the CR modifiers of the LD:

- Second attack modifier
- Leader modifier \*
- Terrain modifier: border type (most favourable for the LD if multiple options) and GZ
- Order modifier (*see Advanced Rules*)
- Support modifier (except for Reaction Fire & Reaction Charge)
- Disorganization

\* If indicated in the scenario.

#### 4- Compute the following difference:

[LA CR + CR modifiers] - [LD CR + CR modifiers]

#### 5- Resolve combat

The above difference determines the column to use on the Combat Result Table (**Table 2: combats**)

The phasing player rolls 1D6 to determine the row to be used on the same table.

The combat result is given at the intersection of the given row and column.

#### 6- Apply the combat results

Combat results only apply to the **Lead Attacker** and the Lead Defender. If a unit is eliminated, all remaining step losses are ignored. The phasing player may now begin another combat.

### 7.3 IDENTIFICATION OF THE LA AND LD

The phasing player designates the attacking zone and the target zone for each combat. Both zones must be adjacent and not separated by an impassable border or junction point.

He then designates which unit in the attacking zone will be the **LA**. The non-phasing player designates the **LD** among his units in the zone under attack. Position these units near the border or junction point between the two relevant zones. Units providing support are placed behind the **LA** or the **LD**.

(DN N°10)

### 7.4 COMBAT MODIFIERS

#### 7.4.1 Charge modifier

At the beginning of each scenario, place a Charge marker under all heavy cavalry units (Gendarmes and Cheveau-Legers). This marker provides a +2 modifier to the CR of the unit if it is the **LA** during a combat.



This modifier does not apply for defense or for Reaction Charge.  
(DN N°11)

Both the charging unit (**LA**) and the charged unit (**LD**) must be in a type I GZ separated by a dashed line or a junction point with dashed lines only. Once the Charge modifier is used, remove the Charge marker from the game.

Disorganized units cannot use the Charge marker. The charge marker can be used once the disorganized unit reorganizes.

#### 7.4.2 Leader modifier

Some Leaders provide a CR modifier to certain units that occupy the same GZ. These modifiers depend on the scenario and are described on the scenario sheet.

#### 7.4.3 Class modifier

Combat units are grouped into classes which reflect their combat tactics. When confronting units of a different class, these tactics will earn the unit either a bonus or a penalty. The following classes are ordered from strongest (top) to weakest (bottom):

- A : Reiters, Cuirassiers
- B : Swiss Pikemen and Landsknechts
- C : Other Pikemen
- D : Arquebusiers, dismounted Argoulets, Les Enfants Perdus
- E : Gendarmes, Cheveau-legers
- F : Mounted Argoulets
- G : Militias
- H : Artillery

Thus, Class A is superior to Class B, which is superior to Class C, and so on. To determine the Class modifier, compare the **LA**'s and the **LD**'s class. If the **LA** has a superior class, it receives a +1 modifier to its CR. If the **LA** has an inferior class, it receives a -1 modifier to its CR. (*DN N°12*)

#### 7.4.4 Support modifier

Units in the attacking zone or the target zone which are not designated as **LA** or **LD** may support their respective lead unit if eligible. To be eligible, a unit must:

1- Be equipped with a different weapon type than the lead unit. In accordance with the combat tactics in use in this era, a combination of shock and shot weapons improves the effectiveness of combat units (*DN N°13*). Thus, in order to be eligible for support, a unit must possess a Combat Rating of a different type than its lead unit. If a lead unit has a CR inside an orange triangle (shock attack), only units with a CR inside a yellow disc (shot attack) can provide support, and vice-versa.

- 2- Not be disorganized.
- 3- Not be isolated.

Support units can belong to a different column than the lead unit. The lead unit receives a +1 modifier per support unit.

In case several rounds of combat occur (*see 7.9 and optional rule 11.1*), the support modifier is checked and applied for each round.

**There is no support modifier during Reaction Fire or Reaction Charge.**

#### 7.4.5 Second attack modifier

If a GZ is attacked several times in consecutive combats during the current combat segment, and the non-phasing player designates the same unit as **LD**, this **LD** receives a -1 modifier to its CR.

This modifier also applies during the second combat round of a Clash of Pikemen (*see 7.9*) or of a Caracole (*see 11.1*).

This modifier does not apply if the attacks are not consecutive or if the non-phasing player designates a different **LD**.

This modifier does not increase if a same **LD** is attacked multiple times consecutively and remains -1.

#### 7.4.6 Terrain modifier

**Table 1: Terrain Modifiers** Table contains modifiers for borders and GZ types. To determine the terrain modifier that applies, take the type of the **LA** unit and take the corresponding modifiers for the target GZ and for the border separating the attacker from the defender. Add both modifiers to the **LD**'s CR. In case the attacking unit attacks through a junction point, select the border that provides the greatest advantage to the defender.

*Special case for the Saint-Denis and Arques battles:* the modifier for the border with a double solid line (symbolizing a fence/barricade) only applies to the **LD** of the side which occupied the corresponding GZ at the beginning of the scenario. When combat occurs through this border, against a **LD** of the other side, this **LD** does not benefit from this modifier; treat the border as if it was a dashed line.

### 7.5 COMBAT RESULTS

#### 7.5.1 Results

Combat results are given in **Table 2: Combats** and are noted in the form Attacker (phasing player's unit) / Defender (non-phasing player's unit).

1- **QC**: the unit must perform a QC. If the unit passes the QC, there is no effect. If the unit fails the QC, the unit is disorganized; place a DS marker on top of the unit. If the unit already has a DS marker, it loses 1 step and removes its DS marker. This step loss cannot be cancelled by a retreat. DS effects apply immediately.

2- **DS**: the unit is disorganized; place a DS marker on top of the unit. If the unit already has a DS marker, it loses 1 step and removes its DS marker. This step loss cannot be cancelled by a retreat. DS effects apply immediately.

3- **"1 step loss" and "2 steps loss"** (noted 1 or 2, respectively, on **Table 2: Combats**): the unit loses 1 or 2 steps. When losing its first step, flip the unit's counter from its front side to its back side. If the unit takes another step loss, it is eliminated. *Mounted* or *dismounted Argoulets*, *Artillery* and *Les Enfants Perdus* (*see 11.4*) units have only one step and are thus eliminated when then take their first step loss. If the combat result is marked with an asterisk, check for Leader casualties (*see 7.6*).

#### 7.5.2 Step loss substitution

The non-phasing player may substitute a step loss result for a retreat. A "1 step loss" result can be cancelled by having the **LD** retreat one zone. A "2 steps loss" result can be cancelled by having the **LD** retreat one zone and lose one step.

If no retreat is possible, all step losses must be taken.

#### Exceptions:

- 1- Artillery units may not retreat.
- 2- Disorganized units may not retreat.
- 3- A Clash of Pikemen follows special rules (*see 7.9*).
- 4- Orders may change the retreat conditions (*advanced rules; see 10.1 and beyond*).
- 5- Players may not substitute step loss results marked with an # symbol on the Combats Table.

#### 7.5.3 Retreat

A retreat must proceed in the opposite direction from the attacking zone, toward the map's border identified as the Supply Edge, as defined in each scenario.

GZ type, borders and junction points do affect retreat (*see Table 7: Terrain costs and effects*). The retreating unit incurs the least favourable of the following effects:



- Border with a dashed line and/or GZ (I): the unit must perform a QC before retreating:
  - If the unit passes the QC, it retreats normally.
  - If the unit fails the QC, it retreats and becomes DS.
- Border with a solid line and/or ZG (II): the unit retreats and becomes DS.
- Border with a double line or bold line and/or ZG (III) or (X): retreating through this terrain is forbidden. The unit must take all step losses.

*Special cases of retreat through GZ occupied with friendly or enemy units:*

- Retreat into or through a friendly occupied GZ: retreat is possible as long as the stacking limit is not violated.
- Retreat into or through an enemy occupied GZ: retreat is forbidden.

However, Leaders and Baggage units do not prevent enemy units from retreating into/through their GZ. If such retreat occurs, the Leader(s) or Baggage unit is eliminated.

Units can retreat into enemy ZoC without triggering reactions (RF or RC). A unit may leave the map when retreating; when this occurs, the retreating unit is eliminated. If a unit cannot retreat, the non-phasing player may not substitute step losses (7.5.2).

If the **LD** retreats, the non-phasing player can opt to have his supporting units retreat as well. Each support unit that retreats must follow the same procedure as the **LD**.

A Leader – CC or LG, can always retreat along with other retreating units of his side, unless eliminated during combat. Apply any asterisk results before the Leader may retreat (*see* 7.6).

## 7.6 LEADER CASUALTIES

If the combat result in **Table 2: Combats** is marked with an asterisk \*, Leaders in the corresponding zone may be eliminated (the asterisk can apply to the attacker as well as to the defender).

First apply all combat results to the relevant units and resolve step loss substitutions. Then, for each Leader in the relevant zone, roll 1D6 and add the number of friendly infantry, cavalry and artillery units remaining in the zone (do not add Les Enfants Perdus, Baggage and Leader units; count full-strength and reduced-strength units). If the modified result is **strictly below 5**, the Leader for whom the die was rolled dies in combat, *i.e.* he is eliminated. If he survives, he can then retreat with any retreating units.

An eliminated Leader (showing a standard CC) cannot be eliminated again. Indeed, it is expected that there will always be an officer of equivalent ability to act as a new CC.

If a Leader was eliminated because enemy units entered his zone during movement, retreat or advance after combat, apply 7.6.1 or 7.6.2 then flip the counter to show the standard CC and place it in the nearest friendly-occupied GZ.

*For example, a GZ contains 3 combat units and a Leader: two units are at full-strength and the LA at reduced-strength. The combat result yields 1 step loss and an asterisk for the attacker. After the combat result has been applied, there remain two units and the Leader. The player checks whether his Leader is eliminated. He rolls a 1. Thus the result is 1 (die roll) +2 (remaining units) = 3 which is less than 5. The Leader is eliminated.*

### 7.6.1 Elimination of a Lieutenant-General

If the LG is eliminated, all the player's units must immediately make a QC and apply the result, even if they belong to the non-phasing player.

Then flip the LG's counter to its back side to show a standard

Column Commander who replaces the LG and place it in the nearest GZ occupied by friendly units. That player has now a new CC to command the former LG's column, but no more LG.

### 7.6.2 Elimination of a Column Commander

If a named CC (front side of the counter) is eliminated, all units belonging to his column (*i.e.* units displaying the same color) must immediately make a QC and apply the result, even if they belong to the non-phasing player.

Then flip the CC's counter to its back side to show a standard Column Commander who will replace the CC and place it in the nearest GZ occupied by friendly units. The standard CC can be as good as the historical CC, but never better.

### 7.6.3 Standard Column Commanders

A standard Column Commander (which replaced an eliminated LG or CC) cannot be eliminated, as it represents any officer taking command after a Column leader is eliminated.

## 7.7 ADVANCE AFTER COMBAT

Advance after combat is only allowed through a border or a junction point which is not impassable.

If a target GZ is emptied following combat – that is after elimination or retreat of all units in the zone, then all units that participated in the attack (**LA** and support units, except artillery which cannot move) can enter the zone. Units which did not support the **LA** cannot enter the unoccupied GZ. Only attacking units may advance after combat, the **LD** and its support units cannot advance after combat.

Advance after combat does not cost MPs.

DS units cannot advance after combat.

IS units cannot advance after combat, since they cannot attack nor provide support.

Leaders and Baggage units do not prevent enemy units from advancing after combat. If units advance into a GZ containing enemy Leaders or Baggage units, those Leaders and Baggage units are eliminated.

## 7.8 ARTILLERY FIRE

Artillery fire is a type of combat that follows the combat principles found in paragraph 7.1.

Only one artillery unit can fire from an attacking GZ. It is designated as the **LA**.

To conduct artillery fire, the phasing player selects an artillery unit and a target unit within range. Artillery units have a Gun Range which depends on their caliber: 1, 2 or 3 zones away, as printed on the counter. To check whether a target unit lies within range, count the target unit's zone, but not the artillery unit's zone. Any zones between the target zone and the firing zone are called "intermediate zones". The target unit can be in any eligible zone, independently from other artillery fire or from normal combat.

Resolve each instance of artillery fire separately as an independent attack, *i.e.* multiple artillery units cannot add up their CR. Each artillery unit can fire only once per combat.

Each additional artillery unit in the same GZ as the **LA** and with a Gun Range equal or greater than the **LA**'s provide a +1 modifier to the **LA**'s CR.

An artillery unit may only fire at a unit for which it has a clear Line of Sight (LoS).

Add the following modifiers to the artillery's CR:

- The target unit is 3 zones away: -1;

- The target unit is 1 zone away: the LA may benefit from a Support modifier as in 7.4.4.
- Determine the terrain modifier as in 7.4.6 (when there are multiple borders, select the most favorable one for the defender).
- The artillery unit is DS: -1
- Each additional artillery unit (within range of target) in the same GZ: +1

The phasing player rolls 1D6:

- If the die roll is strictly lower than the artillery's modified CR, the target unit loses one step (step loss substitution is not permitted).
- If the die roll is equal to the artillery's modified CR, the unit is immediately disorganized.
- If the die roll is greater than the artillery's modified CR, there is no effect.

## 7.9 CLASH OF PIKEMEN

All pikemen units are eligible for a *Clash of Pikemen*: Swiss Pikemen, Landsknechts, and Catholic Pikemen. If both the LA and LD of a combat are pikemen, place a *Clash of Pikemen* marker on each unit. Depending which pikemen unit fights against which, a second combat can occur between the same LA and LD. Resolve the two combats successively. If the LD is eliminated after the first combat, remove the marker and do not perform the second combat.



- Clash between Swiss Pikemen and Landsknechts or between Landsknechts of the Leaguers and Royalist armies:
  - The second combat is mandatory.
  - **Retreat is not allowed**, the LD must take all step losses.
- Clash between Swiss Pikemen and Catholic Pikemen or between Landsknechts and Catholic Pikemen:
  - The **phasing player** decides whether there will be one or two combats before resolving combat.
  - **Retreat is allowed**.

## 8.0 REORGANIZATION SEGMENT

A unit can reorganize if:

- it stands within the Command Radius of its CC or LG,
- it is not in an enemy ZoC (as DS units do not exert any ZoC, they do not impact the ability of enemy's DS units),
- it is not isolated.

To reorganize, a DS unit must perform a QC:

- If the unit passes the QC, the unit reorganizes: remove the DS marker.
- If the unit fails the QC, the unit remains DS.

If the unit's Leader (CC or LG) is in the same GZ, it may perform the QC against this Leader's QR instead of its own QR. The Leader's QR may be used to reorganize all eligible units.

## 9.0 VICTORY CONDITIONS

The Victory Points markers (single numbers and tens) and the Victory Point Track of the scenario sheet are used to track Victory Points (VP) earned by each side.

Each scenario lists a series of objectives that award VPs when completed, such as: occupation of given GZ (with a non-isolated unit), elimination of a Leader, elimination of units and Baggage units.

On the last turn of the battle, perform the Victory Check segment and determine the side's respective victory points. This difference indicates the level of victory earned by the side with the highest VP total (*DN N°14*).

## 10.0 ADVANCED RULES

If used, the advanced rules supersede any basic rules that contradict the advanced rules.

### 10.1 GENERAL PRINCIPLES OF ORDERS

As opposed to a real commander, a player has a global, top-down view of the battlefield helping him make more informed decisions about how to use his troops. In order to improve the depiction of the chaos of the battlefield, the *Orders* rule is a system for giving orders to units which, without preventing players from controlling their troops in real time, generates additional constraints and encourages players to better plan their attacks.

Orders influence the game in two ways. Firstly, units of a given column will receive modifiers to their various actions depending on which order their column is given. Secondly, the initiative may now switch side depending on the orders given to each side's columns.

Each scenario indicates which order is given to each column at the beginning of the battle. An order applies to all units of that column and only to those units, as long as they are within the Command Radius of their Leader. Units entering the battlefield as reinforcements are considered in-command during the whole movement segment and follow the order given to their column.

Isolated units follow the Reserve order instead of the order given to their column.

The corresponding order marker is placed under the Leader of the column to which the order is given.

**Note:** Leaders never receive the modifier provided by the order. For instance, a Leader keeps a Movement Allowance of 10 even if his column is given an order that provides a +2MP modifier or an order that provides a -2MP modifier.

Orders are not secret, however the opposing player may not look at a player's orders unless the order is modified, or for verifying modifiers provided by an order, or during the End of turn phase when determining which side gets the initiative.

There are seven orders:

- Attack
- Disengage
- Hold
- March
- Reserve
- Retreat
- Skirmish

The effect of each order on movement, combat and reaction is given in *Table 3: Orders*.

### 10.2 MODIFICATION OF AN ORDER

During the orders segment (which follows the command segment when the advanced rules are used), each Leader can attempt to modify the order given to his column (*DN N°15*).

However, it is not possible to modify the order of a column which arrived as reinforcement during the previous turn.

To successfully change a column's order, the player rolls a die, modified according to *Table 4: Modification of an order*, the result of which must be strictly below the QR of the column Leader. The column Leader's QR may be substituted for the LG's

QR if both occupy the same zone.

The orders segment occurs between the command segment and the movement segment as described below:

Player phase

- **Command segment**
- **Orders segment**
- **Movement segment**
- **Reaction segment of the non-phasing player**
- **Combat segment**
- **Reorganization segment**

## 10.3 DETERMINATION OF THE INITIATIVE

In the advanced rules, as opposed to the basic rules, the initiative may switch side any turn depending on the orders given to all columns (*DN N°16*). Begin each End of turn phase with the determination of the initiative segment.

End of turn phase

- Determination of the initiative
- Victory check
- Advance of the time marker

Players reveal orders given to each of their columns. An initiative rating is given for each order. The more aggressive an order is, the higher the initiative rating.

The initiative ratings are as follow:

- Attack: 2
- Skirmish: 1
- March: 0
- Reserve: 0
- Hold: 0
- Disengage: -1
- Retreat: -2

Each side totals its initiative ratings. Only orders given to columns that still contain at least one combat unit (except Baggage units) **and** one Leader are used. Orders belonging to columns with only a Leader or a single unit remaining are not used.

The side with the highest total receives the initiative for the next turn. In the event of a tie, the player already holding the initiative keeps it for the next turn.

## 11.0 OPTIONAL RULES

Players can select which optional rules to integrate into their game; they can pick as many as they want. Each optional rule is intended to increase the realism of the depiction of combat in this era.

### 11.1 CARACOLE

#### 11.1.1 Caracole declaration

Only Reiters units can declare a caracole. A caracole is declared during the movement segment by the phasing player. A Reiters unit may only declare a caracole if it is adjacent to a zone occupied by an enemy unit or if it ends its movement adjacent to such a zone. The attacked zone must be a type (I) GZ, and the border separating the two zones must be a dashed line. If the zones are separated by a junction point, all zones converging to this point must be dashed lines.

Only one Reiters unit in each zone may declare a caracole.

Put a Caracole marker on the unit which declared a caracole.



This unit must be the **Lead Attacker** if the non-phasing player attempts a reaction against this zone, and during the following combat segment. As for all other units, a Reiters unit which ends its movement in an unoccupied GZ adjacent to an enemy zone can trigger a reaction. If the non-phasing player performs a Reaction Fire or Reaction Charge against this unit, the LD adds +1 to its CR (*DN N°17*).

*If this reaction disorganizes or causes the Reiters unit to take a step loss, the caracole is aborted and the Caracole marker is removed.*

Here are the relevant steps pertaining to a caracole during a player's phase:

- **Command segment**
- **Orders segment (advanced rules)**
- **Movement and Caracole declaration segment**
- **Reaction segment of the non-phasing player**
- **Combat and Caracole resolution segment**
- **Reorganization segment**

#### 11.1.2 Caracole resolution

During the combat segment, units with a Caracole marker must attack an adjacent enemy zone if possible. If several zones are eligible, the phasing player chooses which one to attack. If no attack is possible, remove the Caracole marker. The unit performing the Caracole must be designated as the **Lead Attacker**. Combat rules are applied with the following modifications:

The **LA** can perform two consecutive attacks against the same GZ.

The first attack must be entirely resolved before deciding whether to perform a second attack.

- If the target zone becomes unoccupied as a result of the first combat, the Reiters and all supporting units (except artillery) may advance into the unoccupied zone (7.7) but may not perform a second attack.

- If the Reiters unit suffered a DS or a step loss during the first attack, the Caracole marker is removed and the combat ends.

- If at least one enemy unit remains in the target GZ after the first combat, the phasing player decides whether to perform a second attack with the Reiters unit against either the same **LD** if it survived, or another **LD** chosen by the non-phasing player if the previous **LD** was eliminated or has retreated.

The Reiters unit with the Caracole marker must perform a successful QC before resolving the second attack. Otherwise, the combat ends.

At the end of the combat, remove the Caracole marker.

### 11.2 A MOMENT OF HESITATION

If, **during the combat segment**, a unit loses one or two steps – as the result of combat, retreat or disorganization - all units in the same GZ must immediately perform a QC. This rule reflects the impact the sight of comrades' deaths had on troop morale. Units that fail their QC become DS. In case this disorganization causes a step loss, it does not cause a further QC.

Each unit only performs one such QC per combat segment.

### 11.3 HUNGER FOR GOLD

This rule intends to simulate the risk of the disorganization of some mercenary troops caused by their fondness for looting.

**This rule only applies when a Baggage counter is alone in a GZ.**

Any Landsknechts unit adjacent to an enemy Baggage unit alone in a GZ at the end of the unit's movement segment must perform a QC. If the unit fails the QC, it immediately becomes DS.



Swiss units are more disciplined and are thus not affected by this rule.

## 11.4 LES ENFANTS PERDUS

Les Enfants Perdus (EF) is an infantry detachment from a larger contingent; it represents a party of around 50 men. EF units have only one step and are of the same Class as their parent unit. Their Movement Allowance and Quality Rating are higher than that of the parent unit.

**Only Protestants can create Les Enfants Perdus units.**

### 11.4.1 Generation of an Enfants Perdus unit

During the movement segment, a full-strength *Arquebusiers* unit, referred to as the parent unit, can generate up to two EF units by spending **1MP** per unit created.



Les Enfants Perdus counters are identified by the Roman numeral on the top left corner (I, II, etc.). To identify the parent unit, place an EF marker with the same numeral under the parent unit.

Les Enfants Perdus cannot move during the movement segment in which they were created. However, the parent unit can continue moving by spending its remaining **MP**.

The generation of a single EF unit has no effect on the parent unit. However, if a **second** EF unit is created, the parent unit immediately **loses one step**. When an *Arquebusiers* unit is at reduced-strength, it can no longer create EF units.

A DS *Arquebusiers* unit can generate EF units; those EF are not DS. Disorganized EF units can recombine with the parent unit regardless of the state parent unit at the moment of recombination. The parent unit retains its current state (DS, etc.) once the EF unit is absorbed. Thus, if a non-DS parent unit absorbs a DS EF unit, the parent unit retains its non-DS state.

In case an EF unit is eliminated, keep the corresponding EF marker under the parent unit to keep track of the number of EF units that it has created.

A Les Enfants Perdus unit recombines with its parent unit during the owning player's movement segment. The EF unit must be in the same GZ as its parent unit and the parent unit must spend **1MP** per EF unit absorbed. When the second EF unit has recombined with its parent unit, flip the parent unit to its full-strength side. As long as an *Arquebusiers* unit has enough steps remaining, it can generate up to **2 EP**.

### 11.4.2 Following Orders

A Les Enfants Perdus unit inherits the command status of its parent unit. If in command, it is subject to its parent unit's column order.

### 11.4.3 Les Enfants Perdus movement

Les Enfants Perdus units do not count toward the stacking limit.

An EF unit must occupy either the adjacent GZ or the same GZ as its parent unit at the conclusion of any movement segment (player A's as well as player B's). If this condition is not fulfilled, the EF unit is immediately eliminated without recombining with its parent unit.

Les Enfants Perdus **do not** exert a ZoC.

At the beginning of each scenario, when setting up the game, the Protestant player can generate EF units and place them in the same GZ as their parent units or in an adjacent GZ.

### 11.4.4 Les Enfants Perdus reaction and combat

**Reaction:** EF units can retreat one GZ without spending any MP when an enemy infantry or a cavalry unit ends its movement into an adjacent GZ, even if this GZ was not empty. This only applies to units that ended their move in the adjacent GZ, units that did not move are not considered. The following conditions apply:

- EF may always retreat one GZ when reacting to an infantry unit's movement, but never through/into impassable terrain.
- EF may retreat one GZ when reacting to a cavalry unit's movement only if it successfully passes a QC, but never through/into impassable terrain.

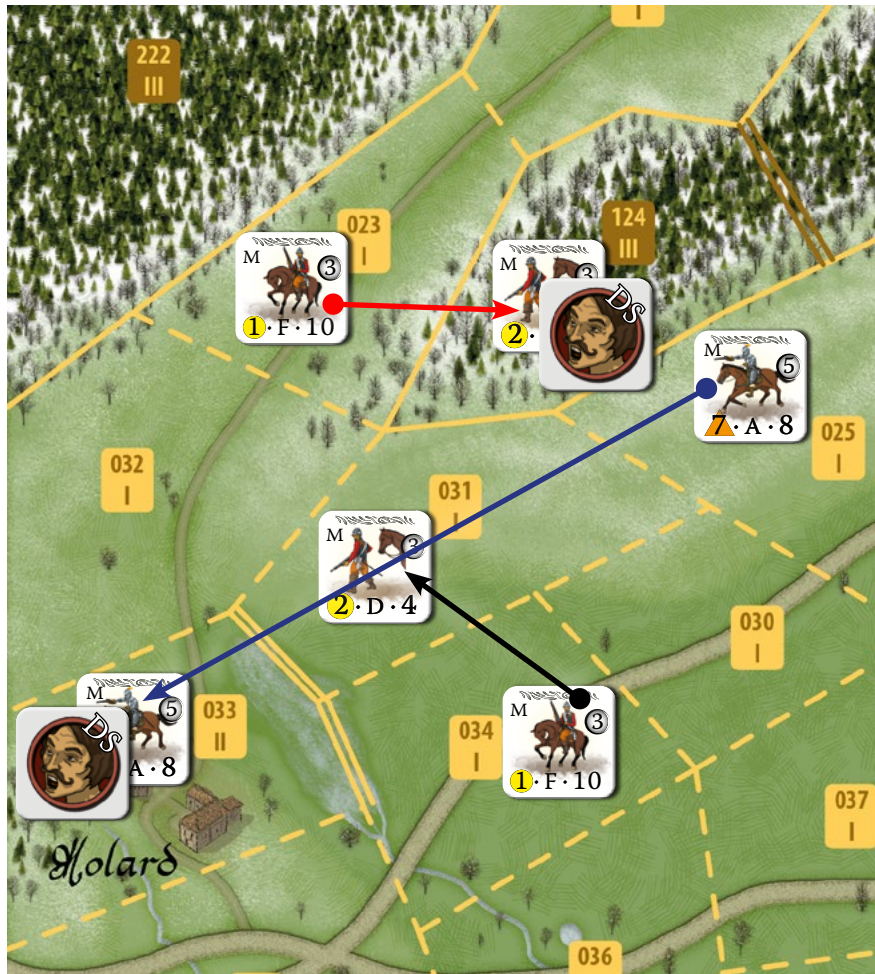
**Combat:** EF units carry out combat normally except that they do not provide nor receive support.

**Combat result:** EF are affected by all combat results in **Table 2: Combats as normal**. EF may retreat if they fulfill all retreat conditions.

If an EF is eliminated, its parent unit may no longer return to full strength.

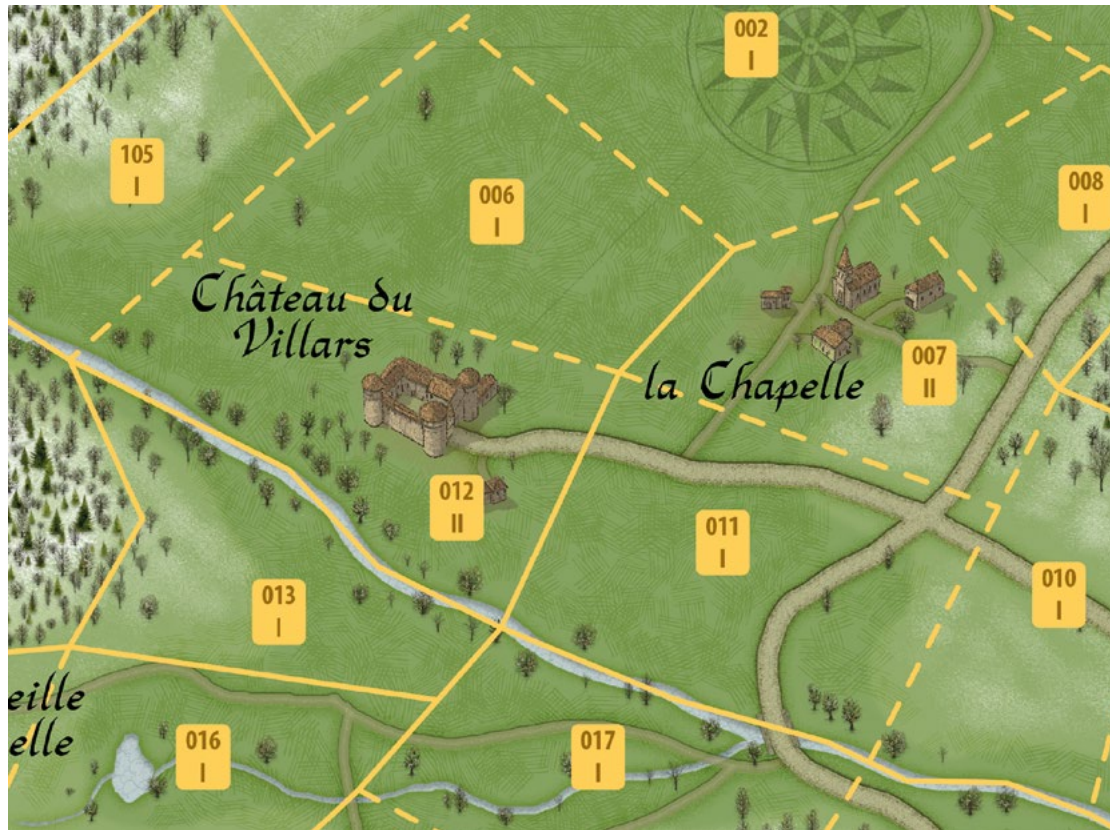
Les Enfants Perdus are eliminated as soon as their parent unit is eliminated.

## MOVEMENT EXAMPLES



- → (1) The Argoulets unit in GZ023 spends a total of 4MP to enter GZ124: 3MP to enter a type III zone, plus 1MP for crossing the border between the two zones. As its last movement action, the Argoulets unit spends another 2MP to dismount. Having spent a total of 6MP to enter this GZ, the unit becomes disorganized, as this is higher than the 3MP limit per GZ.
- → (2) The Argoulets unit in GZ034 spends 1MP to enter GZ031, a type I zone (cost: 1MP), by crossing the dashed line between the two zones (no additional MP cost). As its last movement action, the Argoulets unit spends another 2MP to dismount. The total movement cost to enter this GZ is thus 3MP, and as such, the unit must pass a QC or become disorganized. The player rolls a 3, which is lower than or equal to the unit's QR, thus the unit is not disorganized.
- → (3) The Cuirassiers unit in GZ025 spends 1MP to enter GZ031, a type I zone (cost: 1MP), by crossing the dashed line between the two zones (no additional cost). The unit keeps on moving and enters GZ033. This movement costs 2MP to enter the zone (a type II zone) plus 2MP to cross the border (a double solid line). As this exceeds the 3MP limit per GZ, the Cuirassiers unit becomes disorganized.

## COMBAT EXAMPLE



The Catholics are attacking GZ012 from GZ011. An attack consists of a single GZ attacking a single, adjacent GZ. The Lead Attacker is the Gendarmes unit and the Lead Defender is the dismounted Argoulets unit.

Determination of the Combat Ratings modifiers:

- **Attacker:**

- **CR=4**
- No Charge modifier (as the defender is in a type II GZ)
- No Leader modifier
- Class modifier: **-1** (the attacking unit's class is lower than the defender's class)
- No Order modifier (this advanced rule is not used in this example)
- Support modifier: **+1** (the Catholics Arquebusiers can support the Gendarmes as they are: i) in the same zone, ii) neither disorganized nor isolated, iii) have a different weapon type than the Gendarmes as shown by the orange triangle and the yellow disc; on the other hand, the Peasant unit uses the same type of weapon than the Gendarmes and thus do not provide support)
- The Lead Attacker is not disorganized
- Final CR modifier: **+1-1 = 0**

- **Defender:**

- **CR=2.**
- First attack against this GZ: no modifier
- No Leader modifier
- Terrain modifier: **+3** (Lead Attacker is a Gendarmes unit attacking a type II GZ **[+2]** across a border with a solid line **[+1]**)
- No Order modifier (this advanced rule is not used in this example)
- No Support modifier
- The Lead Defender is disorganized: **-1**
- Final CR modifier: **+3-1 = +2**

The column to be used in the CRT is thus LA **(4+0)** - LD **(2+2)** = **0**.

A die roll gives a 5 which, in column 0, results in: QC for the Gendarmes and DS for the Argoulets. As the Argoulets are already DS, they are eliminated. The die roll for the Gendarmes' QC is 4, which is lower than the Gendarmes' QR of 5, so they pass the test.



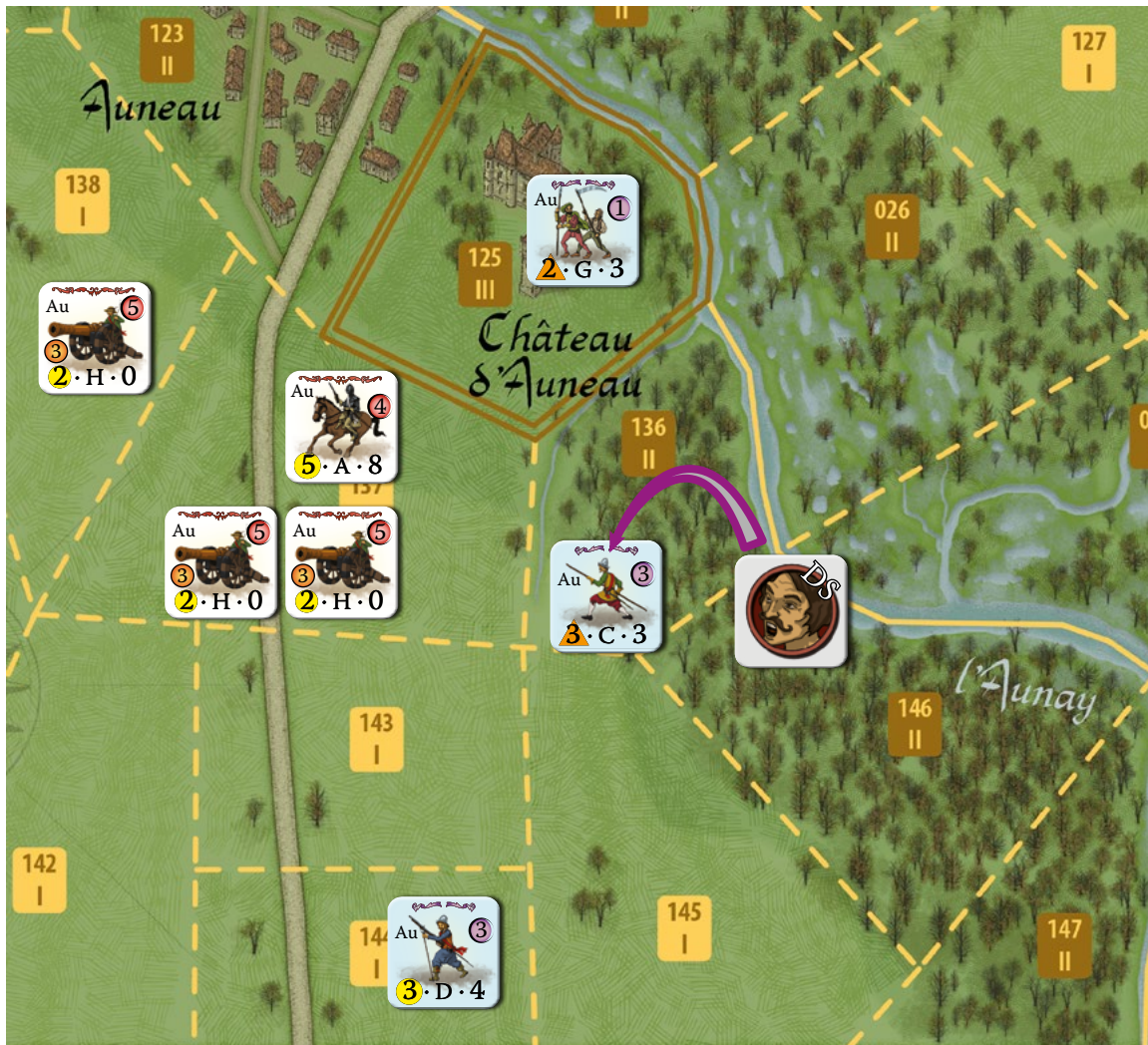
## ARTILLERY FIRE EXAMPLE

The Protestant player wants his artillery units to fire on GZ125, GZ136 or GZ144.

For the artillery unit in GZ138: the Line of Sight (LoS) is blocked by GZ123 (a brown GZ) and by the presence of units in GZ137. Since all GZ are on the same level, it is not possible to fire over the Auneau village or the Reiters and artillery guns.

For the artillery units in GZ137: the LoS is blocked by the brown border of GZ125. However, the LoS is clear towards GZ136 and GZ144, because there are only yellow borders to cross. The Gun Range for his artillery units is 3. Since the Pikemen in GZ136 and the Arquebusiers in GZ144 are less than 3 zones away, there is no penalty for long range fire (3GZ).

The Lead Attacker is any of the two artillery units (they have the same characteristics). The Protestant player targets the adjacent Pikemen in GZ136 which becomes the Lead Defender.



### Attacker:

- Combat Ratings: 2
- No support modifier because the Reiters have the same type of weapon than the artillery unit (CR in an orange triangle)
- Terrain: -1 because the defender is in a type II GZ
- The firing zone contains an additional artillery unit: +1

The attacker's final CR is thus  $2 - 1 + 1 = 2$ . The die roll gives a 2 so the Lead Defender is DS.

## DESIGN NOTES

**Design note 1:** Field armies are composed of three battles, also called guards, wards or wings: the vanguard, the main battle or middle guard, and the rearguard. We use the term column instead for the sake of clarity. Depending on the scenario, a column may represent only a single regiment.

**Design note 2:** The Quality Rating is an abstracted measure of a unit's professionalism, esprit de corps and effectiveness; of its technical knowledge of weapons and practical knowledge of combat and movement under enemy fire; of its morale; of its confidence in its own strength, in its capacity to be victorious and in the righteousness of its cause; and finally of its faith in its Leaders.

**Design note 3:** Disorganization represents the capacity, or lack thereof, of troops to adapt when confronted with obstacles, as well as the varying degree of dispersal of its manpower. Indeed, as battles only lasted a short time (two to five hours), many stragglers were not able to rejoin their units soon enough to participate in the fight.

**Design note 4:** Each fighting unit possesses a peculiar trait which makes it distinct from other units; this synthesizes the known tactical military data on 16th century battles. The Combat Rating represents the ability to fight at close quarters using thrusting, slicing and gunpowder weapons for the infantry, or spears, bladed weapons and pistols (which are fired at almost point blank range) for the cavalry. Firearms in this era had a very short range. For instance, an arquebus could fire as far as 200 m (220 yds) but a shot would be lethal only when under 50 m (54 yds). Thus, the Gun Range is only 1 GZ, with the exception of some artillery units.

**Design note 5:** Leaders' ratings synthesize a combination of several parameters such as charisma, valor, training for war (in a chivalrous sense). A Leader's presence has a direct effect on his army's morale, through his valor, charisma, authority and legitimacy. Examples: Coligny, Saux-Tavannes, Condé, Navarre, etc. Unlike an LG, a Column Commander's presence on the battlefield does not extend to the whole army, although he does have an influence at the level of his column.

**Design note 6:** Artillery is slow. It is drawn by oxen, not yet by horses, and it is manned with civilians who are all but willing to move across the battlefield. Moreover, installing artillery pieces is tedious and often requires some earth-moving. These factors contribute to the extremely limited mobility of artillery pieces during combat. For these reasons, artillery is considered tactically immobile.

**Design note 7:** Combat units project an influence that hinders the movement of enemy units in nearby areas. This influence is symbolized by Zone of Control. Moving units would be more cautious or even make a halt to wait for a reaction.

**Design note 8:** In the 16th century, corps commanders and even the Lieutenant-General are as tactically and physically involved in the fighting as their men: they fight and charge with the rank and file soldiers. Thus it is only with great difficulty that they would assume the role of a high commander as would be seen later in military history. Since the army's leader is personally involved in the minute-to-minute fighting, his means of command are rather limited. Therefore, a battle plan made, and orders given at the beginning of a battle are difficult to modify during the engagement.

**Design note 9:** This radius is not necessarily a straight line, but a path that could be used by a horseman who would act as a messenger carrying orders.

**Design note 10:** The lead unit is the one in the front line, which carries out the attack or the defense.

**Design note 11:** Heavy cavalry bears lances which they use "en haie" (hedge) as it was said. During a fight, the lance often breaks in the initial impact and is not replaced on the battlefield. A cavalry charge with lances "en haie" requires organization and preparation, therefore it is almost impossible for the cavalry unit to charge "en haie" when defending or during Reaction Charges. The charge "en haie" is generally the first action undertaken by heavy cavalry units in order to break through an enemy line, and to get rid of such a cumbersome weapon.

**Design note 12:** The Renaissance is a transition period during which firstly, heavy cavalry gradually loses importance toward infantry, and secondly, shot emerges in the midst of shock tactics. Pikes remain nonetheless a necessary protection against heavy cavalry. This will lead to the birth of the Tercio unit which ingenuously mixes pike and muskets. Pikemen "phalanxes" integrate more and more arquebusiers, and eventually musketeers, within their ranks.

**Design note 13:** The main thrust represents a direct threat which induces a specific defense posture. However, this posture may lack flexibility when confronted with certain types of attack, and potentially hinder the defender. For instance, Pikemen who adopt a tight formation to defend against an attack by Gendarmes would represent an easy target for Arquebusiers and Artillery units which could fire in the mass. Also, some tactical associations like Gendarmes and Artillery (as during the Marignan Battle when they fought against Swiss pikemen) provide a tactical advantage that we called Support in this game. During the Cerisolles battle (1544), Blaise de Montluc ordered his Arquebusiers and Pikemen to form alternate lines. At Coutras, the Protestant army alternated Heavy Cavalry and Arquebusiers in order to fend off an enemy charge. In general, the combination of shot and shock provides a benefit.

**Design note 14:** Eliminating a certain type of Protestant unit rewards the Catholic player a same or higher amount of Victory Points than yielded by the opposite. Indeed, in this period of war, the king's authority is flouted by men considered as traitors to the kingdom. Catholics thus aim at eliminating as many Protestants as they can in order to defeat this uprising, and especially the Protestant Leaders who originate from prominent families. On the other hand, Huguenots prefer to keep casualties to the minimum, with the goal of preparing for peace and facilitating the negotiation of worship rights and safe havens.

**Design note 15:** an established battle plan is difficult to change once the engagement has begun. In the midst of combat chaos, when the leader is fighting himself, his command capabilities are limited.

**Design note 16:** The more aggressive a player is, the higher the chance for him to keep the initiative. A player who keeps defending or withdrawing gifts his opponent the opportunity of seizing the initiative.

**Design note 17:** German Reiters developed the Caracole, a new cavalry tactic using firearms, in order to enhance the effectiveness of cavalry charges which were used to break infantry formations. The horsemen stay out of contact range, and use their pistols to disrupt infantry's carrés (square formation) with quick, rolling fire and high mobility. Horsemen are organized in deep rank formations. When the first rank comes into range, it would pivot to the left, shoot at the enemy, then retire to the back of the formation to reload. Other ranks follow suits. A caracole was a risky tactic because the movement it performs reduces the cohesion of the formation.



## HISTORICAL NOTES

*Historical notes on the men at arm and weapons of the French wars of religion.*

**Gendarmes:** This is the quintessential heavy cavalry, the legacy of feudal knights. Possessing high morale, they handle the lance with utmost perfection. Gendarmes are recruited and trained to channel their ardor and strong enthusiasm. These fighters are no longer suitable, however, in the face of the latest doctrine and weapon systems. Their cavalry charges “en haie” and their heavy body armor are not sufficient when faced to firearms and pikemen in tight formation. Toward the end of the war, they use pistols.

**Cheveau-legers:** There is little difference between Cheveau-legers and Gendarmes: men wear the cuirass instead of full plate body armor and horses have no caparison. At the beginning of the wars of religion, they fight in a manner very much comparable to the Gendarmes, with a lance and a thrusting or slashing weapon. Toward the end of the war, pistols become more widespread.

**Reiters:** This iconic mounted warrior of Germany is a very professional, sought-after and expensive mercenary. Reiters wear armor, high boots and pistols in saddle holsters. They avoid melee where possible, preferring to discharge their weapons at distance. They developed the Caracole – a tactic in which each rank shoots successively, before moving to the rear to reload their weapons, leaving room for the next rank to fire.

**Cuirassiers:** They carry the same equipment as Reiters but fight quite differently. Cuirassiers charge furiously, discharging their weapons at point blank range, and eventually fight with their swords. This is why they are given a combat rating in orange triangle (shock) and not yellow circle (shot). This troop recruits within the Huguenot nobility and represents the cream of the Huguenot army, and later of the Royalist army.

**Mounted Arquebusiers, aka Argoulets:** A light troop used for scouting and providing local fire support. The troop fires their Arquebus more effectively when it is dismounted because of the cumbersome weapon. It is the ancestor of the Dragoon.

**Arquebusiers:** These are enlisted troops possessing great firepower at close range. An Arquebus has a range of approximately 200m (220 yds), however shots are lethal only as far as 50 m (54 yds). Volleys are fired at the very last moment to break a cavalry charge. At such close distance, shot will pierce the cavalrman’s cuirass.

**Arquebusiers fighting as Les Enfants Perdus:** These bands of Arquebusiers are detached in order to fight ahead of their regiment taking advantage of terrain cover in a dispersed formation. These soldiers were chosen among the best, and consequently they have a generally higher morale than the rest of the troops. Their equipment is also less cumbersome for ease of movement. Their main use is to harass enemy units, disrupting the enemy’s momentum. As they are isolated from the main body, they are also quite vulnerable to cavalry and must therefore remain as close as possible to their original unit. Les Enfants Perdus translates as the lost children, and is the French equivalent to Forlorn hope units.

**Swiss pikemen:** Pikemen are heirs to the Greek phalanxes. They are formidable fighters who also employ arquebusiers and halberdiers in order to break through enemy square formations once contact has been made. They are greatly prized troops that proved themselves on numerous occasions on the battlefield since the end of the 15th century, during the Burgundy and Italy wars.

**Landsknechts:** These are mercenary soldiers of German origin, and great rivals to Swiss Pikemen. Opposing the Swiss who employ halberdiers to break through enemy ranks, Landsknechts wield two-handed swords as long as 2m (6 ft). These brightly colored and richly brocaded soldiers were formed under Charles V. They make it a point of honor to demonstrate that they are equal to their Swiss counterparts. When fighting against each other, these Pikemen are merciless.

**Other Catholic pikemen (French or Italian):** Not considered as professional as the Germans and the Swiss, they are permanent fighters of the Royal army and show up in the Catholic ranks throughout the entire period. Such Pikemen were left out by the Protestant army, which is mainly composed of non-professional soldiers, and replaced them by Arquebusiers who were easier to equip and to train.

**Militias:** These troops do not carry standard equipment and are of an unreliable quality: they are quick to flee when facing danger. They are a weak and cumbersome support unit, often originating from inner suburbs, and are unlikely to venture too far from home town.

*We dedicate this game to Sébastien Mandrau, one of our playtesters, who unfortunately passed away in July 2018.*

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