

## Units

- **HQ** – Rallies **Disrupted** units. If destroyed, units within 6" become disrupted. Can be upgraded with **Lifeguards** to fight as Heavy Cavalry
- **Pike & Shot Infantry** – Backbone of most armies
- **Pike Infantry** – Strong melee, no shooting.
- **Heavy Cavalry** – Devastating in melee, weak vs steady infantry.
- **Light Cavalry** – Fast, fragile. Good at finishing off **disrupted** units. May **Retreat** +2 inches voluntarily.
- **Shooter Infantry** – May **Retreat** +1 inch voluntarily. Weak in melee.
- **Militia** – Poor troops. **Retreat** if a unit within 3 inches retreats.
- **Artillery** – Slow, long range firepower.
- **Tercio** – Slow, Sturdy in fights.
- **Swedish Brigade** – effective firepower.

## Sequence of Play

Roll for initiative every turn. The player with the smaller AP wins tie rolls. Initiative player follows the sequence below, then the other player.

**Reinforce** → **Rally** → **Shooting** → **Move** → **Melee**

## Scale

1"= 100-200 yards and 30-60 minutes per turn

Bases are 1 inch, with the table 2 feet square.

Scale all measures for different sized bases  
*ie: 2" bases on a 4x4 table doubles the scale*

Units are about 500-1500 men.

Bigger battles can be scaled to 1000-2000 men.

## Rolling

- **Advantage** - 2D6: keep the higher.
- **Disadvantage** - 2D6: keep the lower.

## HQ

- Any HQ assaulted automatically retreats D6 away
- An HQ can be upgraded with Lifeguard to be treated as Heavy Cavalry when in combat

## Reinforcements

- Roll 1D6 (4+ = arrive).
- Place within 3" of entry point.
- If enemy within 3": both units destroyed.
- Exiting off enemy point cancels a reinforcement.

## Rallying

- **Advantage** if HQ within 6".
- **Disadvantage** if enemy within 1" or if HQ is dead.
- Roll 1D6 → **4+ = rally (Remove one Disrupted)**.

## Terrain

Type	Effect
Stream	Full Move to Cross
Hill	Defender rolls with <b>advantage</b>
Road	+2" Move
Town	Defender rolls with <b>advantage</b>
Woods	-1" infantry, -2" mounted movement
Bridge	Attacking across incurs <b>disadvantage</b>
River	Impassible
Fortification	Defender rolls with <b>advantage</b> Attacker rolls with <b>disadvantage</b>

## Movement

Units can rotate 180 degrees (measured from center of the base) before or after moving.

Unit	Move
Infantry	3"
Tercio	2"
HQ	6"
Heavy Cavalry	4"
Light Cavalry	5"
Artillery	1"

## Shooting

**Artillery:** 8"

**Muskets:** 1"

- Cannot Fire into Melee
- Fire once per turn.
- Hqs, Mounted, & Pike Infantry don't shoot.
- Swedish Brigade gets Advantage on shooting.
- Roll 1D6: 4+ hit (target unit Disrupted).

## Melee

Each unit fighting rolls a D6 vs the enemy unit. Units conform corner to corner in melee combat.

**Apply advantage/disadvantage:**

**Advantage if:**

- Pikes / Tercio / HQ and Lifeguard.
- Enemy Disrupted.
- Multiple attackers.
- Charging into flank/rear.
- Defending in Town.
- Defender in Fortification.

**Disadvantage if:**

- Light Cavalry.
- Artillery / Shooter Inf.
- Attacking Uphill.
- Attacking across Bridge/Stream.
- Attacker against Fortification.

**Results:**

- Tie → Both sides **Disrupted**
- Lose by 1-2 → **Disrupted**
- Lose by 3 → **Retreat** (Optionally **Pursue** routed unit)
- Lose by 4+ → **Retreat** (Mandatory **Pursue** routed unit)

## Morale

- **Disrupted** - cannot move, can still fire/melee/retreat. A second **Disrupted** causes a **Retreat**.

- Tercio units can take two **Disrupted** before retreating.

- **Retreat** - Unit turns 180 degrees from attacker, falls back D6 inches. The winner may **Pursue** based on the melee roll above if not in base contact with an enemy, conducting a move directly after the retreating unit. If the pursuing unit makes contact, remove the retreating unit from play.

## Victory Conditions

- **Fast Game** – First to lose 5 units.
- **Decisive Game** – First to lose 5+ AND 2 more than opponent.
- **Draw** – After reinforcements end, if a player exits all units off own table edge.

## Army Lists (40 AP Standard)

UNIT	AP
HQ	4
- Upgrade with Lifeguards	+2
Pike & Shot	3
Pike	4
Shooter Infantry	3
Heavy Cavalry	4
Light Cavalry	3
Artillery	4
Militia	2
Tercio	4
Swedish Brigade	4

## Player Tips

Infantry melee = pinned until resolved.  
Cavalry shines vs disrupted enemies.  
Keep HQ mobile to rally both flanks.  
Guard your reinforcement points.

## Period Armies

### Italian Wars (1494–1559):

Armies combined medieval heavy cavalry and artillery with the new dominance of pike and arquebus formations, leading to highly innovative battlefield tactics. Mercenary forces like Swiss pikemen and Italian condottieri played central roles.

**Armies:** HQ, Leader and Lifeguard, Pike, Militia, Shooter Infantry, Heavy Cavalry, Light Cavalry, Tercios (later engagements 1510s on), and Artillery.

### Wars of Religion (1520s–1618):

Armies were a mix of professional troops and religiously motivated militias, often poorly supplied but fiercely committed. Pike and shot tactics matured, with cavalry increasingly used for shock charges and harassing maneuvers.

**Armies:** HQ, Leader and Lifeguard, Militia, Pike, Heavy Cavalry, Light Cavalry, Tercios, Pike and Shot Infantry, and Artillery.

### Thirty Years' War (1618–1648):

Massive multinational armies fought across central Europe, relying on combined arms of musketeers, pikemen, and heavy artillery. The war accelerated the shift toward permanent, professional armies supported by state bureaucracies and devastating requisition systems.

**Armies:** HQ, Leader and Lifeguard, Heavy Cavalry, Light Cavalry, Tercios, Pike and Shot Infantry, Swedish Brigade, and Artillery.

### English Civil Wars (1642–1651):

Initially composed of regional levies and noble retinues, the armies grew into disciplined forces like the Parliamentarian New Model Army. Firearms and cavalry charges dominated tactics, with religious zeal and political loyalty shaping unit cohesion.

**Armies:** HQ, Leader and Lifeguard, Heavy Cavalry, Light Cavalry, Pikes, Militia, Pike and Shot Infantry, and Artillery.

*Dedicated to David Petcu.  
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# Pikes & Pamphlets

By Michael Petcu

