FIFTEENTH TO SEVENTEENTH CENTURY RULES QUICK REFERENCE SHEET

REACTION Reaction Test	Test Results		MOVEM A	ENT B	С	м	D	E				
PLUS ONE Each friendly unit within 150* (max. 4)	Uncontrolled Advance	2 turns										
Other friends in sight	orders cancelled	2 (1111)	13	21	20	21	17	15				
Any friends advancing within 150.	Advance 2 turns			19,	18,	20	14 to	12 to				
Testers advancing	orders cancelled		-	20	19	20	16	14				
Testers over 40 figures strong	Use initiative: new ord	der,	12	16 to	16,	19	13					
Uphill from all enemy within 150	implement at once		12	18	17	15	13					
Friendly cover within 100	Carry on: if no orders		3 to	3 to	5 to	10 to	6 to	8 to				
Each enemy retiring within 150*	2 turns in cover or M o otherwise as 'advance'		11	15	15	18	12	11				
Flank or rear tempt within charge reach			1	0 +=	2+-	E to	1	6				
Religious contingent within 150	Do not advance: 2 tur	rns	1,	0 to 2	2 to 4	5 to	4,	6,				
PLUS TWO Each enemy in rout within 150*	Retire disordered, face	a attack	0 to	-1,	0	2+0	2	1				
Rear Support	2 turns. Orders cancel		-2	-1, -2	0,	2 to 4	2,	4,				
M, D or E within 250 of enemy baggage train	Break if under fire, ch	arged in										
Testers fanatics or looting	melee or under half st	rength.	-3	-3	-1	1	1	3				
Swiss: nearest enemies within 150 Lansknechts	Otherwise retire 3 tur	ns.										
Seen Religious Contingent attacked within 200	Move Distances	Normal	Final Charge	I	vade	Pu	rsuit	Rout				
MINUS ONE Each unbroken enemy within 150 or charging testers* (Max: 4)	Open order foot	80	20	40	+ dice	(00	120				
and the state of t	Order foot	60	20	-	+ dice		70	120				
Other enemy in sight.	Close order foot	60	10	-	+ dice		70	120				
Any enemy advancing within 150.	Extra-heavy foot	50	10		+ dice		50	70				
Enemy camels or cavalry within 150.			10									
Enemy to flank or rear within 150.	Mounted general	200	-		+ dice		80	220				
Enemy uphill within 150.	Open order horse	160	40		+ dice		80	220				
Testers retiring	Order horse	120	40	-	+ dice		40	200				
Any friends retiring within 150.	Close order horse	100	20		+ dice		20	200				
Each fifth lost.	Dragoons, Mted. Inf.	120	20		+ dice		40	180				
Under Artillery fire.	Camels	100	40	60	+ dice	1	20	160				
Under fire from 10 figures.	Elephants	80	20	40	+ dice	1	00	120				
Disordered.	Guns, etc:-	In draught	Man- handled	Arm	oured a	nimal—ı	imal-minus 20					
Under fire from fire-weapons.	Ultra-light gun	-	40				inus 20, mounted inus 40					
In C15th Battle – under fire from firearms	Light & battery gun	60	40									
MINUS TWO Enemy elephants within 150	Galloper gun	120	40		Wheel-full speed forward. half speed back.							
Cavalry testing to charge formed pikes frontally	Medium gun	50	20	Mou	nt dien	ount =	ount = half a turn.					
Within 100 of unfriendly cover.	Hy. gun, Med. bombard	50	10				uare = Bs half					
Surprised by enemy within 100.	Hy. bombard, mortar	40	5		, others							
In rout	Super-heavy bombard	40	-	Pick up, put down, load:								
Each friendly unit within 150 routed, killed or surrendered*	Wagon, Pack animal	60	20	takes ¼ turn. Fix, unfix bayonets, takes ½ turn								
C in C or own general killed, wounded, captured, routed in 200	Ram and other loads	-	50				115 11					
Own subunit in rout	Siege engines	60	40	Lau ½ tı		bark etc	ark etc. takes					
MINUS THREE Parent unit routed, captured or killed		With tide	Other	-								
TAKEN OR NOT ACCORDING TO CHOICE	Rowing boat	or current	60	Plac	Place stakes etc. takes ½ turn.							
Swiss PLUS TWO	Terrain			Mos	e and F	ire						
Skirmishers MINUS TWO	Steep hills, broken groun	d – dietan	ce x2		Salvo foot – full move if loaded.							
Secure flank PLUS OR MINUS ONE	for foot, x4 for others.			Gre	Grenade, fire, rocket -stand 1/2							
C in C or own general within 150 PLUS OR MINUS ONE	Woods, marshes x2 for fo order mounted.			Ord	to prepare, can then advance ½ Order, close order Inf. and Inf. with crossbows, firearms – advance ½, retire ¼, Mounted bow, crossbow, jav., and open order foot bow, sling, jav. –							
Led by Own general PLUS OR MINUS THREE	Wall, ditch, stakes, etc. m elephants; minus 40 for r	nounted.		1/2, I								
Led by C in C PLUS OR MINUS THREE	Wagons, plashing etc. foo Enter Buildings etc. foot		ants -40	Mot								
In cover, ring or hollow square PLUS OR MINUS TWO		1 1	W D D	full move. Mounted firearms – ½ move.								
MOVE SEQUENCE	MOVES TO RALLY A			Ligh	Light guns - manhandled							
1. Initial Phase 5. Melee Phase 2. Move Phase 6. Reaction Phase	Off field or after pursuit 2		2 3	move.								
Shooting Phase 7. Charge Declaration Phase		2 2 3	3 4									
4. Secondary Charge Phase	All other	1 1 1	1 2			4-7-	1700	No. Committee				

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FIGHTING											FIRING															
MELEE WEAPO	ON	EH	HC C	HC M	мс	LC	ЕНІ	ні	MI	LI	EI	5	SHO	ОТІ	NG			Range	EH	HC C	HC M	МС	LI	ЕНІ	MI	MI EL team
MOUNTED	Lance	-1	0	1	1	2	0	1	2	2	1	J	Javel	lin				40	1	2	1	2	3	0	1	2
			-			-	-	2000	-	-	-	- (Gren	ade	etc.			40	2	2	2	2	2	2	2	2
Axe or Mace		1	2	2	3	4	1	2	3	3	1		Sling	,				60	1	2	2	3	3	0	1	2
Spear or Javelin		0	2	1	3	4	0	2	3	4	1	L	Jime		_			120	0	1	0	2	2	-1	0	1
											-	Longbow		-	240	2	3	2	5	5	1	3	5			
Sword		0	1	1	2	4	0	1	2	3	0	1	Othe	r ho	iws -	- Any		50	1	4	3	5	5	0	3	4
FOOT	Pike	1	2	3	3	4	0	1	2	3	3		Juic			t only		150	-							
1001												-	Mounted			100	0	2	2	3	4	-1	1	3		
Spear, Javelin, Bayonet		1 2 2 3		4 1	1	2	3	4	4 2		4.5-1-4			80	1	2	2	3	3	1	2	2				
Swordsman		0	1 0 2 3 0		2	4	4 5 0		1	Arbalest (Heavy crossbow)			200	1	1	1	2	2	0	1	2					
												٠.						300	0	0	0	1	1	-1	0	1
Halberd etc.		2	3	3	4	4	2	3	4	4	3	0	Latel	n	Eo	Any ot only	-	120	0	0	1	2	3	-1	0	2
Improvised		0	1	0	2	3	0	1	2	3	0	c	rosst	bow)	10	or omy		60	2	0	0	2	2	-1	2	2
												F	Foot	Ha	ndgu	in	+	120	1	1	1	1	1	0	1	1
Elephant Crew 1 2 2 3 4 1 2					3	3 4 3			Mounted Handgun			50	0	1	1	2	2	0	1	2						
TACTICAL FAC	CTORS	F	OR A	ALL	NOT	PUF	SUI	NG					Arquebus			60	2	3	4	4	4	2	3	4		
Infantry; close	or open order	cav	valry	; dr	ago	ons:	cha	rgin	g				riiqueous			150	1	2	3	3	3	0	2	3		
Breaking into,	or pushing ba	ck,	enen	ny						+1			Musket		-	100	3	3	3	3	3	3	3	3		
Advantage of	ground														-	200 300	2	2	1	2	2	2	2	2		
Fanatics in first charge										Mounted Firearms			50	1	2	3	3	3	1	2	3					
Each pistol used, except against LC											Long Mt Firearms only		у			1	1	2	2	0	1	2				
Elephants and order cavalry: charging										Rifle			_	240	3	3	3	3	3	3	3	3				
Lancers chargi	ing for 2nd or	subs	sequ	ent	time			300		+2			Rock				_	800 300	2	2	2	2	2	1 2	2	2
Lancers chargi	ing for first tin	ie	- Addition							+3 Catapult				-	600	3	3	3	3	3	3	3	3			
Opponents protected by stakes or Swedish feathers										ery g	gun			120	8	8	8	8	8	8	8	8				
Foot without halberds fighting barded animals									Iail :				_	100	4	4	4	4	4	4	4	4				
Foot with halberds who fired this turn								2500			_		rt Range	92	e below	1	3	3	3	3	3	3	3			
			7.5		rs a	gain	stsl	ield			1	TACTICAL F			-		Shoote	1	1	İ			2000		1	
All but halberds, pistols or charging lancers, against shield Dragoons and mounted infantry fighting mounted								•	-				ACTO	3	Shoote		-	-	CC	COVER DE		- 1	-			
Mounted charge on formed pike, spear or bayonet						-			-	Fallin		_	ian I ran	ı.	Shooters surprised						Vood	ulay	otta			
						-			-	Order target I rank				K	Open order						Wood, hedge	Gulay Gorod	Cottage wall			
Foot charge on formed pike							-								target i	n l or			Ui.	earm	-	8	= -			
Halberd or lance against open order troops							-				Target moves over 100, or charges etc.							-2	Hai	il	1	2	3 4			
	oot against de		-	-		-							100, or charges elec			-	-1 Archer				Sho					
Elephants or foot against defended major obstacle								-2			Non-firearms against shield, barded				level		iu on		Lt.	Gun	s 1	1	2 4			
Mounted troops against defended minor obstacle															Artillery on				Md	Gun	s 1	1	1 3			
Mounted troo	ps against defe	nde	d m	ajor	obs	tacle				-	3		animal				gun, er				-				1	
ONLY IF NOT DISORDERED OR PURSUING									Ba				Bayonets fixed							Ну	Gun	5 1	1	1 2		
2nd, supportin	ng, rank of clos	e or	rder	tro	ps i	n or	en		T			-	-	-	k up to 100			Bows or hand- hurled 4th or			-3	Rocket				
each supportin	ng rank of pike	mer	n, 3r	d to	6th	in	oper	1		+	1		Each rank 2nd to 6th of artillery target			+1	later move					nades		0	0 0	
fighting disord	lered enemy									+:	2						CHA				Oth	hers	2	3	3 4	
PURSUERS C	OUNT ONLY											1				_	1,2 min	us 1;	5,6 p	olus 1	1		Ш		1	
Striking Route	ers +4	eac	h 10) pa	ces l	behi	nd				1	1				AR	TILLE	RY	RA	NG	ES					
																								Short	L	ong
CHART	NU	JMB	ER C)FF	IGUI	RES	FIRI	NG	OR F	IGH	TIN	G						y Hand	-					100		200
Total Factors 1	2 3 4 5	6	7	8	9	10	11	12 2	13	14		16	17	18	19	20		t Bomba	_					150	1 3	300
-4 0	0 0 0 1	1	1	1	2	2	2	2	2	2	3	3	3	3	4	4		ium Bor		d				200	4	100
-3 0 -2 0	0 1 1 1 1 1 1 2 2 2 2	3	3	3	3 4	3	4	5	5			6	6 7 7 8 8 H			Heavy Bombard							300	1	600	
-1 1 0 1	1 2 3 3	3	4	4 5	5	5	6	6	7 8	_	8	8	9 10	9	10		Light Gun Medium Gun						-	400		800
1 1	2 2 3 4	3	6	6	7	8	9	10	10	II	12	13 14 14 15 16				Super Heavy Bombard										
3 2	3 4 5 6 8	9	9	10	11	13	18	19	21	and the last			27	23	30	32	Heavy Gun							600	12	200
4 2	4 6 8 10 5 8 10 13	12	14	16.	18	20	22	24	26	28	50	32	34	36	38	40	MELEE CHANCE TH								-	
6 3 6 9 13 16 19 22 25 28 32 35 38 41								41	45	48	31	54 57 60 64 A B C M I						D	EI	-	E					
7 4 8 5	8 12 16 20 10 15 20 25	30	28 35	32 40	36 45	40	44 55	48	52 65	Section 1	Section 18 and	20.00	68 85	72 90	76 95	100	6	3	2	2	_	1	2	3		1
9 6	13 19 25 32	38	44	50	57	63	69	76	82	88	95 1	101	108	114	120	126	5	2	1	1	_	1	1	2		1
11 10	16 24 32 40 20 30 40 50	48 60	56 70	64 80	72 90	80 100	88 110						136 170	144 180	152 190	160 200	3	0	0	0	_	0	- 0	1		0
	25 38 50 63	76	88	101	114	126								227	240		2	-1	0	-		-1	-1		_	-2
																	1	_1	_1	The same	1	_2		_	2	-3