By Shot, Shock and Faith

Examples booklet
ILLUSTRATIONS LEGEND

- Protestant attack
- Catholic attack
- Protestant movement
- Catholic movement
- Clear Line of Sight (shot is allowed)
- Blocked Line of Sight
- Unit is flipped (step loss or mounting/dismounting)
- Unit is disorganized

EXAMPLE 1: Command Radius, isolated unit and chain of command (Jarnac map)

The following units belong to the same column led by Column Commander Coligny (GZ 103):

- The unit in GZ 004 is in-command because it is within 3 GZ of Coligny, i.e. within the Leader's Command Radius. Indeed, the Command Radius - which extends 3 GZ - can pass through GZ 111, GZ 116 and GZ 004 or GZ 104, GZ 105, and GZ 004.
- The unit in GZ 114 is in-command because it is within 2 GZ of Coligny, i.e. within the Leader's Command Radius.
- The unit in GZ 126 is isolated because it is 4 and 5 GZ away from Coligny and from Lieutenant-General Louis de Condé, respectively, putting it outside the Command Radius of any of these Leaders (the Command Radius cannot pass through GZ (X) 002).
- The unit in GZ 005 is outside of the Command Radius of its CC (6 GZ away; the Command Radius cannot pass through GZ (X) 002), however, it lies within range of Lieutenant-General Louis de Condé - who can, as a LG, replace any CC and command any unit within its Command Radius. The unit is in-command.

EXAMPLE 2: Normal move, moving along a road, moving into a ZoC and disorganization after movement (Coutras map)

- Movement of the Protestant Cuirassiers unit in GZ 042 (Movement Allowance of 8MP):
  - The cost to enter GZ 111 is 2MP plus the additional cost of +1MP to traverse the solid border line; thus the Cuirassiers unit must spend 3MP to move into GZ 111. Since the unit spent 3 MP it must perform a QC to determine whether it can continue moving. A 3 is rolled - lower than the unit's Quality Rating of 5; the unit may resume its movement with 5 remaining MP (8 minus 3 MP).
  - The cost to enter GZ 115 is 2MP, plus 1MP for crossing the solid border line, plus an additional cost of +1 MP caused by the ZoC exerted by the Catholic Arquebusiers unit in GZ 122. The total cost to enter GZ 115 is thus 4MP which yields an automatic disorganization. The -2MP penalty caused by the DS condition is applied immediately. The Cuirassier unit has 5-4-2 = -1MP left. It can’t move anymore and must stay in this zone.

- Movement of the Protestant Arquebusiers unit in GZ 007 (Movement Allowance of 4MP):
  - The unit has a DS marker and thus receives a modifier of -1MP to its Movement Allowance. It does, however, have enough MP to move into GZ 010, costing 3MP to enter (type III GZ and dashed border, the road does not provide any benefit as it is not a type I or II GZ). The unit must then perform a QC because it spent 3 MP. The roll is a 6 which is higher than the unit's Quality Rating. It immediately becomes DS but as it is already DS it must lose 1 step: it is flipped to its reduced side and its DS marker is removed.

- Movement of the Catholic Arquebusiers unit in GZ 113 (Movement Allowance of 4MP):
  - The movement cost of GZ 110 is 1MP and the dashed-line border does not incur any additional cost. The artillery unit in GZ 201 does not exert a ZoC, so there is again no additional cost. The Arquebusiers unit spends 1MP to enter GZ 110 and has 3MP left.
  - The cost to enter GZ 041 is 4MP: 2MP for type II GZ, 1 MP to cross the solid border line, and 1MP because of the ZoC exerted by the Protestant Arquebusiers unit in GZ 010. The Catholic Arquebusiers unit has 3MP left, however it receives +1MP because it moves along a road connecting type I and II GZ. It thus enters the zone at a cost of 4MP and stops. Having spent 4MP, the unit is automatically disorganized.
EXAMPLE 3: Gun Range, Line of Sight and elevation (Jarnac map)

Note: this example uses the Coutras counters on the Jarnac map (although it is highly improbable that one will face this situation!).

➢ Culverin in GZ 152: Gun Range of 2 GZ.
   It can fire at a target unit in GZ 151 and 153 (same elevation, no obstacle blocking the LoS – yellow borders).
   It cannot fire in:
   • GZ 154 because the LoS is blocked by the brown border or by the Pikemen in GZ 153.
   • GZ 169, 170 and 171 because the LoS crosses a brown border.
   • GZ 226, 227, 228, 229, 307, 308, and 233 because they are at a higher elevation.

➢ Cannon in GZ 307: Gun Range 3 GZ.
   It can fire at a target unit in:
   • GZ 308: both zones are at the same elevation and there is no brown border in between. GZ 308 has a brown box which blocks any LoS passing through it but not LoS that ends in the zone.

➢ Cannon in GZ 232: Gun Range 3 GZ.
   It can fire at a target unit in:
   • GZ 153: the distance to this zone is 3 GZ (GZ 170, 171 and 153), the target is at a lower elevation than the firing unit but not adjacent to it, and there are no obstacles (only yellow borders and yellow zones).
   • GZ 233: the distance to this zone is 1 GZ (GZ 233), same elevation and no obstacle.
   • GZ 171: the distance to this zone is 2 GZ (GZ 170 and 171), the target is at a lower level than the firing unit but not adjacent to it and there are no obstacles.

   It cannot fire in:
   • GZ 226 and GZ 151 because the LoS crosses the blocking border between GZ 151 and GZ 169 (brown border)
   • GZ 310 because GZ 310 is higher than GZ 232 (3xx > 2xx).
   • GZ 234 because GZ 310 is an intermediary GZ at a higher level than GZ 232, the firing unit’s GZ (3xx > 2xx).
   • GZ 170 because GZ 170 is lower than (1xx < 2xx) and adjacent to GZ 232, the firing unit’s GZ.

EXAMPLE 4: Unit placement and stacking (Jarnac map)

The Column Commander and four of his units are stacked in GZ 115.

GZ 112, 113, 116 contain units stacked without any Leader.

The stacking limit depends on the GZ’s type. The stacking limit for each GZ is:
• 2 units in GZ 113 (type III GZ)
• 3 units in GZ 112 (type II GZ)
• 4 units in GZ 116 and GZ 115 (type I GZ)

Leaders do not count toward the stacking limit.

Some easy ways to remember the stacking limit in each zone:
• the sum of the stacking limit and the GZ’s type (1, 2, or 3) is 5, or
• the sum of the number of units in a zone plus the zone’s type must be 5 or lower.
EXAMPLE 5: Movement of Mounted Arquebusiers (Coutras map)

- Movement of Mounted Arquebusiers in GZ 042:
  Since the unit has a DS marker, its Movement Allowance is 10-2 = 8MP. 3MP are spent to move into GZ 111 (2MP because it is a type II zone and an additional +1MP to cross the solid border line). The unit performs a QC and fails. It becomes disorganized. As it is a second disorganization, the unit takes a step loss and is eliminated since it has only one step.

- Movement of Mounted Arquebusiers in GZ 007:
  3MP are spent to move into GZ 010 (3MP because it is a type III zone and no additional cost for the dashed border). The unit passes its QC and has 7MP left. Next, 3MP are spent to move into GZ 041 (2MP because it is a type II zone, +1MP to cross the solid border). The unit passes its QC and has 4MP left. 1MP is spent to move into GZ 040. The unit has 3MP left. 1MP is spent to move into GZ 039. The unit has 2MP left. Although the unit moved along road-connected zones, it does not receive the road movement bonus as it moved through a type III zone. The remaining 2MP are used to dismount at the end of the unit’s movement. The counter is flipped to its dismounted side.

Note: the Mounted Arquebusiers unit cannot move from GZ 010 directly to GZ 040 through the junction point. Indeed, one must consider the most unfavorable border of a junction point, which in this case is a bold line forbidding any movement through it.

- Movement of Mounted Arquebusiers in GZ 122:
  The unit spends 2MP to dismount and cannot move any farther, as mounting/dismounting ends a unit’s movement irrespective of the number of its remaining MP.

EXAMPLE 6: Reactions: Fire, Charge, Retreat (farnac map)

Movement segment of the Catholic player (phasing player)

0 GZ 145: A Reiters unit and a Gendarmes unit move through the junction point into GZ 142, each spending 1MP. They then spend another 4MP to enter GZ 137 (2MP for type II, +1MP for crossing a solid border, +1MP for entering an enemy ZoC). Expending 4MP when moving into a zone causes automatic disorganization so both units become DS.

The second Reiters unit in GZ 145 spends 1MP to move into GZ 141 then spends 2 MP to move into GZ 136 (1MP for the zone, +1MP to enter the ZoC exerted by the Protestant units in GZ 131 through the junction point).

GZ 150: Catholic Pikemen spend 1MP to move into GZ 147, then spend another 2MP to move into GZ 143 (1MP for the zone, +1MP for entering an enemy ZoC even though there is already a friendly unit in GZ 143, as the presence of friendly units does not negate enemy ZoC).

Reaction segment of the Protestant player (non-phasing player)

Protestant Argoulets and Chevau-legers in GZ 131: the adjacent GZ 136 was empty before the Reiters unit moved in, thus a reaction to the Reiters’ movement is possible. Argoulets have a Movement Allowance of 10 which is higher than the 8 MP Movement Allowance of the Reiters unit.

Argoulets could withdraw thus leaving the Chevau-legers alone in the GZ. In order to retreat successfully, the unit must succeed a QC. The die roll is a 2 - a success! The Argoulets unit successfully retreats into GZ 124.

Chevau-legers have a Movement Allowance of 6, which is lower than the Reiters’ Movement Allowance. Thus, they can neither perform Cavalry Withdrawal nor Reaction Charge. Since they have a Combat Rating between square brackets (i.e. they are armed with shock weapons), they are also forbidden from performing Reaction Fire. No reaction is possible.

Protestant Argoulets and Arquebusiers in GZ 132: although Argoulets have a Movement Allowance greater than the Movement Allowances of the Reiters and Gendarmes units in GZ 137, they cannot perform a Reaction Charge against those units because they are in a type II GZ.

Arquebusiers can attempt Reaction Fire. Their die roll is 3 so they fire successfully. This combat is resolved immediately (see Example 9 Combat triggered by a reaction).

Protestant Arquebusiers in GZ 133: No reaction is allowed against the Catholic Pikemen that moved into GZ 143 as this GZ was not empty. However, the unit can still react to the units that moved into GZ 137. The LoS is clear so Reaction Fire is possible. The roll is a 1, so the Protestant Arquebusiers fire successfully. This combat is resolved immediately (see Example 9 Combat triggered by a reaction).
EXAMPLE 7: Combat – simple example (Arques map)

Combat segment of the Leaguers (phasing player)

The phasing player designates the Reiters unit as Lead Attacker (LA).

The non-phasing player designates the Swiss Pikemen unit as Lead Defender (LD).

The combat modifiers are:

For the Lead Attacker Leaguer unit:
- **Class modifier:** Reiters are Class A which is superior to the Swiss Pikemen’s Class B. The Reiters unit gains a +1 modifier.
- **Support modifier:** Reiters, which are armed with firearms (CR between parentheses), are supported by Gendarmes, armed with shock weapons (CR between squared brackets), and thus benefit from another +1 modifier.

The total modifier for the Reiters unit is +2.

For the Lead Defender Royalist unit:
- **Terrain modifier:** Reiters are attacking across a double solid line thus providing a +2 modifier to the LD.
- **Support modifier:** Swiss Pikemen, armed with shock weapons (CR between squared parentheses), are supported by an Arquebusiers unit, carrying firearms (CR between brackets), gaining a +1 modifier. The other Arquebusiers is DS so cannot provide support.

The total modifier for the Swiss Pikemen is thus +3.

Thus, the combat result will be read in the [-2 ; -1] column of the Combat Result Table. The die roll is a 5. The combat result is QC/0, so the LA must perform a QC. The QC succeeds: there are no further effects.

EXAMPLE 8: Combat – advanced example (Jarnac map)

Combat segment of the Protestant player (phasing player)

The two Catholic Arquebusiers units in GZ 122 have been attacked twice already in this combat segment from GZ 208 (through the junction point) and from GZ 123.

Now, GZ 118 makes a 3rd consecutive attack on GZ 122; the Gendarmes unit is designated as the Lead Attacker. The Pikemen unit is designated as the Lead Defender.

Modifiers for the LA are as follow:
- **Charge modifier:** Both the Lead Attacker and the Lead Defender units are in Type I GZ, and the border between those GZ is a dashed-line so the LA may use its Charge marker to gain a +2 modifier. The Charge marker is removed at the end of the combat as it provides a bonus only once in the game.
- **Leader modifier:** As indicated in the scenario special rules, Lieutenant-General Condé provides a +1 combat modifier to all Protestant heavy cavalry units – Gendarmes or Chevaulegers – stacked in the same GZ.

The combat result is read under the [6] column of the Combat Result Table. The die roll is a 3 which yields 0/1*. The LD takes a step loss. Had there been a Leader in the same GZ, the non-phasing player would have to check for its death. The LA is unhurt.
EXAMPLE 9: Combat triggered by a reaction (Jarnac map)
Protestant player’s reaction segment (non-phasing player)

Protestant Arquebusiers in GZ 132: Reaction Fire on the Catholic units is now being resolved. The Arquebusiers unit is the LD and the Protestant player (non-phasing player) designates the Gendarmes unit as the LA. The phasing player is still considered the attacker, even during the non-phasing player’s reaction segment.

The modifiers for the LA are:
- **Class modifier**: -1 because Class D > Class E
- **Disorganization**: -1
No modifier for the LD.

Note: There is no support modifier for Reaction Fire or Reaction Charge.

The CR’s difference is: \((6-1-1) – 3 = 1\).

The combat result is read under the \([1 \, 2]\) column of the Combat Result Table. The die roll is a 3 which yields QC/QC. Both the LA and LD must perform a QC.

With a die roll of 2, the Arquebusiers pass the QC.

The Gendarmes fail their QC on a 6. They become disorganized a second time and lose one step. The unit is flipped to its reduced-side and the DS marker is removed.

Note: Following Example 6: Reactions: Fire, Charge, Retreat, Catholic units have just entered the empty GZ 137. The Protestant Arquebusiers in GZ 132 and GZ 133 successfully passed their QC and each performed reaction fire.

Protestant Arquebusiers in GZ 133: Reaction Fire on the Catholic units is now being resolved. The Arquebusiers unit is the LD and the Protestant player (non-phasing player) designates the Gendarmes unit as the LA. The phasing player is still considered the attacker, even during the non-phasing player’s reaction segment.

The modifiers for the LA are:
- **Class modifier**: -1 because Class D > Class E
- **Disorganization**: -1
No modifier for the LD.

Note: There is no support modifier for Reaction Fire or Reaction Charge.

The CR’s difference is: \((6+1) – (3+1) = 3\).

The combat result is read under the \([3 \, 4]\) column of the Combat Result Table. The die roll is a 5 which yields 0/QC. The LD must perform a QC. Another die roll gives a 4, which is a failure: the Arquebusiers unit becomes disorganized.

The reaction segment is now over.

EXAMPLE 10: Clash of Pikemen and death of a Leader (Arques map)

Combat segment of the Royalist player (phasing player)

The LA is the Swiss Pikemen unit in GZ 140. The non-phasing player selects the Landsknchts unit as the LD. Since the combat involves two pikemen units as lead units, a Clash of Pikemen marker is placed on each lead unit to indicate that two successive combat may occur.

1st combat

Modifiers for the Royalist Lead Attacker:
- **Support modifier**: Swiss Pikemen have a CR between squared brackets (shock weapons) and are supported by Cannons and Arquebusiers, which have a CR between parentheses (shot). Each support unit provides a +1 modifier, making the support modifier +3.

The LA is the Swiss Pikemen unit in GZ 140. The non-phasing player selects the Landsknchts unit as the LD. Since the combat involves two pikemen units as lead units, a Clash of Pikemen marker is placed on each lead unit to indicate that two successive combat may occur.

1st combat

Modifiers for the Royalist Lead Attacker:
- **Support modifier**: Swiss Pikemen have a CR between squared brackets (shock weapons) and are supported by Cannons and Arquebusiers, which have a CR between parentheses (shot). Each support unit provides a +1 modifier, making the support modifier +3.
Modifiers for the Leaguer Lead Defender:
- **Terrain modifier:** On this map, the following special rule applies: the double solid line (fence or barricade) only benefits the side which occupied the GZ at the start of the game; if the LD does not belong to this side, it does not receive the Terrain modifier (special rule for the Arques and Saint-Denis battles). Consequently, the Leaguer player does not receive any Terrain modifier.

The CR difference between the Lead Attacker and the Lead Defender is: \((6 + 3) - 5 = 4\).

The combat result is read under the \([3 ; 4]\) column of the **Combat Result Table**. The die roll is a 5 which yields 0/QC. The LD must perform a QC. The roll is a 6 – too high! The LD fails its QC and receives a DS marker.

During a Clash of Pikemen, if Swiss Pikemen confront Landsknechts and both units survive to the first combat, the second combat is mandatory.

**2nd combat**

Modifiers for the Royalist Lead Attacker:
- **Support:** +3
  
  Final modifier: +3

Modifiers for the Leaguer Lead Defender:
- **Second attack modifier:** -1
- **Disorganization:** -1

Final modifier: -2

The CR’s difference between the Lead Attacker and the Lead Defender is now: \((6 + 3) - (5 - 2) = 6\).

The Combat result is read under the \([6]\) column of the **Combat Result Table**. The die roll is a 2 which yields QC/2*. The LA must perform a QC. The player rolls a 4, so the QC is successful. The LD takes a step loss. The 2 step losses cannot be substituted with a retreat because the Clash of Pikemen between Swiss Pikemen and Landsknechts forbids it. The asterisk also indicates that the defender (non-phasing player) must check whether LG Mayenne survives to the combat. The player rolls a 2, to which the number of units in the zone is added. The final result is 3 - this is below the 5 needed to save the Leader. LG Mayenne is eliminated! The LG counter is flipped to its back side to show a standard Column Commander and all Leaguer units must now perform a QC due to the death of their Lieutenant General.

**EXAMPLE 11: Combat result and advance after combat (La Roche-l’Abeille map)**

As described in the scenario sheet, the Catholic player’s Supply Edge is the North edge of the map.

The combat between Protestant Reiters of the phasing player (LA) in GZ 157 and Catholic Italian Pikemen of the non-phasing player (LD) resulted in QC/2* (roll of 2 under the \([≥6]\) column of the Combat Result Table). The Protestant player succeeded his QC so there are no further effects on his unit. As for the Catholic player, a two-step loss means that his LD would be eliminated. However, the player may choose to retreat and turn the two-step loss into a one-step loss.

1. The Catholic player first checks if a retreat is feasible. The unit must retreat one GZ toward its Supply Edge (North edge of the map). If there is no eligible GZ to retreat into, its unit must take the two step loss. Retreating in GZ 143 is not possible because it is occupied by an enemy unit. Fortunately, retreating into GZ 149 is possible. Indeed, the stacking limit of a type II GZ is 3 units and it contains only 2 friendly units, and the border is not impassable. Thus the Pikemen retreat into GZ 149 and the counter is flipped to the reduced-side. Retreating through a solid line or into a type II GZ causes the unit to become automatically disorganized, so the player places a DS marker on his unit.

2. The retreat of the Lead Defender unit leaves the GZ unoccupied. The Lead Attacker and all support units may now advance into the vacated GZ. In this case, only the Reiters and the Gendarmes units advance. As the Argoulets unit did not provide support to the Reiters, they are not eligible to advance.
**EXAMPLE 12: Artillery fire (Jarnac map)**

Protestant player’s combat segment (phasing player)

1. The Protestant player selects GZ 232 as the attacking GZ. The Cannon (Gun Range 3) can fire into GZ 171 which is at a distance of 2 GZ (clear LOS). The phasing player targets the Catholic Gendarmes unit.

In this case, LA does not receive any modifier to its CR, which remains 2. The player rolls a 2 which is equal to the artillery’s modified CR, consequently the targeted Gendarmes unit becomes DS.

The Protestant player goes on to the next attacking GZ:

2. The Culverin in GZ 307 (Gun Range 2) is designated for artillery fire. It can fire on the Pikemen in GZ 308 which are at a distance of 1 GZ. The Culverin has a CR of 1, modified as follow:
   - Support modifier: Since the unit fires at a distance of 1 GZ, the Chevau-Legers (shock) unit can provide support and the Culverin receives a +1.
   - Terrain modifier: The target unit is in a type II GZ. According to the Terrain Modifier Table, the Terrain modifier for the Culverin is -1.

Disorganization: -1.

The final modified CR is then 1 +1 - 1 - 1 = 0.

Although the Culverin could fire, it has no chance of hitting the Pikemen.

**EXAMPLE 13: Reorganization (Saint-Denis map)**

Protestant player’s reorganization segment (phasing player)

The Protestant Arquebusiers in GZ 160 cannot be reorganized because they are in an enemy ZoC (exerted by Chevau-legers in GZ 155).

The Protestant Arquebusiers in GZ 131 are outside the Command Radius (3 GZ) of their Leader, CC Genlis. They are however within range of LG Condé and can thus attempt to reorganize. Moreover, the LG is in the same GZ so the reorganization QC can be rolled against Condé’s QR (5) instead of the Arquebusiers’s QR (3). The player rolls a 4 - the QC succeeds and the unit removes its DS marker.

The disorganized Chevau-legers in GZ 140 are within the Command Radius of LG Condé and not in an enemy ZoC so they too can attempt to reorganize. They perform a QC. The player rolls a 6, which is below their QR. The reorganization attempt fails and the unit remains disorganized.
**EXAMPLE 14 Orders and initiative (Saint Denis map)**

**Turn 7**

**End of turn phase: determination of the initiative**

The initiative ratings of the orders given to each Protestant Leader are:

- Retreat for Coligny’s column: -2
- Disengage for Condé’s column: -1
- Hold for Genlis’s column: 0
- Attack for D’Andelot’s column: 2

The total initiative rating of the Protestant player is then: -2-1+0+2 = -1.

Let’s say that Reserve orders are given to the two off-map Catholic Leaders, the total initiative ratings for the Catholic player is then 2 (Attack order for Montmorency) + 0 (March order for Montpensier) + 0 (Reserve order) + 0 (Reserve order) = 2.

Since the Catholic player’s initiative rating is higher than the Protestant player’s, the Catholic player receives the initiative and begins the next turn.

**Turn 8**

*(Catholic player phase)*

**Command segment**

All units are within the Command Radius of their respective Leader.

**Orders segment**

The Catholic player would like to switch the March order given to Montpensier with an Attack order in order to initiate a combat after his movement segment. This modification is successful if the modified result of a die roll is strictly lower than the Leader’s QR (4). According to Table 4: Modification of an order, there is no modifier for this action. The Catholic player rolls a 5 – too high. He cannot change the March order given to Montpensier.

**Movement segment**

Montpensier’s column now moves. The March order provides a +2 MP to all units belonging to this column (except the Leader) which are within the Command Radius of Montpensier.

The two Swiss Pikemen now have a Movement Allowance of 5MP instead of 3. They spend 4 MP to move into GZ 168 along with Montpensier (they can’t move into GZ 167 which costs 2MP because of the ZoC exerted by Protestant units).

The Catholic Gendarmes and Arquebusiers in GZ 141 move into GZ 140.

**Reaction segment of the Protestant player**

The Catholic Gendarmes’ move into the empty GZ 140 allows all adjacent Protestant units to react.

The Arquebusiers in GZ 132 can react if they have a clear LoS and pass a QC. The yellow border does not block the LoS so Reaction Fire is possible. As Coligny is in the same GZ, his QR (6) can be used instead of the Arquebusiers’ QR (3) for the QC. A die roll of 4, modified to 6 to take into account the effect of the Retreat order. Thus the QC fails and the Arquebusiers cannot fire.

The Arquebusiers in GZ 148 also have a clear LoS on the Catholic Gendarmes in GZ 140. This time, their Leader Condé is not in the same GZ, so the QC is performed against their own QR (3). The die roll is a 2, with a +1 because of the Disengage order. The Reaction Fire succeeds and is resolved immediately, with no effect in this case.
Result for the LD = unit is DS.
Result for the LA = unit is DS.
Die roll = 2.
Combat Result Table:
CR’s difference = -2; column used in the
LD
Arquebusiers
Arquebusiers
LA
Result for the LD = QC. Die roll = 5, higher than the
Arquebusiers
QR -> unit is DS.
Result for the LA = QC. Die roll = 1, lower than the
Arquebusiers
QR -> pass.
Die roll = 3.
CR’s difference = -2; column used in the
Combat Result Table:
LD
Pikemen
Arquebusiers
LA
Result for the LD = QC. Die roll= 4, higher than the
Arquebusiers
QR -> unit is DS.
Result for the LA = no effect.
CR’s difference = 4; column used in the
Combat Result Table:
CR’s difference = 1; column used in the
LD
Pikemen
Arquebusiers
LA
End of the Catholic player’s Combat segment
EXAMPLE 15: Caracole (Jarnac map)

Catholic player's phase (phasing player)

Movement segment
The full-strength Reiters unit in GZ 122 spends 2MP to enter GZ 118 (Type I GZ + enemy ZoC exerted by Protestant units in GZ 115 and 208), and then spends another 3MP to enter GZ 114 (Type II GZ + enemy ZoC). Spending 3MP to move into a GZ causes the unit to perform a QC. The player rolls a 4 against the unit’s QR of 5, so the unit passes the QR.
The reduced-strength Reiters unit in GZ 122 spends 2MP to enter GZ 118 and stops its movement there.
Both Reiters units declare a caracole. Each receives a Caracole marker.

Protestant player's reaction segment
Since the Catholic Reiters moved into an empty GZ adjacent to enemy units, those adjacent units may now react. The Protestant Gendarmes in GZ 208 have a lower Movement Allowance than Reiters so they cannot withdraw, nor can they charge, however they can still attempt Reaction Fire.

Some units cannot perform Reaction Fire: the brown border blocks the LoS between GZ 115 and GZ 118, and the brown border merging at the junction point blocks the LoS between GZ 111 and GZ 114.

Reaction Fire is now resolved.

1 Reaction Fire N°1
Arquebusiers in GZ 115 perform RF into GZ 114. The LD is the Arquebusiers unit and the LA is the Reiters unit. Indeed, the phasing player is still considered the attacker during the reaction segment of the non-phasing player. The player rolls a 2 for the QC, which enables the Arquebusiers to attack the Reiters.
The LA's modifier is:
• Class modifier: +1 since Class A > Class D.
The LD's modifier is:
• Reaction Fire on Reiters in caracole: +1.

Note: There is no support modifier for reactions.
The CR's difference is: (6+1) – (3+1) = 3. Combat result is determined under the [3 ; 4] column of Combat Result Table. The die roll is a 4 which yields QC/QC. Both the LA and LD must perform a QC. The Catholic Reiters pass their QC while the Protestant Arquebusiers fail theirs. The Arquebusiers thus becomes disorganized, and a DS marker is placed on the unit.

2 Reaction Fire N°2
The Arquebusiers in GZ 208 perform RF into GZ 118. The LD is the Arquebusiers unit and the LA is the Reiters unit. The player rolls a 3 for the QC, which enables the Arquebusiers to attack the Reiters.
The LA's modifier is:
• Class modifier: +1 since Class A > Class D.
The LD's modifier is:
• Reaction Fire on Reiters in caracole: +1.
• Terrain modifier: +1 (Reiters vs solid line border).

Note: There is no support modifier for reactions.
The CR's difference is: (3+1) – (3+1+1) = -1. Combat result is determined under the [-2 ; -1] column of Combat Result Table. The player rolls a 5 which yields QC/0. The LA must perform a QC. A die roll gives a 6, causing the Reiters to become disorganized. A DS marker is placed on the unit and the Caracole marker is removed.
EXAMPLE 15 : Caracole (continued)

Combat segment and resolution of caracoles

1st round of the caracole

The Reiters unit in GZ 114 is the LA, and the Arquebusiers unit in GZ 115 is the LD.

The LA's modifier is:
- Class modifier: +1 since Class A > Class D.

The LD's modifier is:
- Disorganization: -1.

The CR's difference is: (6+1) – (3-1) = 5. Combat result is determined under the [5] column of Combat Result Table. The player rolls a 1 which yields QC/1*. The LA must perform a QC and the LD takes a step loss. The Reiters pass their QC on a 2. The Protestant player opts to retreat his Arquebusiers unit toward the Supply Line on the Western edge of the map. The Arquebusiers thus retreat into GZ 111. Retreating into a type II GZ automatic disorganizes the moving unit. The Arquebusiers become DS once again: they lose one step and remove their DS marker (this is still a better result than taking a step loss and remaining DS had they not retreated). The Dismounted Argoulets can't follow the retreat because they did not provide support to the LD and thus remain in the GZ. The Catholic player now decides to perform a second combat thanks to his caracole. This unit in caracole must attack the same GZ.

2nd round of the caracole

This time the LD unit is the Dismounted Argoulets. The Reiters unit is still the LA.

The LA's modifier is:
- Class modifier: +1 since Class A > Class D.

There is no modifier for the LD (there is no second attack modifier since the LD is a different unit; if the Arquebusiers had been attacked once again, they would have receive a -1 modifier).

The CR’s difference is: (6+1) – 2 = 5. Combat result is determined under the [5] column of Combat Result Table. The player rolls a 3 which yields QC/DS. The LA must perform a QC and the LD is disorganized. The Reiters pass their QC on a 5.

The Reiters unit in GZ 118 could now attack though we shall leave this example here.

End of combats
**EXAMPLE 16: Les Enfants Perdus** *(Saint-Denis map)*

**Protestant player’s movement segment** (phasing player)

The Arquebusiers unit in GZ 108 first spends 1MP to move to GZ 116. The unit then generates a Les Enfants Perdus (EP) unit by spending 1MP. The owning player places the EP counter with the number I in GZ 116, and the EP marker with the same number under the Arquebusiers counter to indicate that it has generated one EP and to identify the child EP unit. The Arquebusiers have 2MP left and can resume their movement. They spend another MP to enter GZ 123 and expend their last MP to create a second EP unit in this GZ. The parent unit receives a second EP marker to identify this new EP unit (number II). Since the parent unit has generated two EP, it loses one step and is flipped to its reduced side. It will not be able to generate any new EP. EP that are not adjacent to their parent unit at the end of the movement segment are eliminated.

The Protestant player’s phase is now over. The next example will now detail the Catholic player’s phase.

**Catholic player’s movement segment** (phasing player)

Gendarmes and Chevau-legers move into GZ 117 for a 2MP cost (1MP for the type I GZ +1MP for the enemy ZoC).

Pikemen and Arquebusiers in GZ 109 move into GZ 101 for a 2MP cost as well (1MP for the type I GZ +1MP for the enemy ZoC).

**Protestant player’s reaction segment** (non-phasing player)

EP can react to enemy units entering adjacent zones.

EP in GZ 105 retreat to GZ 107. There is no need to pass a QC as they are reacting to infantry units only. As GZ 105 is left empty by the EP’s retreat, units that triggered this reaction can occupy the emptied-GZ. The phasing player decides to have the two units in GZ 101 occupy the emptied GZ.

EP in GZ 116 can react to the cavalry move in GZ 117 but must pass a QC to be able to retreat. The die roll is a 5 - higher than their QR, so the EP cannot retreat.

**Combat segment of the Catholic player** (phasing player)

**Combat N°1**

The Catholic Pikemen unit is designated as the LA, the Protestant Arquebusiers unit is designated as the LD.

The LA’s modifier is:
- **Class modifier:** +1 since Class C > Class D.
- **Support:** +1 (provided by the Catholic Arquebusiers).

The LD’s modifier is:
- **DS:** -1.
- **Terrain modifier:** +2 (Pikemen vs Type II GZ).

The CR’s difference is: (3+1+1) – (4+2-1) = 0. Combat result is determined under the [0] column of the **Combat Result Table**. With a die roll of 2, both LA and LD are DS. The LA receives a DS marker. As the LD was already DS, it loses one step and removes its DS marker. Although it has generated only one EP (number III) so far, this Arquebusiers unit will no longer be able to generate a second EP. When the EP (III) is absorbed by its parent unit, it will stay on its reduced-strength side.

**Combat N°2**

The Catholic Gendarmes unit is designated as the LA, the Protestant Chevau-legers unit is designated as the LD.

There is no combat modifier for the LA.

The LD’s modifier is:
- **Support:** +1 (provided by the Arquebusiers, EP cannot provide nor receive support)

The CR’s difference is: 5 – (4+1) = 0. Combat result is determined under the [0] column of the **Combat Result Table**. A die roll of 5 yields no effect for the LA and the LD.
Design note 1: Field armies are composed of three battles, also called guards, wards or wings: the vanguard, the main battle or middle guard, and the rearguard. We use the term column instead for the sake of clarity. Depending on the scenario, a column may represent only a single regiment.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**HISTORICAL NOTES**

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

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

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

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

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

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

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

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

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

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

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

**Militias:** These troops do not carry standard equipment and are of an unreliable quality: they are quick to flee when facing danger. They are a weak and cumbersome support unit, often originating from inner suburbs, and are unlikely to venture too far from home town.
Artillery (cannons, culverins and other calibers): There is a great amount of names for the various artillery pieces, therefore only the most important ones that actually have an effect on the battlefield are used. Cannons are made of bronze and fire iron balls. They are cumbersome weapons and are effectively immobile on the battlefield both because of their weight and of their unenthusiastic civilian carriage crew. The cannon’s effective range is 1300 m (1400 yds) and the great culverin’s range is 900 m (980 yds). The rate of fire is rather low. Culverins have a smaller caliber than cannons, and fire with effect at an even lower range. These early artillery weapons are not grouped into batteries, further limiting the physical damage caused, thus their effect on the battlefield is more of a psychological order.

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