

RENATIO ET GLORIAM

VERSION SEPTEMBER 2019

BY

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BASED ON MORTEM ET GLORIAM

BY

SIMON HALL

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The Author's Objectives

Firstly, a long list of thank you; obviously Simon Hall as these rules are based on his excellent ancient rules, Hunter Hope, Stuart Tonge, Rob Smith, Rob Huey, Nigel Emsen, Paul Cummins and many others.

Before going into the main rules this section gives you a brief summary of what I have aimed to create in developing these rules. I hope this will give you a sense of the purpose behind each part of the rules and a sense of the spirit in which they should be played.

What I have tried to achieve

Firstly, to try and share my passion for my favourite period - the renaissance. I have always played this period as much as I can when I can. I have often wondered why but I think it is the wide diversity in equipment, uniforms, fighting styles, cultures and the many clashes this involved. I've played through the period of George Gush, Tercio, Principles of War Renaissance on to FOG Renaissance. As I started out on the journey of developing these rules, I laid out a set of challenges for myself. For me the challenge was to make the games look like renaissance battles not just elements scattered over the table. No set of rules will be perfect at launch. There is always a twist. People will always find a hole. But with modern technology we can adapt and improve with regular review from the wider gaming community. Only you can tell me how far I have succeeded in meeting these challenges, but at least with the points below you know what I am trying to achieve. I hope you enjoy the starting position and that you will join in the fun of developing the game further in the coming years.

LENGTH OF GAME: Create a game where full-sized armies can fight to a conclusion in under 3 hours once players have got over the learning curve. There is a general trend towards faster results in all parts of society and we need to keep up. A 3-hour game gives easy club nights and evening games and allows us to play 3 games in a day if we want to do so.

PACE OF GAME: Make the game feel pacy at all stages - in the initial manoeuvre, in the main fight, and at the endgame. Or put another way, cut out as much of the "dull time" as possible whilst also giving players the feeling of a fire fight occurring. This in turn leads to making the outcomes resolved fairly quickly as situations occur rather than having them last too long in a semi-stasis.

INTERACTIVITY AND EXCITEMENT: Make the game come alive by being more interactive and have less time sitting watching somebody else play. If possible, I wanted to create near simultaneous movement rather than the *I-go-with-everything/You-go-with-everything* process of recent decades. In short, create a game that is as enjoyable as possible for us all to play, and keeps us on edge most of the time.

RICHNESS OF ARMY CHARACTER: Give the armies a lot of historical character so that you really feel you are leading the Swedes, or the Samurai, or the Poles. Sometimes I find that very different armies seem oddly similar - just another Mounted man in armour, on a Mount with a carbine. I have aimed to create more distinctiveness in the armies.

SIMPLE YET SUBTLE: Make every mechanism as simple as we can so that we take as much brain-strain out of the mechanics as possible. We can then apply our thinking capacity to our strategic and tactical options. This way it will be fun and readily accessible for the occasional player, but a real challenge for the serious player to play well. Put another way I want 80% of your brain power focused on your choices, and only 20% on working out the consequences, not the other way around.

AS REALISTIC AS POSSIBLE: Create a set of rules that allow refights of great battles with a minimum of special rules. I have always wanted to refight Pavia, Edgehill, Lutzen and Vienna without special rules and do something to reflect the fact that great Commanders often did a lot of their work before a battle by bringing an opponent to the field in the place and time of their choosing. I also want winners to feel they have been in a fight - it was very rare for a winner to be unscathed and in parade ground condition. So we should usually feel damaged after a battle.

REPRESENT THE RENAISSANCE: Create a set of rules that reflects the great change in technology that was the renaissance with the increasing sophistication in weapons in terms of both firearms and artillery.

MODERN AND FUTURE-PROOFED: Embrace modern technology to get away from books that are rigid and cannot easily be updated or lists or points systems that are frozen for eternity. Make full use of the web to support the game and create the communities we can all enjoy. And engage with that modern youngster who finds his phone and tablet as instinctive as I found kicking a football. The ability to create community is incredible and we can develop the rules, game, scenarios and campaigns in a way our hobbyists of the past could not. The website www.thewargameszone.org is the portal to all things Renatio et Gloriam.

An Overview of Renatio et Gloriam

"Nobody gets out unscathed"

This chapter gives you a very quick preview of the essence of **Renatio et Gloriam**. By the end of this section you will have a sense of what it is all about, and the role of the special dice and cards you have found within the game.

Playing at being a Commander

Renatio et Gloriam (ReG) for short) is a wargame where you take charge of an army from the Renaissance world - loosely defined as the period from 1494-1721. You command an army of 50 - 100 bases of painted figures, moving them on a table with model terrain that represents a battlefield.

You are the **Army Commander**, and with your key **Sub-Commanders**, you control your army in attempting to smash your opponent. So, you could be Gustavus Adolphus with his Swedish forces at Lutzen or Oliver Cromwell with his ironsides.... the choice is yours.

Put simply Renatio et Gloriam lets us play at being a Commander in the renaissance world.



An army in Renatio et Gloriam

An army is made up of sets of bases representing the units in an army. These bases are then grouped into **Unit Groups (UGs for short)** for the purposes of commanding your troops. Historical armies were commanded this way - rarely did individual units operate alone, they tended to be grouped together with others to make controlling them easier. A junior leader would be in charge of each of these groupings.

A **Renatio et Gloriam** army typically has 10-20 of these **Unit Groups**. A typical Pike and shot **TuG** is 6 bases, and a Mounted **TuG** is 4-6 bases - although again there is a variety to cover all types of unit and army. For instance, an Elephant **TuG** is 2-6 bases and a Tercio 16 bases.

A major difference in this period was the cooperation between different arms (mostly shot and pike) within a unit. The rigid division of pike and shot elements is not really reflective of the way they interacted within the unit. Many more formations than a central pike block and two sleeves of shot were utilized, but this cannot be represented at the scale we are playing. There was much more interplay between the two types of soldiers than we can represent with separate bases. Thus, all bases within a unit have the same abilities (unless specifically stated in lists otherwise) representing this close cooperation on the battlefield.

Armies vary hugely in their **TuG** mix and in **Renatio et Gloriam** they do this through the effect of their shooting rather than just their presence.

Routing the enemy

We measure the attrition, damage and reduced fighting ability of each **Tactical unit Group (TuG)** by reducing its number of bases. The basics of the rules are very simple. Kill more than half the bases in a **TuG** and it breaks and runs away. So, a typical foot **TuG** of 6 bases will break and run away when it loses >50% of its bases and its fighting capability will have been dropping with each previous base loss.

Destroying an army is equally simple. Break half of an army's **TuGs** and the army will run away.

Fast and furious

Renatio et Gloriam is designed to be played at a fast pace. The game is designed to be played to a conclusion in 3 hours once you are familiar with it. The preamble phase of the battle has all the grand tactical options you need, but they are resolved quickly so that you will usually be in action within 20 minutes of moving the first troops. The game is designed to be a fast moving and bloody affair, and like most battles, even as the victor you will usually have suffered losses. Hence the strapline "**Nobody Gets out Unscathed!**"

Subtle and rich in skill

The command mechanisms are very simple but allow a great deal of finesse within the game. As you play you will increasingly see the wide spectrum of choices you have as an Army Commander and how vital some decisions are. The role you give to your commanders at the beginning of the game is as critical as it was in reality. You also have considerable flexibility in how you design your army using the **Renatio et Gloriam Army Builder** and you will need to design it with your tactics and style in mind.

Leading your troops

You have a wide range of tactical options and choices to make as an Army Commander. These are all managed using the **Renatio et Gloriam Command Cards** that you will have no doubt opened by now. The cards come in five types with **BLACK**, **WHITE**, **GREEN**, **YELLOW** and **RED** fronts. There are 8 **BLACK**, 12 **WHITE**, 14 **GREEN**, 10 **YELLOW** and 6 **RED** in each pack. **RED** cards are the best and **BLACK** the worst. **RED** cards will allow sophisticated moves. **BLACK** cards usually allow nothing at all.

Better commanders get more cards. So, if you choose to be Gustavus Adolphus, who is a **Legendary Commander**, you will get 5 cards each turn with which to command his troops. If you are playing a **Mediocre Commander**, you will only get 2 cards each turn. So different commanders have different capacities to command.

The final twist in the movement part of the game is that there are three types of troops: **Drilled**, **Formed** and **Tribal**. Drilled troops find things easy to do so rarely need better than a **GREEN** card to do things. Tribal troops find all but the basics more difficult and will often need **YELLOW** and **RED** cards to do sophisticated things. There is a rich variety of different moves to choose from in the game and the cards are used to pay for all of these. So, more cards, of better colours will always be a good thing.

Inter-woven movement

The Command Cards are played alternately in **Renatio et Gloriam**. You play a card to prompt an action then your opponent does the same and so on. This creates a system of movement that is inter-woven rather than the I-move-everything /you-move-everything process of recent decades. Instead you will find there is an ebb and flow of actions and counters occurring continuously. Better commanders with **Drilled** troops can react more easily to an opponent's actions than poorer commanders with **Tribal** troops. You will also find yourself playing your cards in different **phases** of the game to perform tasks during or after fighting as well as movement. There is simply no such thing as "my go" - both players are involved all the time.

Causing damage

Damage is caused by rolling the special **Renatio et Gloriam Death Dice** and every time you shoot or fight with a file you will get to roll one of these. These are a set of dice in five colours: **BLACK**, **WHITE**, **GREEN**, **YELLOW** and **RED**. There are **three symbols** on the dice: a Skull, a Crossed Sword & Arrow, and a fancy S (short for "special"). When you roll the **Death Dice**, a Skull symbol kills an enemy base - simple! The Crossed Sword & Arrow symbol causes a wound - and two wounds kill a base. And the fancy S generates special effects

So in the game you will roll these dice for each file of bases shooting or fighting in order to damage opposing troops. The better your troops are, compared to your opponents, the better the dice you roll. **RED** dice are brutal and have 2 Skulls, 3 Crosses and an S. **BLACK** dice are timid in comparison - they have only one Cross and one S with four blank faces that do nothing. So, put simply, your job as Army Commander is to get your troops into a position to roll the largest number of the best dice possible in order to break your opponent.

And before the battle begins

In history one of the key skills of the best Commanders was to engineer when and where their armies fought. This was as important as their battlefield skill. In **Renatio et Gloriam** better Commanders give you a greater chance of forcing a battle on the terrain you prefer.

RENATIO ET GLORIAM

Renatio et Gloriam deals with the run up to the battle with a simple game-within-a-game, called the Pre-Battle System. This represents the five days prior to the battle and determines where the battle is fought. If you are the invaded player you choose a "map" for the type of territory where you would like to fight the battle, and you decide where you want to try to set up. But the opposing Commander will try to work you out of this position and into terrain better suited to them. This short pre-game represents a combination of armies making mistakes, having to move to forage, failing to understand where the enemy is, or being fooled by a clever Commander.

Above all else have fun

So that's a quick run through of what you will find as you go through these rules and start to play. First and foremost, **this is a game and should be fun**. The design objective throughout has been to achieve this while making sure the rules **portray what we do know** about renaissance history. There are areas of renaissance history that are fairly well understood; but many others where different interpretations are possible. We have tried to err on the side of interesting and enjoyable wherever there is doubt. So go and have fun.

*Shuffle the **Command Pack** and start rolling those **Death Dice!***

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Figures, Bases, Units and Armies

This section defines everything you need to know about your figures and how they come together to create a **Renatio et Gloriam** tabletop army.

Everything starts with individual figures. These figures are usually put onto bases which represent one or more real units in a Renaissance army. These bases are then grouped together into "table-top units" for the purposes of the game. You then have an army.

From figures to bases

You can play with individual figures by simply agreeing how many bases you consider to be a file in the rules. In ReG for this we suggest 4 bases for Close, 3 for Loose and 2 for Skirmish troops. In the main we play by creating bases of a standard width with different numbers of figures on them for different formation densities. We use base width or BW for all measurement in the rules.

As long as your troops are all based to the same BW convention you can use any basing system you like, and the rules will work. Base depth does not matter very much, and whatever is comfortable for the figures is best.

The recommended base width and depth for different scales is as follows and these widths are used for all competitions to ensure all players have the same convention (variations in depth are acceptable):

Figure scale	Ideal Width (BW)	Ideal Depth
20-25/8mm	60mm	30mm BW Foot 40mm BW Mounted 60mm BW artillery, Commanders, elephants
15mm/10mm/6mm	40mm	20mm BW Foot 30mm BW Mounted (including dragoons) 40mm BW artillery, Commanders, elephants

In terms of number of figures on a base, you will find that we have three densities of formation in the rules as you read this section: Close, Loose and Skirmish. The number of figures on a base should ideally be as follows:

Troop type	Close	Loose	Skirmish
Foot	3 or 4	3	2
Mounted	3 or 4	3	2
Elephants	1		
Artillery	1		
Commanders	Up to you		

From bases to unit groups

Now we need to take the journey from bases to the "units" you will use in the battle.

What we are looking for is how troops tended to be organised when they were looked at from the point of view of the Army Commander and his key Sub-Commanders. When commanding a battle at the top-level you would not be dealing with individual units, but rather how you have **clustered** them under your first and second tier of commanders. We can see this concept many times in battle reports and the resulting maps people have created from them.

So, this why in Renatio et Gloriam we work with clusters of units and term this a **Unit Group (UG)**. We then have two types of these:

- 1) **Tactical unit Group (TuG)** = a cluster of main battle troops intended to do the main fighting,
- 2) **Skirmish unit Group (SuG)** = a grouping of skirmish troops intended to harass and wear down opponents.

Every UG had a junior Commander or commander, but we do not need to represent them on the table-top given the level of game we are playing. This should not however stop us from putting a nice commander or Commander on bases within our UGs to make them look good, and we should not forget that these commanders existed and would deal with some of the really obvious things. But we are here to play the role of the Army Commander and his 1-3 key sub-commanders who led the centres, wings and reserves. So, we are going to work at the UG level.

UGs were largely pre-formed, but their allocation to wings, centres or reserves was often decided for the battle in question. In addition, the main Commanders were often allocated to their important tasks on the day or the night before a battle.

The TuG and SuG concept is fundamental and an army in **Renatio et Gloriam** is therefore represented by 10-20 of these. Armies vary dramatically in numbers and their mix of TuGs and SuGs. This variety of armies is one of the great attractions of the renaissance period.

UGs have some standard sizes. Foot will usually be made up of 6 bases (Pike and Shot), 12 bases Keils or Tercios, 4- 6 bases Mounted and so on. The army lists give you the UG sizes that are allowed for the army you have chosen to field.

Commanders

An army will always have an **Army Commander** with overall control of the army - the Gusatavus Adolphus of your army. In addition, you will have 1-3 **Sub-Commanders** who take charge of centres, wings or reserves -. Sub-Commanders can be **Allies** with suspect reliability and outside the easy influence of the **Army Commander**.

Commanders are given a classification in the rules that represents their capability. The best commanders are **Legendary** and then we go through **Talented**, **Competent** and down to **Mediocre**. Only an **Army Commander** can be **Legendary**.

Soldiers with organised command structures had greater flexibility in managing their armies than tribal types. We reflect this by giving commanders one of three classifications: **Professional**, **Instinctive or tribal**. Professionals have learned to operate within an army as a lifetime task and have structured and organised methods with a recognised and well organised

command team. Tribal commanders may be very talented but have learned on the job without such benefits or constraints. So, a full classification might be **Competent Professional Sub-Commander** or **Talented Instinctive Army Commander** or **Mediocre Tribal Commander Ally**. The first part shows how good they are as an individual, the latter how they interact with other Commanders.

Commanders are represented on the table-top by 1BW square bases and you need to have a method to tell what their quality level is.

Types of Commanders		
Legendary	Professional	Army Commander only
	Instinctive	
	Tribal	
Talented	Professional	
	Instinctive	
	Tribal	
Competent	Professional	Army Commander, Sub-Commanders, and can be Allied Sub-Commanders
	Instinctive	
	Tribal	
Mediocre	Professional	
	Instinctive	
	Tribal	

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Troop variety and classification

Every base is classified to give it the right character. This massive variation in troops is one of the great appeals of renaissance war-gaming. Bases are defined using six key areas of classification providing a rich tapestry of troops in our games.

Type

The basic definitions for troop types of which there are five:

- a) Foot
- b) Mounted (Includes Dragoons)
- c) Artillery
- d) Elephants
- e) Battlewagons

Training and Formation: This mainly affects ease of manoeuvre and how much terrain affects fighting capabilities.

Fighting Quality and Shooting Ability: These affect the amount of fighting and shooting damage caused and received and are dealt with separately so you can have poor quality troops who can shoot well and vice-versa.

Armour: Four grades to cover everything from the least to the best armoured troops in the era.

Weaponry: A range of weaponry types that affects combat effectiveness against different types of opponents.

Special Characteristics: Some 20+ special characteristics that bring out the full variety of troops in the renaissance period giving them the right feel. Some are common, others are rare. All are interesting and fun.

So, all troops in **Renatio et Gloriam** are classified along these six classifications and over time you will start to empathise with the character of each of the troop types in your armies and to understand their capabilities and vulnerabilities.

Troop type

FOOT	<p>All foot soldiers fighting and shooting on foot.</p> <p>An army must usually deploy an on-table camp that represents its immediate supply base, non-combatants, baggage and so forth. Camps are usually graded as Poor, but may be upgraded to Average or Superior, representing them having troops defending them. In addition, camps can be Fortified or Mobile, or Flexible (which makes them fortified when defending but mobile when invading). Some nomadic armies may have the option not have a camp at all when invading enemy territory.</p>
MOUNTED	All mounted troops including dragoons
Artillery	Covers all guns, rockets, bolt shooters and stone throwers used throughout the period
Battle Wagons	Heavier carts intended to move only at the walk and to be a large platform for foot troops and/or as a barricade. generally manned with missile troops and occasionally with attached foot troops or on-board artillery.
Elephants	All Elephants prepared for battle. These range from tribal elephants with a few riders, through to heavily armoured elephants with howdahs stuffed full with arquebusiers

The main effect of TYPE is to determine which troops can move together to do what are termed "**Block Moves**" where multiple UGs are moved together.

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Fighting quality and shooting ability

Fighting Quality

These are classified in four levels. The majority of troops in ReG games are *Average*.

Quality	Description	Examples
EXCEPTIONAL	The very best fighters with high levels of equipment and usually with excellent armour and equipment. There will be very few of these in any army - if any at all.	Swedish Yellow Brigade.
SUPERIOR	High quality troops with standard equipment or troops of lesser quality who are very well equipped and armoured. Occasionally armies may have large quantities of these. Most armies have only a modest number of these.	Polish Hussars
AVERAGE	Typical fighting troops with standard equipment. These will tend to be the majority of troops on the battlefield for most armies.	The most common quality level on most battlefields.
POOR	Fighters of questionable resilience. Usually fairly modestly equipped. With limited courage and equipment for hand-to-hand fighting. They are however rather useful in large numbers.	A common Foot classification for untested troops in many armies and for most artillery during this time.

Firepower ability

This is classified independently of fighting quality. This allows us to represent a range of troops such as pike and shot with not many muskets to later units with lots of muskets as well allowing us to represent troops who are fairly ordinary in a fight but were very good at shooting (and occasionally vice-versa).

Ability	Description	Examples
High Firepower	A very well-trained unit	Veteran Janissaries, Later XVIIth & XVIII Century troops with more modern muskets and drill
Average Firepower	Standard Pike and shot and musket unit during this period.	Standard TYW's and ECW Pike and Shot Regiments
Low Firepower	Low percentage of firearms or poorly trained.	

Training and formation

There are three levels of **training** and four different **formation** types. This allows a realistic differentiation of the wide range of troops in the renaissance era. It mainly affects how troops move using the cards and how effectively they fight in different types of terrain. This feature is described either by *Skirmisher* or - if they are *Battle Troops* - by a combination of two words such as *Drilled Close*, where the first is about training and the second about formation types.

Training

Training	Description	Examples
DRILLED	These are the professionally trained troops who have repeatedly practiced manoeuvres and formation changes. All Skirmishers move as if Drilled representing their relative ease of moving in open formation.	XVIII Century Troops
FORMED	These troops are able to operate in formation but find many manoeuvres more difficult, or even impossible, compared to drilled troops.	Majority of troops in 16 th & 17 th Century troops.
TRIBAL	These troops tend to form into loose tribal gatherings rather than formal unit. They are much less able to carry out battlefield manoeuvres.	

Formations

There are four **formation** types that represent different fighting methods. These define how UG's look on the table top as well as how effective they are in different types of terrain.

Formation	Description	Examples
CLOSE	Troops operating in close formation that depend upon <u>co-ordination and cohesion between individuals</u> for their fighting effectiveness. Where this cohesion is disrupted, they will lose much of their strength in battle. When it is maintained they are very hard to beat.	
LOOSE	These troops operate in a more individual manner giving them space individually and they do not rely so much on coordination with their neighbouring fighters.	
FLEXIBLE	<p>Flexible Foot C/L: troops which could operate in a more open formation and to close ranks at other times. These troops can choose to be Loose or Close and can use command cards to swap between these.</p> <p>Flexible Foot L/S: troops which could operate in a more open formation and to close ranks at other times. These troops can choose to be Loose or Skirmish and can use command cards to swap between these.</p> <p>Flexible Foot C/L/S: troops which could operate in a more open formation and to close ranks at other times. These troops can choose to be Loose or Close or skirmish and can use command cards to swap between these.</p> <p>Dragoons Flexible MFL: (Mounted Formed loose)/ FFL (Foot Formed loose)</p>	<p>Foot armed with Bayonets and other troops used to fighting shoulder to shoulder or dispersing through terrain.</p> <p>Troops like Cossacks who could fight in loose formation but were also able to skirmish if required</p> <p>These are dragoons who switched between mounted and foot but always shoot as foot.</p>
	<p>Flexible Mounted: troops who could operate in skirmish formation and close ranks to fight. Can choose to be in Loose or Skirmish formation and switch between them.</p>	

Weaponry

The wide range of weaponry used in the renaissance era is one of the things that make the period so interesting and details of all the different types of weapons can be found in the glossary from pikes to bayonets and bows to muskets.

Armour

The wide variations of armour types are considered when considering fighting quality.

Armour	Description	Examples
Unprotected (UP)	Troops with no protection at all	
Protected	Troops with some protection	
ARMOURED	Troops covered in metal armour which gives them protection against missile fire from anything that couldn't penetrate - reducing the rest to concussive effects.	Kurassiers.
FULLY ARMOURED	Not many around during this period but representing the best equipped troops during the Early 16 th Century.	Most Gendarmes in the early part of the 16 th century.

Special Characteristics

These bring ReG armies to life even beyond the items above, giving them added character. We have over 20 features that bring the right behaviour of troops beyond what they are armed with, or how they manoeuvred, or how good they were.

Resulting Troop Variety

Troops are classified by combining these different categories. The richness allows for great variety of troop type and we believe gives a better representation of renaissance troops than more bundled methods. In **Renatio et Gloriam** we hope you will feel that the troops feel right in their on-table character.

Here is a table of classic troops from the renaissance to show you how they are classified overall.

EXAMPLES OF FAMOUS TROOPS TYPES

<i>Name</i>	<i>Type</i>	<i>Formation</i>	<i>Armour</i>	<i>Quality</i>	<i>Shot</i>	<i>Shooting</i>	<i>Impact</i>	<i>Melee</i>	<i>Special</i>
Swedish Blue Brigade TYW P&S	Foot	Formed Close	Protected	Superior	Musket	AFP	P&S	P&S	Shoot and Charge Elan P&S
Finnish Hakkapeliita	Mounted	Formed loose	Protected	Exceptional			CPi	MPi	Ferocious
Transylvanian Haiduks	Foot	Formed loose	Unprotected	Average	Musket	AFP			
Tilly's veterans	Foot	Formed Close	Protected	Superior	Musket	AFP	P&S	P&S	Early P&S
Tercios viejos espanoles	Foot	Drilled Close	Protected	Exceptional	Musket	AFP	P&S	P&S	Early P&S
Newly raised Protestant regiments	Foot	Formed Close	protected	Average	Musket	LFP	P&S	P&S	P&S
Reiter	Mounted	Formed loose	protected	Average	Carbine	AFP			Later Caracole
Kurassiere	Mounted	Formed Close	Armoured	Superior			TPi	MPi	
Later Kurassiers	Mounted	Formed loose	Protected	Superior			CPi	MPi	Aggressive
Transylvanian Hussars	Mounted	Formed flexible	Unprotected	Average	Bow				
Polish Hussars	Mounted	Formed loose	Armoured	Superior			CL	MPi	Ferocious
Polish Pancerni	Mounted	Formed loose	armoured	Superior	Carbine	AFP	LL	MPi	

Pre-Battle System

The best Commanders were not just good tacticians on the battlefield. Much of their work was done before the battle in trying to bring the enemy to battle at a time and place of their choosing.

Renatio et Gloriam has a simple Pre-Battle System (PBS) that is designed to represent the five days before a battle and determine where a battle is fought. Again, you will find all the information you need is ready for you on your Army Builder. In this section we are going to use four pieces of information:

1. The quality of your **Army Commander**. This affects your chances of having the choice of whether to invade your enemy, or to be invaded. The better Army Commander is more likely to create the fight in the area of their choosing.
2. Your **Territory Types**. Each army has a set of these that reflects the terrain of its homelands and if invaded you can choose to be in any of these.
3. Your **PBS Map Cards**. This is a number of cards you use to determine exactly where a battle is fought after 5 days of manoeuvring. It is calculated from two things: 1) the quality of your commanders overall and your Army Commander in particular 2) a bonus for having large numbers of troops who could scout for information. So essentially the best Commanders with the best information will have the best chance of moving the enemy to battle in the time and place of their choosing.
4. Your **Scouting Cards**. Having decided where you are fighting these are used to decide if anyone has had a good look at the opponents on the day of the battle and therefore has some sense of how they are deployed before they make their battle plans. This is calculated using the same two aspects as above, but it puts much more emphasis on the scouts than the Commanders. **Mounted** and **Foot Skirmishers** all contribute to scouting and the very best are **Dragoons, flexible mounted and Mounted with caracole**.

To get a feel for how these numbers change just play around with the **Army Builder** and see what happens.

Refer to the **Pre-Battle System** A4 card that has come with your rules. This has the entire sequence that follows in summary form and you will soon find you only need this to set up a game. It also has the important table of how much of each type of terrain to put out in different situations. Refer to it as you go through this section.

Invading and Defending

1. Roll a single **Death Dice** depending on the quality of your **Army Commander** as follows:
 - 1.1. Legendary = Red
 - 1.2. Talented = Yellow
 - 1.3. Competent = Green
 - 1.4. Mediocre = White
2. The highest score chooses whether to invade or defend. On a tie re-roll. A Skull beats Sword&Arrow beats an S, beats blank.

Choosing a Territory

1. Every army has territory types listed in the Army Lists. These are **Cultivated(C)**, **Mountains(M)**, **Forest/Jungle(F/J)**, **Plains / Desert(P/D)**, **Seashore(S)**.
2. The **Defender** chooses which of the territories available in their army list will be used. This represents them choosing the type of area to move into in order to defend their homelands. The battle may not be moved out of this terrain type

Positioning of an Army

1. Take a look at the PBS generic map. This is printed with a grid that on one axis has three types of secure flanks, on the other five levels of terrain density - so 25 **PBS Squares** in total. Read across from any square to see what sort of secure flank, if any, exists and read up/down to see the density of terrain that applies.
2. The winner with a skull can choose a strategic intercept in which case they place the army counter in the terrain chosen by the defender otherwise the **Defender** chooses which one of the 25 squares to initially occupy. This represents the five days before the battle the army commander choosing to base their army in a location they prefer. You may choose any starting square allowed for the territory type chosen, and this is coded on the map with letters (S for Steppes, Waterside etc.). The defender cannot be pulled out of his territory type.

The five days before the Battle

1. We now play a simple 5 turn mini game to represent the 5 days before the battle and find out where the battle is ultimately fought. This is done using the Command Cards. Armies with better commanders and good Scouting information will tend to force other armies into fighting in a different place than is ideal for them.
 - 1.1. Deal out the number of **Map Cards** shown on your **Army Builder**.
 - 1.2. We are going to each play 5 cards - one for each day.
 - 1.3. If you have fewer than five cards, then you must pass at some point and you are considered to have a played a black card. Your opponent can then choose his card with that in mind (it is therefore risky to design an army with fewer than 5 cards for this part of the game).
 - 1.4. You may save any remaining cards to use in **Out-scouting**. But only if you have more than 5 cards
 - 1.5. Each choose a single card and then both reveal them simultaneously.
 - 1.6. The player with the better card gets to move the marker around the map as shown on bottom-left of the map. One card better allows you to move it 1 side to side/up or down, two better the above and 1 diagonally, 3 better the above or 2 side to side, 4 better the above or two diagonally. However, you cannot move out of the terrain type original chosen by the defender.
 - 1.7. Repeat until 5 cards each are played (or the equivalent including any passes).
2. The resulting square is the terrain in which the battle is fought.

Terrain Set-Up

1. Look at the PBS QRS to follow the sequence.
2. First, we pick a table edge and put down any secure flank:
 - 2.1. If a river/coastline it is placed by the defender up to 4BW into the table.
 - 2.2. Otherwise each player chooses a piece of terrain of the type allowed which must be at least 6BW by 6BW and up to 8BW x 8BW and then places it:
 - 2.2.1. On the same side table edge, each in their own half.
 - 2.2.2. Entirely within the flank sector of 10BW if it can fit anywhere,
3. Look up how many compulsory pieces of terrain there are to put down. The Defender chooses first then the invader and so on till all the pieces are taken.
 - 3.1. Any terrain can be chosen that fits the characteristics of the PBS Square of the battle (see the terrain table).
 - 3.2. The **Defender** places their first terrain piece first, then the invader and so on. Each player places their pieces as follows:
 - 3.2.1. The placing player rolls two d6. First d6 for placement: - 1 it must go in the left flank sector (10BW strip across the table to your left), 2/3/4/5 the middle section between the two flanks, and 6 the right flank (10BW strip across the table to your right) sector. Second d6 on an odd number must touch edge on an even it doesn't have to. Note you can place terrain in your half and/or the opponent's half of the table.
 - 3.2.2. The other player rolls a dice and can, but does not have to, move the pieces up to 6 BW with a 4+, pivot it on any point with a 5+, or remove it entirely with a 6.
 - 3.3. The **Invader** places their compulsory terrain as above.
4. Repeat 3 for optional terrain. These must be at least 5BW x 5BW and may be up to 10BW x 10BW.
5. All terrain must be initially placed at least 2BW from everything except a River/Coast (which it can touch), or a field which may touch another field or a BUA. - but any terrain may touch after their position has been adjusted but may not sit on each other.
6. If a piece cannot be so placed, it is lost - this will happen quite often where a piece goes into a secure flank due to the terrain that is already there.
7. Your terrain is now complete. It can vary from nothing at all (where even the 1 compulsory has been removed on a 6) through to maximum of 12 pieces if fighting with a secure flank in Very Dense terrain, and with both players putting down everything possible and having nonremoved or unable to fit. Of course, the extremes are rare, and most a battlefields have 2-5 pieces on them.

Out-scouting

1. Do not put cards played back into the pack. Deal out the number of cards needed to take each player up to the number of out-scouting cards shown on the Army Builder - i.e. deal the number less any held back from terrain above.
2. Pick your five best cards and compare them. A Green card is worth 10% of the opposing army, Yellow 20% and Red 40%. Work out the difference and the loser has been **Out scouted** by this amount. If there is a tie no out-scouting has occurred.
3. **Out-scouted** player deploys his camp and then this % of his UGs rounded up with a minimum of 4 with artillery deploying first.
4. After out-scouting players decide on **Ambushes** and **Flank Marches** as per those rules.

Remaining Deployment

1. If there has been any *Out-scouting* then the other player now deploys the same number of UGs, and players then alternate with 4 UGs at a time until all troops are deployed. The *Camp* must go down first followed by any medium & heavy *Artillery*.
2. If no *Out-scouting* occurred the *Defender* starts by deploying 4 UGs. The *Camp* must go down first followed by any medium & heavy *Artillery*.
3. Carry on until all troops are deployed. The final batch of UGs may be fewer than 4.
4. Deploy up to 6BW from the centreline of the table, only SuGs, Mounted TUGS, Dragoons or Commanded shot may deploy in the outer 10BW of the table on the wings except on a side where there is a secure flank from the PBS map.
5. Once all troops are on the table players may wheel any of the artillery backwards on either corner.
6. Then deploy *Commanders* and declare what is in their command. This is a crucial decision for the game.

TIP: If so desired, it is easy to make clear who is which command throughout the game. Just put standard post-it notes of different colours under the bases of the commanders, the UGs under command and on the card holder. Everything is now colour coded for just that game. This is not generally necessary, but I tend to do it if an UG gets separated from commands to keep it clear.

7. The *Invader* is the *Active* player for the first turn and starts with the card pack.

Terrain table

Refer to the A4 printed terrain table that is with your rules for the full set of terrain options. It is on the back of the *Pre-Battle System* so you can flit between the two as needed. Having this on a separate card makes set up easier.

Playing the Game

This chapter contains the set of master rules to follow as you play the game. **The rules are designed to have a core and reference sections that contain everything you need to know at each stage.** You will soon find you don't need to refer to anything except the Quick Reference Sheet (QRS), and not long after that, when you have got used to the factors that matter for your army, you will only rarely need to use even the QRS.

At the beginning of this section will find a small number of *Universal Rules* that apply throughout, followed by what you need to do at every stage.

This is a game and should be fun above all else. Where players disagree the interpretation of words in the rules - which is bound to happen at times - try to follow the intent of the author where you can agree it, and simply roll a dice where you cannot, and get on with the enjoyment.

Umpires managing competitions should interpret rules as written wherever possible but where a confusion arises try to work with the author's intent where they feel able to do so. Players should accept that an umpire is giving their time and energy to play an important role in supporting the event they are enjoying and respect their judgements. The author can always be asked for an interpretation via the forum thereafter and rulings improved for future games. This is the nature of all rules, as no amount of testing or drafting can accommodate all situations. Never let rule disputes spoil your fun - life is too short and there are more games to play and enjoy!

Turns, Phases and Sub-Phases

1. The game is played by repeating the *Turn Sequence* shown on the *Quick Reference Sheet (QRS)*. Refer this as you go through this section and as you play the game. This has been designed in a precise way and following it resolves many apparent issues - so as a minimum fall back on it when you reach a situation that looks complex.
2. A *Turn* is the entire sequence above, a *Phase* is one of the six parts numbered 1,2,3,4,5,6 and a *Sub-Phase* one of the items numbers 1.1, 1.2 and so on. In Turn 1 you will be able to go from Phase 1 to Phase 4, but from Turn 2 follow the full sequence as there is often charging and shooting early as this due to the pace of the game. The rules below are written with reference to each Sub-Phase as SP1.1 etc. A game is typically 5-8 Turns.
3. The *Active Player* is the player with the pack and the pack is passed over at the end of every Turn. The pack should always be placed in the right-hand corner in front of the active player to signify they are active. All used cards and discards should be placed in the opposite corner to keep the table neat and tidy.
4. In any *Sub-Phase* players take alternate goes. This creates a form of near-simultaneous movement. More specifically when it is you go you can:
 - 4.1. Play a card to prompt an action.
 - 4.2. Make a free action if one exists.
 - 4.3. Discard a card.
 - 4.4. Pass.
5. A better card than needed (a higher numbered card) can always be used to prompt an action.
6. **RED**, **YELLOW** and **GREEN** cards are referred to as *Coloured Cards*; **WHITE** and **BLACK** as *Non-Coloured Cards*.

7. A **Sub-Phase** stops when both players pass consecutively. If you pass and your opponent makes a prompted action you may make actions again. However, if you pass twice then you are finished and the opponent has **Free Reign** for the rest of that Sub-Phase, allowing them to do anything they can with their remaining cards. To show you have passed once, take a card from the discard pile and place it face down next to your camp (or table centre if you have no camp).
8. The **Active Player** always chooses the first action in any Sub-Phase and players alternate until all actions are completed and both players pass. As a result, the active player chooses the first file to fight in each combat; which declared charges to move first; which movement actions to do first, and so on. The other player then makes a choice, and so on until all choices are exhausted. At times, you will agree that the order does not matter and, in that case, simply do things in any order (e.g. a fight with no shoves and no risk of either side breaking or moving charges which do not affect each other).

Universal Rules

1. An army is **Broken** immediately if it loses half of its TuGs, and the game then stops. You do not finish a Sub-Phase, Phase or Turn. A TuG is **Broken** immediately if it loses >1/2 of its bases (i.e. if a 6 bases it breaks on 3 losses and a wound, or), a SuG when it loses a >1/3. A broken UG immediately stops fighting, and does not roll any remaining combat dice, but does complete any shooting when broken in the shooting phase.
2. Units must maintain their frontage at all times (the only three exceptions are whilst in combat, they can drop one base to get round friends to charge and drop a file back to get around friends in pursuit (they automatically reform after combat finishes, before they pursue, or as soon as enemy breakoff) This ensures that they all look like the units they represent rather than a mess of bases.
3. Infantry other than Keils or Tercios may not charge Mounted (other than dragoons) unless any part of the mounted unit is already engaged in frontal combat (not as an overlap)
4. Pike & Shot units may as a M1 move drop their pikes and become a formed loose unprotected musket unit with any of the attached characteristics, once done they must stay this way for the rest of the game. (They can do this for free at the beginning of the game). This can be of use to take terrain etc
5. A **Commander** may move once only during each of the Charge and Movement Phases (other than as an Outcome move) whether moving on his own or with an UG. Otherwise their location is always fixed, and they must be with a file (in front or behind it) or be standing alone. Commanders can move with an UG, but always stay with the file they are with, and in the same position unless needing to be displaced to make room. If displaced they go to the other side of the file first if this is possible, and if not then to next nearest file (with the owner choosing the direction), and so on until space is found. Commanders may only otherwise move position - even changing file within an UG - by paying a Command Card to do so, or due to an outcome move. (See QRS).
6. A Commander can **Upgrade** a Command Card once only in each and every phase (9.3B). So in Charge and Movement Phases they can move once and upgrade once (so they cannot move to join an UG and then move again with it, but they can join it and cause it to expand in combat or recover a wound).
7. All UGs reform back into legal formation immediately they complete their pursuit and are free from combat. Legal formation for a pike and shot is three wide.

8. All **Moves** (prompted and outcomes) may always include up to a half Base-Width **Shift** to: a) move around friends, b) **align** or **join** to friends to make a block or overlap, c) move around terrain, or d) avoid a table edge (9.3C). avoid enemy if making a Run Away, Skirmish or Break Off action." This is called the Universal 1/2BW Shift At any time, a **TuG** moving may **Displace** a friendly **SuG** up to 1BW out of the way to make room for its move, as long as a) there is room to do so, and b) the SuG doesn't thereby come in range of enemy it currently could not shoot at, or into charge reach of a SuG it could not otherwise charge (9.3G). If such conditions do not apply, the SuG cannot be displaced,
9. All troops may **Pass Through** friendly foot SuGs & artillery in any direction, and vice-versa, during the movement phase, but may not charge through them. (9.3D).
10. All **Charges** may have a wheel of up to 90° at the beginning of the charge but may not pass through any friends unless making a **Forced Charge** (9.4A).
11. Even if already engaged in combat an UG may charge with any of its files that are not engaged frontally at any target that is within 1BW.

Start of Game

Before the game starts scouts may make a single white move alternately starting with the player with the pack.

Card Phase

1. **SP1.1:** Players place any cards they have kept from the previous turn next to their on-table Commander. The Active player shuffles the pack putting back any discards from the previous turn, and deals cards to each Commander so that they have again their 2/3/4 or 5 cards each for **Mediocre/Competent/Talented/Legendary** Commanders respectively. Cards should be dealt to each Commander in a circulating fashion to ensure maximum shuffling effect.
2. **SP1.2:** Cards are dealt face up for **Flank Marches** that have not yet arrived, for **Allies** on the first turn, and for **Allies** as long as they remain **Unreliable**. RED cards are needed for flank marchers to arrive; WHITE and BLACK cards may cause troops to be **Unreliable** or cause **Desertion**.
3. **SP1.3: Professional Army Commanders** can **Gift** cards to non-allied professional **Sub-Commanders**: any number of cards may be gifted to any such Commander within 20BW.
4. **Instinctive Army Commanders** can gift 1 card to each such Sub Commander inside 10BW.

Charge Phase

1. **SP2.1:** SuGs can be moved out of the way to allow friendly UGs to charge using a C1 Prompted Action - the move must be a WHITE move from the SuGs column. They must thereby make room for an UG to charge and this UG must charge (if it doesn't the opponent can claim a KaB test on it for the confusion). **Forced Chargers** will burst through friends in the way and cause KaB tests on any TuGs passed through and destroy any SuGs they burst through.
2. **SP2.2:** Alternately declare or hold any **Charges**.
 - 2.1. Place a **Charge Marker** with each UG as you declare it to show the direction of any charge, but do NOT move any bases at this time.
 - 2.2. **Charges** may be single UGs or **Block Moves**.
 - 2.3. There are three types of **Charges**: **Forced**, **Free** and **Prompted**:
 - 2.3.1. **Forced Charges** can be declared for free but require cards to hold them.
 - 2.3.2. **Free Charges** can be declared without spending a card.

- 2.3.3. **Prompted Charges** must be paid for and are all GREEN card costs.
- 2.4. All charges are now marked but NO bases moved.
3. **SP2.3:** Now mark any remaining **Forced Charges** that have not been held - you have passed the opportunity to hold them, but you can still choose your direction of charge.
4. **SP2.4:** Alternately prompt and move **Counter charges** and **Intercepts** and move these UGs into positions to try to get in the way of enemy charges. (Note Foot units cannot Counter charge or Intercept mounted units except dragoons) Such moves cannot go within 1BW of the chargers they are responding to and Intercepts may only go directly ahead. An intercept by mounted to stop a Foot charge (except Keils & Tercios) will end up with the foot stopping 1BW from the mounted, they are considered to have charged so cannot move or shoot that move.
5. **SP2.5:** Carry out your **Run Away** or **Skirmish** moves and carry out all firing on chargers (from those making response moves and those standing).
- 5.1. Choose whether to **Run Away**, **Skirmish** or **Stand**. In general, SuGs and Mounted or Camelry can Run Away or Skirmish and others stand but check the full rules for the exceptions and specifics.
- 5.2. Shoot at chargers using the shooting mechanism firing with all files where the charger's **Path of Charge** comes within 1BW (9.4E). A single file may only shoot once and if there are multiple potential targets it must shoot at the charging file that crosses most of its front.
- 5.3. Note any **Slowing Effect from Fire** (9.6F) by placing a dice behind the target UG with a number to show how many BW of movement have been lost.
- 5.4. Move all UGs doing **Run Away** or **Skirmish** moves:
- 5.4.1. Roll a **variable movement dice** using the table on the QRS.
- 5.4.2. If making a **Run Away** move end up facing away from enemy; if making a **Skirmish** move end up facing towards enemy.
6. **SP2.6:** Complete charge moves - alternately starting with the active player if the order matters. So, if there is an UG charged on the flank which is itself charging it might get away by out running its attackers.
- 6.1. Charging troops keep to their direction except where their target has moved in which case, they may alter direction to get as close to them as possible, if this is multiple targets, they can choose which one to follow.
- 6.2. Use Command Cards from Commanders within 4BW of chargers to **Prompt Through Fire** to get back movement distance lost from shooting - you get 1/2/3 BW back for a GREEN/YELLOW/RED card respectively (9.6G).
- 6.3. Once contact has been made **Press Forward** up to 1BW (from original point of contact) with any file that can thereby contact any enemy and if newly contacted UGs would/could Run Away or Skirmish they may do so but without firing.
7. **SP2.7:** Align and fight Charge Combat:
- 7.1. Before fighting any UGs may **shift/pivot** to align with enemy if the moving player so chooses (in general no front corner of a front base may move more than 1BW, rear bases simply follow). Alignment is not compulsory, but often creates a useful tidying effect.
- 7.2. Fight **Charge Combat** using the **Combat Mechanism**:
- 7.2.1. The **Active Player** chooses the order in which to resolve **Combats** when it matters (which is rarely the case).

- 7.2.2. Fully complete each **Combat** in turn, and within each combat the **Active Player** chooses the first file to fight, the inactive the second, and so on until all fights are completed. This ordering at times does not matter and players can agree to roll them from left to right, or even together, instead.
 - 7.2.3. A file next to a **Shatter** or **Shove** - if one exists - must be chosen ahead of any other file. Use a marker such as the RED ReG Shatter/Shove marker to note a live Shatter or Shove.
 - 7.2.4. Remember that **Supporting Files** do not count in **Charge Combat**.
 - 7.2.5. Remember to do any immediate **Kill a Base** tests such as for a killed Commander.
 - 7.3. Casualties are removed according to the detailed rules. In general they come from the back of a file as long as bases are of the same type as the front. Nor can a base be removed if this results in its UG losing contact entirely with an enemy UG if there is any other base that can be removed that does not cause such to happen.
 - 7.4. If an entire file is destroyed any troops fighting their flank can press forward up to 1BW into contact with other enemy bases.
 8. **SP2.8: Charge Combat Outcomes:**
 - 8.1. Make any end of phase **Kill a Base (KaB)** tests for broken TuGs (including camps lost as they are a TuG), to kill Commanders with a broken UG, etc. as per the KaB table.
 - 8.2. Note that there can be as many KaBs as there are causes on any UG. So if a Commander is killed in a rout this will itself cause more KaB tests on neighbouring troops, and so on.
 - 8.3. Move **Routs**. Roll a d6 to make a variable distance rout move for troops that are broken. In general:
 - 8.3.1. Routs can only shift 1/2BW to avoid things as per the Universal Rules. If routers meet any enemy or a table edge, then they stop at that point.
 - 8.3.2. If they meet friends, they must pass through them causing KaBs unless either the routers or those being passed through is a foot SuG.
 - 8.4. Play cards to **Hold Pursuers** where desired and allowed to do so. Make a **Pursuit** with any other UGs who were in front-edge contact with any routers, unless they have other enemy who have their front-edge in contact with them.
 - 8.5. Remove all routers from the table.
- Shooting Phase**
1. **SP3.1:** Both sides **shoot** with any files that did not shoot in the charge phase: This includes artillery shooting in the first move.
 - 1.1. Use the **Shooting Mechanism**
 - 1.2. Remove any casualties
 - 1.3. Note any **Slowing Effect of Fire** by placing a purple dice behind the target UG.
 2. **SP3.2:** Shooting Outcomes
 - 2.1. Carry out any **KaB tests** as a result of any broken troops.
 - 2.2. Any UGs broken make a **Rout** move
 - 2.3. Any UGs in contact make a **Pursuit** move
 - 2.4. **Remove routers.**

Movement Phase

1. **SP4.1:** Either side may *Align* - starting with the Active player.
2. **SP4.2:** Any Professional & Instinctive Commander killed in the previous turn is replaced at this stage by a subordinate - place the new Commander with any remaining UGs in the command, or if none exist place with the camp.
3. **SP4.3:** Movement.
 - 3.1. Starting with the active player, either:
 - 3.1.1.a) play cards to make a *Prompted Action* allowed in the movement phase on the Prompted Actions chart, or
 - 3.1.2.b) discard a card, or
 - 3.1.3.c) pass.
 - 3.2. Continue with the inactive player, then the active and so on, until both sides pass.
 - 3.3. Remember to take off movement distance for any *Slowing Effect of Fire* and recover using cards to *Prompt through Fire* if desired.
 - 3.4. The following UGs may not make *Prompted Actions* other than MF1 and MF2 when in combat:
 - 3.4.1. UGs that charged in the Charge Phase,
 - 3.4.2. UGs that pursued in the Charge Phase (so TuGs that dispersed SuGs can).
 - 3.5. UGs that made a Run Away or Skirmish response moves are limited to three actions:
 - 3.5.1. Turn 180° on the spot using an M9 action, or
 - 3.5.2. An M10 action and turn 180° with a maximum distance of 2BW and no wheels (i.e. they can go straight backwards or forwards).

Fighting Phase

1. **SP5.1:** Either side may - starting with the Active player - *Align*.
2. **SP5.2:** Fight Melee Combat:
 - 2.1. Fight each *Combat* to completion in turn using the *Combat Mechanism*.
 - 2.2. Remember that *Supporting Files* fight giving additional dice in melee combat.
 - 2.3. Remember *Shove* effects and others that apply such as *Melee Expert* and *Steady* but remember that *Shatter* does not apply in melee.
3. **SP5.3:** Melee Combat Outcomes:
 - 3.1. Take KaBs for any broken TuGs, and to kill any Commanders with any broken UGs.
 - 3.2. Make Rout moves.
 - 3.3. Make pursuit moves.
4. **SP5.4** Breakoffs:
 - 4.1. Make any F2, F3 and F4 break off moves (see Prompted Actions Table on QRS), and
 - 4.2. Make any associated KaB tests for dangerous versions thereof.
5. **SP5.5:** Post-Combat moves for troops in melee: Starting with the *Active* player, alternately prompt post-combat MF1 and MF2 actions only with remaining Command Cards - plug gaps, create supporting files, turn to fight enemy to flank or rear:
 - 5.1. with an MF1 move any or all bases in an UG can be turned to face any enemy in contact, and
 - 5.2. as many MF1 and MF2 actions may be carried out by a single UG as their cards allow.

End of Turn Phase

1. **SP6.1** Recover any wounds. Commanders must be within 4BW and can then use cards to remove a wound:
 - 1.1. a RED card for UGs in Combat, or

- 1.2. a YELLOW or better card for UGs not in combat.
- 1.3. A Commander's single upgrade for the phase may be used if they are with the UG.
2. **SP6.2** Any Tribal Commander killed in the previous turn is replaced at this stage by a subordinate as above. Place the new Commander with any remaining UGs in the command, or if none exist place with the camp.
3. **SP6.3** Carry out KaB tests for any Sacked Camp - i.e. any camp broken in the charge or melee combat of this turn. If your camp is sacked, the enemy gets a KaB test against every UG in your army.
4. Both players **Discard** any remaining cards as desired, and the active player passes the pack to his opponent, who now becomes **Active**.

Repeat until an army breaks --> go back to Card Phase.

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Mechanisms and Examples

Mechanism sections

This large chapter of the rules has the following eleven sections and should be used in conjunction with the additional online support available via www.thewargameszone.org.

- 4.1 Command and Commanders
- 4.2 Formations
- 4.3 Movement
- 4.4 Charges and responses
- 4.5 Combat
- 4.6 Shooting
- 4.7 Routs and Pursuits
- 4.8 KaB tests and recovering wounds
- 4.9 Camps
- 4.10 Flank marching and ambushes
- 4.11 Unusual troop types

Command and Commanders

Command Cards or Counters

1. Only one deck is required for play which is shared by both players throughout the game. The custody of the **Command Card Deck** (CCD) indicates who the Active Player is. The CCD is passed to the other player at the end of each **Turn**, indicating that they have now become the Active player.
2. Your CCD pack has 8 BLACK cards, 12 WHITE, 14 GREEN, 10 YELLOW and 6 RED cards. The BLACK cards are the least useful; the RED cards the most useful. Check you have the correct deck composition before playing. It also has 5 special cards used for ambushes and flank marches (8.10).
3. GREEN, YELLOW and RED cards are termed **Coloured Cards** and can be used to create moves where more than one card is needed. BLACK and WHITE cards are considered to be **Uncoloured**.
4. Better (higher numbered) cards allow troops to take more sophisticated actions. Take a quick look at the **QRS Prompted Actions Table**: a RED card will allow **Drilled** troops to take any action; but with a BLACK card you can do almost nothing. Tribal troops can do little with a GREEN card; Drilled troops can do many things with one.
5. The cards are used to take actions in different **Phases** within a turn: Charge, Movement, Melee and End of Turn. At the end of a turn you may keep any remaining unplaced cards and you are then replenished back to your original level at the start of the next turn. As a result, you may have to decide whether to keep cards for future use later in the battle.

Commanders

- Each army will have at least 2 Commanders and may have up to 4. An army will have a single **Army Commander** and 1-3 **Sub-Commanders**.
- A **Sub-Commander** may be an **Ally** and his troops may not be influenced by other Commanders. Likewise, he may not influence troops that are not from his contingent. There is a chance that an **Allied Sub-Commander** may become **Unreliable** (9.1E).
- Commanders are classed as either **Professional**, highly trained and experienced in warfare within an organised command structure, **Instinctive**, those with some training and some command structure but one that is not fully developed, or **Tribal** that regard warfare as part of their culture or simply a fact of life.
- In addition, Commanders are rated as one of the following quality grades: **Legendary**, **Talented**, **Competent** and **Mediocre**. No army may have more than two Commanders that are **Talented** or better.
- Each grade of Commander receives a different number of cards so restricting their ability to control their troops. Their cards are always replenished to this level at the start of every turn (*Turn Sequence SP1.2*).

Legendary	5
Talented	4
Competent	3
Mediocre	2

- A **Professional Army Commander** Can **Float** behind the lines, commanding no troops directly and using their cards to support their **Professional non-Allied Sub-Commanders**. This is done by giving any or all of their cards to any **Professional non-Allied Sub-Commander** within 15 BW during the Card Phase (*Turn Sequence SP1.3*).

An **Instinctive Army Commander** can lead a **command** of troops directly but can help their **Instinctive non-Allied Sub-Commanders**. This is done by giving up to one card to each **Instinctive non-Allied Sub-Commander** within 10 BW during the Card Phase (*Turn Sequence SP1.3*).

- All Commanders, other than **Professional Army Commanders** who have chosen to **Float**, directly control a **Command** of UGs (see below).
- The **Command Range** for Commanders to their troops is 12 BW for Professional, 10 BW for Instinctive and 8BW for Tribal, if a commander troops are out of this distance another coloured card is required to move them.
- Professional** and **Instinctive** Commanders can prompt actions for non-allied UGs outside their command at the cost of 1 extra coloured command card. **Tribal** Commanders may not do so.
- Refer to the QRS and you will find the key items about Commanders on the white bordered page in grey.

Commands

1. A **Command** is several TuGs/SuGs allocated to a Commander immediately after deployment and need not be decided before then.
2. Define your **Commands** to each other when you put your Commanders on the table after troop Deployment.
3. Deployed ambush cards must be allocated to a **Command** whether real or a bluff (9.10B).
4. It is sometimes helpful for players to mark their commands - for example with simple self-adhesive coloured tags under the bases of Commanders and/or UGs (I usually just do my Commanders as an easy reminder).
5. If all the UGs in a Command are lost then the Commander can still fight and, if **Professional**, still prompt actions.

Dead, Injured and Stunned Commanders

1. A Commander can be killed, wounded or stunned by a KaB test on a Commander (9.8B). This occurs when:
 - 1.1. A Commander is with a UG that is broken by shooting or combat.
 - 1.2. When a Commander is fighting in a file that suffers a base loss (from a kill or a second wound).
2. A Skull kills a Commander
 - 2.1. The dead Commander's base is immediately removed and placed next to the camp.
 - 2.2. A replacement Commander will arrive in the Turn after the Commander dies. **Professional & Instinctive** Commanders are replaced at the beginning of the next Movement Phase and **Tribal** Commanders in the next End of Turn Phase (*Turn Sequence SP4.2 and SP6.2*).
 - 2.3. The replacement Commander is one quality grade lower than the Commander who died, but cannot drop below Mediocre - the replacement can't be any worse!
3. The replacement Commander is placed with any UG in their **Command** or at the camp if it still exists. If there are no UGs remaining in the **Command** and the camp has been sacked, then no replacement Commander is placed.
4. Actions can still be prompted during the period before a replacement Commander arrives but each requires an extra coloured card as everything is considered to be **Out of Command**.
5. A wound symbol injures a Commander - he permanently drops a level down (to a minimum of Mediocre) but keeps any cards he is holding.
6. An S symbol stuns a Commander - he loses any cards he is holding.

Allies

1. Sub-Commanders can be **Allies** - the number and type of allies allowed for each army is shown in the army lists.
2. An Allied contingent is led by its own independent Commander and has the following limitations:
 - 2.1. It may not benefit from gifting of cards.
 - 2.2. He can only apply cards to his own troops.
 - 2.3. The allied troops only suffer a KaB test for death of a Commander if their own allied-Commander dies. Therefore, if the allied Commander dies he does not cause KaB tests on any non-allied UGs.

An Allied Contingent must conform to the following rules:

Where allies are allowed, they must conform to the following:

- They must be a minimum of 2 and a maximum of 4 UGs.
- They must take UGs sufficient to get them to at least 50% of the minimums in the list being used.
- They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
- Unless specified in the notes, the general must be the same type as the army commander in the main list but cannot be legendary.
- Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Where an internal ally is allowed, and no contingent is specified they must conform to the following:

- They must be a minimum of 2 and a maximum of 4 UGs.
- The total number of troops taken of each type in the entire army must not exceed the maxima for that troop type.
- They must take UGs sufficient to get them to at least 50% of the minimums in the list if there is sufficient allowance for a UG after the core army itself has taken the minimum.
- They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
- Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

3. Allied cards are dealt face upwards at the beginning of the game:
 - 3.1. If they draw only BLACK and WHITE cards at their first draw, they are **Unreliable** and remain so until they draw a RED card or a YELLOW card if they have been shot at or engaged in combat by the enemy.
 - 3.2. If they draw all BLACK cards at any time (i.e. including their first draw) before they are reliable, they suffer **Desertion** and the opponent gets a KaB test on every UG in the allied contingent.
4. While unreliable an Allied Contingent does not move at all, but shoots and fights back as follows:
 - 4.1. It shoots at any valid enemy target at one lower dice level than normal.
 - 4.2. It fights back in combat but is treated as **Combat Shy** until reliable.
 - 4.3. May make MF1 and MF2 actions when in combat.
5. If flank marching, an unreliable ally must spend its first RED card to make them reliable and this is discarded immediately. The player then must accumulate additional RED cards for the flank march as normal.

Formations

This period contained a wide range of formations and the transition of one formation to another as technology changed. Therefore a UNIVERSAL rule is that troops in a SET FORMATION cannot change their formation (the only three exceptions are whilst in combat, they can drop one base to get round friends to charge and drop a file back to get around friends in pursuit (they automatically reform after combat finishes, before they pursue) This ensures that they all look like the units they represent rather than a mess of bases. (except to drop a base to charge, to pursue or if last base in file is killed in combat (they reform when combat finishes)) or go more than their starting depth (except to drop a base to charge and to pursue). This will ensure that the battle continues to look like a renaissance battle. These formations are fully outlined in the Glossary and range from the mighty keil and tercio to the formation that came to dominate the period the Pike and Shot Regiment.

Legal formations when out of combat

UGs must be in their Set formation or if they are not a set formation a) at least 2 bases wide and b) a maximum of 4 bases deep. Pike and Shot for example are always 3 bases wide, Keils are three bases wide whilst Later Keils and Tercios four bases wide.

UGs may only deviate from this to drop a base file to charge and to pursue and whilst in combat.

When turning 90°, troops will always expand to create a legal formation by the minimum necessary up to 1 BW on each side of the original turn (9.3).

Formations in combat

1. Units must maintain their frontage at all times (the only three exceptions are when in combat, to drop one base to get round friends to charge, and in pursuit they adopt the width of the opponent they are pursuing (but must always be at least two files wide) but reform once enemy taken of.) This ensures that they all look like the units they represent rather than a mess of bases. UGs may make MF1 and MF2 on the Prompted Actions table (see *QRS Prompted Actions Table*) with as many actions being made as cards allow.
 - 1.1. MF1 allows you to move unengaged bases into a new file to create overlaps, fill gaps, or change the depth in files.
 - 1.2. MF2 allows you to turn any or all bases 90 or 180 to face enemy fighting any bases of the UG, thereby removing any flank bonuses the attacker was claiming.
 - 1.3. These micro-moves can create any formation necessary: some bases can be turned in different directions, gaps can appear in the files, and some files can be materially ahead of others. There are no restrictions on such formations, the troops being assumed to be too busy fighting and doing what is necessary.

Reforming once out of combat

1. As soon as an UG is free from **all** combat - i.e. no unbroken enemy are in edge contact with any part of it - it immediately reforms back into a legal formation (reforming before it pursues). To reform:
 - 1.1. Choose a file on which to reform the UG.
 - 1.2. Move all other files facing the same direction by the minimum required to join the file from 1.1.
 - 1.3. Turn and move all other bases by the minimum to join these.
 - 1.4. If necessary adjust width and depth to create a legal formation.
2. Troops who have not yet pursued are then free to make moves as normal for the rest of the turn; troops who have pursued may not make any further moves this turn.

Movement

Movement Distances

1. Refer to the MOVEMENT DISTANCE TABLE on the purple edged QRS page for maximum move distances in different types of terrain, being Good Going, Rough and Difficult. These are defined in the terrain table used in chapter 7 Pre-Battle System.
2. If any base of an UG goes even partly into Rough or Difficult terrain, then the UG is slowed to the speeds above.

Movement Mechanism

1. Refer to the *Prompted Actions Table* for all actions using the Command cards. This shows the minimum cost for a move - you can always use a better card.
2. You use cards to prompt actions in several phases: Charge Phase, Movement Phase, Melee Phase and the End of Turn Phase. Refer to the PROMPTED ACTIONS TABLE on the green-edged QRS page for the full list of moves and their cost in cards.
3. To make a single UG **prompted action** with a single UG:
 - 3.1. Select the UG that you want to Prompt and find the relevant order on the Prompted Action Chart.
 - 3.2. Play the colour of card (or better) required for the action from the Commander that is prompting them and declare which action it is. So if you want to move a TuG of Tribal Gallic warband and make a wheel you will be saying "YELLOW card for a single wheel (M3)".
4. TuG a SuG: a single TuG, other than Mounted Flexibles who are currently operating as SuGs, can always pull or push a single SuG along with it for free, whether as a single TuG move or as part of a **Block Move**, as long as:
 - 4.1. All of the bases in that SuG are entirely within 3BW of the TuG;
 - 4.2. All bases in both the TuG and SuG are facing in the same direction;
 - 4.3. The SuG is in at least partial edge contact with the TuG.

Commanders Upgrade. Commanders may **Upgrade** command cards to the next colour up.

- 4.4. Once only in each phase a Commander can upgrade any card by one level.
- 4.5. If the upgrade is being used to move troops, then the Commander must move with them if using their upgrade.
- 4.6. Declare which card is being upgraded as you play it - so "GREEN (2) upgraded to YELLOW (3) to allow a Single wheel with these *Pike and Shot* (M3)".

Group Moves

A Group move is several UGs moving together and when done well creates additional outcomes from your cards in an efficient manner.

- 4.7. To be a *Group Move* UGs must:
 - 4.7.1. All be at least 1MU away from another unit unless keils, tercios, tribal troops, SUG's and Mounted which must be in edge to edge contact.
 - 4.7.2. Drilled Infantry can choose to use checkerboard or edge to edge to group move.
 - 4.7.3. Be part of the same command and within 3MU of another UG in the same command.
 - 4.7.4. All be facing in the same direction and can only do so as an advance. No 90 or 180 turns are permitted.

- 4.7.5. Mounted can only group move with dragoons, commanded shot or skirmishers
- 4.8. To make a **Group Move**:
- 4.8.1. Play the card for the most difficult move in the block and declare as usual so "YELLOW card (3) for an single wheel (M3)".
- 4.8.2. Then add another coloured card (GREEN, YELLOW, or RED) to convert to a **Group Move** adding "and a second coloured card to make a block move".
- 4.8.3. A Commander may use his Upgrade to upgrade either of the cards.
- 4.8.4. With the right cards this can be upgraded to a double move.
- 4.9. The size of block move allowed depends on the quality of the Commander:
- 4.9.1. A Mediocre Commander can prompt a block of 2 UGs, Competent 3 UGs, Talented 4 UGs and a Legendary Commander 5 UGs.
- 4.10. A Commander does NOT need to be with the block to prompt a block move - it is just easier if he is with the block as he can use his upgrade. A Commander may prompt as many block moves as his cards allow.
- 4.11. A **Group Move** can include SuGs pulled along by TuGs as above - so a Talented Commander could prompt, say, 2 Keil TuGs (double units) and two SuGs of arquebusiers in front of them to move together as a block.
- 4.12. No files in the block may move further than their maximum move distance, and all TuGs follow the same action.
- 4.13. Checkerboard Group Double Moves. A group may make a Double Move. If the player chooses, only part of the group may make the second move. The action for UGs in the part of the group moving must remain the same. (An example diagram of UGs in checkerboard making a double move so that the front line moves once and the rear line twice and they end up in a formed line.)
- 4.14. Tribal troops can group move but not double move
- 4.15. All moves by any sort of Keils or Tercios count as a group move

Out of Command:

If the move being made is **Out of Command**, then it needs an additional coloured card to be added to make the move. So "YELLOW (3) card for an advance with single wheel (M3) and a GREEN (2) for being **Out of Command**".

The following are **Out of Command**:

- 4.15.1. UGs outside command range of the Commander (10BW for professionals and 8BW for Instinctive). Terrain or other visibility blocks do not obstruct command range - it is simply distance.
- 4.15.2. UGs where the Commander prompting an action has been killed and the replacement has not yet taken over (8.1D).
- 4.15.3. Where a Commander is fighting in combat, any UG other than the one he is fighting with is Out of Command.
- 4.15.4. Where a Professional Commander prompts troops that are not in his command they are Out of Command.

Shifts

1. Shifts can be made as part of an M5 "Move and Shift" prompted action.
 - 1.1. The entire UG moving must move at least 2BW directly ahead.
 - 1.2. The move cannot go nearer than 4 BWs to an enemy TuG (i.e. it can end exactly 4BW away).
 - 1.3. The UG moving may shift up to 1BW per move.
 - 1.4. Note that if making a double move Drilled troops can do this twice as an M5 is a GREEN move for them.
2. Free shifts can also occur as part of the **Universal Rules** allowing a 1/2 BW shift to avoid friends, to align to friends to create a block or become and overlap, move around terrain, or to avoid a table edge. Such shifts can be combined with charges, wheels, and outcome moves etc.

Passing through Friends

1. At times TuGs and SuGs may pass through friends. Sometimes these interpenetrations are **Prompted Actions** under your control, other times they are **Outcome Moves**.
 - 1.1. If allowed as a **Prompted Action**:
 - 1.1.1. UGs pass through completely only if they have the distance to do so.
 - 1.1.2. However, TuGs may displace SuGs they are passing through to make enough room.
 - 1.1.3. Otherwise they must stop at first contact.
 - 1.1.4. Moves may include wheels, turns etc. if room allows.
 - 1.2. If an **Outcome Move**:
 - 1.2.1. UGs pass through entirely if they even partially enter another UG as long as there is room for them to fit beyond.
 - 1.2.2. SuGs can be displaced in any direction by the minimum necessary to allow a TuG to make an outcome move.
 - 1.2.3. If such a move cannot thereby be completed SuGs are lost and TuGs stop at first contact, causing KaBs below as if they had passed through, and may therefore be caught by those chasing them.
 - 1.2.4. Move without any deviations other than the **Universal 1/2BW Shift**.
2. The following passing through moves are allowed without causing any KaB tests.
 - 2.1. Foot SuGs may pass through anything in any direction.
 - 2.2. All troops may pass through Foot SuGs or Artillery in any direction.
 - 2.3. Certain special passing through moves are allowed in certain armies - refer to the relevant army list.
3. The following troops passing through will cause KaBs on themselves and/or those passed through.
 - 3.1. Mounted SUG's making Run Away or Skirmish moves cause a KaB tests on the UG being passed through.
 - 3.2. Mounted, making Run Away or Skirmish moves cause a KaB tests on both those being passed through and themselves.
 - 3.3. A routing UG causes KaB tests on the UG passed through and are then immediately removed (so they only pass through at most a single UG per file).
 - 3.4. An UG making a **Forced Charge** always causes a KaB tests on the UG it is passing through. SuGs passed through by Forced Chargers are lost and removed.

Pushing Back Enemy SuGs

1. During the movement phase, enemy SuGs do not limit the movement of your TuGs. Exception: Foot Skirmishers entirely inside terrain are not pushed back by enemy TuGs and must be charged to remove them (and may stand therefore and fight for the terrain).
2. If your TuGs, contact an enemy SuG with a charge then they respond with a Run Away or Skirmish move (8.4D)
3. If your TuG contacts an enemy SuG during its first move during movement (i.e. not the second move of an M14 Double move) the opponent may choose to **Run Away** or be **Pushed Back**. This is an Outcome Move so does not need a card.
 - 3.1. If choosing to Run Away the SuG makes a normal run away move to front, rear or away from the direction of the TuG's advance.
 - 3.2. If choosing to be **Pushed Back** the owner chooses to either:
 - 3.2.1. Align the SuG 1BW away and opposite the enemy base that would have first contacted it (i.e. put your contacted base opposite and keep formation around that base as it was).
 - 3.2.2. Shift the bases by the minimum necessary in the direction of the TuGs travel so there is a clear 1BW distance between them.
4. If a Push Back causes a SuG to meet friends, it passes through it according to the Passing Through Friends rules (8.3D), causing KaBs where appropriate if a Mounted SuG.
5. SuGs that have been pushed back have not made a move and may still make a Prompted Action this turn if they have not already done so.

Close Proximity Zone

1. When UGs get close to each other they exert some control on enemy movement options.
2. Every file of an UG other than camps has a Close Proximity Zone (CPZ) which is its frontage and 1BW directly ahead.
3. The CPZ of a TuG places restrictions on all enemy UGs; the CPZ of a SuG only affects enemy SuGs.
4. When in a **Close Proximity Zone**:
 - 4.1. Prompted Movement Actions may not cross the line extending the front edge of the file creating the restriction unless already over that line.
 - 4.2. If already beyond that line, moves may not take the UG further across that the line.
 - 4.3. Charges or outcomes do not face any restrictions (responses being possible anyway with intercepts, charges or counter charges).
 - 4.4. Contraction is taken at the end of the move, (M6) and may not be done if the contracting files are in the Close Proximity Zone of enemy." Note this is in movement phase only so if a contraction is NECESSARY to make contact in the charge phase, then it is allowed.

Displacing Friendly SuGs

1. When making a move with a TuG, a friendly SuG can be displaced by the minimum necessary to make room as long as the displacement;
 - 1.1. does not put it into shooting range and arc of troops it could not previously shoot.
 - 1.2. does not put it into charge range of an enemy SuG it could not previously charge.

Variable Move Distances

1. The following troops have a variable move distance;
 - 1.1. those making Run Away or Skirmish response moves
 - 1.2. troops making their first and only rout move. *[Note: Chargers do not make such a roll and their formations are therefore never broken up by charging.]*
2. To make a variable distance move simply roll 1d6 and refer to the VARIABLE MOVEMENT DISTANCE on the purple edged QRS page and adjust distances accordingly.

Artillery Moves

- 1) Light Artillery move as per normal troops
- 2) Medium & Heavy Artillery can wheel 1 BW from outside corner for cost as per M15

Charges and responses

Declaring charges

1. Charges come in three types: **Forced**, **Free** and **Prompted**:
 - 1.1. **Forced Charges** are for troops who would readily get into combat without explicit orders to do so, and these can be stopped from charging by playing Command Cards using action C3 on the Prompted Actions table. The following troops are forced to charge unless held or claiming an exception below in item 1.2
 - 1.1.1. TuGs who are impetuous and within range to charge.
 - 1.2. **Exceptions** to Forced Charges: in all above cases there are four exceptions which turn **Forced Charges** into **Free Charges**:
 - 1.2.1. The move would put chargers in a position where they would be **Affected** or **Badly Affected** by terrain in combat.
 - 1.2.2. They are **Mounted** and would contact elephants.
 - 1.2.3. **They are Mounted and would contact Pike & Shot, Early Pike & Shot, Keils, Later Keils, Colunellas or Tercios.**
 - 1.3. **Free Charges** do not cost any cards to declare and are allowed in addition for the following situations: TuGs within 3BW if it is aggressive, charging lancer, charging pistol, ferocious or has elan.
 - 1.4. **Prompted Charges** are for all other situations where troops are in charge reach and have a cost of a GREEN card for all troops.
 - 1.5. You can **Group Charge** or **Group Hold** in the same way that any other action can be converted into a multi-UG action.
2. **Charges** are declared at *Turn Sequence SP2.2*.
 - 2.1. Alternately, either player declares a charge paying a card if Prompted, stops a Forced Charge, or passes until all charged are declared or stopped.
 - 2.2. **Artillery and Battlewagons** may not charge.
 - 2.3. **Foot (except Keils & Tercios)** may not charge mounted except where mounted are already frontally engaged
 - 2.4. SuGs, dragons and commanded shot may only charge a camp or a TuG within 1 wound of breaking - the "finishing off move".

- 2.5. If some part of an UG is blocked or engaged, it may still charge if files can reach a target within 1BW.
3. All charges are temporarily marked with a charge marker showing the **Direction of Charge**:
 - 3.1. All charges may include a wheel of up to 90° at the beginning of the charge.
4. Do not move any figures at all until *Turn Sequence SP2.6*.
5. At *Turn Sequence SP2.3* any remaining **Forced Charges** that have not already been declared or held must now declare a charge, and the owner may still choose a direction of charge.
6. After a series of responses dealt with below, at *Turn Sequence SP2.6* all chargers will charge in this direction, wheeling onto the line of charge at the beginning of their charge.
 - 6.1. They may only alter their direction if by so doing they can catch any UG that has made a **Run Away** or **Skirmish** response to their charge.
 - 6.2. They reduce their speed for any **Slowing Effect of Fire** unless recovered by playing cards to **Prompt Through Fire**.
7. When the path of a charge is blocked by friends the following may be used to allow troops to charge:
 - 7.1. The Universal 1/2BW Shift Rule is allowed.
 - 7.2. Chargers can contract by 1BW to get past friends as long as they remain at least 2BW wide. Should they fail to make it into combat they immediately reform into a legal formation after the UG has made its charge move.
 - 7.3. Files may press forward after contact up to 1BW so may be able to contact a new enemy even when some bases are blocked by friends or are already fighting.
8. Forced chargers will pass through any friends in the way:
 - 8.1. Displace just those passed through backwards to make room.
 - 8.2. Cause KaBs on any TuGs passed through.
 - 8.3. Destroy and remove any SuGs they pass through, or TuGs that cannot be displaced to make room for them.

Flank/rear charges

1. Charges into flanks or rears get a bonus of +4 at first contact. **Flank Charges** are assessed by file not by UG, so it is possible for some files in an UG to be fighting frontally and some to be claiming a flank/rear charge.
 - 1.1. To claim the benefit a base must start with its entire front edge behind the line extending the front edge of the target file at the time it is moved.
 - 1.2. The claim may therefore be affected by the order in which charges are executed in the turn sequence.
 - 1.3. Troops fighting against a flank/rear charge can only use the **Commander Combat Claims** not marked with an asterisk when fighting to flank or rear (they can keep all their other Claims if they choose to fight to the front).
 - 1.4. Keils and Tercios cannot be charged in the Flank if they are it counts as a frontal combat and the bases contacted are immediately turned to face.
 - 1.5. Tercios cannot be charged in the rear if they are it counts as a frontal combat and the bases contacted are immediately turned to face.

Counter charges and intercepts

Note: Foot units cannot Counter charge or Intercept mounted units except dragoons

1. **Counter charges** and **Intercepts** are moves that get in the way of chargers - they never contact anyone and are moved before chargers are moved. The chargers run into them and this is all handled in the turn sequence.
2. As a result, **Counter charges** and **Intercepts** never make anybody respond to them with Run Away or Skirmish moves. They are however shot at if they go within 1BW of enemy with missile weapons with resulting casualties and loss of movement distance.
3. A **Counter charge** is a response (after all charges have been declared) for UGs that themselves are being charged; an **Intercept** is a response (after all charges have been declared) for UGs that are not being charged. Both occur at Turn Sequence SP2.4
 - 3.1. **Counter charges** are generally used to move forward of your current line to create the combat ahead of your current position - for example to protect neighbouring troops who are weak in combat by stopping them being hit by an enemy charge.
 - 3.2. **Intercepts** are used to get in the way of an enemy charge.
 - 3.3. Both must move into a position where those charging will contact them.
4. To execute a **Counter charge** or **Intercept**:
 - 4.1. Play the appropriate card to make a C4 action (which can be a block move).
 - 4.2. Immediately move the UG directly forward up to its movement distance (including any effects of terrain and any **Slowing Effect of Fire**) less 1BW.
 - 4.3. The Counter charge or Intercept must not contact enemy - it may not go closer than 1BW to the enemy it is counter charging or intercepting. It is then left for the charges to contact you in Turn Sequence 2.7.
 - 4.4. The Universal 1/2 BW shift rule applies.
5. Counter chargers and Interceptors must obey the following rules:
 - 5.1. No formation changes are allowed.
 - 5.2. A counter charge may wheel up to 90° at the beginning of its move; and intercept must be directly ahead.

Run away and skirmish

1. Some troops have to make a **Run Away** or **Skirmish** response to charges move at *Turn Sequence SP2.5* when charged. These take place before charges are moved.
2. The following determines who has to make such a response (otherwise they may stand):
 - 2.1. SuGs charged by TuGs must **Run Away** or **Skirmish** unless:
 - 2.1.1. They are behind hedges or walls.
 - 2.1.2. They are in terrain that makes the chargers **Affected** or **Badly Affected** in combat.
 - 2.2. TuGs cannot run away or skirmish unless they have a specific characteristic such as **evade** that allows this.
 - 2.3. TuGs which are allowed to may choose to **Run Away** or **Skirmish** or choose to **Stand** (and may choose to shoot at chargers if they stand).
 - 2.4. Mounted with Caracole may choose to skirmish away or stand.
 - 2.5. SuGs charged only by SuGs may choose to **Run Away** or **Skirmish**, or to **Stand**.
3. The player owning the troops decides whether to **Run Away** or **Skirmish**.
 - 3.1. A **Run Away** move represents taking a quick fleeting shot and running away as quickly, and as far, as possible.

- 3.2. A **Skirmish** move represents dropping back more gradually while attempting to maximise firing on chargers.
- 3.3. The **Quality** of skirmishers plays a significant role in how far they move - you are more likely to get away if you are **Superior** Skirmishers making a Run Away response, but can easily get caught if you are **Poor** Skirmishers making Skirmish response.
4. To execute a Run Away/Skirmish response:
 - 4.1. The owning player decides whether to Run Away or Skirmish before rolling any dice. Place a Run Away marker on any so doing, leave those doing a Skirmish unmarked.
 - 4.2. For each UG, before making any moves, first roll for any shooting effect using the **Shooting Mechanism**:
 - 4.2.1. Files shoot if their target's **Path of Charge** is **Ahead** of them (i.e. in front of the line extending the front edge of the file shooting) and within 1 BW (9.6G).
 - 4.2.2. The **Path of Charge** is the entire area bases would currently cover going their maximum speed, excluding area that cannot be accessed due to intervening enemy bases (whether responding or not).
 - 4.2.3. Units with the Commanded Shot characteristic can shoot up to their maximum range in this phase.
 - 4.3. Once shooting has been done, roll a variable movement dice (9.3H) and adjust distance accordingly for this down to a minimum of zero. If making a **Skirmish** response, remember the 2BW reduction in distance. Note that is quite easy not to move at all with foot skirmishers - so be careful!
 - 4.4. Then decide, before rolling any dice for **Variable Movement Distance**, whether to respond in one of the following three directions:
 - 4.4.1. Directly to your own front.
 - 4.4.2. Directly to your own rear.
 - 4.4.3. Turning and wheeling as necessary to align with the marked direction of charge.
 - 4.5. Move troops to their new position with them ending:
 - 4.5.1. Facing away from the charge if making a Run Away response.
 - 4.5.2. Facing towards the charge if a Skirmish response.
 - 4.6. Troops who have made a **Run Away** or **Skirmish** response may only use three Prompted Actions in the following Movement Phase:
 - 4.6.1. An M2 action to make a short advance of up to 2BW without any wheels.
 - 4.6.2. An M9 action to turn those that Ran Away 180° on the spot.
 - 4.6.3. An M10 action to move up to 2BW and turn or turn and move up to 2BW without any wheels.
 - 4.6.4. All may be block moves if cards allow.
 - 4.7. UGs who touch a table edge move as follows:
 - 4.7.1. If a side table edge or your opponent's rear edge, turn or wheel to move along the table edge in the direction that most quickly takes you away from the enemy charging you.
 - 4.7.2. If a SuG reaching your own rear edge they are lost and removed from the game.
 - 4.7.3. If a TuG reaching your own rear edge they stop immediately, and the opponent claims a KaB test on them.

Shooting at chargers

1. To decide who will shoot you need to determine the **Path of Charge** as defined in 8.4. All such bases fire at *Turn Sequence SP2.5* before any bases are moved.
2. Files can shoot at chargers if the area of the charge passes within 1BW and **Ahead** of them, as shown in the example below. The exception to this is Commanded Shot who can shoot at chargers to their full distance. (see commanded shot for exception)
3. If a response move reveals a new shooter further down the path of charge this file does not shoot. So in Renatio et Gloriam "revealed shooters" do not fire - i.e. if you put foot skirmishers in front of a TuG of shooters and they are charged, then the skirmishers will shoot, but not the TuG.
4. In some circumstances the shooting will stop a charger before it reaches the 1BW distance used for deciding who fires. Do not go back to reduce or reroll shooting effects for this - it is all bundled into the mechanism for the right overall effect.

Moving chargers

1. Once all Counter charges, Intercepts, Run Away and Skirmish responses have been completed you move your charging UGs.
2. SuGs are now removed as soon as contacted by chargers and the charging TuG continues its charge to the full distance of its charge move. This is more in the spirit of skirmishers not getting in the way of heavies.
3. The Active player chooses their first charge to move, then the inactive and so on until all charges are moved. In some occasions this sequence is important - for example if at risk of being charged in the rear, while charging oneself, you may move out of charge reach before they get to move their UG. You have outrun them for a while.
4. Once contact has been made files **Press Forward** after contact up to 1BW from the line of first contact to hit any enemy **Directly Ahead**.
5. When an UG is hit in the flank or rear, any files contacted to flank or rear are stopped by being contacted and do not move, but other files may still **Press Forward**. If you are within 1BW you will therefore often contact enemy with several files.
6. Note that troops who are in combat with some files can charge with those not engaged and **Press Forward** 1BW ahead of their current line.
7. Changes of direction are allowed only where the target of a charge has moved. This must be in an attempt to catch them and may not exceed the limit of a 90° wheel at the beginning of a charge.
8. Files claiming flank/rear bonuses should be agreed at the time they are moved.

Engaging when already in contact

1. A general principle applies to troops who are touching an enemy UG but are currently not fighting it. They cannot charge (there is no room to create enough momentum) but they can create a **Melee Combat** using any normal move that allows their bases to get into a position to fight.
 - 1.1. Where an UG is in front corner only contact with an enemy UG's front corner it may align 1BW in movement to create a single base width frontal **Melee Combat**, or it may wheel as a whole into side contact with enemy if it can reach and has room to do so to create a **Melee Combat**.
 - 1.2. Where an UG is in side contact with the side edge of an enemy UG it may turn 90° in movement and thereby create a **Melee Combat** to the side.
 - 1.3. The primary contact method in ReG is to charge, most other times UG's must stay away from contact with enemy with a few exceptions.
 - 1.4. A general principle applies to troops who are touching an enemy UG but are currently not fighting it. They cannot charge (there is no room to create enough momentum) but they can create a **Melee Combat** using any normal move that allows their bases to get into a position to fight.
 - 1.5. You can always move troops to a supporting file position during the movement phase thereby contacting the corner or side edge of an enemy UG to do so.
 - 1.6. If already in combat you can use MF1 moves to expand into frontal contact with any adjacent enemy, thereby drawing further enemy UG's into an expanding melee.
 - 1.7. Remember that SUG's cannot charge any enemy TUG unless they are within 1 base of breaking.

Combat

Aligning for combat

1. **Aligning** is the process of lining up your bases exactly opposite those of your opponent:
 - 1.1. On an enemy front or rear edge by having your base aligned edge-to-edge and corner-to-corner.
 - 1.2. On an enemy flank edge by having your base aligned corner-to-corner on one corner and with your front edge touching the enemy flank edge.
2. **Aligning** is never compulsory - it is always at the option of the player owning the troops.
 - 2.1. You are never forced to open up a flank attack upon your troops by aligning.
 - 2.2. Aligning is not necessary as the rules work whether aligned or not, but it often helps to tidy the battlefield and make things easier to execute, so we encourage it wherever it can be done.
3. **Aligning** is free and allowed at any of three times in the turn sequence - each time the Active player has first choice of whether to align or not, followed by the other player:
 - 3.1. Turn Sequence SP2.7 just prior to Charge Combat.
 - 3.2. Turn Sequence SP4.1 before any Movement takes place.
 - 3.3. Turn Sequence SP5.1 before any Melee Combat takes place.
4. To **Align** your files simply pivot and/or shift front bases of your files by up to 2BW with the following additional conditions:
 - 4.1. Only front bases are measured - all contiguous bases behind are simply moved with their file except that no bases may move more than 2BW, thereby limiting the "wheel" that can be done.

- 4.2. No re-arrangement of positions within a formation is allowed - the shape will be the same as it was pre-alignment and any Commander must stay with the file he was with before alignment.
- 4.3. The universal rules for displacing SuGs apply.
- 4.4. Friendly TuGs who are not in combat may be displaced by the minimum necessary and by up to 1BW to make room for alignment.
- 4.5. Alignment is intended as a tidying up simple situations as per the short and simple section in the rules but need expansion for wider situations. My intent is that you cannot use it to wriggle out of flank charges
- 4.6. The following expansion of additional rules are needed to keep the intent on charge bonuses and flanks correct.
- 4.7. UGs may not align out of a flank charge in the CHARGE PHASE.
- 4.8. UGs may not align if they have two or more opposing UG's in contact at Different angles such that a single alignment could not align to both.
UGs may not align entirely out of contact with an enemy UG
Bases may not align from a frontal contact to a flank contact.
"Up to 2BW" for alignment section =<2BW so you cannot align an entire file to right or left
So simple aligns are allowed but many more complex ones often involving flank contacts that would disappear with an alignment are not

Combat results

- 1. The Combat Mechanism uses the Renatio et Gloriam **Death Dice**. These dice have 3 symbols on them but in different quantities on the different coloured dice.
 - 1.1. The colours match the five colours of the Command & Control pack. The bloody RED dice is the most dangerous; the BLACK the least dangerous.
 - 1.2. In combat you will roll a Death dice for a file every time that it fights an opposing file.
 - 1.3. A file can fight multiple times to the flank up to a maximum of the number of bases in the file in contact with enemy files - fighting a maximum of once for each enemy base in contact with the flank.
- 2. The three symbols are a Skull, a crossed Sword & Arrow, and an S. The different dice have the following combinations:
- 3.

BLACK	⚔	S				
WHITE	⚔	⚔	S			
GREEN	💀	⚔	⚔	S		
YELLOW	💀	⚔	⚔	⚔	S	
RED	💀	💀	⚔	⚔	⚔	S

- 4. These symbols work in a simple way.
 - 4.1. If you roll a **Skull** you have a kill and you remove an opposing base.

- 4.2. The **Sword & Arrow** is a **wound** (1/2 of a kill) and you place a wound marker on the opposing UG. A **second** wound on the UG will create a kill on the file being rolled at that time (even if the first wound was on a different file).
- 4.3. The S stands for "Specials" and gives various special effects in shooting and combat, such as **Shatter** and **Shove** in combat (see later).

Claims and which dice to roll

1. In melee combat, the starting dice is **GREEN** - i.e. if you are both equally good against each other you will each roll a GREEN dice. So an even combat does - rightly - have the volatility of a skull on its dice and is difficult to predict.
2. If you are better in combat, then your opponent drops to WHITE and you go up to YELLOW or RED as you get increasingly advantaged. In a RED dice vs. WHITE dice combat the "red player" will on average cause more than a wound every dice roll, the "white player" causes a wound every three dice rolls.
3. How much better is measured by adding up **Claims** for your file and comparing them to the claims of your opponent. **Claims** are a set of cumulative factors which come in two types:
 - 3.1. **General Combat Claims** are about things such as your quality, being uphill, and several apply whether fighting to front, flank or rear (see * on the table on the QRS).
 - 3.2. **Preferred Opponent Claims** are about your weaponry and how good it is against different opponents and these apply only when fighting to front.
4. There are no minuses. Everything in ReG is expressed as +s to you so all you need to do is add up your **Claims** in the fight and compare to your opponents.
5. To determine which dice to roll compare your claims and consult the table below. You could get as much as a deadly double-RED vs a BLACK dice.

Dice to roll in Combat				
Down	White			
Equal or 1 up	Green			
2 up	Yellow			
3 up	Red			
4 up	Red	+	White	AND opponent drops to BLACK dice
5 up		+	Green	
6 up		+	Yellow	
7 up		+	Red	

6. **Files and bases can be involved in several fights in a single phase, but a base can only roll dice once.** In all cases simply add up the claims for each of different fight separately, but where a base has more than one fight it must choose which fight to roll its dice.
 - 6.1. A file only fights once with its front edge or rear edge. So, if two files are in contact with it then the player with the 2 files chooses which one to fight with.
 - 6.2. A file can fight multiple times to the flank up to a maximum of the number of bases in the file in contact with enemy files - fighting a maximum of one for each enemy base in contact with the flank.
 - 6.3. A single base must decide whether it is going to fight to its front or to its side or rear. If it chooses to fight to front, then when fighting to flank it adds up its claims normally but does not roll any Death dice and can therefore do no damage. Its claims are simply used to determine the colour of its opponent's dice.

Combat convention

1. The following is the **Renatio et Gloriam** combat convention. Once proficient you may choose to skip this as you can do your claims in your head, but we recommend it for any complex or large combat:
 - 1.1. First take some GREEN six-sided dice and place a dice behind each file in a combat with your claims total on it - prior to rolling any Death Dice. Using GREEN dice keeps the table looking as neat as possible.
 - 1.2. Then roll for the combats file-by-file and each remove the dice from that file - this records which files have fought.
 - 1.3. As you already have the claims on the table, if you get a Shatter or Shove just upgrade the two neighbouring dice straight away by +2 or +1 respectively.

Choosing the order of combats

1. Combat mirrors the Commander principle throughout the game that the **Active** player chooses first, then the other player, and so on until all fighting is done.
 - 1.1. When fighting first choose which **Combat** to resolve. Each separate group of bases in contact with each other and fighting is a Combat. The active player can choose which to do first, but in practice this rarely matters. This combat must then be completed entirely before moving on to another combat.
 - 1.2. Within each Combat, the Active player chooses the first file to fight, the other player then chooses the next file, and so on until the combat is complete.

With two conditions:

- 1.3. When choosing a file, a file next to a **Shatter** or **Shove** must be chosen if one is available. Use a marker such as the red ReG Shove/Shatter marker to show where there is a live Shatter or Shove to take into account.

Special effects: shatter & shove

1. In combat, **S** for **Special** has several effects in the game. The three most common effects are designed to reflect the fighting styles of hard-charging Mounted (that deliver a shocking impact that could break through the enemy ranks), b) the pike block that relied on a push and shove effect, and c) the resilience of some troops in resisting a charge. These S effects are called **Shatter** and **Shove**
2. **Shatter** is an effect caused by troops who have a powerful first impact:
 - 2.1. The following troops can claim Shatter:
 - 2.1.1. **Elephants, Charging Lancers, Charging Pistol, aggressive** and all **Ferocious Troops** cause these effects against anything other than **Elephants**.
 - 2.1.2. All mounted bases must be entirely in open terrain to claim the benefit.
 - 2.2. A **Shatter** is caused by a Skull or S result on the dice as long as the opposing side cannot claim a **Shatter** as well (by rolling a Skull or S and being able to claim it).
 - 2.3. A **Shatter** represents the file punching a hole in the opposing line and causing chaos around it thereby helping its neighbours. Neighbouring files get an immediate +2 bonus in their combat, and these must be fought next. **Shatter** only applies in **Charge Combat**.
3. **Shove** is an effect for troops who were good at pushing opponents backwards.
 - 3.1. The following troops can claim Shove:
 - 3.1.1. Those noted as having this as a **Characteristic** in the army lists.
 - 3.1.2. All **Close** Foot fighting against Loose or Skirmish foot troops in the open.
 - 3.1.3. Troops with Elan at impact and melee
 - 3.2. A **Shove** is caused by a Skull or S result on the dice as long as the opposing side cannot claim a **Shove** as well (by rolling a Skull or S and being able to claim it).
 - 3.3. Shove gives an immediate +1 to neighbouring files, and this counts in **Charge Combat** and **Melee Combat**.

Supporting files in combat

1. A file next to a file that is fighting is called a **Supporting File** and assists the fight by giving an additional dice which is rolled at the same time as the dice for the file it is supporting. To count as a **Supporting File** the file must be:
 - 1.1. In at least corner-to-corner contact with an enemy file and aligned with a file it is supporting.
 - 1.2. Or In at least partial side-edge contact with an enemy file that is fighting, next to a file it is supporting, and be within 1BW of its front edge.
 - 1.3. Or be in such a position that aligning would have resulted in one of the two above situations.
 - 1.4. And have not fought already in the current phase - either itself (having killed its opponents) or as a supporting file on the other side.
2. A single fighting file can have **Supporting Files** ONCE on each side. So, the maximum number of dice that can be added to a single file-to-file fight by **Supporting Files** is 2.
3. **Supporting Files** only contribute in **Melee Combat** - they have no effect at all in the initial impact of Charge Combat.
4. To work out the dice to add for a **Supporting File**:
 - 4.1. Calculate its claims as if it were fighting the target base in the position of the friendly base it is supporting.
 - 4.2. Work out what dice this would give it and reduce the dice by 1 level in the table.
 - 4.3. Most often therefore a **Supporting File** of the same troops will be simply 1 dice lower than the main fight - so you will often get a GREEN and a WHITE, or a YELLOW and a GREEN. In these simple situations there is no need to add up the claims separately, as it is clearly the same as the main fight and then down a dice level.
 - 4.4. If you have completely different troops as an overlap you can get very different results as the quality of overlaps matter in ReG.

Fighting in two or more directions:

1. When a file is contacted in more than one direction the following rules apply:
 - 1.1. The file does NOT have to turn to face anyone to flank or rear, the owning player chooses to do this at Turn Sequence SP4.3 and SP5.5 if they so desire, paying cards and using MF2 moves to turn any or all bases in the UG towards enemy.
 - 1.2. A single base may only fight once, so a player with a base fighting in 2 directions must choose the direction in which they want to roll a dice, they still add up claims for the other directions to determine which dice the opponent will roll.
 - 1.3. Where a base is contacted but can provide rear benefits to the front, the player may use that base to claim support to the front rather than fighting to the flank.
 - 1.4. A single base may be attacked a maximum of once on each of its edges - so a base contacting multiple bases on a flank will only be attacked by one of them (e.g. if aligned it will usually be in contact with two enemy bases but it only fights one and receives a fight back from one).

Casualty removal in combat

1. When a base is killed, the principle is always that the front base has died, and the rear bases have moved up to fill the space where this is possible. More specifically when you get a kill result from a Skull or a second Wound:
 - 1.1. If all bases in the file are the same then remove the rear most base, representing others moving forward.
 - 1.2. If the base in combat is different from others in the file remove the front base and shift others forward to maintain front-edge contact. If any base shifted forwards have enemy to flank or rear shift these as well to maintain relative positions.
 - 1.3. If a base loss would lose contact entirely with an enemy UG or would reduce the legal formation width of the unit (i.e. it is the only base currently in contact with it) then another base must be removed if one is available.

Breaking when in combat

1. If any UG is broken by combat casualties it stops fighting **IMMEDIATELY** and therefore does no further damage on any opposing troops.
2. The opponent claims KaB tests and it makes a rout move in *Turn Sequence SP2.8* and *SP5.3* (9.7B).

Effects of terrain in combat

1. Some troops could not function effectively in rough or difficult terrain.
2. The movement table has grey shading on it which shows when troops are **Affected** or **Badly Affected** by terrain.
3. You can claim the factors for this if the base your file is in contact with, or any base it is claiming for support to the rear (pikes, spears etc.), is even partly in terrain that causes such effects.

Note that **Flexible** troops are affected based on the formation type they are in at the time of combat, so they can often compensate for this by changing form

Shooting

Troops who may shoot in the shooting phase

SHOOTING DICE ORDER IS BLACK, (slowing only) BLACK, WHITE, WHITE+, GREEN, YELLOW, RED.

Shooting starts on a white dice. So, most musket fire at long range will be on a white dice. A white plus dice is a normal white dice with the S also equalling a wound.

1. Shooting takes place by a file shooting a target base if you are shooting at different targets- you roll a Death Dice for each file that you shoot with. (caracole three deep roll two). However, if all bases are shooting at the same unit it is fine to roll all the dice at once. In fact, this helps speed up the game.
2. Targets must be visible to be shot at (see terrain for visibility distances). Troops on elevations or in dips can shoot at and be shot back at from within 2BW of any crests or edges.
3. Files with missile weapons may shoot at target bases if in range and arc (see below) unless:
 - 3.1. They shot at chargers in the charge phase (so they have already shot).
 - 3.2. They have made a **Pursuit** in the charge phase (they are busy).
 - 3.3. They are in **Combat** and will be fighting frontally or as a **Supporting File** in Melee Combat (they are very busy).
 - 3.4. They have made a **Charge, Intercept** or **Counter charge** move (they are busy and will have shot already if they have the **Shoot & Charge** characteristic).
4. Troops are not forced to shoot; they may choose not to (which may be beneficial if an enemy unreliable ally is in range).

Target priorities and shooting arc

1. Troops may only shoot at targets who are **Ahead** of them - i.e. have some part of their base ahead of the line extending their front edge.
2. For a target to be valid both front corners of the shooting file must be able to draw an uninterrupted line to some part of the target base - without passing through friends or enemy.
3. Where such a line passes through terrain that would provide cover the target may claim cover.
4. If any enemy bases are within 1BW **Directly Ahead** then a file must shoot at whichever such base covers most of the frontage of the shooting file, and if equal the shooter may choose which base to shoot at.
5. Otherwise most troops have a 1BW arc of fire and may concentrate fire by choosing their target - file-by-file - within that arc. Artillery have a 2BW arc of fire.
6. Bases in frontal contact with enemy cannot be targeted, neither can the second rank, but others in an UG that is in combat, including supporting files, can be shot at with a single reduction in dice level.

Range and depth of shooters

1. Troops shoot with the following ranges and depth. Refer to the blue tables on the blue-edged QRS sheet for shooting. The top left table shows ranges in BWs and the number of bases needed to fire at full effect.
2. Ranges are measured from the front of the file firing even if the front bases are not those firing (e.g. in formations with spears at the front and bows at the back); likewise if there are Barricades, Caltrops or Stakes in front of the file you measure from front of file.
3. Files firing at reduced effect due to having insufficient depth suffer a dice level reduction when they fire.

Overhead firing

1. Troops may always fire over one rank in the same UG with no reduction in effect unless specifically stated otherwise in the army lists.

Determining which dice to roll

1. Shooters have three shooting ability grades that are independent of fighting quality:
 - 1.1. **High Firepower.**
 - 1.2. **Average Firepower**
 - 1.3. **Low Firepower**
- 1.4. For shooting, every file starts with a WHITE dice, so there is limited volatility as there is no Skull on this dice.
- 1.5. The shooting dice is then upgraded in favourable circumstances (e.g. against a vulnerable target, High Fire power shooters).
- 1.6. And downgraded for unfavourable ones (e.g. shooting while running away, against troops with full armour or in cover, or with insufficient shooters in a shooting file). You will find most shooting is WHITE, but BLACK if running away.
2. To work out which dice to roll refer to the blue table "Dice colour for shooting" on the blue-edged QRS sheet. Simply start with a WHITE dice as a starting point and look at the chart on the Play sheet to see when you go up or down and roll them.
3. A Skull and a Sword&Arrow kill and wound respectively as per combat. The special "S" effect for shooting is that helps slow down a target by causing confusion in the enemy ranks. (Don't forget on a white+ dice the S is a wound.)
4. All shooting is simultaneous, so any base killed shoots before it is removed.

Slowing effect of fire

1. The final piece of shooting is the *Slowing Effect of Fire*. This is how ReG simulates **skirmisher firepower** **slowing down opposing troops**.
2. Whenever you shoot, add up the **total number of Skulls, Wounds and S results you get on an UG and compare the total to the width of its target's frontage**. So, S results add to this effect. Total all dice on a target where multiple files fire at them, to get a single overall effect.

Stuart Tonge 25/8/2019 11:31

Comment [1]: firepower

Total of Skull, Wound and S	Effect	Marked by
≥ half of targets frontage in BW	Slowed by 1 BW	Purple dice in front showing 1
≥ targets frontage in BW	Slowed by 2 BW	Purple dice in front showing 2
≥ twice targets frontage in BW	Slowed by 3 BW	Purple dice in front showing 3

3. Whenever you get a slowing result, place a dice in front of the enemy unit to record this until they move. This number of BW is then deducted from their movement speed when they move in Charge or Movement.
4. Artillery skulls, wounds and s results are doubled against all targets representing the psychological effects they had in this period.
5. Any shot weapons skulls, wounds and s results are doubled against troops who are (UFA) unused to firearms.
6. Commanders who are nearby (within 4BW) can **Prompt through Fire** by spending cards for a CM2 action to get movement back for chargers or movers. This represents a local Commander pushing the troops forward. A GREEN/YELLOW/RED card gets back 1/2/3BW of lost movement distance respectively. A Commander with an UG can use his upgrade for that phase on this card.
7. Slowing dice are always removed when a move is made or in *Turn Sequence SP6.1* - note therefore that those that come from the sacking of camps stay for the entire next turn.

Shooting at chargers

1. This is covered in the charges and responses section (9.4E).

Casualty removal from firing

Remove casualties evenly across the unit.

Routs and Pursuits

Break points

1. UGs can be broken in the following ways:
 - 1.1. Suffering casualties from **Shooting**.
 - 1.2. Suffering casualties from **Combat**.
 - 1.3. Suffering casualties from **Kill a Base** tests.
2. UGs break immediately when their losses reach:
 - 2.1. >50% casualties for TuGs - even if a Flexible Mounted or Camelry operating as Skirmishers (so 3 kills and a wound if a TuG of 6).
3. An Army breaks immediately if it ever loses 1/2 of its on-table TuGs excluding the camp and any flank marching TuGs yet to arrive on table.
4. Troops that are broken stop fighting immediately but complete any shooting if they have been broken in the shooting phase. They then cause KaBs tests and then make a rout move in *Turn Sequence SP2.8, SP3.2, or SP5.3* depending on the phase in which they break.
5. KaB test ranges are always measured to the bases that the routers had in place at the beginning of the phase - so occasionally you will need to put a base back to check distances.

Rout moves

1. When called upon to make a rout move, the active player chooses the first to be done, then the inactive and so on. The order only makes a difference occasionally, so usually you will simply do them all.
2. A routing unit makes a single rout move only and is then removed from the table.
3. Routing UGs make a variable distance move as with Run Away or Skirmish outcome moves.
4. To execute a Rout move:
 - 4.1. Roll a variable movement dice (8.3H) and adjust distance accordingly.
 - 4.2. Wheel and/or turn as necessary to get to the following direction, measuring starting distance from the starting position when wheeling and the position after turning if turning.
 - 4.3. Directly away from the shooters if routing from shooting. If there are multiple UG's shooting the owning player chooses which to rout away from.
 - 4.4. Directly away from enemy in front contact with.
 - 4.5. If in contact to front and flank/rear destroyed on the spot
5. Routers do not deviate at all from this path other than being able to take advantage of the Universal 1/2 BW shift.
6. If they meet friends, they pass through them as per the rules for Passing though Friends causing KaB tests where appropriate.

Pursuit moves

1. UGs do not pursue if they are still in contact with other enemy troops who are in a position to fight them in Melee Combat - i.e. if still in a melee do not pursue unless only supporting as an overlap in which case they do pursue.
2. Other UGs make **Pursuit** moves if any enemy they are fighting to front break, for whatever reason, this phase - including therefore those who have killed their opponents bases in contact this phase.
3. The following specific rules apply:
 - 3.1. **Battlewagons, Artillery, Camps**, or troops behind **Barricades** never pursue.
 - 3.2. **All mounted pursue at least once and follow rules below.**
 - 3.3. **Impetuous** must wheel to and conform behind routers and pursue the distance the routers rout. Then they must pursue another two full moves at the routers original speed and pursue as far as they can even if this takes them into terrain unless cards are spent to stop them. (so, a total of three moves)
 - 3.4. Foot other than impetuous can always choose not to pursue at all.
 - 3.5. Foot may always choose not to pursue mounted.
4. A pursuit move is the distance the routed troops travelled.
5. Pursuers must wheel to and conform behind routers (this might involve a free contraction) and pursue the distance the routers rout.
6. **Pursuit** stops if and when:
 - 6.1. If it meets friends, it burst through causing a KAB.
 - 6.2. It meets enemy (including routers).
 - 6.3. It meets a table edge.
 - 6.4. It meets terrain that would make it Affected or Badly Affected in combat (unless impetuous), unless it chooses to enter and has the distance to do so.
7. If any unbroken new enemy are met, they may Run Away or Skirmish if allowed to do so, but do not shoot (we consider there has been a mass of friends running towards them).
8. If a new enemy is contacted:
 - 8.1. Fight a further combat immediately if the new contact has occurred during a Charge Phase.
 - 8.2. Fight in the next Charge Phase if contacted during a different phase.

KaB tests & recovering wounds

Lost bases

1. Morale in Renatio et Gloriam is represented by the loss in the number of bases in an UG.
2. Major rallying effects are only taken into account in the Campaign Rules, as relatively little rallying occurred on the battlefield.
3. Bases are killed in three ways:
 - 3.1. Shooting.
 - 3.2. Combat.
 - 3.3. Kill a Base tests (see below).
4. The only "rallying" that occurs is that cards can be used to recover wounds in the End of Turn phase using a Prompted Action (Prompted Action Table on the QRS).

Kill a Base (KaB) test

1. The **Kill a Base** test is how Renatio et Gloriam deals with two issues:
 - 1.1. The spread of negative morale effects where we test UGs in situations that might cause morale degradation.
 - 1.2. The risk to a Commander when there is a chance they may get killed or wounded.
2. You can claim a KaB test on enemy UGs as follows:
 - 2.1. At the end of the current phase:
 - 2.1.1. If you **break an enemy TuG** you get a roll on every enemy UG within 3BW of any stand of the breaking unit at the end of the phase.
 - 2.2. At the End of Turn Phase at 6.3 in the turn sequence:
 - 2.2.1. If you **sack an enemy camp** you get a roll against every enemy UG on the table when you get to the End of Turn Phase (6.3 in the turn sequence).
 - 2.3. Immediately should any of the following happen:
 - 2.3.1. If you kill a Commander, you get a KaB on all enemy UGs within 3BW of the lost Commander with two exceptions:
 - 2.3.1.1. If they are allied troops and it is not their Commander who has died.
 - 2.3.1.2. If they are non-allied troops and an ally Commander has died.
 - 2.3.2. If enemy pass through each other and cause KaB tests these are done immediately (8.3D).
 - 2.3.3. If your opponent makes a **Break Off** that has a KaB noted on the **Prompted Action Table**, you get one KaB test
 - 2.3.4. If a TuG making a Run Away or Skirmish move meets a table edge and stops, you get a KaB test on it.
 - 2.3.5. If an opposing Commander plays a card to leave combat, then you get a KaB test on the UG he is leaving to fight without him - our "Snivelling little coward" roll.

3. When testing an UG:
 - 3.1. You roll a Death Dice with the colour depending on the quality of your opponent's UG. Roll a RED/YELLOW/GREEN/WHITE dice for troops that are Poor/Average/Superior/Exceptional respectively. Adding in dice modifiers like rear support and characteristics like steady
 - 3.1.1. A Skull kills a base - the owner can choose which base to lose.
 - 3.1.2. A Sword & Arrow gives a wound
 - 3.1.3. An S puts a 1BW slowing effect that carries until the next **End of Turn Phase** (so those from a sacked camp run into the next Turn).
 - 3.2. If there is more than one quality grade in an UG use the lower grade as long as such bases still exist in the UG and your opponent removes one of these bases if you are successful.
 - 3.3. The only exceptions are against **Elephants** and **Battlewagons** where you always roll White dice for KaB tests.
4. You can claim a KaB test on an enemy Commander:
 - 4.1. When you kill a base on a file where he is fighting in the front rank (either by a Skull or a second Wound).
 - 4.2. You break an UG that he is with by shooting or fighting (i.e. not if broken itself by a KaB test).
5. When testing a Commander:
 - 5.1. You roll a Death Dice with the colour depending on the quality of your opponent's Commander. Roll a RED/YELLOW/GREEN/WHITE dice for Commanders that are Mediocre/Competent/Talented/Legendary respectively.
 - 5.1.1. A Skull kills the Commander - treat him as dead. This gives a KaB test on any UGs within 3BW of the lost Commander unless there is an exception above.
 - 5.1.2. A Sword & Arrow injures the Commander - he drops one quality level to a minimum of Mediocre for the rest of the game. He keeps any cards he has with him.
 - 5.1.3. An S stuns the Commander knocking him out for a time - he must discard any cards he has remaining.
 - 5.2. If a Commander survives such a test while he is with a broken UG he immediately gets a free move to get away from the rout.

Exceptions to KAB Tests;
Testing Elephants or Battlewagons start at White independent of quality
KAB drops two levels if you have **Rear support**.
Any testing for loss of an Army Commander or Breaking/Destroyed Elephants upgrade dice

Recovering wounds

1. There was very little rallying during a battle - as a result material rallying of broken troops is dealt with under the Campaign Rules.
2. Commanders can hold together troops under pressure by **Recovering Wounds** if they are nearby and have the command cards to do so - representing them urging the troops to ignore the damage they are taking.
3. In *Turn Sequence SP6.1*, you can remove a wound from an UG using command cards as follows:
 - 3.1. Play a RED card to remove a wound for an UG that is in Combat.
 - 3.2. Play a YELLOW or better card to remove a wound for an UG that is not in Combat.
 - 3.3. You may upgrade one card if a Commander is with the UG being recovered.

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Camps

Types of camps and their depiction

1. All Camps have a footprint of 3BW x 2BW which represents 3 bases each of 1BW x 2BW oriented to the front of the camp. You can use individual a bases or a single diorama as you prefer. When attacked consider it to be 3 individual bases whether depicted this way or not.
2. A camp therefore breaks on 2 base losses. It is important not to lose your camp.
3. Camps can be **Standard, Fortified, Mobile, Flexible** or **No Camp**.
 - 3.1. A **Standard Camp** has no material barricades and is represented by carts, tents and so.
 - 3.2. A **Fortified Camp** should be represented with barricades all around it.
 - 3.3. A **Mobile Camp** should have only mobile figures on it - camels, pack animals etc. - and no fixed items showing such as tents or barricades.
 - 3.4. A **Flexible Camp** is deployed as a Fortified Camp if defending and a Mobile Camp if invading.
 - 3.5. **No Camp** is an option for some armies, and they deploy a Mobile camp when defending and no camp at all when invading. This represents their camp being securely dispersed, distant or not needed as they forage in small groups. Note that the No Camp option has a material cost in the Army Builder as it takes away something you need to defend.

Camp quality

1. If needing to fight, a camp is considered to be Poor, Loose Foot with no weapons or characteristics.
2. A camp can be **Defended** by fighting troops and this is represented by it being upgraded from this initial Poor status to Average or Superior if allowed in the relevant army lists.

Moving a mobile camp

1. Only a Mobile camp can be moved. It can make a single move in any direction by playing a RED card from any Commander (main or Ally) within command range. A Commander can upgrade a YELLOW to RED if he is with the camp.

Camp deployment

1. Camps must be deployed on your rear edge next to any road.
2. Camps are always deployed first before any UG of your army.
3. It must be entirely within 6BW of the middle of your rear table edge.
4. If there is a secure flank from the PBS map, your camp can be placed anywhere in the half of a secure flank or entirely within 6BW of the middle of your rear table edge.
5. Camps must be placed in good going or a BUA if at all possible, then rough terrain.

Camp rules

1. A Fortified Camp may only be attacked by Foot or Elephants.
2. Camps are not TuGs and follow their own rules - they do not count towards army size and they do not cause KaB tests for being broken. A broken camp is instead considered to be sacked and that is potentially rather more damaging to your army.
3. A camp is not part of any command - it is simply part of the army.
4. A camp may not be shot at, nor can it shoot.
5. Camps exert no Close Proximity Zone.
6. Camps never pursue.
7. When fighting a camp:
 - 7.1. It is treated as a TuG of Poor Loose Foot and therefore gets the +2 vs Skirmishers.
 - 7.2. It gains the benefit of any quality upgrade.
 - 7.3. It can fight once with each of its BW frontage, treating all the perimeter as its front, and any free frontage can act as Supporting Files.

Losing your camp

1. It is vital not to lose your camp - to do so could make your entire army stall or break.
2. A broken camp is considered to be **Sacked** and in *Turn Sequence SP6.3* the camp is removed and your opponent gets a KaB test on every single on-table UG in your entire army (including Allies). This can be devastating if you are already carrying serious losses from the fight.
3. Note that any S rolls from KaBs caused by a sacked camp have occurred after slows have been removed in *Turn Sequence 6.1*, so they will affect you the following turn.
4. A broken camp immediately counts as 1 TUG towards breaking your army - so may break your army immediately.

Flank marching and ambushes

Flank marching

1. The following rules apply in determining who can Flank March where:
 - 1.1. One Sub-Commander with up to 4 UGs can be sent on a Flank March around each side of the table except where a side is secured by a river or coastline from the Pre-Battle System.
 - 1.2. The following may not Flank March: Army Commanders, Battlewagons, Elephants, Artillery, and Camps.
 - 1.3. You can Flank March with an Allied Commander, but they must take all troops in their allied contingent with them, which is still limited to a maximum of four UGs.
 - 1.4. While a Flank March remains off table the TuGs do not count towards army size and break points (8.7A) so the core army may break at a lower level than shown on the Army Builder.
2. To **make** a Flank March:
 - 2.1. You decide whether to order a Flank March after **Outscouting** Deployment has taken place in the **Pre-Battle System**.
 - 2.2. Place one or more Commanders next to your camp with a card under each of them immediately after deployment caused by outscouting. This may be an Ambush card (for a bluff) or the Left or Right Flank March cards from your pack for a real flank march.
 - 2.3. Note the numbers from the Army Builder of the UGs Flank Marching on a sticky note and place it on the underside of the card. Again, this can be a bluff if you stick a blank note onto an Ambush card.
 - 2.4. When placing Commanders after troop deployment, leave any Flank Marching Commander next to your camp if it is a real Flank March and simply pick up any bluffs, show the ambush card underneath, and place your Commander on table as normal.
 - 2.5. Any Commander that has been used for a bluff gets one fewer card in the first turn.

3. Flank March **arrival** works as follows:
 - 3.1. Only RED cards are useful in getting a Flank March to come on.
 - 3.2. Until they have arrived, all cards for Flank Marches are dealt face up. The Commander can keep cards as usual and discard non-RED cards until they get the right number. An off-table Sub-Commander cannot benefit from any card gifting.
 - 3.3. When the first RED card is received you turn over your card to show which side the Flank March is on but do not need to share what is in the Flank March - there is a clear "dust cloud on the horizon" giving some warning of impending arrival.
 - 3.4. The number of RED cards needed to arrive depends on what is in the Flank March:
 - 3.4.1. If it is all SuGs or Flexible mounted it needs 1 RED card - the flexible mounted in this case must enter the table in Skirmish formation.
 - 3.4.2. If it is all mounted troops it needs 2 RED cards - if the Flank March contains flexible mounted, they may now arrive in Individual formation if they prefer, having reformed off table.
 - 3.4.3. If it contains any other troops, it needs 3 red cards (*Note therefore that a Mediocre Commander couldn't lead such a Flank March successfully and would simply get lost*).
 - 3.5. A Flank March does not have to arrive immediately it has sufficient RED cards - it can come on in any movement phase after those cards are accumulated. This represents the Commander picking a good time to arrive, or simply sitting as threat off table. Usually you will want them on table given that their absence reduces the size of your army.
 - 3.6. Once a Flank March chooses to arrive then all UGs must come onto the table in the same Movement Phase using its cards at that time to do so (some of which will be RED of course). Any not brought on are considered to be entirely lost straggling - they do not count as broken, but neither do they count towards your army size.
4. An arriving Flank March follows these rules:
 - 4.1. It can arrive anywhere on the side table edge shown by its Flank Marching card.
 - 4.2. UGs cannot charge onto the table - they move on during the movement phase only.
 - 4.3. There is no automatic reaction from enemy troops - it is for the commanding Commander to use their cards to prepare for any Flank March arrival.
5. If both armies have Flank Marches both accumulate cards and come on as normal - they will of course create some interesting confusion for each other depending on the choices made. In this case UGs arriving may not go within 6BW of any enemy flank marching UGs already brought onto table this turn.

Ambushes

1. Up to three **Ambushes** (maximum of one unit per ambush) can be set up during deployment after the initial deployment caused by any outscouting and before any other deployment has taken place.
2. There are three ambush cards numbered 1/2/3 in your pack and you can deploy these as either real ambushes or bluffs.
3. The following may not ambush: **Elephants, Battlewagons, Artillery, Camps, UGs** with the **Barricades** characteristics.
4. A Commander can ambush but only if all UGs under his command are in ambush.
5. **Ambushes** may only be placed as follows:
 - 5.1. In your own half of the table.
 - 5.2. In a position where the ambush would not be visible from anywhere in the opponent's half of the table.
6. To place a real ambush put a sticky note on the underside of the card noting the UG number from your Army Builder, leave it blank for a bluff.
7. Ambush cards are allocated to Commanders at the end of deployment whether real or a bluff.
8. Ambushes must be revealed when any enemy UG comes within range to see them.
9. A real ambush must be deployed with as many bases as possible on the card and any remaining bases contiguous and not any nearer enemy - any bases that cannot be so placed are lost.
10. Troops in Ambush may charge with a single Green card irrelevant of where their Commander is.
11. Troops in Ambush may shoot at any enemy who come in range and arc, and must be placed on table immediately before doing so.
12. For other actions troops are considered to be **Out Of Command** until they have moved, unless their Commander is with them.

Glossary of Terms

Advance & Contract (M6)	"Contraction is taken at the end of the move and may not be done if the contracting files are in the Close Proximity Zone of enemy." Note this is in movement phase only so if a contraction is NECESSARY to make contact in the charge phase, then it is allowed.
Aggressive (Characteristic)	Troops noted for being very aggressive. Give +1 combat claims for foot and mounted in most charge combats Additional; +1 vs. any except Ele, Pikes in 2+ ranks or Bayonets & Ferocious (It also gives shatter against all except elephant's, ferocious and battlewagons. This bonus is not affected by terrain.
Arquebusiers (Aq)(shooting)	The arquebus has at times been known as the harquebus, harkbus, hackbut, hagbut, archibugio, haakbus, schiopo, sclopus, tüfenk, tofak, matchlock, and firelock. In the early 16th century, the term "arquebus" was used to describe an assortment of guns.
Artillery (Art)	Classified as Heavy, Medium or Light. They cause confusion and slow enemy - calculate Slowing Effect of Fire as normal (Skulls + Swords & Arrows + S) but then double it. They have a 2 BW arc of fire as long as shooting at more than 4BW, 1BW if $\leq 4BW$. They are able to shoot over friends if they are more than 4BW of the enemy point being shot at. Medium and Heavy Guns are only able to move by wheels and are deployed first.
Bande (Characteristic)	This is used to represent the detached Mangas of Spanish infantry in the 16th century as well as Italian formations like the Black Bande which made use of large numbers of arquebusiers but were able to fall back round a core of halberdiers / sword and buckler men they will be C/L/S unprotected polearm arquebusier afp bande which I hope will represent their style of warfare.
Barricades	<p>Barricades represent troops behind permanent defences that's have been constructed prior to the battle. These are easy to defend and provide cover from shooting.</p> <ol style="list-style-type: none"> 1. TuGs so equipped must be deployed immediately after camp placement. 2. TuGs deploying them must cover their entire frontage with barricades. 3. They should be represented by thin bases in front of the troops 4. Troops may leave barricades by moving through them and playing a yellow card for a move directly ahead. Or they can turn to move without crossing them as normal. 5. Barricades stay on the table and if undefended can be crossed by Foot only But are slowed by 1BW whilst any part of the UG is crossing them. 6. If abandoned they may be redefended from their original side 7. Barricades give claims in the combat table and units are treated as in cover when shot by files whose entire front edge is ahead of them 8. Troops fighting defenders behind barricades do not count as fighting in good going for any pluses requiring this (but are only affected by terrain if in such terrain)

<p>Battlewagons (BWg)</p>	<p>Battlewagon TuGs are always 4s and are an exception to legal formations. They can be in one of two formations - essentially operating as a column or a rectangle. So, they can be either a: Column with a 1BW frontage and wagons front-to-back, in which case they move by wheels only, kinking as necessary to form a perimeter. Rectangle with 2 models' width and 2 models' depth (2 BW wide and 4BW deep) or 4 models' shoulder to shoulder (4BW wide and 2BW deep). In both cases moving in the direction of the 1BW frontages of the models. Either form can turn 90 to become the other. And can switch between them using contractions and expansions. When shooting, each half of their long edge fires at full effect, the short edge does not fire but can fight in charge and melee phase (i.e. they only need to be 1 deep). When fighting: Each half of the long 2BW edge counts as a file of 1BW for the purposes of combat. A single base may fight as many times as it has 1BW edges in contact with the enemy. They claim the benefits for Barricades (but do not need to be deployed early as they do not have this characteristic). They may not charge, flank march or ambush. KaB tests against them use WHITE dice irrelevant of their quality grade. Some have light artillery attached and others have characteristics representing their accompanying foot troops.</p> <p>They may not charge, skirmish, run away pursue flank march or ambush.</p> <ul style="list-style-type: none"> • Note they claim barricades benefits in charge combat, melee combat and shooting, so have cover all round except vs artillery. • BWg changing from 2x2 to 4x1 formation can only drop back a single BWg base into the forming column per contraction action, so they go through an intermediate formation with 1 wide at the front and 2 side by side at the back of the forming column <p><i>"they may not charge, skirmish, run away, pursue, flank march or ambush".</i></p> <p>BWgs have no flanks or rears for combat purposes - all edges fight as if front edges. And in total a base may fight 6 times if it could be contacted on every front. Note they can shoot 4 times if they have suitable targets from both long edges.</p> <p>Note they claim barricades benefits in Charge Combat, Melee Combat and shooting - so have cover all round.</p> <p>BWg changing from 2x2 to 4x1 formation can only drop back a single BWg base into the forming column per contraction action, so they go through an intermediate formation with 1 wide at the front and 2 side by side at the back of the forming column.</p>
<p>Bayonet (Plug) (Weapon)</p>	<p>Gets Bayonet factors in impact & melee but drops a shooting level when charged.</p>
<p>Bayonet (Socket) (Weapon)</p>	<p>Gets Bayonet factors in impact & melee.</p>
<p>Bow (Weapon)</p>	<p>Standard bow with normal weight arrow, draw and poundage.</p>
<p>Caltrops (Characteristic)</p>	<p>Troops carrying light obstacles that <u>disrupt mounted attackers</u>. Place either at deployment, or during the game: Caltrops with a YELLOW card while remaining stationary $\geq 2BW$ from enemy TuGs for a full move. TuG can claim +2 effect against mounted other than Elephants -only in Charge Combat. Removed if TuG moves away from them but can be re-placed.</p>

Camels (Cam)	<p>Camels can move through Soft Sand as if open terrain and keep any Combat Claims that are only allowed in open terrain when fighting within Soft Sand. Camels get a + vs. Mounted in Charge Combat.</p>								
Camps	<p>A Fortified Camp may only be attacked by Foot or Elephants.</p> <p>Camps are not TuGs and follow their own rules - they do not count towards army size and they do not cause KaB tests for being broken. A broken camp is instead considered to be sacked and that is potentially rather more damaging to your army.</p> <p>A camp is not part of any command - it is simply part of the army.</p> <p>A camp may not be shot at, nor can it shoot.</p> <p>Camps exert no Close Proximity Zone.</p> <p>Camps never pursue.</p> <p>When fighting a camp: It is treated as a TuG of Poor Loose Foot and therefore gets the +2 vs Skirmishers. It gains the benefit of any quality upgrade It can fight once with each of its BW frontage, treating all the perimeter as its front, and any free frontage can act as Supporting Files.</p>								
Caracole (Early formation)	<p>Equipped with one or more-wheel lock pistols or similar firearms, Mounted men would advance on their target at less than a gallop in formation as deep as 12 ranks. As each rank came into range, the soldiers would turn their mount slightly to one side, discharge one pistol or carbine, then turn slightly to the other side to discharge another pistol at their target. The Mounted men then retired to the back of the formation to reload, and then repeat the manoeuvre. The tactic was accompanied by the increasing popularity of the German Reiter in Western armies from about 1540. This allows Mounted to skirmish and Fire three ranks deep. These shoot three deep so at effective range (their only range) they get 1 white dice and one black dice per file plus usual modifiers (till they take casualties)</p> <table border="1" data-bbox="347 987 523 1111"> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> </table>								
Caracole (Later Formation)	<p>This represents the later formations that used this method but were in shallower formations. As each rank came into range, the soldiers would turn their mount slightly to one side, discharge one pistol or carbine, then turn slightly to the other side to discharge another pistol at their target. The Mounted men then retired to the back of the formation to reload, and then repeat the manoeuvre. This allows Mounted to skirmish and Fire two ranks deep. These shoot two deep so at effective range (their only range) they get 1 white dice per file plus usual modifiers.</p> <table border="1" data-bbox="347 1290 523 1379"> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> </table>								

Charging Lancer (CL)(Weapon)	These troops charge with a couched long lance. Deadly in a charge in the open unless opponents have some form of solid resistance with long spears or pikes. These troops have shatter. Gendarmes & Men at Arms in the 16th Century and Polish Hussars
Charging Pistol	Troops charging at speed and at contact or near contact discharging pistols and following through with swords etc. Swedish style cavalry and adopted by most cavalry in late TYW War. French Cavalry at the end of the 17th Century.
Combat Shy (Characteristic)	Troops that feared combat and were ill equipped to fight, such as many hastily raised militia and many <i>Skirmishers</i> . Gives +1 to opponents in Charge and Melee Combat .
Commanded Shot (Formation)	Troops with this characteristic are TUG's and can deploy in the flank sector, they can fire in charge phase up to their maximum range (See 10.2.3) rather than be limited by enemy passing within 1 BW. Cannot be nervous. They can shoot in support of a friendly unit being charged or charging. They can either shoot in support of a friendly unit (within range) being charged or charging not at pursuers, if they don't shoot in charge phase can shoot normally. Cannot give rear support. They cannot charge enemy TUG's unless within 1 base of breaking.
Commanders	<p>Generals contacted by any enemy get a free single move in any direction.</p> <ul style="list-style-type: none"> • Likewise, they get a free move away from any pursuit they are caught by as long as they survive the KAB test for being with a TUG that breaks. • If such a move places the general with NEW troops they CAN enter combat if the opportunity arises later in the turn. • Generals do not skirmish, run away or rout of the table even if an UG they are attached to does so. Instead they stop at the table edge. • A General can make moves in both the charge sub phase and the movement phase. It counts as an action so choice passes back to opponent thereafter • If no upgrade has been used by a general to make a move, then an UG can move away and leave him behind to do something else. If he has used his upgrade, he must go with them. • A general can always be moved with an UG even if the move was triggered by another general or was a free charge. • A general can choose whether to fight in the front rank of a file at the time that the file fights. • If he does so he is at risk and treats all other UG's / Generals as out of • If not fighting in the front rank, he cannot be killed / wounded or stunned • Floating army commanders in combat lose the ability to distribute cards to any sub general unless they themselves are with the same UG • As many generals can join a unit as desired. They can all fight. This is often the last act of a general who has lost all troops in his command • Dice rolled for killing general is based on the current number of dice a general has on his original entitlement. • Players may not discard from generals who are flank marching or who are dead and not yet replaced.

RENATIO ET GLORIAM

Colunela (Set Formation)	<p>Spanish formation first seen in 1503 based on a ratio of 2/2/1 Arquebus/Pike/ Sword and buckler. We represent this with a block 2 wide 3 deep which can shoot a maximum of 4 bases to the front. (feel free to mix in sword and buckler bases.</p> <table border="1" data-bbox="347 331 587 454"> <tr> <td data-bbox="347 331 469 371">Shot base</td> <td data-bbox="469 331 587 371">Shot Base</td> </tr> <tr> <td data-bbox="347 371 469 412">Pike Base</td> <td data-bbox="469 371 587 412">Pike Base</td> </tr> <tr> <td data-bbox="347 412 469 454">Pike Base</td> <td data-bbox="469 412 587 454">Pike Base</td> </tr> </table>	Shot base	Shot Base	Pike Base	Pike Base	Pike Base	Pike Base
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Crossbow (XB) (Weapon)	<p>Cranked or pulled weapons designed to be held and shot horizontally allowing lesser trained troops to be effective. Powerful at short range where they could provide flat fire, but slower rate of fire made them less effective when they didn't have the benefit of this.</p>						
Dart (Da) (Weapon)	<p>These are hand thrown arrows or darts from blow tubs.</p>						
Dismountable	<p>Unit can dismount.</p>						
Dragoons (Dr) (Formation)	<p>Dragoons count as a TUG. Maximum unit size 4 bases (which always limits their effectiveness) Dragoons counted as Mounted formed loose unless they choose to dismount ie to go into terrain etc. If they dismount, they must be clearly marked as dismounted and count as formed loose. To dismount or remount they can pay a card as per switching flexibles or do it for free at the end of turn phase (6.1). Whilst in either formation they are allowed to Run away or skirmish. Shoot as foot. Cannot be nervous. They cannot offer rear support. They cannot charge enemy TUG's unless within 1 base of breaking.</p>						
Elan	<p>Troops noted for engaging in close combat more readily than others. Gives +1 combat claims against ALL Foot in charge combats. Foot with elan get shove against all (except elephants) in charge and melee phases. This bonus is not affected by terrain</p>						
Elephants (Ele)	<p>KaB tests against elephants always use WHITE dice irrelevant of their quality grading; routing elephants causing KaB tests increase the KaB dice used by one level representing the chaos caused. They cannot Flank March or Ambush. Commanders cannot fight in the front rank with elephants. They automatically get Shatter in combat and are automatically considered protected by their thick skins. Nothing can get Shatter or Shove results against them - their shatter or shove results are therefore never cancelled. Those with accompanying Foot skirmishers or with very large crews of missile armed troops have shooting capabilities.</p>						
Evade	<p>Allows troops to run away or skirmish.</p>						
Expert Swordsmen	<p>Will get +1 in melee vs all and will represent specialist sword and buckler men and some noble cavalry.</p>						
Fanatics	<p>These formation do not break and must be destroyed to the last base. When destroyed thought normal pursuit and KAB's take place.</p>						
Ferocious (Characteristic)	<p>Troops who had a fearsome reputation. Gives +1 combat claims for Foot and Mounted in Charge and Melee Combat. This bonus is not affected by terrain. Ferocious troops get shatter against all except elephants & battlewagons at impact. This bonus is not affected by terrain.</p>						

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Flank Sector	10 BW in from either short table edge. At deployment only Mounted, SUG's, Elephants, dragoons and commanded shot can deploy in this area. Other Foot TUGs count as nervous when they are in this area unless fully within terrain which affects cavalry.
Fleet of Foot	+1 BW movement in Good Going & Rough.
Flexible Camp	Nations who typically had strong camps such as hill forts when defending their homes but were not adept at building them when on a campaign. Fortified when the Defender , and Mobile when the Invader .
Flexibles (Mounted & foot)	<p>When in SUG / Skirmisher form:</p> <ol style="list-style-type: none"> 1. Move at SUG speed and with SUG effects from terrain 2. Use the SUG column for prompted action cards, including reforming back into loose 3. Fight and shoot as skirmishers if operating as a SUG so until regrouped give the +2 bonus to any TUG they are fighting in combat. 4. Can be deployed in the flank sectors as skirmishers or in the centre as either. 5. When flank marching can arrive as SUG's or can wait till they come on as TUG's with more red cards. There is no need to declare the formation in which they are flank marching. All entry is in the movement phase (so cannot charge on the table) but you can arrive in Turn 1 if you get the requisite number of red cards on the first deal. 6. Are forced to run away / skirmish as SUG's but do not flee off table instead stopping and taking a KAB 7. Are pushed back by enemy TUG's as SUG's 8. Can be charged by enemy SuGs and are treated as SuGs for forced charges and responses. 9. Still count as a TUG towards your army for losses. <ol style="list-style-type: none"> 1. count 10. As a TUG even if lost in skirmish formation they cause KAB's on friends 11. Can switch as part of a double move if the cards allow (using the SUG column when in skirmish formation) 12. Cannot switch when in combat
Foot Regiment (Set Formation)	Representing most organised bodies of muskets and in the later XVIIth & XVIII Regt Musket units with Bayonets
Fortified Camp	Camps surrounded by ditches and barricades. <u>Only Foot</u> can attack a Fortified Camp . Camp claims +2 effect all round.

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<p>How many moves per turn</p>	<p>An UG may only make a single Prompted Action, Free or Forced Charge, Run Away or Skirmish per turn with the exception of:</p> <p>MF1, MF2 moves in their Movement or Fighting Phases - where you can do as you have cards for to adapt when in a fight.</p> <p>If Skirmishing or Running Away, then M2, M9 and M10 moves can be used to move forward/backwards up to 2BW to a preferred position.</p> <p>Any number of Outcome moves can be taken (i.e. involuntary moves such as routs, being pushed back etc.)."</p> <ol style="list-style-type: none"> 1. All Action in the Fighting phase and EoT phase - these can always be done after making an earlier Prompted action. 2. Troops who stopped Force charges may then make another action later in the turn. 3. Second or further enforced Run Away moves by SuGs charged by TuGs (these are in fact outcome moves as involuntary with no choice)." <p>(If Pushing back a SuG the TuG declares its move first and then SuG decides how to respond. There is no change of direction of the TuG move possible (this not being a charge). Just show where they end up and SuG owner then decides.)</p>												
<p>Impetuous (Characteristic)</p>	<p>Must charge if within charge reach and must pursue a 2nd and 3rd time unless cards are paid to stop them. If they meet friend, they burst through them causing a KaB on their friends. If they meet enemy they stop and fight, if this occurred in impact fight immediately if occurred in melee fight in next impact. If the meet enemy who can evade the charge if the enemy evade, they stop where the enemy were. Stop if meet long table edge.</p>												
<p>Independent</p>	<p>Do not pay an extra card for being out of range of general</p>												
<p>Javelin (Jvn) (Weapon)</p>	<p>Light throwing spear designed to be thrown 20-30m and capable of causing serious damage, but typically quite limited in supply so not too many could be thrown before they had to be recovered.</p>												
<p>Keil (Formation) (double Unit)</p>	<p>A large pike formation common in the early 16th, characterised by the Swiss and Landsknechts but used by other countries as well. Always counts as rear supported and as a group so always need two cards to move. Has no flank so if charge in flank counts as frontal combat and bases contacted turn automatically to face. This is represented by 12 bases of pike with a three-base frontage (it cannot change out of this except to turn bases to flank in combat). It cannot be charged in the flank (it counts as a frontal charge). Counts as a double battlegroup.</p> <table border="1" data-bbox="360 1256 716 1415"> <tr> <td>Pike Base</td> <td>Pike Base</td> <td>Pike Base</td> </tr> <tr> <td>Pike Base</td> <td>Pike Base</td> <td>Pike Base</td> </tr> <tr> <td>Pike Base</td> <td>Pike Base</td> <td>Pike Base</td> </tr> <tr> <td>Pike Base</td> <td>Pike Base</td> <td>Pike Base</td> </tr> </table>	Pike Base	Pike Base	Pike Base	Pike Base	Pike Base	Pike Base	Pike Base	Pike Base	Pike Base	Pike Base	Pike Base	Pike Base
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Late Keil (Formation) (Double Unit)	<p>A development of the earlier Keil which increased the amount of shot in the formation. Always counts as rear supported and as a group so always need two cards to move. Has no flank so if charge in flank counts as frontal combat and bases contacted turn automatically to face. This is represented by 8 bases of pike in two columns with 2 shot bases on either side. Counts as a double battlegroup. Can shoot up to a maximum of four bases forward in any complete go. All bases in the unit use the same factors in combat and shooting representing the cooperation between the different weapon types.</p> <table border="1" data-bbox="347 472 823 573"> <tr> <td>Shot base</td> <td>Pike Base</td> <td>Pike Base</td> <td>Shot base</td> </tr> <tr> <td>Shot base</td> <td>Pike Base</td> <td>Pike Base</td> <td>Shot base</td> </tr> <tr> <td></td> <td>Pike Base</td> <td>Pike Base</td> <td></td> </tr> <tr> <td></td> <td>Pike Base</td> <td>Pike Base</td> <td></td> </tr> </table>	Shot base	Pike Base	Pike Base	Shot base	Shot base	Pike Base	Pike Base	Shot base		Pike Base	Pike Base			Pike Base	Pike Base	
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Light Lance (LI) (Weapon)	Representing the lance used by most eastern and ottoman Mounted.																
Longbow (Lb) (Weapon)																	
Long Spear (Ls) (Weapon)																	
Manga (Characteristic)	This is used to represent the aggressiveness of Spanish skirmisher whilst operating as part of a Spanish Tercio, who often operated at some distance from the main part of the tercio (Essentially this will give the arquebusiers a range of 5 BW measured from any base of the tercio with this characteristic)																
Melee Pistol MPi (Weapon)	Troops carrying large numbers of pistols enough to use in melee in combination with other hand weapons.																
Missile Regiment (Mis)	Representing a unit fully equipped with non-shot missile weapons																
Mobile Camp	Camps of livestock and wagons that could be prompted to move away from danger. Can make a single move by playing a RED card from <u>any</u> Commander in command range. A Commander with a Mobile Camp can use his upgrade. They move in any direction with the movement distance of Battlewagons .																
Musket (Mu) (Weapon)																	
NERVOUS	This is used to categorise troops who are unsteady for a variety of reasons. Any Foot TUG in flank sector is nervous. The whole TUG's counts as nervous if any file is in the flank sector																
No Camp	Armies who naturally foraged and tended not to have a formal camp of any type. Mobile when the Defender , and no camp at all when the Invader .																

Pavise (Characteristic)	<p>Pavise covers troops who carry a large free-standing personal barricade for missile protection and as a minor obstacle to chargers.</p> <ol style="list-style-type: none"> 1. TuGs count as in cover when shot at by files who have all of their front edge ahead of the line of their front (benefit vs. anything except pistols, arquebusers, carbines muskets & artillery) 2. Pavise gives a +1 bonus in Charge Combat against any Foot except those who can claim Shatter or shove 3. UGs with Pavise must take them for at least 50% of the bases unless otherwise stated in the lists.
Pike (Pk) (Weapon)	
Pikes (Characteristic)	This characteristic is to represent the later XVIIth century troops that as well as being equipped with bayonets also still had some numbers off pike to help deal with mounted.
Pike & Shot (Formation)	6 bases 4 shot, 2 pike counts as a single TUG. Can shoot up to a maximum of 6 bases forward in any complete go (this includes charge and shooting phase). A unit used to work together with musket providing the firepower but retreating behind the pikes when threatened. Pike & Shot may form square. Represented by 2 pikes in the middle and 2 shot bases on either side. All bases in the unit use the same factors in combat and shooting representing the cooperation between the different weapon types.
Early Pike and Shot (Formation) (EP&S)	This represents the first pike and shot units of the late 16th century and the smaller tercios of the early 17th century 9 Bases counts as a single TUG. Can shoot up to a maximum of 6 bases forward in any complete go. All bases in the unit use the same factors in combat and shooting representing the cooperation between the different weapon types. Represented by 3 pikes in the middle and 3 shot bases on either side. Only the first two ranks can shoot.
Platoon Fire	Platoon fire as used by British and Dutch troops in the 18th century, has a 5BW range, 1 dice per turn, Shooting effect starts on a Black Dice, adds positive and negative factors as if infantry but never goes below a black dice (ie doesnt go down to black slowing)
Rear Support	If a foot unit has a supporting foot unit within 6MU. To give rear support a unit must be a Foot TUG and entirely behind a straight line extending the rear edge of the supported battle group. The supported battlegroup must be entirely in front of a straight line extending the front edge of the supporting battlegroup.
Regimental Guns	Representing small artillery pieces allocated to a single unit and firing in support of them. They have a 8 BW range, 1 dice per turn, Shooting effect starts on a Black Dice, adds positive and negative factors as if artillery but never goes below a black dice (ie doesnt go down to black slowing) Affects slowing as artillery
Scouts	Twice as effective for scouting cards and get 1 free single move before game starts moving alternately starting with player with pack, though no cards used before game starts.

<p>Shatter</p>	<p>Shatter covers troops who were good at punching holes through sheer force of charge.</p> <p>Shatter cannot be claimed against Elephants, Barricades (includes battle wagons) walls or hedges in any circumstances.</p> <p>Otherwise shatter can be claimed in any terrain by Elephants and foot</p> <p>Mounted can claim in good going if they have the characteristic (ie aggressive, charging lancer, ferocious).</p> <p>Shatters occur on Skull or S result against Bayonet troops or elephants.</p> <p>A shatter result by the opposing side negates it.</p> <p>Shatter gives a +2 to neighbouring files in charge combat only</p> <p>Can only be used on an original forward facing to support a file fighting parallel and next to them. You cannot claim a benefit for a file fighting perpendicular; a corner/fighting to the flank.</p> <p>A neighbouring file as referred to in the combat factor table has to be a) next to it, b) facing the same way, c) parallel to it ie a contiguous block of bases.</p> <p>The benefit will apply if there is less than a 1 BW gap between files because files haven't aligned if they are in a position whereby if they aligned, they would be in the correct position.</p>
<p>Shoot and Charge (Characteristic)</p>	<p>Shoot and Charge covers troops who were adept at firing a volley and following it with a charge to take immediate advantage of the effect of their shooting.</p> <ol style="list-style-type: none"> 1. The UG shoots immediately when they declare a charge, shooting from their current position. So, before any bases are moved, or any reactions are made. 2. Shoot and charge cannot be used with counter charge or intercept which we deem to be a hurried response.
<p>Shot</p>	<p>Used to refer to any handheld gunpowder weapons such as arquebus, mounted carbine, pistol and musket used to shoot. It does not refer to CPi (Charging pistol) or MPi (melee Pistol)</p>
<p>Shove (Characteristic)</p>	<p>Troops who were good at pushing back an enemy with weight and pressure. Creates Shove effect on opponents, thereby helping neighbouring files. Close formation foot units Shove automatically against Loose or Skirmish order foot. Shove gives a +1 to neighbouring files in Charge Combat and Melee Combat. Shove cannot be claimed against Elephants or Battlewagons. Keil and Tercio pikes in 3+ ranks get shove against all except those above.</p>
<p>Skirmish (Characteristic)</p>	<p>Troops who can fall back while maintaining effective fire. Are allowed to opt for a Skirmish move in addition to Run Away and Stand options when charged.</p>
<p>Sling (SI) (Weapon)</p>	

Square	<p>Square represents the ability to form a square with no flanks to attack often as a last stand.</p> <ol style="list-style-type: none"> To form square requires a Yellow Card in the movement phase whilst remaining stationary and equal or more than 2BW away from the enemy Reverse the facing of the rear and side ranks to show the unit is in square A square fights and shoots one rank deep in all directions and has no supporting files. Troops fighting a square cannot claim supporting files Troops may come out of a square by making a normal move and can reform on any of its bases, 6. For purposes of being shot at all troops get an upgrade against units in square
SUG's	<p>A SuG is any TuG currently operating in the Skirmish formation.” This applies to all references to SuG in the ReG Rules or QRS. This includes:</p> <ol style="list-style-type: none"> Any UG that has Loose/Skirmish formation currently operating in Skirmish formation is considered a SuG, but when in Loose is considered a TuG (example Grenzers). Since Artillery is Loose, it is always considered a TuG. <p>Rules:</p> <p>An UG with the Loose/Skirmish formation while in Skirmish formation is considered a SuG for all purposes in the Rules and the QRS, with the following exceptions:</p> <ol style="list-style-type: none"> They cause KaB Test as a TuG. <ol style="list-style-type: none"> They stop at the table edge after a Run Away or Skirmish response and take a KaB Test. count as a TuG for purposes of Army Morale. Any UG currently in Skirmish formation automatically may use the Evade Characteristic. Any UG currently in Skirmish formation may deploy in a Flank Sector. If the UG later redeploys as Loose, it immediately becomes Nervous. Any UG currently in Skirmish formation may enter a Flank Sector without becoming Nervous. If the UG later redeploys as Loose, it immediately becomes Nervous. Any UG currently in Skirmish formation may be pushed back by an enemy TuG during movement. Any UG currently in Skirmish formation is considered as Skirmishers wherever that term is used in the QRS. For example, they move as Skirmish Foot or Skirmish Mounted, shooting dice are downgraded when “SuG shooting at TuG” and “Shooting at SUG's”.
Svinfjer & Stakes (Characteristic)	<p>Troops carrying light obstacles that <u>disrupt mounted attackers</u>. Place either at deployment, or during the game: Placed with a RED card, stationary and $\geq 4BW$ from enemy. TuG can claim barricades effect against mounted other than Elephants - in Charge and Melee Combat. Removed if TuG moves away from them but can be re-placed.</p>
Steady (Characteristic)	<p>Particularly resilient and steady troops. Take 1 more wound than usual to break, ie a normal Pike and Shot unit would break when for bases are lost not three bases and 1 wound.</p>
Swordsmen	<p>Represents those who grow up around fighting weapons but are not necessarily trained in depth in them will get +1 in melee except vs MPi, Expert Swordsmen, Pike in two ranks.</p>

<p>Tercio (Formation) (double Unit)</p>	<p>A large formation, original developed by the Spanish in 1534 as development from the Colunela but adopted by most nations in the 16th century Double Battlegroup of 16 bases, counts as a group to move i.e. two cards and has no flank or rear so if charged in a flank or rear this counts as frontal combat with bases contacted automatically turning to face.. Can shoot up to a maximum of eight bases in any direction in any complete go with a maximum of four from anyone facing. Tercios always count as rear support. All bases can count as facing any way and fire all ways with a second horn acting as support. This is represented by 8 bases of pike with 8 bases of shot in horn formation. All bases in the unit use the same factors in combat and shooting representing the cooperation between the different weapon types.</p> <table border="1" data-bbox="347 521 823 678"> <tr> <td>Shot Base</td> <td></td> <td></td> <td>Shot base</td> </tr> <tr> <td>Shot base</td> <td>Pike Base</td> <td>Pike Base</td> <td>Shot base</td> </tr> <tr> <td></td> <td>Pike Base</td> <td>Pike Base</td> <td></td> </tr> <tr> <td></td> <td>Pike Base</td> <td>Pike Base</td> <td></td> </tr> <tr> <td>Shot base</td> <td>Pike Base</td> <td>Pike Base</td> <td>Shot base</td> </tr> <tr> <td>Shot base</td> <td></td> <td></td> <td>Shot base</td> </tr> </table>	Shot Base			Shot base	Shot base	Pike Base	Pike Base	Shot base		Pike Base	Pike Base			Pike Base	Pike Base		Shot base	Pike Base	Pike Base	Shot base	Shot base			Shot base
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<p>Trotting Pistol</p>	<p>Troops charging at the trot, such as Early 16th Century Cuirassiers and most other cavalry in the 17th century.</p>																								
<p>Unused to Firearms (UFA) (Characteristic)</p>	<p>Double slowing effect from artillery and shot weapons.</p>																								
<p>Ways to make contact with the enemy</p>	<p>Ways of making contact with enemy UGs</p> <p>There are only the following methods:</p> <ol style="list-style-type: none"> 1. A charge contacting the front edge or corner. 2. If you are in combat, an MF1 move used to expand to frontally fight (your front edge) an enemy base adjacent to your UG. This can thereby draw a new enemy UG into a frontal Melee Combat, and potentially if said enemy is not currently in combat (i.e. corner to corner contact on one side due to an enemy base loss). Note no such move is allowed if it creates only a flank contact with an enemy (e.g., to thereby avoid being charged in the flank); but if there were a base to fight frontally they could do so and would then face a front and flank melee combat. 3. If you are in combat, an MF2 move that turns to face to give a frontal combat where previously there was side or rear contact. 4. If not in combat, but UGs are touching in corner-to-corner/edge-to-edge contact, then by the turn or wheel moves on page 80 Note an MF1 is not allowed as at the time you are not in combat at the time of making the move. The philosophy being that they are still moving as organised units, whereas MF1, MF2 moves are the general responses of troops in a fight, to get into the scrap. 																								



Tournament Guidelines

Competitions are enormous fun. I recommend people to run them and play in them, and for the organisers to vary them considerably to create variety of interest.

Here are some guidelines.

Tournament types

Renatio et Gloriam can be played as a single player game, or in pairs. For doubles each player must control two Commanders. Both players may make an action at any time that a singles player would do in a singles game. All players must pass to end a phase. The two-pass rule applies to each side not each player.

- The latest recommended army sizes can be found on the website along with the latest Army Builder.
- Table sizes should be varied a little in width to give variety of army choice. The standard table is 45BW wide x 30BW depth.

Army selection:

- The rules work well for open periods so there is no need to restrict army choice.
- Themed periods work well. It is best to choose a European, Asian etc. theme as the lists have been gathered to work well together. You can also restrict the geographical area covered.

Scoring system and victory points

1. The scoring system is shown on the latest Army Builder and encourages positive play.
2. If one side breaks the other army without losing their own it wins a **Triumph** - and if Roman gets to parade around the streets of Rome! A Triumph gets you **15 Victory Points**.
3. In all other circumstances players gets a score based on the damage they have done - the **Damage Done Score**.
4. This is simply based on the number of enemy UGs destroyed or broken - **2 Victory Points** per TuG and **1 Victory Point** per SuG up to a maximum of 10 Victory Points.
5. If there was a draw with neither army breaking, then both sides get a **+2 bonus** for surviving the game.
6. The minimum score is 0.
7. Organisers should use Victory Points to decide the winner. In the event of a tie they should use the Damage Done against as the tie-break.

The scoring system encourages positive play. Sitting out a draw where you do no damage to each other will score you a 2-2 draw. Losing but doing a lot of damage might get you an 8-15 against. Fighting a bloody draw might get you as much as a 12-12. A mutual destruction is usually a 10-10. It's all to play for - so never give up and keep trying to do more damage to your enemy!!

END