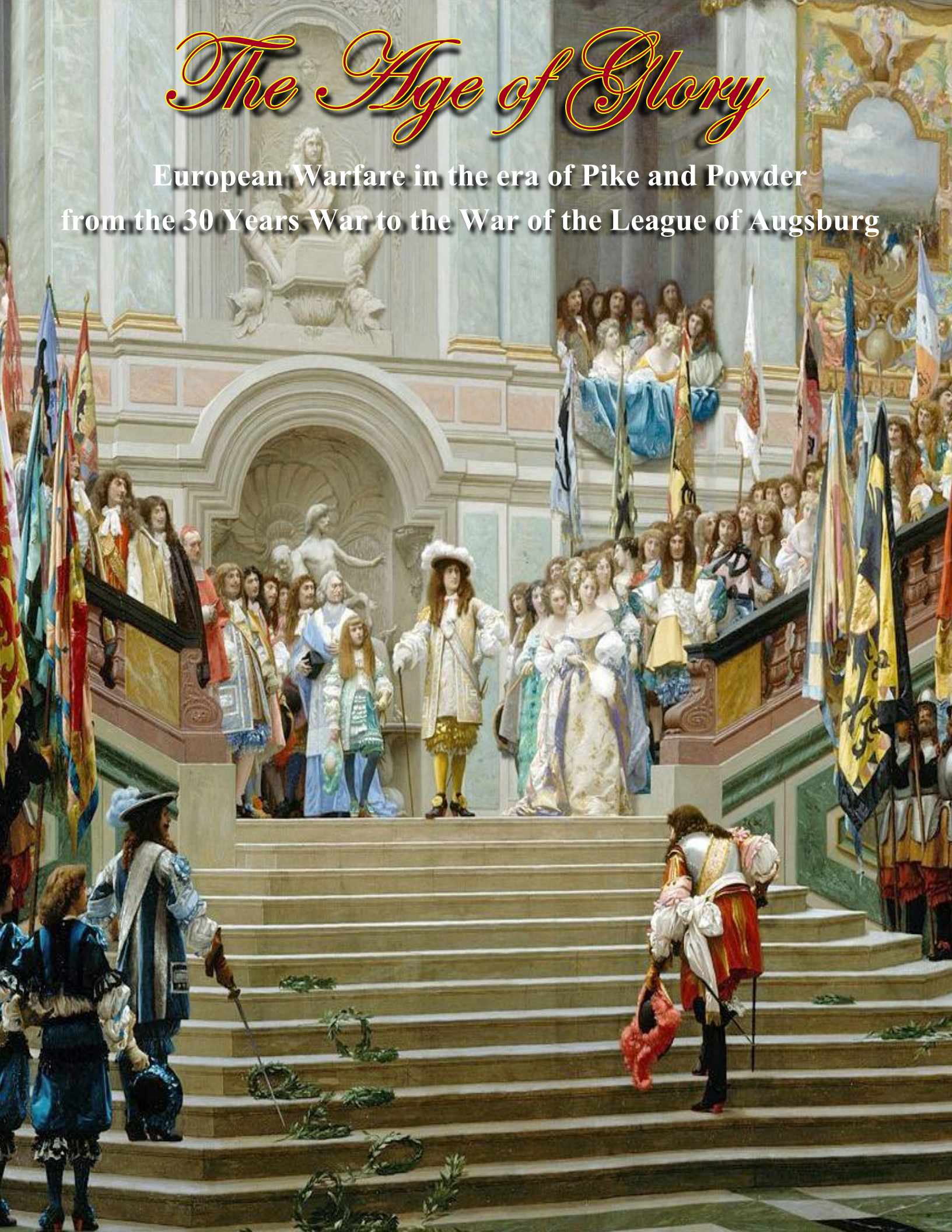


The Age of Glory

European Warfare in the era of Pike and Powder
from the 30 Years War to the War of the League of Augsburg



“Oh, that insolent nation!” William III, the Prince of Orange, seeing courageous and resolute French Infantry advance under murderous artillery fire, Battle of Neerwinden-Landen, 29 July 1693.

On the cover, “Réception du Grand Condé à Versailles” (Jean-Léon Gérôme, 1878), Public Domain.

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European Warfare in the era of Pike and Powder
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A special Age of Eagles II Expansion Module

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William III at the battle of Neerwinden-Landen 1693, Ernest Crofts (1847 – 1911).

INTRODUCTION

This is an independent expansion chapter or mini module for *Age of Eagles II*, also known as Napoleonic Fire & Fury. As such AOE II is needed to properly play this game. In most cases all rule changes have been embedded in the Data Tables as well as the charts and tables on the Quick Reference Sheet (QRS). All players need to do is use these new specifications or DRMs (Die Roll Modifiers) with the original rules, then proceed as normal. Changes unique to the period of Pike & Powder, the subject of this expansion set, are found in the following pages.

Also note that as a digital download your feedback can be especially helpful. If you see errors in spelling or grammar, let us know so we can correct it. If you see rules that contradict each other or simply make no sense whatsoever, let us know so we can modify them. The beauty of digital publication is the ability to make corrections on the fly and simply Email a revised new file to all customers who own the product. Please avail yourself of this unique aspect of this publication.

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The Age of Glory

European Warfare in the era of Pike and Powder
from the 30 Years War to the War of the League of Augsburg

By Colonel Bill Gray, US Army (Retired)

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Hardcopy publication by On Military Matters.

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Age of Eagles does Pike and Powder



FORWARD. These rules are the result of many years of good-natured harassment asking for a Pike & Shot variant for *Age of Eagles II* (AOE2). Well, I finally caved and this expansion is the result. It is a **FREE** publication, and thus, was a grand opportunity to experiment, think waaaaay outside the proverbial box and try some things seemingly tacky if not demented. So, sit back and relax, it's gonna be a bumpy ride, but hopefully one you will enjoy.

GAME RULES AND RUMINATIONS

GAME PHILOSOPHY. This booklet is meant to provide the player with a fun, simple and historically accurate recreation of warfare from the beginning of the 30 Years War (30YW) in 1618 thru the 9 Years War (9YW) at the end of the century. Yes, you can fight Breitenfeld, Nasby, Vienna and Rocroi, but I've decided to shy away from those well-known engagements and concentrate on more obscure yet important battles such as Seneff, Turckheim and Saint-Denis.

This is accomplished by clarifying existing rules, modifying many more, deconflicting semantics, adding new rules and taking a LOT of decision making away from the player. Supporting this effort is a system that puts all pertinent data on the QRS or labels underneath unit and terrain stands. This will hopefully dispense having to consult a 102-page rule book over and over.

GROUND SCALE. The official scale is exactly like AOE2, 120 yards per inch for 10/15 mm. However, players can adjust this scale up or down to suit their needs. Stand depth skews scale, and in this era, notional brigades could shrink – and enlarge – as units were added and taken away during battle. The minimum ground scale is 60 yards/inch, the maximum is 240.

TIME SCALE. Same as above. The official scale is exactly like AOE2, 30 minutes per game turn. However, it can be adjusted by the players to a minimum of 15 minutes per game turn, a max of 60. **And like above, no adjustment to other game parameters are needed.**

DICE. We use Money Grubbers **Black Dice Poppers** from Amazon for \$ 22.99 per three. Pricy, but dice don't fly off the table or land on an edge. We recommend 2 x 6-sided dice per player, but for more stable results use one dice, for more surprising and decisive results, use three. Or use 20 or 10-sided dice, or a single 10-sided dice for one army, but 2 x 6 sided for the enemy. You can even change these combinations during the game itself. **And again, no adjustment to other game functions is needed.**

BASING. All Basing is exactly as specified in AO2 and/or Age of Honor (AOH). A single stand is needed for guns

and Leaders. **Foot (Firelock or Pike), Horse (Pistoleer or Shock), and Skirmisher units all have six stands by default.** These stands are 1 inch deep and 3/4 inches wide. This width may be expanded to not more than 1 inch for each stand if desired. Double stand bases are allowed for convenience. When a stand loss occurs, substitute a single stand (from a replacement pool) for the double stand.

Pike units should have two stands of pikes in the center of the formation (for historical visuals) with four Firelock stands evenly split between both ends of the formation. Pike units represent several assigned battalions, each with their own contingent of pikes. Thus, each stand has 1 Fire Point, to include those with pikemen mounted.

30YW Tercios - However, early or late 30YW tercios, have only one formation, a permanent Field Column two stands wide, three ranks deep. **Use stands enlarged to the maximum width of one inch each.** The lead rank contains a command stand and Firelock stand facing forward, the second rank has two pike stands facing forward with the third rank two Firelock stands facing **rearward**. **All other game rules apply normally, except 30YW tercios are never outflanked or hit in the rear during close combat. See image below.**



AOE2 DECONFLICT, DEFINITION AND CHANGES. In many cases gamers often misplay AOE2 because of both semantics and specifics found in the base rulebook. Thus, the following issues have been resolved and specific interpretations included on the QRS. This is not an all-inclusive list.

Semantics. Language in this module has been changed to match the language in AOE2. For example, artillery Functions are now artillery March Modes.

Artillery Terms. Silenced – gun stand must retreat 1/2 move away from enemy, immediately if by Close

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Combat, during the next friendly Movement phase if by fire.

Damaged – the gun stand remains stationary but loses half its Fire Points for the rest of the game. **Wrecked** – the gun stand is totally destroyed and removed from play. **Please note that if a gun stand receives a second Damaged result, it is then Wrecked and removed.**

Rout. When a unit has only a single stand left, that unit immediately **Routs** off the board and the final stand is removed from play.

Close Combat DRM Definition and Parameters.

These DRMs apply to Participating stands only (Incidental stands count for numbers only).

Each Unit – each unit participating in close combat gets the DRM.

One or More – multiple units of the same type receive a single DRM. This DRM is per unit type and only one DRM is provided regardless of the number of units of the same category. For example, if an Attacker charges using three Pike units, he receives a single +3 DRM, NOT a +3 for each Pike formation (which would be +9).

Half or More – a single unit, group of units or entire side receive this DRM so long as 1/2 or more Participating stands meet the criteria. For example, a player defending with three units may receive a +1 DRM total for being Supported so long as half or more of his Participating stands are in a Supported formation.

Arc of Fire. 30 degrees for guns, 45 degrees small arms. This is printed on unit labels and the QRS.

Command Radius. 12 inches. QRS reminds players to check Command Radius prior to moving Leaders.

QRS. Now specifies which units do not pay Passage of Lines, fording or rough terrain movement costs.

AOE2 RULE SIMPLIFICATIONS. The following have been simplified and/or modified for easier play:

Fallen Leader Table. Consulting the Fallen Leader Table no longer requires a die roll but is automatic if a unit with an attached Leader suffers Deadly or Withering Fire.

Reserve Movement. Rule eliminated.

Silenced Gun Stands. Must now always retreat 1/2 move. The "retreat beyond small arms fire" rule has been eliminated.

Army Cohesion. Now based entirely on the number of Foot, Horse and Skirmish stands lost and removed from play. When 25 % of the army's applicable stands become casualties, all units receive a permanent -1 DRM on March table. This begins next friendly Movement Phase. For every additional five stands lost, an additional, permanent -1 DRM is added.

Irregular Forces. The previous rule defining Irregular forces as permanently Disordered (AOE2 p 26) has been eliminated. Instead, the Troop Rating "C" (for Conscript) is reserved exclusively for Irregular formations.

NEW RULES AND FUNCTIONS. The following are new rules that impact *Age of Glory* (AOG).

Numerical Data. All numerical data on all charts and tables have been modified to reflect the history of the period. In that regard, said numbers have been calculated to avoid odd fractions such as a half movement rate of 4 1/2 inches for a regular movement rate of 9 inches.

French Pistooleer Horse. If in Good Order with a modified die roll of *En Avant* on the March Table, French Pistooleers automatically convert to Shock Horse. This change is mandatory, immediate and permanent.

Initiative Impact. When an Army Leader wins the modified Initiative roll and elects to move first and beats his opponent's modified die roll by seven or more, he must consult the Initiative Impact Column on the March Table. If the modified die roll difference is seven or eight, all friendly Foot, Horse and Skirmish units of any status receive a +2 DRM when rolling for Tactical Movement. If the difference is nine or greater, then the modifier is +3. This function is mandatory and applies only to the upcoming friendly Movement Phase.

COMMAND AND CONTROL. During this era most armies used a camp list to specify what Leaders managed what units, ie, an informal Order of Battle (OB). On the field, however, this disappeared and rank, social status plus being at the right place and right time took precedence. Indeed, the 1st Duke of Monmouth arrived at Saint-Denis a day ahead of his British Expeditionary Force but still found himself a command to run and led cavalry charges.

The Rule. To replicate the above AOG provides a new Command and Control rule. In AOG, any Leader may provide Attached or Unattached Tactical Movement DRM command support to any unit or group of units in his army, regardless of historical or tabletop chain of command. There is no penalty for doing so.

However, command support may come from only one single Leader at any time. Thus, if a unit has Prince Conti attached, but is also within the 12-inch Command Radius of unattached Army Leader Louis XIV, the player can use Conti or the King for movement DRMs, but not both. Two Leaders attached to a unit? Only one may be used. Unit within the 12-inch Command Radius of two Unattached Leaders? Only one may be used, etc, etc.

TERRAIN. This module uses a standard set of Terrain types which include:

Bridge Type 1 - Does not Block LOS. Water in area (eg, stream) Fordable. +1 Defender Melee DRM if attacked entirely cross stream.

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Bridge Type 2 - Does not Block LOS. Water in area (eg, river) NOT Fordable.

Forest Type 1 - Blocks Line of Sight. Rough Terrain. + 1 Defender DRM for both Fire and Melee. Light woods.

Forest Type 2 - Blocks Line of Sight. Rough Terrain. + 2 Defender DRM for both Fire and Melee. Heavy woods.

Urban Area Type 1 - Max 4 stands Occupy. Blocks Line of Sight. Rough Terrain. + 1 Defender DRM for both Fire and Melee. Wooden structures, eg, farms and houses.

Urban Area Type 2 - Max 4 stands Occupy. Blocks Line of Sight. Rough Terrain. + 2 Defender DRM for both Fire and Melee. Small cities, towns, villages.

Urban Area Type 3 - Max 6 stands Occupy. Blocks Line of Sight. Rough Terrain. + 3 Defender DRM for both Fire and Melee. An abbey, walled city, etc.

Fort Type 1 - +1 DRM for Defender for both Fire and Close Combat. DRM applies only for units defending from behind the trench looking forward. Does not block LOS and does not impede movement. Trenches.

Fort Type 2 - As for Type 1 but the Defender's DRM is +2 and the Fort is considered Rough Terrain. Redoubt.

Closed Type 1 - Does not block LOS but impassable. Units forced to enter such terrain (due to retreat, etc) are automatically destroyed and removed from play. Impacted leaders automatically attach to the nearest friendly unit, despite distance, terrain or blocking enemy units.

LABELS. AOG supplies color labels for units, guns, leaders and terrain for the player's use. They may be printed, cut out and placed on the bottom of stands to provide information, such as Movement, Fire Points, etc.

The labels themselves are generic (eg, Dutch 01), but a few named units and commanders are identified by their exact historical title or designation (eg, Regiment Navarre, Marshal Luxembourg). Between the two, there are sufficient labels to play the three scenarios in AOG, plus other battles as well (such as Turckheim).

All of the labels will not be used in every battle, particular as regards Dutch based armies who had allied (eg, Denmark) support in one battle, but not another. The French are a much easier army to manage as the same regiments seem to show up battle after battle. In any case, if a named label does not appear in AOG, just select one of the generic labels and use whatever data is printed.

Here are two samples:

E 6/4/2 British Guards	E 6/4/2 Horse Guards
Pistoleer Horse	Pistoleer Horse
1 FP/Stand 45° FOF	1 FP/Stand 45° FOF
12" Move - 2" Ford	12" Move - 2" Ford
1/2 Move thru Rough	1/2 Move thru Rough

There is an established color scheme for both military and terrain associated labels. Forest labels are green, urban grey and so on. Units labels are in typical national colors, eg, blue- France, red - Britain, orange - Dutch, etc .



**King William III of England, Prince of Orange, 1690,
by Godfrey Kneller (1650 – 1702).**

AGE OF GLORY DIGITAL SUPPORT. The AOE2 Reference Portal system includes a Pike and Powder Portal with an AOG subfolder. While it contains *beaucoup und Zwanzig* references, images, maps, flags as does the rest of the portal (all FREE and copyright friendly), it also contains downloadable MS Word .docx content to allow the player to create his own labels and maps for play.

Access to this folder may be found via the AOE II Website [Weblinks](#) page under the Reference Portal section, or direct at this [Age of Glory](#) subfolder URL. Future changes and mods will also be retained in this subfolder.

Army Leader Data



This table lists Army Leaders as well as their Initiative and Charisma ratings for movement and combat purposes, with the conflicts in which they fought, to include the country (eg, France) or faction (eg, anti-Hapsburg) supported. However, since these rules cover multiple conflicts across some 80 years, **the Leaders listed below are but a fraction of the army commanders who actually took the field.** And because of this and the absence of a military staff to fall back on while the general-in-charge was off leading bayonet charges God knows where, AOG provides three options for determining pregame Initiative and Charisma vice a comprehensive listing. All are valid for game play.

Option 1. Depend solely on the player's personality. Assign all Army Leaders an Initiative of "0" and rate all Charismatic.

Option 2. Use the Data Table below, which is self-explanatory

Option 3. Use a modified die roll system to randomly determine an Army Leader's ratings. This process can also be used for Leaders not listed under Option 2. Procedure as follows, roll a single 6-sided die, add any national modifier for a final result. If this final result is 0 the Initiative Rating is 0, if 1 or 2 the rating is +1, if 3 or 4 the Rating is +2, if 5, 6 or 7 the Rating is +3. If this final number is even, the Leader is Charismatic, but if odd, the Leader is not Charismatic. The national DRM the French, Dutch, Polish, British or Swedish, is +1, Ottomans – 1, and all others the DRM is 0.

Option 3 Example: Philippe de Orleans is French. A single six-sided die is rolled and the result is 2. A +1 DRM is added because Orleans is French, for a total of 3 (2 + 1 = 3). Thus, Phillipe's Initiative Rating is +2, but because 3 is an odd number, he is not Charismatic.

LEADER DATA TABLE (OPTION 2)

THUNDER IN THE EAST:

Army Leader Name	Initiative Rating	Charismatic?	Conflict and Loyalty
King Charles XI	+1	Yes	Scanian War, Sweden
Tsar Peter the Great	+1	Yes	Russo-Ottoman War, Russia
Sultan Mehmed IV	-1	Yes	Russo-Ottoman War, Ottoman Empire
Sultan Suleiman II	-1	Yes	Russo-Ottoman War, Ottoman Empire
Sultan Ahmed II	-1	Yes	Russo-Ottoman War, Ottoman Empire
Sultan Mustafa II	-1	Yes	Russo-Ottoman War, Ottoman Empire
Prince Eugene of Savoy	+2	Yes	Great Turkish War, Holy League
John III Sobieski of Poland	+2	Yes	Great Turkish War, Holy League
Count Ernst Rudiger von Starhemberg	+1	Yes	Great Turkish War, Holy League
Sultan Mehmed IV	-1	Yes	Great Turkish War, Ottoman Empire
Grand Vizier Mehmed Pasha	-2	Yes	Great Turkish War, Ottoman Empire
Grand Vizier Mustafa Pasha	-1	Yes	Great Turkish War, Ottoman Empire
Grand Vizier Suleiman Pasha	-2	Yes	Great Turkish War, Ottoman Empire

THIRTY YEARS WAR:

Army Leader Name	Initiative Rating	Charismatic?	Conflict and Loyalty
King Gustavus Adolfus of Sweden	+3	Yes	30YW, Anti-Hapsburg
Bernard of Saxe-Weimar	+2	No	30YW, Anti-Hapsburg
Field Marshal Count Gustav Horn	+0	No	30YW, Anti-Hapsburg (Swedish)
Louis, Grande Conde	+3	Yes	30YW, Anti-Hapsburg (French)
Henri de la Tour, Viscount Turenne	+3	Yes	30YW, Anti-Hapsburg (French)
Maurice, Prince of Orange	+1	No	30YW, Anti-Hapsburg (Dutch)
King Christian IV of Denmark	-1	No	30YW, Anti-Hapsburg
Duke von Wallenstein	+2	Yes	30YW, Hapsburg
Johann, Count Tilly	+2	Yes	30YW, Hapsburg
Heinrich, Graf von Pappenheim	+1	No	30YW, Hapsburg
Marquis Ambrogio Spinola of Spain	+2	Yes	30YW, Hapsburg
Franz Freiherr von Mercy	+1	No	30YW, Hapsburg

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ENGLISH CIVIL WAR

Army Leader Name	Initiative Rating	Charismatic?	Conflict and Loyalty
Oliver Cromwell	+2	Yes	ECW, Parliament
Sir Thomas Fairfax	+1	Yes	ECW, Parliament
Robert Devereaux	0	No	ECW, Parliament
Edward Montagu	0	No	ECW, Parliament
William Waller	0	No	ECW, Parliament
Earl Alexandre Leslie post 1648	+1	Yes	ECW, Parliament
General David Leslie post 1648	+1	Yes	ECW, Parliament
King Charles I of England	-1	Yes	ECW, Royalist
King Charles II of Scotland	-1	Yes	ECW, Royalist
Prince Rupert of the Rhine	+1	Yes	ECW, Royalist
Georg Goring	0	No	ECW, Royalist
Ralph Hopton	0	No	ECW, Royalist
William Cavendish	0	No	ECW, Royalist
Earl Alexandre Leslie	+1	No	ECW, Royalist
General David Leslie	+1	No	ECW, Royalist

WARS OF THE SUN KING (FRANCO-DUTCH, NINE YEARS WAR, ETC)

Army Leader Name	Initiative Rating	Charismatic?	Conflict and Loyalty
Francois-Henri Duke de Luxembourg	+2	Yes	French
Phillipe de Orleans	+1	Yes	French
Louis, Grande Conde	+3	Yes	French
Henri de la Tour, Viscount Turenne	+3	Yes	French
Louis Francois Duke de Boufflers	+0	No	French
Louis Joseph Duke de Vendome	+1	Yes	French
Francois, 2d Duke de Villeroi	-1	No	French
Marshal of France Nicolas Catinat	+1	No	French
King James II of Scotland	+0	Yes	French, Scotland exile
Fitzjames, 1 st Duke of Berwick	+1	Yes	French
Sabastien le Prestre, Marquis Vauban	+2	No	French, only if leading siege operations
King William III, Prince of Orange	+2	Yes	Dutch - British
Elector Maximillian of Bavaria	+0	No	Bavarian
Louis, Margrave of Baden-Baden	+1	No	Imperial
Frederick I, Elector of Brandenburg	+1	Yes	Brandenburg-Prussian
Prince Eugene of Savoy	+2	Yes	Imperial
Prince Georg Friedrich von Waldeck	+1	No	Dutch
Hugh MacCay	+1	Yes	Scottish Government
Viscount Dundee	+1	Yes	Scottish Jacobite



Allied defense line along the Penne Becq, battle of Mont-Cassel, HMGS Fall In 2025.

Units and Unit Data Charts



All units in this expansion are categorized into one of several units of similar types. They include artillery gun stands, Leaders, Skirmishers (light infantry fighting dispersed in rough terrain), Foot (consisting of Firelock units who use small arms with plug bayonet, and Pike units), and Horse (consisting of Pistoleer cavalry who use pistols for combat and Shock cavalry who use sword, lance, etc). In most cases the terms are generic and used by all armies. For a few, not so much, and national equivalents are not a perfect match. Thus, we define Russian Boyar cavalry as Pistoleer, although in reality their ranged weapon was the bow and arrow. Keep that in mind as you peruse the Unit Data Charts below and note that the listings contain only a smattering of all the forces that fought in this time frame.

Additionally, please remember the following:

AOG uses a default standard of six stands for each Foot, Horse and Skirmisher unit with a default Troop Rating of Regular. Thus, most units have a Brigade Effectiveness rating of R 6/5/3. There are only a few specifically named units, and these would be Elite, or E 6/4/2. Think the Irish Brigade, Huguenots or French Regiment Navarre. For other similar units the player must do his own research to find the ratings he feels correct. All artillery stands are rated R for Regular.

The rule defining Irregular forces as permanently Disordered (AOE2 p 26) has been dropped. Instead, the Troop Rating "C" (for Conscript) is reserved exclusively for Irregular formations, meaning a 6-stand foot Cossack unit would be C 6/5/4. Non-Irregular units are never rated "C."

Unit	Generic Description	Game Data	Other Information
THIRTY YEARS WAR			
SWEDEN			
Line Foot	Regular Pike	R 6/4/2 P	Ethnic Swedish Foot.
Scots Irish Foot	Regular Pike	R 6/5/3 P	Foreign contract Foot.
Commanded Musketeers	Regular Firelock	R 6/5/3 F/S	Skirmish.
Subsidy Foot	Regular Firelock/Pike	R 6/5/3 F/P	Foreign contract Foot.
Swedish Latta Ryttere	Regular Shock	R 6/5/3 S	Ethnic Swedish Horse.
Finnish Hackapells	Elite Shock	E 6/4/2 S	Elite Finnish Horse.
Livonian, German Kurassier	Regular Pistoleer	R 6/5/3 P	From Swedish foreign provinces.
German Veteran Horse	Regular Pistoleer	R 6/5/3 P	Foreign contract Horse.
Swedish Harquebusier	Regular Shock	R 6/4/2 S	Swedish heavy Horse
Dragoons	Regular Shock	R 6/5/3 S	May NOT dismount.
Subsidy Horse	Regular Pistoleer	R 6/5/3 P	Foreign contract Horse.
DENMARK			
Guard Regiment	Elite Firelock	E 6/4/2 F	The King's Foot Guard.
Line Foot	Regular Firelock/Pike	R 6/5/3 F/P	Ethnic Danish Foot.
Seaman	Regular Firelock	R 6/5/3 F	Danish Marines.
Cuirassiers	Regular Pistoleer	R 6/5/3 P	Ethnic Danish Horse.
Chevauleger	Regular Pistoleer	R 6/5/3 P	Alternate designation for Cuirassier.
German Mercenary Horse	Regular Pistoleer	R 6/5/3 P	Foreign contract Horse.
Harquebusiers	Regular Pistoleer	R 6/5/3 P	Ethnic Danish Horse
Dragoons	Regular Pistoleer	R 6/5/3 P	Danish Dragoons. May Dismount.
FRANCE			
Garde Francaise	Elite Pike	E 6/4/2 P	Two regiments. Maison du Roi.
Garde Suisse	Elite Pike	E 6/4/2 P	One regiment. Maison du Roi.
Regiment Navarre	Elite Pike	E 6/3/2 P	"Diabolicum," 2 Fire Points per stand.
Vieux Corps	Elite Pike	E 6/4/2 P	The Ancient Corps.
Reformed Foot	Regular Pike	R 6/5/3 P	Regular French Foot.
Bernardine Foot	Regular Pike	R 6/5/3 P	Bernard of Saxe-Weimar's army

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Unit	Generic Description	Game Data	Other Information
Gendarmes de la Garde	Elite Pistoleer	E 6/4/2 P	Maison du Roi Militaire.
Musketeers de la Garde	Elite Pistoleer	E 6/4/2 P	Maison du Roi Militaire.
Chevauleger de la Garde	Elite Pistoleer	E 6/4/2 P	Maison du Roi Militaire.
Carabiniers	Regular Pistoleer	R 6/5/3 P	Regular French Horse.
Gendarmerie	Elite Shock	E 6/4/2 S	Line, brigaded with Maison du Roi.
Chevauleger	Regular Pistoleer	R 6/5/3 P	Regular French Horse.
Bernardine Horse	Regular Pistoleer	R 6/5/3 P	Bernard of Saxe-Weimar's army.
Dragoons	Regular Pistoleer	R 6/5/3 P	Line Dragoons, may dismount.

COMMON OR GENERIC LISTINGS

Line Foot, Early Tercio	Regular Pike	R 6/5/3 P	Special basing rules, see page 5.
Line Foot, Later Tercio	Regular Pike	R 6/5/3 P	Special basing rules, see page 5.
Grenadiers	Elite Firelock	E 6/4/2 F	Separate unit not converged.
Grenztruppen	Conscript Firelock	C 6/5/4 F	Hungarian border Irregulars ,
Militia Levy	Conscript Firelock	C 6/5/4 F	Conscript serfs, peasants, Irregular .
Subsidy Foot	Regular Firelock/Pike	R 6/5/3 F/P	Foreign contract Foot.

Kurassier or Reiter	Regular Pistoleer	R 6/5/3 P	Regular Horse, all states.
Harquebusier	Regular Pistoleer	R 6/5/3 P	Regular Horse, all states.
Mounted Jaeger	Regular Pistoleer	R 6/5/3 P	Regular Horse, all states.
Hungarian Hussars	Conscript Pistoleer	C 6/5/4 P	Hungarian Light Horse. Irregular .
Dragoons	Regular Pistoleer	R 6/5/3 P	Line Dragoons, may dismount.
Subsidy Horse	Regular Pistoleer	R 6/5/3 P	Foreign contract Horse.

ENGLISH CIVIL WAR

Line Foot	Regular Firelock/Pike	R 6/5/3 F/P	Scots Covenanter.
Highlanders	Regular Firelock/Pike	R 6/5/3 F/P	Scots Covenanter.
Line Horse	Regular Pistoleer	R 6/5/3 P	Scots Covenanter.
Lancers	Regular Shock	R 6/5/3 S	Scots Covenanter.
Dragoons	Regular Pistoleer	R 6/5/3 P	Scots Covenanter. May dismount.
Moss Troopers	Conscript Pistoleer	C 6/5/4 P	Scots Coven. Brigands, Irregular .
Irish Foot	Regular Firelock/Pike	R 6/5/3 F/P	Montrose. Irish Foot.
Highland or Lowland Foot	Regular Firelock/Pike	R 6/5/3 F/P	Montrose. Scottish Foot.
Undrilled Highland Foot	Conscript Firelock	C 6/5/4 F	Montrose. Irregular.
Militia Foot	Conscript Firelock	C 6/5/4 F	Montrose. Irregular.
Lancers	Regular Shock	R 6/5/3 S	Montrose. Lancers.
Line Horse	Regular Pistoleer	R 6/5/3 P	Montrose. Regular line Horse.
Dragoons	Regular Pistoleer	R 6/5/3 P	Montrose. May dismount.
Royal Guard	Elite Firelock/Pike	E 6/4/2 F/P	Royalist. The King's Foot Guard.
Line Foot	Regular Firelock/Pike	R 6/5/3 F/P	Royalist. Regular Foot.
Billmen	Regular Firelock/Pike	R 6/5/3 F/P	Royalist. Must defend urban area.
County Militia	Conscript Firelock	C 6/5/4 F	Royalist. Irregular.
Cavaliers	Regular Pistoleer	R 6/5/3 P	Royalist. Regular line Horse.
Dragoons	Regular Pistoleer	R 6/5/3 P	Royalist. May dismount.
Line Foot	Regular Firelock/Pike	R 6/5/3 F/P	Parliament. Regular line Foot.
Billmen	Regular Firelock/Pike	R 6/5/3 F/P	Parliament. Must defend urban area.
Sailors	Regular Firelock	R 6/5/3 F	Parliament. Sailors and Marines.
County Militia	Conscript Firelock	C 6/5/4 F	Parliament. Irregular.
Irish Protestant, English Militia	Regular Firelock	R 6/5/3 F	Parliament, New Model Army.
Grenadiers	Regular Firelock	R 6/5/3 F	Parliament, New Model Army.
Cuirassiers	Regular Pistoleer	R 6/5/3 P	Parliament. The London Lobsters.
Line Horse	Regular Pistoleer	R 6/5/3 P	Parliament. Regular line Horse.
Dragoons	Regular Pistoleer	R 6/5/3 P	Parliament. May dismount.

L'Armee Francaise Vol III

Unit	Generic Description	Game Data	Other Information
THE SUN KING AT WAR			
RUSSIA			
"Toy Soldier Foot" Guard	Elite Pike	E 6/4/2 P	Preobrazhinskii, Semenovskii Guard.
Streletsi Musketeers	Conscript Firelock	C 6/5/4 F	Traditional Feudal Foot. Irregular.
Subsidy German Foot	Regular Firelock/Pike	R 6/5/3 F/P	Foreign contract Foot.
Opolcheniye	Conscript Firelock/Pike	C 6/5/4 F/P	Local urban militia, Irregular.
Boyar Cavalry	Conscript Pistoleer	C 6/5/4 P	Russian Gentry Horse, Irregular.
Cossacks	Conscript Pistoleer	C 6/5/4 P	All types, Don Cossacks, etc Irregular.
Foot Cossacks	Conscript Firelock/Pike	C 6/5/4 F/P	All types, Don, Ural, etc, Irregular.
POLAND			
Winged Hussars	Elite Shock	E 6/3/2 S	The Hammer of the Gods.
Pancerni or Petyhorcy	Regular Pistoleer	R 6/5/3 P	Support Horse for Hussars.
Hajduk Infantry	Conscript Firelock	C 6/5/4 F	Polish auxiliary Foot. Irregular.
Subsidy or Mercenary Foot	Regular Firelock/Pike	R 6/5/3 F/P	Foreign contract Foot.
Subsidy or Mercenary Reiter	Regular Pistoleer	R 6/5/3 P	Foreign contract Horse.
Subsidy/Mercenary Dragoon	Regular Pistoleer	R 6/5/3 P	Foreign contract Horse.
Lisowczyks	Conscript Pistoleer	C 6/5/4 P	Light Horse, brigands. Irregular.
Cossacks	Conscript Pistoleer	C 6/5/4 P	Light Horse. Irregular.
Tartars	Conscript Pistoleer	C 6/5/4 P	Light Horse. Irregular.
Peasants, Pospolite ruszenie	Conscript Firelock	C 6/5/4 F	Peasant levy, Irregular.
OTTOMAN EMPIRE			
Janissaries*	Regular Firelock/Pike (sorta)	R 6/5/3 F/P	Ottoman professional Foot.
Bazshi-Bazouk Infantry	Conscript Firelock	C 6/5/4 F	Ottoman auxiliary Foot, Irregular.
Sekban Mercenaries	Regular Firelock	R 6/5/3 F	Ottoman contracted Foot
Azap Light Infantry	Conscript Firelock	C 6/5/4 F	Light Foot, Skirmishers, Irregular.
Levend	Regular Firelock	R 6/5/3 F	Marines, any non-Ottoman Foot.
Yamaks	Conscript Firelock	C 6/5/4 F	City and fortress garrisons, Irregular.
Kapikulu Horse*	Regular Pistoleer/Shock	R 6/5/3 P or S	Ottoman professional Horse.
Silahdars Mounted Guard*	Elite Pistoleer/Shock	E 6/3/2 P or S	Ottoman professional Horse.
Sipahi Provincial Horse*	Regular Pistoleer/Shock	R 6/5/3 P or S	Ottoman professional Horse.
Egyptian Mamelukes	Elite Shock	E 6/4/2 S	Elite North African Horse.
Akinji Light Horse	Conscript Pistoleer	C 6/5/4 P	Ottoman auxiliary Horse, Irregular.
Timariot Provincial Horse	Regular Pistoleer	R 6/5/3 P	Ottoman regular Horse.
Deli Light Horse	Elite Shock	E 6/4/2 S	Ottoman Elite light lancer Horse.
* 50% of these units on table should carry one weapon type, 50% the other, eg, eight Sipahi units should be 4 units of Shock and 4 units of Pistoleer Horse.			
FRANCE			
Garde Francaise a Pied	Regular Firelock/Pike	R 6/5/3 F/P	Two regiments.
Garde Suisse a Pied	Elite Firelock/Pike	E 6/4/2 F/P	One Regiment.
Vieux Band	Elite Firelock/Pike	E 6/4/2 F/P	The Ancient Corps.
Regiment Navarre	Elite Pike	E 6/3/2 P	Called "Diabolical," 2 FP per stand.
Petite Vieux Band	Regular Firelock/Pike	R 6/5/3 F/P	The Junior Ancient Corps.
Swiss Regiments	Elite Firelock/Pike	E 6/4/2 F/P	Early uniforms normally yellow.
Irish Regiments	Elite Firelock/Pike	E 6/4/2 F/P	Pre-Irish Brigade organization.
James II Irish Regiments	Regular Firelock/Pike	R 6/5/3 F/P	James II expatriate national army.

L'Armee Francaise Vol III

Unit	Generic Description	Game Data	Other Information
German Regiments	Regular Firelock/Pike	R 6/5/3 F/P	Medium blue uniforms.
Italian, Walloon Regiments	Regular Firelock/Pike	R 6/5/3 F/P	Brown uniforms for most.
Scottish Regiments	Regular Firelock/Pike	R 6/5/3 F/P	Red uniforms for most.
Marine Regiments	Regular Firelock	R 6/5/3 F	Plug Bayonets.
Royal Artillery Fusiliers	Regular Firelock	R 6/5/3 F	Guarded Royal Arty, Plug Bayonet.
French Militia	Regular Firelock/Pike	R 6/5/3 F/P	Very little uniform data available.
Garde de Corps	Regular Pistoleer	R 6/5/3 P	Part of Maison du Roi.
Garde Musketeers	Elite Shock	E 6/4/2 S	Part of Maison du Roi.
Garde Grenadiers a Cheval	Elite Pistoleer	E 6/4/2 P	Part of Maison du Roi
Other Maison du Roi Horse	Elite Pistoleer	E 6/4/2 P	Chevauleger, Gendarmes, etc.
Gendarmerie	Elite Shock	E 6/4/2 S	Line, brigaded with Maison du Roi.
Cuirassiers du Roi	Elite Shock	E 6/4/2 S	Only one regiment.
German Horse	Regular Pistoleer	R 6/5/3 P	Medium blue uniforms for most.
Irish Horse	Regular Pistoleer	R 6/5/3 P	Red uniforms.
Royal Carabiniers	Elite Pistoleer	E 6/4/2 P	Formed from Line Horse Carabiniers.
French Regular Horse	Regular Pistoleer	R 6/5/3 P	Termed Chevauleger in France.
French Staff Horse	Elite Pistoleer	E 6/4/2 P	Colonel, Commissaire, Mestre du Camp General regiments.

STATES ARMY UNITED PROVINCES (DUTCH)

Gardes te Voet	Elite Pike	E 6/4/2 P	Dutch Stadtholder's Foot Guards
National Infantry Regiments	Regular Firelock/Pike	R 6/5/3 F/P	Dutch regular Foot.
Subsidy Infantry Regiments	Regular Firelock/Pike	R 6/5/3 F/P	Danish, German, etc, contract Foot.
Anglo-Scots Subsidy Brigade	Elite Firelock/Pike	E 6/4/2 F/P	Anglo-Scots contract Foot.
Swiss Subsidy Regiments	Elite Firelock/Pike	E 6/4/2 F/P	Swiss contract Foot.
Huguenot Regiments	Elite Firelock/Pike	E 6/4/2 F/P	Protestant volunteer Foot.
Marine Regiments	Regular Firelock	R 6/5/3 F	Dutch Naval Infantry.
Kurland Regiment	Regular Firelock/Pike	R 6/5/3 F/P	Duke of Kurland's Regiment.
Gardes te Paard	Elite Pistoleer	E 6/4/2 P	Dutch Stadtholder's Guard Horse.
Garde du Corps	Elite Pistoleer	E 6/4/2 P	Dutch auxiliary Guard Horse.
Royal Carabiniers	Elite Pistoleer	E 6/4/2 P	Dutch Elite Horse.
Ruiters Regiment	Regular Pistoleer	R 6/5/3 P	Dutch line Horse, aka, Kurassiers.
Gardes Dragoners	Elite Pistoleer	E 6/4/2 P	Dutch Stadtholder's Dragoons.
Dragoons	Regular Pistoleer	R 6/5/3 P	Dutch Line Dragoons. May dismount.
Subsidy Reiter Regiments	Regular Pistoleer	R 6/5/3 P	Foreign contract Horse.
Subsidy Kurassiers	Regular Pistoleer	R 6/5/3 P	Foreign contract Kurassiers.
Subsidy Dragoons	Regular Pistoleer	R 6/5/3 P	Foreign contract Dragoons.
Kurland Regiment	Regular Pistoleer	R 6/5/3 P	Duke of Kurland's Regiment.

SPAIN

Old Provincial Tercios	Elite Pike	E 6/4/2 P	Old Blues, Green, Red, Yellow, etc
Tercios of the Kingdoms	Regular Pike	R 6/5/3 P	Next senior regular Foot.
Territorial Tercios	Regular Pike	R 6/5/3 P	Part-time provincial Foot.
Italian Tercios	Regular Pike	R 6/5/3 P	Milan and Neapolitan Foot.
Walloon Tercios	Regular Pike	R 6/5/3 P	Spanish Foot from Netherlands.
Anglo-Scotts, Irish Tercios	Elite Pike	E 6/4/2 P	Foreign contract Foot.
German Tercios	Regular Pike	R 6/5/3 P	Foreign contract Foot.
Subsidy Tercios	Regular Pike	R 6/5/3 P	Foreign contract Foot.
Auxiliary Tercios	Regular Pike	R 6/5/3 P	Mostly Bavarian, paid for by Milan.
Sargentias Mayores Tercios	Conscript Pike	C 6/5/4 P	Spanish urban militia. Irregular.
Governor General's Guard	Elite Pistoleer	E 6/4/2 P	Governor's escort trojas, ie, tercio. *
Cevallos Corazas	Regular Pistoleer	R 6/5/3 P	Spanish Cuirassiers.
Cevallos Corazas en Valon	Regular Pistoleer	R 6/5/3 P	Wallon Spanish Cuirassiers.

L'Armee Francaise Vol III

Unit	Generic Description	Game Data	Other Information
Cevallos Corazas Ordenes	Elite Pistoleer	E 6/4/2 P	Religious Military Order Horse
Tercio Viejo de Dragones	Regular Pistoleer	R 6/5/3 P	Spanish Dragoons.
German Subsidy Horse	Regular Pistoleer	R 6/5/3 P	Foreign contract Horse.
Auxiliary Horse	Regular Pistoleer	R 6/5/3 P	Mostly Bavarian, paid for by Milan.

* In the Spanish military, the term "Trojas" was the cavalry or mounted equivalent of the infantry term "Tercio."

IMPERIAL AUSTRIA AND HOLY ROMAN EMPIRE

Imperial Foot	Regular Firelock/Pike	R 6/5/3 F/P	Regular line Foot.
Hoch und Deutschmeister	Elite Firelock/Pike	E 6/4/2 F/P	Inhaber Grand Master Teutonic Order
Combined Grenadiers	Elite Firelock/Pike	E 6/4/2 F/P	Grenadier companies from line Foot.
Hungarian Foot	Regular Firelock/Pike	R 6/5/3 F/P	Hungarian regular Foot.
Lorrain Guard	Regular Firelock/Pike	R 6/5/3 F/P	From Osnabruck.
Spanish or Dutch Foot	Regular Firelock/Pike	R 6/5/3 F/P	After transfer to Austrian service .
Haiduk	Conscript Firelock	C 6/5/4 F	Hungarian. Irregular.
Landregimenter	Conscript Firelock	C 6/5/4 F	County militia. Irregular.
Insurrectio Foot	Conscript Firelock	C 6/5/4 F	Hungarian local Militia. Irregular.
Grenztruppen	Conscript Firelock	C 6/5/4 F	Hungary border Skirmish Irregular.
Subsidy Foot	Regular Firelock/Pike	R 6/5/3 F/P	Foreign contract Foot.
Kurassier Horse	Regular Pistoleer	R 6/5/3 P	Austrian armoured heavy Horse.
Dragoon Horse	Regular Pistoleer	R 6/5/3 P	Austrian line. May dismount.
Early Hussar Horse	Conscript Pistoleer	C 6/5/4 P	Hungarian light Horse. Irregular.
Later Hussar Horse	Regular Pistoleer	R 6/5/3 P	Hungarian light Horse.
Subsidy Horse	Regular Pistoleer	R 6/5/3 P	Foreign contract Horse.

BRANDENBURG – PRUSSIA

Garde zu Fus	Elite Firelock/Pike	E 6/4/2 F/P	Elector's Foot Guard.
Garde Grenadiere	Elite Firelock	E 6/4/2 F	Guard Grenadier Regiment.
Line Foot	Regular Firelock/Pike	R 6/5/3 F/P	Regular line Foot.
Wirbranzen	Conscript Firelock	C 6/5/4 F	East Prussian militia Foot, Irregular.
Garde du Corps	Elite Pistoleer	E 6/4/2 P	Elector's Horse Guard.
Regular Horse	Regular Pistoleer	R 6/5/3 P	Regular line Horse, aka Kurassieren.
Dragoner	Regular Pistoleer	R 6/5/3 P	Line Dragoons, may dismount.

SAXONY

Garde zu Fus	Elite Firelock/Pike	E 6/4/2 F/P	Elector's Foot Guard.
Line Foot Regiments	Regular Firelock/Pike	R 6/5/3 F/P	Regular line Foot.
Garde du Corps	Elite Pistoleer	E 6/4/2 P	Elector's Horse Guard.
Leib Horse	Elite Pistoleer	E 6/4/2 P	Lifeguard Horse.
Line Horse	Elite Pistoleer	E 6/4/2 P	Line Horse.
Lieb Dragoner	Elite Pistoleer	E 6/4/2 P	Elite Dragoons, may Dismount.
Line Dragoons	Elite Pistoleer	E 6/4/2 P	Line Dragoons, may Dismount.

BAVARIA

Line Foot	Regular Firelock/Pike	R 6/5/3 F/P	Regular line Foot
Converged Grenadiers	Elite Firelock	E 6/4/2 F	Combined from each Foot regiment.

L'Armee Francaise Vol III

Unit	Generic Description	Game Data	Other Information
Horse Guard	Elite Pistoleer	E 6/4/2 P	The Elector's Horse Guard.
Kurassieren	Regular Pistoleer	R 6/5/3 P	Regular heavy Horse.
Dragoner	Regular Pistoleer	R 6/5/3 P	Line Dragoons, may dismount.
Hussars	Conscript Pistoleer	C 6/5/4 P	Hungarian light Horse, Irregular .

KREIS ARMEE AND OTHER GERMAN STATES

Foot Guards	Elite Firelock/Pike	E 6/4/2 F/P	Garde zu Fus, Leib Garde, etc.
Grenadiers	Elite Firelock	E 6/4/2 F	Formal grenadier Foot regiments.
Converged Grenadiers	Elite Firelock	E 6/4/2 F	Combined from each Foot regiment.
Line Foot	Regular Firelock/Pike	R 6/5/3 F/P	Regular line Foot.
Subsidy Foot	Regular Firelock/Pike	R 6/5/3 F/P	Foreign contract Foot.

Horse Guards	Elite Pistoleer	E 6/4/2 P	Garde du Corps, etc.
Line Horse	Regular Pistoleer	R 6/5/3 P	Regular line Horse.
Kurassieren	Regular Shock	R 6/5/3 S	Armored heavy Horse.
Dragoner	Regular Pistoleer	R 6/5/3 P	Line Dragoons, may Dismount.
Subsidy Horse.	Regular Pistoleer	R 6/5/3 P	Foreign contract Horse.

HANOVER

Garde zu Fus	Elite Firelock/Pike	E 6/4/2 F/P	Elector's Foot Guard
Converged Grenadiers	Elite Firelock	E 6/4/2 F	Combined from each Foot regiment.
Line Foot	Regular Firelock/Pike	R 6/5/3 F/P	Regular line Foot.

Horse Guards	Elite Pistoleer	E 6/4/2 P	The Elector's Horse Guard
Line Horse	Regular Pistoleer	R 6/5/3 P	Regular line Horse.
Dragoner	Regular Pistoleer	R 6/5/3 P	Line Dragoons, may Dismount.

GREAT BRITAIN

Foot Guards	Elite Firelock/Pike	E 6/4/2 F/P	The King's Foot Guard.
Converged Grenadiers	Elite Firelock/Pike	E 6/4/2 F/P	Combined from each Foot regiment.
Scottish Foot	Elite Firelock/Pike	E 6/5/3 F/P	Highland and Lowland Foot.
Regiments of Foot	Regular Firelock/Pike	R 6/5/3 F/P	Regular line Foot.
Fusiliers	Regular Firelock/Pike	R 6/5/3 F/P	Regular line Foot.
Huguenots	Elite Firelock/Pike	E 6/4/2 F/P	Protestant auxiliary Foot.

Lifeguards	Elite Pistoleer	E 6/4/2 P	Household Cavalry.
Horse Grenadiers	Elite Pistoleer	E 6/4/2 P	Household Cavalry.
Lord Oxford's Blues	Elite Pistoleer	E 6/4/2 P	Fabled blue uniforms.
Line Horse	Regular Pistoleer	R 6/5/3 P	Line heavy Horse.
Dragoons	Regular Pistoleer	R 6/5/3 P	Line Dragoons, may Dismount.

SWEDEN

Foot Guards	Elite Firelock/Pike	E 6/4/2 F/P	King's senior guard Foot, Varvada.
Guard Grenadiers	Elite Firelock	E 6/4/2 F	Grenadier guard Foot, Varvada.
Varvada Line Foot	Regular Pike	R 6/5/3 P	"Enlisted", standing regular Foot.
Indelta Line Foot	Regular Pike	R 6/5/3 P	Part time provincial Foot.
Converged Grenadiers	Elite Firelock	E 6/4/2 F	Combined from each Foot regiment.

Drabants	Elite Shock	E 6/4/2 S	King's personal guard escort.
Horse Guards	Elite Shock	E 6/4/2 S	King's guard Horse.
Line Horse	Regular Shock	R 6/5/3 S	Regular line heavy Horse.
Line Dragoons	Regular Shock	R 6/5/3 S	Line Dragoons, may NOT dismount.
Hakkapeliitta Horse	Elite Shock	E 6/4/2 S	Finnish line Horse.

L'Armee Francaise Vol III

Unit	Generic Description	Game Data	Other Information
Vlachs Light Horse	Conscript Pistoleer	C 6/5/3 P	Wallachian light Horse. Irregular.
DENMARK			
Foot Guards	Elite Firelock/Pike	E 6/4/2 F/P	The King's Foot Guard.
Danish Line Foot	Regular Firelock/Pike	R 6/5/3 F/P	Regular line Foot.
Converged Grenadiers	Elite Firelock	E 6/4/2 F	Combined from each Foot regiment.
Norwegian Line Foot	Regular Firelock/Pike	R 6/5/3 F/P	Regular line Foot.
Subsidy Foot	Regular Firelock/Pike	R 6/5/3 F/P	Foreign contract Foot.
Horse Guards	Elite Pistoleer	E 6/4/2 P	The King's Horse Guard.
Line Horse	Regular Pistoleer	R 6/5/3 P	Line heavy Horse.
Dragoons	Regular Pistoleer	R 6/5/3 P	Line Dragoons, may Dismount.
Norwegian Dragoons	Regular Pistoleer	R 6/5/3 P	Line Dragoons, may Dismount.
Subsidy Horse	Regular Pistoleer	R 6/5/3 P	Foreign contract Horse.
SAVOY – PIEDMONT			
Foot Guards	Elite Firelock/Pike	E 6/4/2 F/P	Duke's Foot Guard.
Line Foot	Regular Firelock/Pike	R 6/5/3 F/P	Regular line Foot.
Foreign Foot	Regular Firelock/Pike	R 6/5/3 F/P	Regular line Foot.
Subsidy Foot	Regular Firelock/Pike	R 6/5/3 F/P	Foreign contract Foot.
Horse Guard	Elite Pistoleer	E 6/4/2 P	Duke's Horse Guard.
Line Horse	Regular Pistoleer	R 6/5/3 P	Line heavy Horse.
Dragoons	Regular Pistoleer	R 6/5/3 P	Line Dragoons, may Dismount.
Subsidy Horse	Regular Pistoleer	R 6/5/3 P	Foreign contract Horse.
VENICE			
Line Foot	Regular Firelock/Pike	R 6/5/3 F/P	Regular Line Foot.
Converged Grenadiers	Elite Firelock	E 6/4/2 F	Combined from each Foot regiment.
Sciavoni	Regular Firelock	R 6/5/3 F/S	Light Foot, Skirmisher.
Provvisionali	Regular Firelock/Pike	R 6/5/3 F/P	Regular Line Foot.
Cernide	Conscript Firelock	C 6/5/4 F	County militia. Irregular.
Other Mercenary, Subsidy Ft	Regular Firelock/Pike	R 6/5/3 F/P	Regular line Foot.
Line Horse	Regular Pistoleer	R 6/5/3 P	Line heavy Horse.
Dragoons	Regular Pistoleer	R 6/5/3 P	Line Dragoons, may Dismount.
Stradioti	Conscript Pistoleer	C 6/5/4 P/S	Light Horse, Skirmisher, Irregular.
Other Mercenary, Subsidy Hs	Regular Pistoleer	R 6/5/3 P	Foreign contract Horse.
COSSACK AND TARTAR ARMIES			
Cossack or Tartar Foot	Conscript Firelock	C 6/5/4 F/S	Irregular, Skirmish Foot.
Cossack or Tartar Horse	Conscript Pistoleer	C 6/5/4 P/S	Irregular, Skirmish Horse.
PORTUGAL			
Line Infantry	Regular Pike	R 6/5/3 P	Regular line Foot
Converged Grenadiers	Elite Firelock	E 6/4/2 F	Combined from each Foot regiment.
Horse or Light Horse	Regular Pistoleer	R 6/5/3 P	Regular line Horse.
Dragoons	Regular Pistoleer	R 6/5/3 P	Line Dragoons, may Dismount.

Battle of Mont - Cassel

11 April 1677



HISTORICAL BACKGROUND:

Wikipedia - [Battle of Cassel \(1677\)](#) - [Wikipedia](#)

AOE Reference Portal, [Age of Glory Folder](#):

This folder contains images plus both English and detailed foreign language references for free download, all copyright friendly.

TABLE: Each square is 12 inches by 12 inches. The table is 6 feet deep and 8 feet wide.

DICE: Players' Option but 2 x D6 die recommended.

SCALE: Players' Option, but default is 120 yards per inch, 30 minutes per Game Turn, all unit stands equal to 6 field guns, 360 Foot or 180 Horse.

TIME – Battle begins at 0600 hours ends at 1700 hours.

WEATHER: Clear, no adverse conditions such as rain.

TERRAIN:

Bridge Type 1 – all bridges on table, all streams fordable.

Forest Type 1 – all forested areas on the table.

Urban Area Type 1 – all farms.

Urban Area Type 2 – all towns, chateaus and castle ruins. Divide all towns into two sections, capacity four unit stands each. Walls around structures are part of the structure, not a separate terrain feature.

Urban Area Type 3 – the Abby.

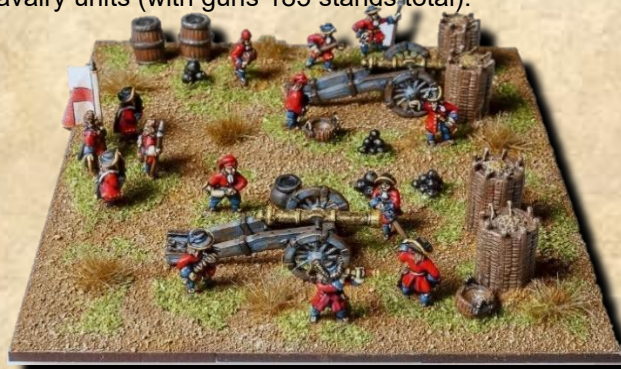
Fort Type 1 – the stone wall just East of Werners Cappel.

Windmills, hedges, tents and fields - decorative only.

LEADERS: Players' option as to beginning location and DRM rating for both the French with four Leaders, and the Dutch with five. For historical placement and command, however, the French army commander was Philippe of Orleans, Charismatic, Initiative Rating +1. Other French Leaders in the game are Luxembourg who commanded the left, Humieres the right, plus two at large Leaders, la Motte and Bulonde who may be used anywhere. Humieres and Luxembourg are Charismatic

The Dutch commander is the Prince of Orange, Charismatic, Initiative Rating +1. Other Dutch Leaders in the battle include Sompenbourg who led the extreme right and Espenoza who commanded Spanish. At Large Dutch Leaders include Nassau and Waldeck who may be used anywhere. Nassau and Waldeck are both Charismatic.

ARMY STRENGTH: Both sides have 5 gun-stands. The Dutch deploy 14 infantry and 14 mounted units (with guns 173 stands total). The French deploy 14 infantry and 16 cavalry units (with guns 185 stands total).



UNIT RATINGS AND SPECS: See Label pages. The following named units were present and available for use. For the Dutch, the Dutch Foot Guards (2 units), the Dutch Horse Guards (1), Garde du Corps (1), the Dutch Guard Dragoons (1), Marines (1), Scots (1), Courland (1 Horse, 1 Foot), Spanish Horse (3) and Spanish Foot (1). The French, the Gendarmerie (3 units), Cuirassiers du Roi (1), Garde Musketeers (1), Garde Francaise Foot (2), Swiss Foot (2), Navarre (1), Dragoons (4), of which all may dismount.

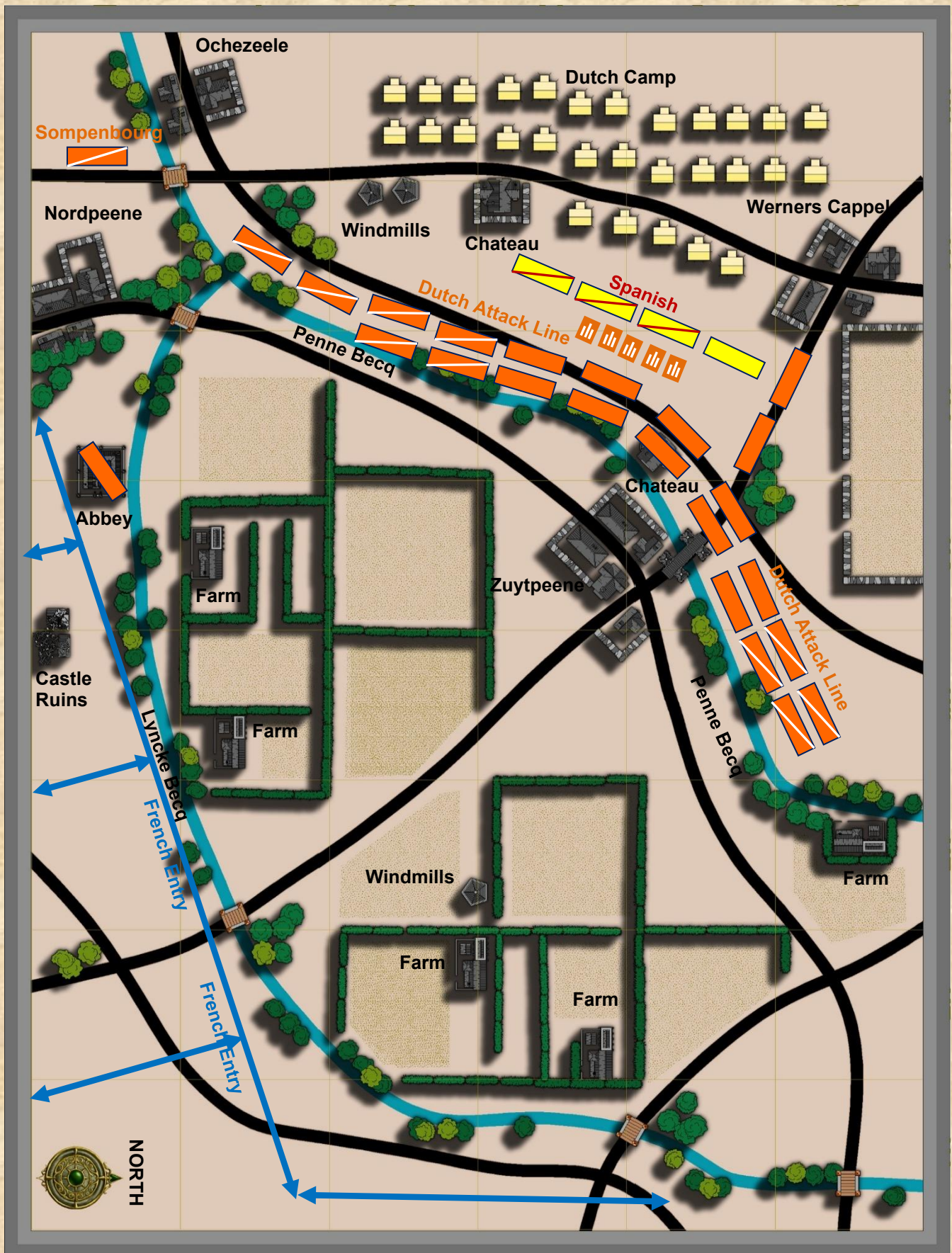
The balance of units remaining may be any generic numbered unit (eg. French 01) from the Label sheets, except that all Dutch and Spanish cavalry are Pistoleer. Dutch and Spanish Dragoons may not dismount. **There are no Irregular units in this scenario.**

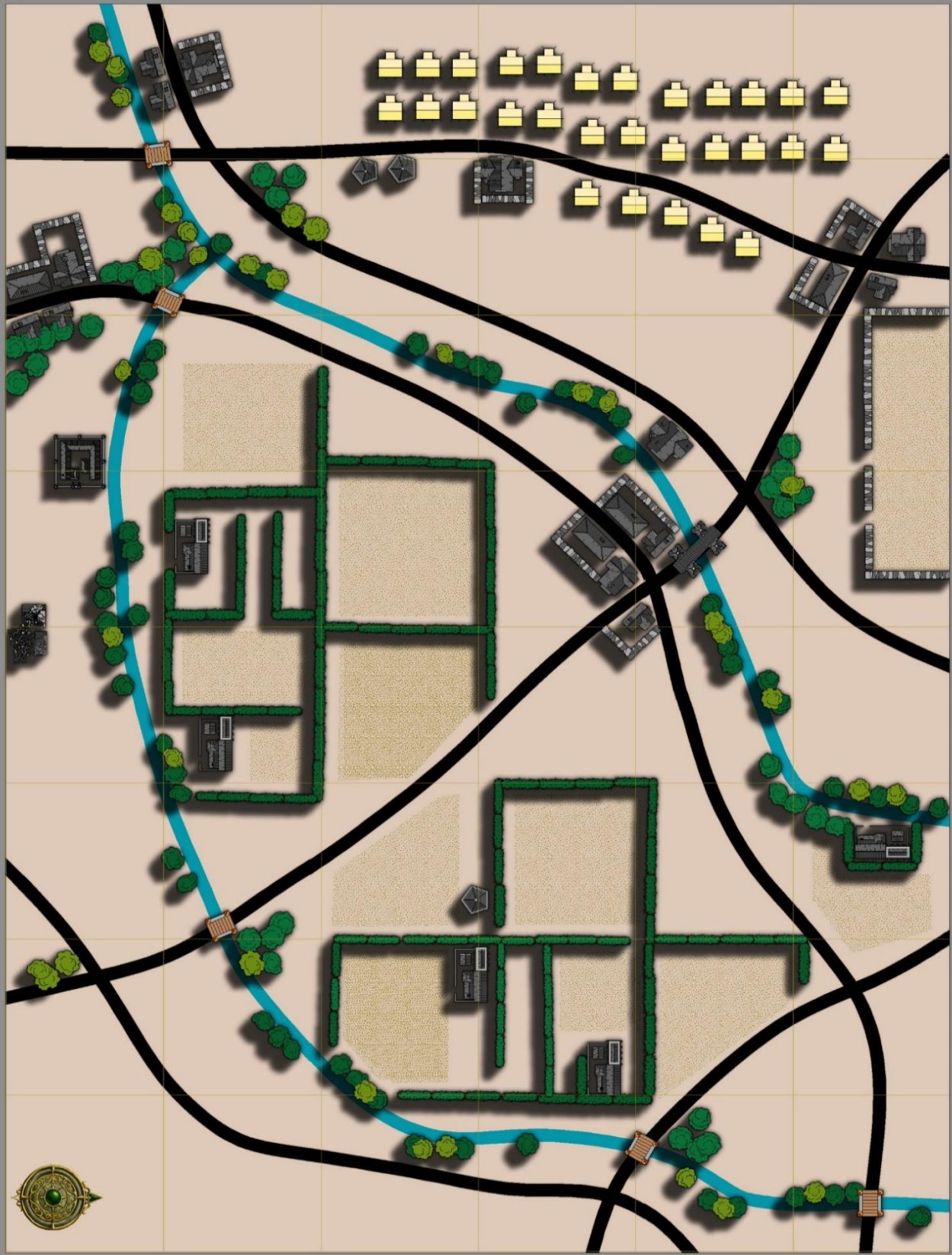
UNIT DEPLOYMENT: For a historical setup, place the armies on the table as shown on the map, next page. Other non-historical deployment is at the players' discretion.

REINFORCEMENTS: The entire French army may march on the table on Game Turn 1 (or later) within the map Entry Point parameters shown. Units must entirely physically fit when moving onboard. Units that can only partially fit because of too little space (eg, only three stands of six), must wait until the next or subsequent turn.

UNIT COHESION: When 25 % of the army's Foot, Horse or Skirmish stands become casualties, all units receive a permanent -1 DRM on the March Table, beginning the next friendly Movement Phase. For every additional five stands lost, add an additional, permanent -1 DRM.

VICTORY CONDITIONS: Decided by the players or optionally see pages 16 – 17 in AOE2.





Planning Map

Battle of Saint-Denis

14 August 1678



HISTORICAL BACKGROUND:

Wikipedia - [Battle of Saint-Denis \(1678\) - Wikipedia](#)

AOE Reference Portal, [Age of Glory](#)

Folder:

This folder contains images plus both English and detailed foreign language references for free download, all copyright friendly.

TABLE: Each square is 12 inches by 12 inches. The table is 6 feet deep and 8 feet wide.

DICE: Players' Option but 2 x D6 die recommended.

SCALE: Players' Option, but default is 120 yards per inch, 30 minutes per Game Turn, all unit stands equal to 6 field guns, 360 Foot or 180 Horse.

TIME: Battle begins at 1400 hours, ends at 2000 hours.

WEATHER: Clear, no adverse conditions such as rain.

TERRAIN:

Bridge Type 1 – all bridges across streams, which are fordable.

Bridge Type 2 – all bridges across the Haisne, which is unfordable

Forest Type 1 – all forested areas on the table.

Urban Area Type 2 – all towns. Divide all towns into two sections, four stand capacity each. Walls around structures in a town are part of the town, not a separate terrain feature.

Urban Area Type 3 – the Abby.

Closed Type 1 – the labeled pond and the rocky steep embankment.

Fields - decorative only.

LEADERS: Players' option as to beginning location and DRM support for both the French with five Leaders, and the Dutch with five. For historical placement and command, however, the French army commander was Luxembourg, Initiative Rating +2 and Charismatic. He personally commanded the French left. Other French Leaders in the game are Feuquelar (Saint-Denis garrison), Villeroi (French right), Montal (who commanded arriving reinforcements), and Vauban (Montal's backup). Feuquelar and Montal are Charismatic.

The opposing historical Dutch army Leader is William Prince of Orange, Charismatic, +1 Initiative Rating. Likewise, other historical Dutch Leaders in the battle include Waldeck (commanded German forces), Roqueservières (Huguenots), Ossory (Anglo-Scots) Villahermosa (commanded Spanish) with Overkirk and Monmouth two at-large Leaders who can be used anywhere. All except Villahermosa and Ossory are Charismatic.

ARMY STRENGTH: Each side can deploy six gun-stands. The French can deploy 16 infantry and 18 cavalry units (with gun stands 210 units total). The Dutch may deploy 15 infantry and 16 mounted units (with guns, 192 stands)

UNIT RATINGS AND SPECS: See Label pages. The following named units were present and available for use. For the Prince of Orange, the Dutch Foot Guards (2 units), the Dutch Horse Guards, Garde du Corps, Dutch Guard Dragoons, Huguenots, Marines (1 unit each), Spanish (2 Horse, 1 Foot) and Scots (2 units). French units include the Garde Francaise (2 units), Cuirassiers du Roi, Swiss Garde, Swiss Infantry (2 units) and Foot Regiment Navarre (1 unit each) plus four units of dragoons, of which all may dismount.

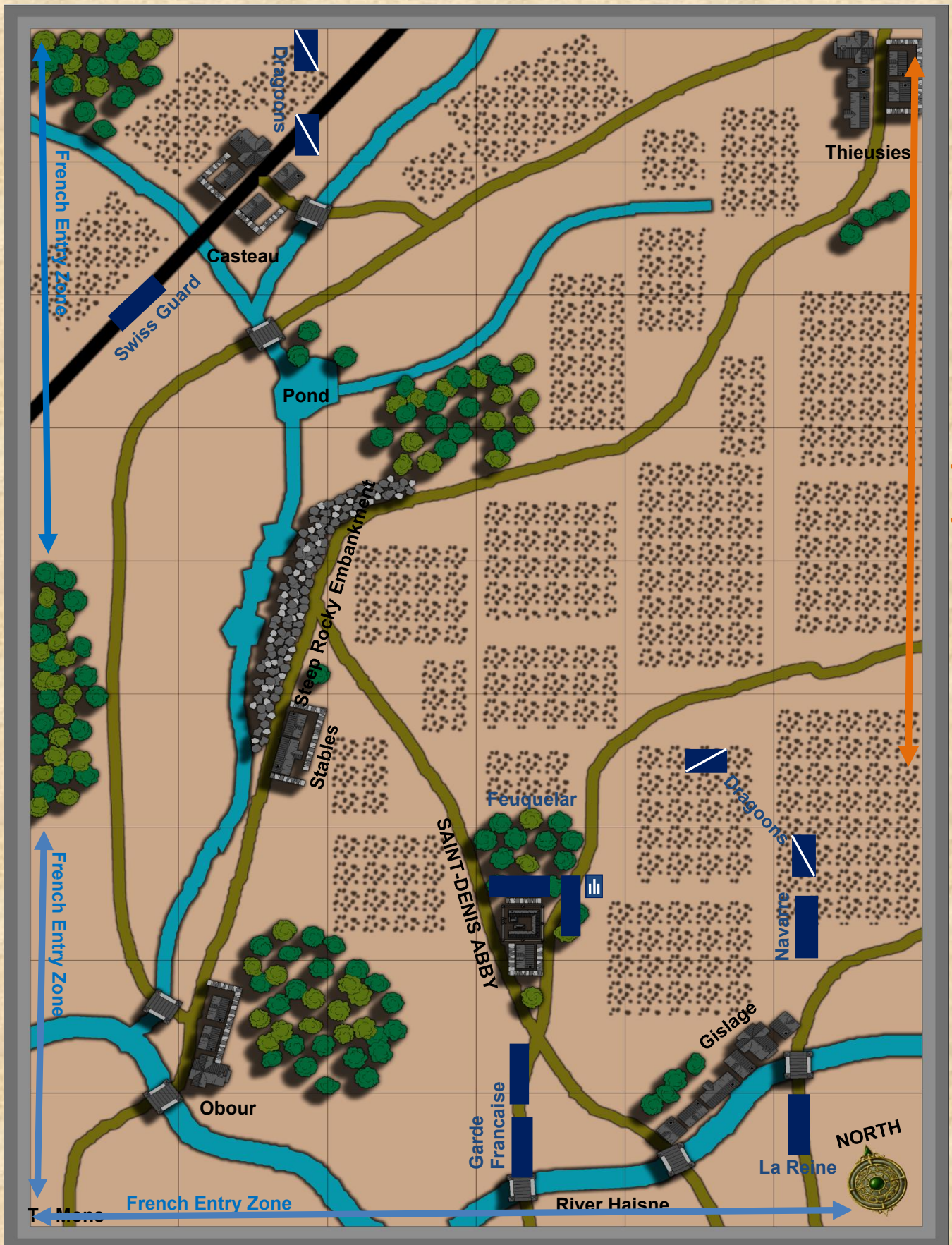
The balance of units remaining may be any generic, friendly numbered unit (eg. French 01) from the Label sheets, except that all Dutch and Allied Horse are Pistoleer. Dutch and Allied Dragoons may not dismount. **There are no Irregular units in this scenario.**

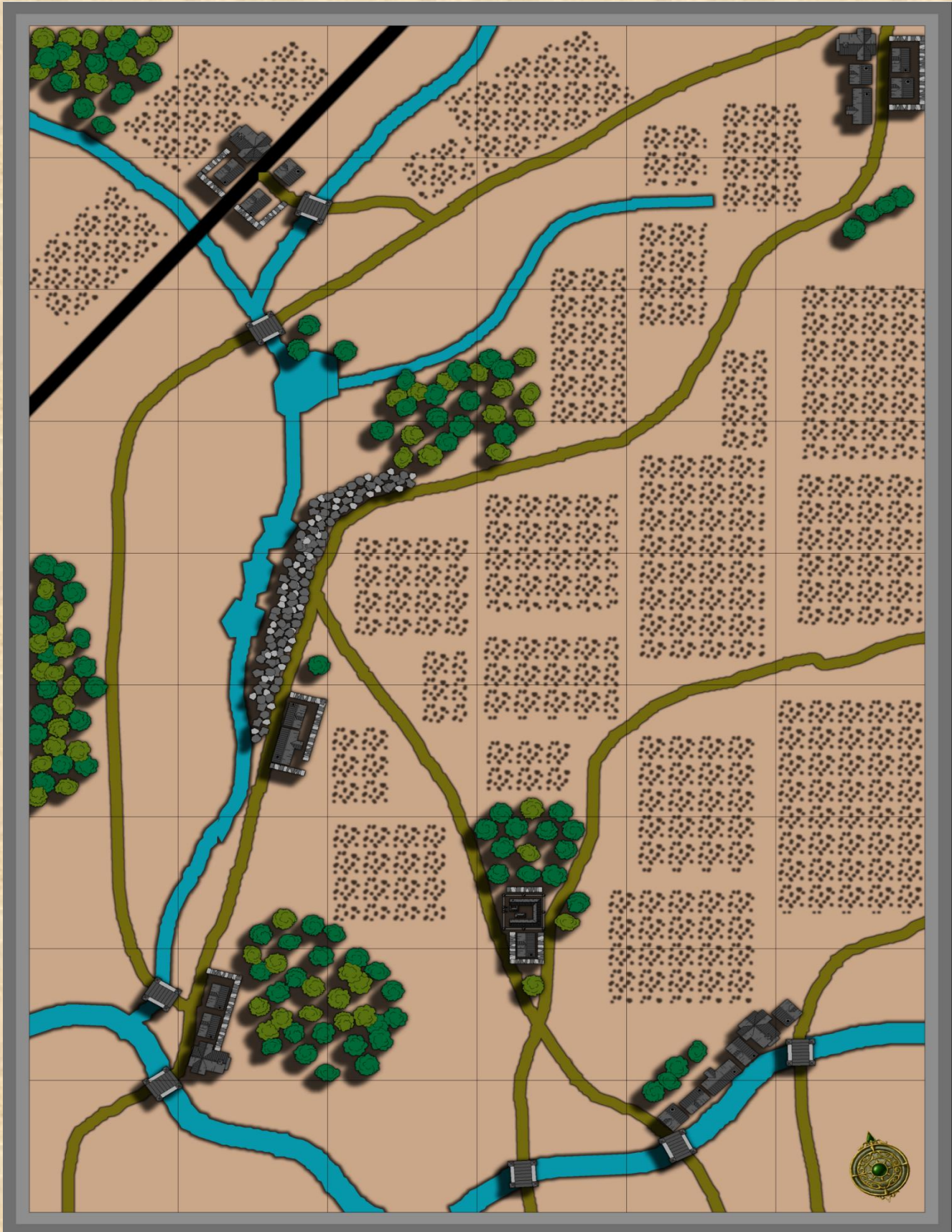
DEPLOYED UNITS: Named French units are deployed as specified on the game map.

REINFORCEMENTS: The entire Dutch army and the balance of the French army may march on the table on Game Turn 1 (or later) within the map Entry Point parameters shown. Units must entirely physically fit when moving onboard. Units that can only partially fit because of too little space (eg, only three out of six stands), must wait until the next or subsequent turn to move on table.

UNIT COHESION: When 25 % of the army's Foot, Horse or Skirmish stands become casualties, all units receive a permanent -1 DRM on March table, beginning the next friendly Movement Phase. For every additional five stands lost, an additional, permanent -1 DRM is added.

VICTORY CONDITIONS: Decided by the players or optionally see pages 16 – 17 in AOE2.





Planning Map

Battle of Neerwinden - Landen

29 July 1693



HISTORICAL BACKGROUND:

Wikipedia - [Battle of Landen - Wikipedia](#)

AOE Reference Portal, [Age of Glory Folder](#):

This folder contains images plus both English and detailed foreign language references for free download, all copyright friendly.

TABLE: Each square is 12 inches by 12 inches. The table is 6 feet deep and 10 feet wide.

DICE: Players' Option but 2 x D6 die recommended.

SCALE: Players' Option, but default is 120 yards per inch, 30 minutes per Game Turn, all unit stands equal to 6 field guns, 360 Foot or 180 Horse.

TIME – Historically the battle began at 0600 hours and was over by 1700 hours.

WEATHER: Clear, no adverse conditions such as rain.

TERRAIN:

Bridge Type 1 – all bridges on table crossing a stream vice the River la Petite Geete. These streams are fordable their entire length.

Bridge Type 2 – bridges crossing River la Petite Geete.

Forest Type 1 – all forested areas on the table.

Urban area Type 2 – all towns, chateaus, stables and similar.

Urban area Type 3 – the walled city of Neerwinden.

Fort Type 1 – apply +1 DRM for Defender for both Fire and Close Combat. DRM applies only for units defending from the rear of the fort looking forward. Does not block LOS and does not impede movement. Trenches.

Fields and Hedges - decorative only, with no impact on movement, Line of Sight or combat.

LEADERS: Players' option as to beginning location and DRM support for both the French with five Leaders, and the Dutch with five. For historical placement and command, however, the French army commander was Luxembourg, Initiative Rating +2 and Charismatic. Other French Leaders at the battle include Joyeuse (left wing), Villeroi (center), Conti (right wing) with Berwick an at

large general who may be placed and used anywhere. All except Villeroi are Charismatic.

Historically, the opposing Dutch army commander is William III Prince of Orange, with an initiative rating of +1 and Charismatic. Other historical leaders serving under William include Elector Max of Bavaria (right wing), Wurttemberg (center), Lorraine (left wing) with Nassau and Casimire II at large Leaders who may be placed and used anywhere. All are Charismatic except Lorraine, Elector Max and Casimir II.

ARMY STRENGTH: The French deploy ten gun-stands; the Dutch 15 gun-stands. The French can deploy 24 Foot units and 26 Horse units (with guns, 310 stands total). The Dutch may deploy 18 Foot units and 20 Horse units (with gun stands 243 stands total).

UNIT RATINGS AND SPECS: See Label pages. The following named units were present and available for use. For William III, the Dutch Foot Guards (2 units), the Dutch Horse Guards, Garde du Corps, the Dutch Guard Dragoons, Marines, British Foot Guards and British Horse Guards (1 unit each). French units include the Garde Francaise (2 units), Gendarmes, Garde Musketeers, Maison du Roi, Garde du Corps, Irish Brigade, Carabiniers, Regiments Navarre and Piedmont (1 each).

The balance of units remaining may be any generic numbered unit (eg, French 01) from the Label sheets, except that all Dutch and allied cavalry are Pistoleer. Dutch and allied Dragoons may not dismount. **There are no Irregular units in this scenario.**

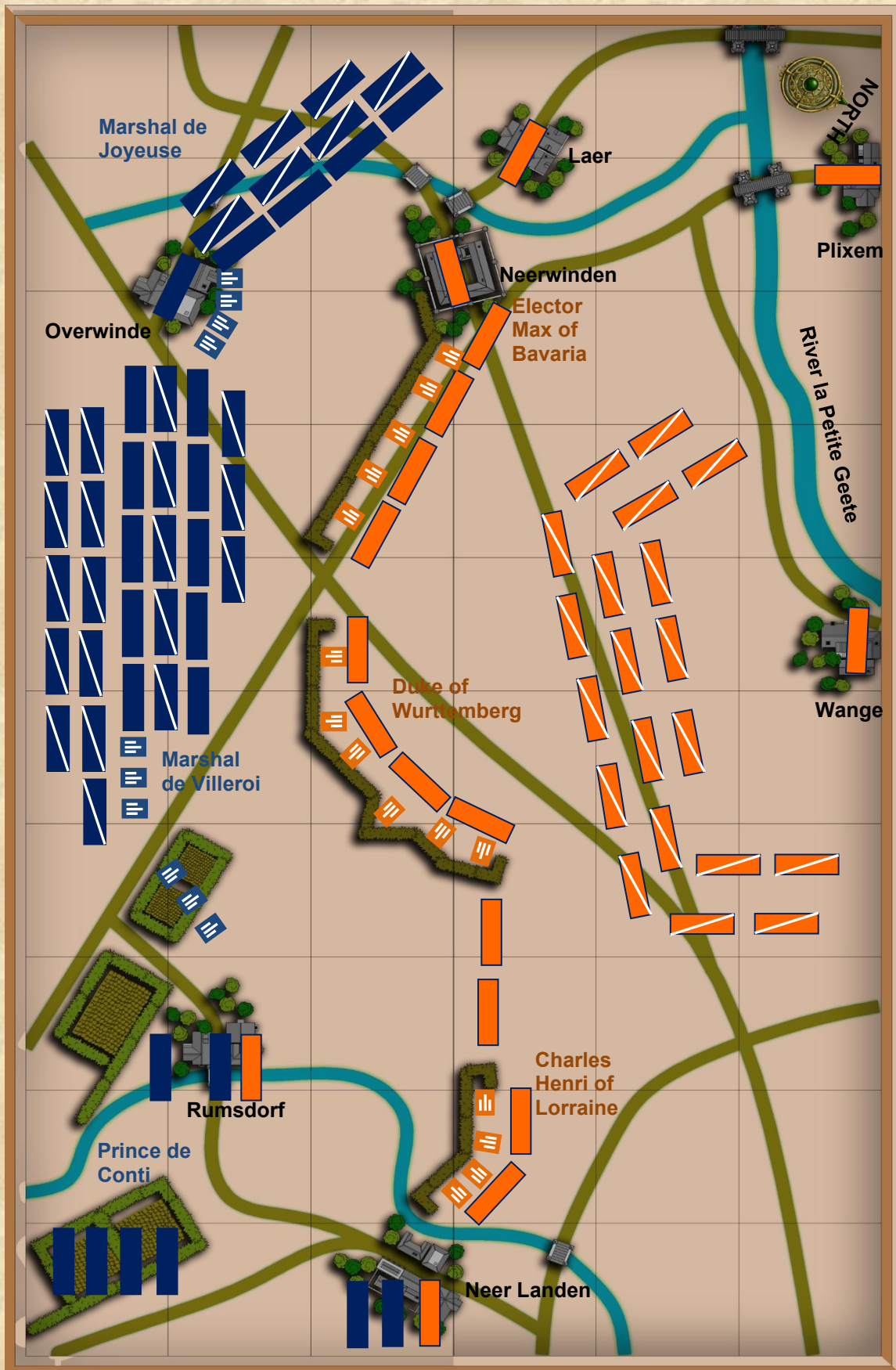
DEPLOYED UNITS: For a historical setup, place the armies on the table as shown on the map, next page. Other non-historical deployment is at the players' discretion.

REINFORCEMENTS: There are no reinforcements in this scenario.

UNIT COHESION: When 25 % of the army's infantry, cavalry or Skirmish stands become casualties, all units receive a permanent -1 DRM on March table, beginning the next friendly Movement Phase. For every additional five stands lost, an additional, permanent -1 DRM is added.

VICTORY CONDITIONS: Decided by the players or optionally see pages 16 – 17 in AOE2.

L'Armee Francaise Vol III





Planning Map

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Unit, Leader and Terrain Labels

R 6/5/3 French 01 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 French 02 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 French 03 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 French 04 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough
R 6/5/3 French 05 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 French 06 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 French 07 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 Garde du Corps Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough
E 6/4/2 Gendarme 01 Shock Horse 0 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	E 6/4/2 Gendarme 02 Shock Horse 0 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	E 6/4/2 Gendarme 03 Shock Horse 0 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	E 6/4/2 Gendarme 04 Shock Horse 0 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough
E 6/4/2 Cuiras du Roi Shock Horse 0 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	E 6/4/2 Maison 01 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	E 6/4/2 Maison 02 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	E 6/4/2 Musketeers Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough
E 6/4/2 Carabiniers Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 French D01 Pistoleer Dragoon 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 French D02 Pistoleer Dragoon 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 French D03 Pistoleer Dragoon 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough
R 6/5/3 French D04 Pistoleer Dragoon 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 French DD01 Skirmish DisDragoon 2 FP/Stand 45° FOF 8" Move Free Move Fording, thru Rough	R 6/5/3 French DD02 Skirmish DisDragoon 2 FP/Stand 45° FOF 8" Move Free Move Fording, thru Rough	R 6/5/3 French DD03 Skirmish DisDragoon 2 FP/Stand 45° FOF 8" Move Free Move Fording, thru Rough
R 6/5/3 French 08 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 French 9 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 French 10 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 French 11 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough
R 6/5/3 French 12 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 French 13 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 French 14 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 French 15 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough
R 6/5/3 French 16 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 French 17 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 French 18 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 French 19 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough
R 6/5/3 French 20 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 French 21 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 French 22 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 French 23 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough

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R 6/5/3 French 24 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 French 25 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 French 26 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Piedmont Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	
E 6/3/2 Navarre Pike Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		E 6/4/2 Swiss Garde Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		E 6/4/2 French Gd 01 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		E 6/4/2 French Gd 02 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	
E 6/4/2 Irish Brigade Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		E 6/4/2 Swiss 01 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		E 6/4/2 Swiss 02 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		E 6/4/2 Swiss 03 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	
R 6/5/3 French 27 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 French 08 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move - 2" Ford 1/2 Move thru Rough		Field Gun R AOF 30° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30° Move 8" Rough 1/2 Ford - 4"
Hvy Gun R AOF 30° Move 8" Rough 1/2 Ford - No	Hvy Gun R AOF 30° Move 8" Rough 1/2 Ford - No	Hvy Gun R AOF 30° Move 8" Rough 1/2 Ford - No	Hvy Gun R AOF 30° Move 8" Rough 1/2 Ford - No	Hvy Gun R AOF 30° Move 8" Rough 1/2 Ford - No	Hvy Gun R AOF 30° Move 8" Rough 1/2 Ford - No	Hvy Gun R AOF 30° Move 8" Rough 1/2 Ford - No	Hvy Gun R AOF 30° Move 8" Rough 1/2 Ford - No
Field Gun R AOF 30° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30° Move 8" Rough 1/2 Ford - 4"	Leader 12 inch Command Radius	Leader 12 inch Command Radius	Leader 12 inch Command Radius	Leader 12 inch Command Radius
Leader 12 inch Command Radius	La Mott 12 inch Command Radius	Luxembrg Charismatic 12 inch Command Radius	Berwick Charismatic 12 inch Command Radius	Feuquelar Charismatic 12 inch Command Radius	Montal Charismatic 12 inch Command Radius	FRENCH ARMY XXXX Duke of Orleans +1 Initiative Charismatic	
Vauban 12 inch Command Radius	Joyeuse 12 inch Command Radius	Conti 12 inch Command Radius	Villeroi 12 inch Command Radius	Bulonde 12 inch Command Radius	Humieres Charismatic 12 inch Command Radius	FRENCH ARMY XXXX Luxembourg +2 Initiative Charismatic	
R 6/5/3 Dutch 01 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move - 2" Ford 1/2 Move thru Rough		R 6/5/3 Dutch 02 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move - 2" Ford 1/2 Move thru Rough		R 6/5/3 Dutch 03 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move - 2" Ford 1/2 Move thru Rough		R 6/5/3 Dutch 04 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move - 2" Ford 1/2 Move thru Rough	
R 6/5/3 Dutch 05 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move - 2" Ford 1/2 Move thru Rough		R 6/5/3 Dutch 06 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move - 2" Ford 1/2 Move thru Rough		R 6/5/3 Dutch 07 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move - 2" Ford 1/2 Move thru Rough		R 6/5/3 Dutch 08 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move - 2" Ford 1/2 Move thru Rough	

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R 6/5/3 Dutch 09 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 10 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 11 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 12 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough
R 6/5/3 Dutch 13 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 14 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 15 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 16 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough
R 6/5/3 Spain 01 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 Spain 02 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 Spain 03 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 Bavaria 01 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough
R 6/5/3 Hanover 01 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 Hanover 02 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 British 01 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 British 02 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough
E 6/4/2 BritishGuards Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	E 6/4/2 Horse Guards Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	E 6/4/2 Gd Dragoons Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 Garde du Corps Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough
R 6/5/3 Denmark 01 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 German 01 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 German 02 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	R 6/5/3 Courland Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough
R 6/5/3 Dutch 17 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 18 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 19 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 20 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough
R 6/5/3 Dutch 21 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 22 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 23 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 24 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough
R 6/5/3 Dutch 25 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 26 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 27 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 28 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough
R 6/5/3 Dutch 29 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 30 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 31 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	R 6/5/3 Dutch 32 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough

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R 6/5/3 Dutch 33 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Dutch 34 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Dutch 35 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Dutch 36 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	
R 6/5/3 Dutch 37 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Dutch 38 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Dutch 39 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		E 6/4/2 Scots Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	
R 6/5/3 Spain 04 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Spain 05 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Imperial 01 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Imperial 02 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	
R 6/5/3 Spain 06 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Spain 07 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Imperial 03 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Imperial 04 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	
R 6/5/3 British 03 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 British 04 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 British 05 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 British 06 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	
R 6/5/3 British 07 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		E 6/4/2 British Guards Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Hanover 03 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Hanover 04 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	
R 6/5/3 Hanover 05 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Hanover 06 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 German 03 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 German 04 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	
E 6/4/2 Foot Garde 01 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		E 6/4/2 Foot Garde 02 Pike Foot 1 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Marine 01 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Marine 02 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	
E 6/4/2 Huegonaut Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Spain 08 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Spain 09 Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough		R 6/5/3 Courland Plug Bayonet Foot 2 FP/Stand 45° FOF 8" Move -2" Ford 1/2 Move thru Rough	
Field Gun R AOF 30 ° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30 ° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30 ° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30 ° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30 ° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30 ° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30 ° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30 ° Move 8" Rough 1/2 Ford - 4"

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Hvy Gun R AOF 30 ° Move 8" Rough 1/2 Ford- No	Hvy Gun R AOF 30 ° Move 8" Rough 1/2 Ford- No	Hvy Gun R AOF 30 ° Move 8" Rough 1/2 Ford- No	Hvy Gun R AOF 30 ° Move 8" Rough 1/2 Ford- No	Hvy Gun R AOF 30 ° Move 8" Rough 1/2 Ford- No	Hvy Gun R AOF 30 ° Move 8" Rough 1/2 Ford- No	Hvy Gun R AOF 30 ° Move 8" Rough 1/2 Ford- No	Hvy Gun R AOF 30 ° Move 8" Rough 1/2 Ford- No
Field Gun R AOF 30 ° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30 ° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30 ° Move 8" Rough 1/2 Ford - 4"	Field Gun R AOF 30 ° Move 8" Rough 1/2 Ford - 4"	Leader 12 inch Command Radius	Leader 12 inch Command Radius	Leader 12 inch Command Radius	Leader 12 inch Command Radius
Ossory 12 inch Command Radius	Casimire II 12 inch Command Radius	Espenoza 12 inch Command Radius	Sompenbrg 12 inch Command Radius	Nassau Charismatic 12 inch Command Radius	Overkirk Charismatic 12 inch Command Radius	Monmouth Charismatic 12 inch Command Radius	Rosqueser Charismatic 12 inch Command Radius
Elector Max 12 inch Command Radius	Brandenbrg Charismatic 12 inch Command Radius	Waldeck Charismatic 12 inch Command Radius	Wurttembrg Charismatic 12 inch Command Radius	Villahermesa 12 inch Command Radius	Lorraine 12 inch Command Radius	STATES ARMY XXXX William III of Orange +1 Initiative Charismatic	
Bridge Type 1 Does not Block LOS Water in area Fordable +1 Defender Melee DRM if attacked entirely cross stream		Bridge Type 1 Does not Block LOS Water in area Fordable +1 Defender Melee DRM if attacked entirely cross stream		Bridge Type 1 Does not Block LOS Water in area Fordable +1 Defender Melee DRM if attacked entirely cross stream		Bridge Type 1 Does not Block LOS Water in area Fordable +1 Defender Melee DRM if attacked entirely cross stream	
Bridge Type 2 Does not Block LOS Water in area NOT Fordable, thus NO +1 DRM for Defender in Close Combat		Bridge Type 2 Does not Block LOS Water in area NOT Fordable, thus NO +1 DRM for Defender in Close Combat		Bridge Type 2 Does not Block LOS Water in area NOT Fordable, thus NO +1 DRM for Defender in Close Combat		Bridge Type 2 Does not Block LOS Water in area NOT Fordable, thus NO +1 DRM for Defender in Close Combat	
Forest Type 1 Blocks Line of Sight Rough Terrain + 1 Defender DRM for both Fire and Melee		Forest Type 1 Blocks Line of Sight Rough Terrain + 1 Defender DRM for both Fire and Melee		Forest Type 1 Blocks Line of Sight Rough Terrain + 1 Defender DRM for both Fire and Melee		Forest Type 1 Blocks Line of Sight Rough Terrain + 1 Defender DRM for both Fire and Melee	
Forest Type 1 Blocks Line of Sight Rough Terrain + 1 Defender DRM for both Fire and Melee		Forest Type 1 Blocks Line of Sight Rough Terrain + 1 Defender DRM for both Fire and Melee		Forest Type 2 Blocks Line of Sight Rough Terrain + 2 Defender DRM for both Fire and Melee		Forest Type 2 Blocks Line of Sight Rough Terrain + 2 Defender DRM for both Fire and Melee	
Urban Area Type 3 Max 6 stands Occupy Blocks Line of Sight + 3 Defender DRM for both Fire and Melee Rough Terrain		Urban Area Type 3 Max 6 stands Occupy Blocks Line of Sight + 3 Defender DRM for both Fire and Melee Rough Terrain		Urban Area Type 2 Max 4 stands Occupy Blocks Line of Sight + 2 Defender DRM for both Fire and Melee Rough Terrain		Urban Area Type 2 Max 4 stands Occupy Blocks Line of Sight + 2 Defender DRM for both Fire and Melee Rough Terrain	

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Urban Area Type 2 Max 4 stands Occupy Blocks Line of Sight + 2 Defender DRM for both Fire and Melee Rough Terrain		Urban Area Type 2 Max 4 stands Occupy Blocks Line of Sight + 2 Defender DRM for both Fire and Melee Rough Terrain		Urban Area Type 2 Max 4 stands Occupy Blocks Line of Sight + 2 Defender DRM for both Fire and Melee Rough Terrain		Urban Area Type 2 Max 4 stands Occupy Blocks Line of Sight + 2 Defender DRM for both Fire and Melee Rough Terrain	
Urban Area Type 1 Max 4 stands Occupy Blocks Line of Sight + 1 Defender DRM for both Fire and Melee Rough Terrain		Urban Area Type 1 Max 4 stands Occupy Blocks Line of Sight + 1 Defender DRM for both Fire and Melee Rough Terrain		Urban Area Type 1 Max 4 stands Occupy Blocks Line of Sight + 1 Defender DRM for both Fire and Melee Rough Terrain		Urban Area Type 1 Max 4 stands Occupy Blocks Line of Sight + 1 Defender DRM for both Fire and Melee Rough Terrain	
Urban Area Type 1 Max 4 stands Occupy Blocks Line of Sight + 1 Defender DRM for both Fire and Melee Rough Terrain		Urban Area Type 1 Max 4 stands Occupy Blocks Line of Sight + 1 Defender DRM for both Fire and Melee Rough Terrain		Urban Area Type 1 Max 4 stands Occupy Blocks Line of Sight + 1 Defender DRM for both Fire and Melee Rough Terrain		Urban Area Type 1 Max 4 stands Occupy Blocks Line of Sight + 1 Defender DRM for both Fire and Melee Rough Terrain	
Building model part of town or town section, not a separate piece of urban terrain		Building model part of town or town section, not a separate piece of urban terrain		Building model part of town or town section, not a separate piece of urban terrain		Building model part of town or town section, not a separate piece of urban terrain	
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Fort Type 1 +1 DRM Fire and Melee for Defender. Does not impede movement or block LOS.	Fort Type 1 +1 DRM Fire and Melee for Defender. Does not impede movement. block LOS.	Fort Type 1 +1 DRM Fire and Melee for Defender. Does not impede movement or block LOS.	Fort Type 1 +1 DRM Fire and Melee for Defender. Does not impede movement or block LOS.	Fort Type 1 +1 DRM Fire and Melee for Defender. Does not impede movement or block LOS.	Fort Type 1 +1 DRM Fire and Melee for Defender. Does not impede movement or block LOS.	Fort Type 2 +2 DRM Fire and melee for Defender. Rough Terrain, does not block LOS.	Fort Type 2 +2 DRM Fire and melee for Defender. Rough Terrain, does not block LOS.
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R 6/5/3 French 10 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough		R 6/5/3 French 11 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough		R 6/5/3 French 12 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough		R 6/5/3 French 13 Pistoleer Horse 1 FP/Stand 45° FOF 12" Move – 2" Ford 1/2 Move thru Rough	



FINIS

Bataille de la Marseille 4 Octobre 1693, Eugenie Deveria (1805 – 1865)

L'Armee Francaise

The Age of Glory

Pike & Powder in Miniature based on Fire and Fury

10 - 15 mm Tables and Charts

Game Turn Play Sequence

Initiative Phase

Opposing Army Leaders roll one (+) modified dice. Repeat on a tie. High roll decides whether to move first or force the enemy to do so. **If winner moves first, he must consult and implement Initiative Impact results.**

1st Player Turn

March (1st) Phase

- Replace, attach & detach Leaders
- Tactical movement
- Move detached leaders, check Command Radius*

Shot & Shell (2nd) Phase

- Resolve all enemy unit fire
- Resolve all friendly unit fire

Pike & Sabre (3rd) Phase

Both sides simultaneously resolve all Charges, Countercharges and Breakthroughs applying results immediately.

2nd Player Turn

Resolve in same order as in first player turn

***Command Radius** – 12 inches from center of Detached Leader stand, 0 inches for Attached Leaders.

Maneuver Rates Chart

Unit	Basic	Road	Rough	Ford
Foot	8 inches	12 inches	x 1/2	-2 inches
Skirmisher	8 inches	12 inches	No cost	No cost
Horse	12 inches	16 inches	x 1/2	-2 inches
Leaders	12 inches	16 inches	x 1/2	-2 inches
Field Guns	8 inches	12 inches	x 1/2	-4 inches
Heavy Field Guns	8 inches	12 inches	x 1/2	Not Allowed
Siege Guns	0 inches	0 inches	Not Allowed	Not Allowed

Movement - 10 to 15mm

- Minus 2 inches per unit crossed for Passage of Lines, **no cost for Skirmishers, Leaders or Artillery.** **Further,** Skirmishers are **NOT** penalized when moving through Rough Terrain or Forging.
- Minus full move to deploy into Line, Supported Line, Field Column, March Column or Road Column.
- Minus full move to dismount/remount Dragoons.
- Minus full move to deploy in or out of Square, Urban Area, Fortifications and Face to the Flank.

March Table

		EFFECTS		
		Initiative Impact	Good Order	Disorder
DIE RESULT	9 or more	All Foot, Skirmishers, and Horse mandatory +3 to Tactical Move DRM.	En Avant! Unit moves normally. French Pistoleer Horse convert to Shock.	Elan. Unit rallies and moves normally
	7, 8	All Foot, Skirmishers, and Horse mandatory +2 to Tactical Move DRM.	Advance. Unit moves normally.	Rally. Unit rallies, and moves half, but cannot change formation.
	5, 6	No additional impact for Winner.	Cautious. Unit may move half but cannot change formation.	Shaken. Unit rallies but cannot move or change formation.
	3, 4	No additional impact for Winner.	Hold Ground. Unit cannot move or change formation.	Wavering. Unit remains Disordered and cannot move or change formation.
	1, 2	No additional impact for Winner.	Retire. Unit retreats beyond enemy small arms range.	Broken. Unit retreats a full move Disordered and loses 1 stand.
	0 or less	No additional Impact for Winner.	Fall Back. Unit retreats a full move Disordered.	Destroyed. Unit removed from play.

INITIATIVE DIE ROLL MODIFIERS

+3 Gustav Adolf, Turenne, Conde, etc
+2 Sobieski, Luxembourg, Tilly, etc
+1 Frederick William, William III, etc
+0 All other Army Leaders not listed above or below
-1 Kar Mustafa, Elector Max Bavaria, Bournonville, Christian IV, etc
-2 Ivan Khovanskii, Augustus, Ahmed II, Charles V of Lorraine, etc
-3 Army Leader deceased, disabled or attached to a friendly unit.
+3 First turn of game

INITIATIVE IMPACT

If the Initiative winner elects to move first, he consults the Initiative Impact entry showing how badly his modified die roll beats his opponent's. If the result is a 7 or 8, then all Horse, Foot and Skirmish units apply a **mandatory** +2 Tactical Movement DRM when moving, regardless of current status. If the final result is 9 or more, the modifier is +3.

TACTICAL MOVEMENT MODIFIERS

+1/ +2	Unit uses max one Detached Leader/Charismatic Leader within Command Radius in lieu of any leader Attached.
+2/ +3	Unit uses max one Attached Leader/Charismatic Leader in lieu of any Detached Leader within Command Radius.
+2/+3	Initiative Impact , see column above and details below right.
+1	Unit in March/Road Column.
+1	Swedish Foot, Polish Hussars, Janissaries or Huguenots.
+2/-2	Foot or Skirmisher is Fresh/Spent.
+2/-4	Horse is Fresh/Spent.

Foot (Firelock or Pike) - Line, Garde, Marines, Grenadiers, Janissaries, Streltsi, etc.

Skirmisher – Mounted Cossacks, Freikorps, Croats, Jaeger, Schutzen, Tirailleurs, etc. Dragoons may dismount to fight on foot.

Horse (Pistoleer or Shock) – Gendarmes, Kapikulu, Chevauleger, Garde, Hussars, etc.

French Pistoleer Horse convert to **Shock** on Good Order **En Avant!** This change is **immediate, mandatory** and **permanent**, and lasts the rest of the game in its entirety.

Range

	2"	4"	8"	12"	18"
French/Austrian Field Guns	12/10	10/8	8/6	6/4	4/3
Other Armies' Field Guns	12/10	9/6	7/5	5/4	3/2
Siege Guns	4	6	8	5	3
Skirmishers	2	Heavy/Light			
Ottoman Foot	1	Fire Points per Stand			
Pike Armed Foot	1				
Firelock Armed Foot	2				
Foot First Fire of Game	3				
Pistoleer Horse/ Shock Horse	1/0				

FIRE POINT MODIFIERS

x 2	Firing from Enfilade, or into Field, Road, March and Assault Columns from any direction.
x 1/2	Firing Unit Disordered, or a Damaged Battery.

DIE ROLL MODIFIERS

+1	Target changed March Mode, Formation, or About Faced.
-1	Target is Skirmish or Limbered Guns
-1 to -3	Target in Cover (use 1/2 Rule)

FALLEN LEADER TABLE

		EFFECTS
DIE RESULT	6 or more	Leader Survives
	5 or less	Leader disabled and replaced after one full turn

DIE ROLL MODIFIER

-2 Charismatic Leader

Fire Combat

FIRE EFFECTS

DIE RESULTS	3 or less	Desultory Fire – no effect.
	4, 5	Lively Fire – unit Disordered, or 1 battery Silenced.
	6, 7, 8	Telling Fire – unit Disordered plus 1 stand lost or 1 battery Damaged.
	9, 10	Deadly Fire – unit Disordered plus 2 stands lost or 1 battery both Damaged and Silenced. Consult Fallen Leader Table.
	11 or more	Withering Fire – unit Disordered plus 3 stands lost or 1 battery Wrecked and removed from play. Consult Fallen Leader Table.

FIRE POINT DIE ROLL MODIFIERS

1 – 5 Fire Points	-4	26 - 30 points	+1
6 - 10 points	-3	31 - 40 points	+2
11 - 15 points	-2	41 - 50 points	+3
16 - 20 points	-1	51 - 60 points	+4
21 - 25 points	+0	61 + points	+5

General Notes

Heavy Guns: 12 lb +, 30° Arc of Fire. **Firelock:** arquebus, musket, etc, 45° Arc of Fire.

Artillery March Modes – limber, unlimber, shoot, move, recover from Silenced, pivot 45°, but no more than 1 function per friendly Player Turn. No prolong.

Other March Modes – mounting/dismounting Dragoons, deploying into/out of fortifications, villages, towns or other urban areas.

Artillery Silenced - retreat 1/2 move. **Damaged**, lose 1/2 Fire Points. **Wrecked**, destroyed.

Fallen Leader Table – if target unit with an Attached Leader suffers either **Deadly** or **Withering Fire**, consult Fallen Leader Table and immediately apply the results.

1/2 Rule – Terrain and Movement, DRMs apply if 1/2 or more **unit** stands occupy or traverse woods, towns, eg, 4 stands of 8 must occupy woods to receive its defensive DRM.

1/2 Rule – Fire or Close Combat, DRMs apply if 1/2 or more of **all Participating Stands** meet the criteria, eg, 12 stands charging are Elite only if 6 or more stands are rated Elite.

Close Combat

DIE ROLL MODIFIERS

+1	Max +1 DRM total if one or more leaders are attached.
+2	If said Leader is Charismatic.
+2	Outnumber enemy 2 to 1 in Participating and Incidental stands. Incidental stands count for numbers only.
+3	Outnumber enemy 3 to 1
+3	Max +3 DRM total if one or more units rated Pike.
+1	Max +1 DRM total if one or more units are Firelock.
+2	As a substitute for the above , Max +2 DRM total if both Pike and Firelock units participate in the same combat.
+3	Max +3 DRM total if one or more units rated Shock.
+1	Max +1 DRM total if one or more units are Pistoleer
+2	As a substitute for the above , Max +2 DRM total if both Shock and Pistoleer units participate in the same combat.
+1	Max +1 DRM if 1/2 or more total Participating Stands are in a Supported Formation.
+1	For each unit advancing in Breakthrough.
-2	If 1/2 or more Participating Stands are Disordered, Skirmishers, Stationary Horse, or unattached and/or Silenced artillery (DRMs not Cumulative).
-1	For each Stand lost during Current Fire Phase.
+1/+2/+3	When Defender has 1/2 or more Participating Stands deployed in Cover.
+3	If one or more Attackers Outflank one or multiple Defenders. Charged in rear is Outflanked. Max DRM +3.
+2/-2	If 1/2 or more Participating Stands are Fresh/Spent.
0	If exactly 1/2 Participating Stands Fresh, 1/2 Spent.
+3/+1	If 1/2 or more Participating Stands are Elite/Regular.
+2	If exactly 1/2 Participating Stands Elite, 1/2 Regular.

EFFECTS

DIE ROLL DIFFERENCE	7 or more	Shattered! DEFENDER: Retreat a full move Disordered/Silenced. Two troop stands lost, plus one leader and battery are captured if present. One additional troop stand, or one battery is captured for each die result point difference over 10. ATTACKER: Occupy position then mandatory breakthrough charge 1/2 move towards closest enemy. Attacking Horse Disordered end of current combat phase.
	4 5 6	Driven Back! DEFENDER: Retreat Disordered/Silenced one-half move after enemy occupies position. One troop stand lost, plus one battery is Damaged if present. ATTACKER: Occupy enemy position, then optional breakthrough charge 1/2 move towards closest enemy. Attacking Horse Disordered end of current combat phase.
	1 2 3	Withdrawal! DEFENDER: Troops retreat Disordered 3" from where the enemy occupies Defender's position. Batteries are Silenced and retreat one-half move. ATTACKER: Occupy enemy position. Attacking Horse Disordered end of current combat phase.
	0	Locked in Combat! DEFENDER & ATTACKER: Both sides are Disordered/Silenced, each lose one troop stand or one battery Wrecked. Recalculate modifiers and fight again.
	-1 -2 -3	Withdrawal! ATTACKER: Retreat Disordered until 3" from the enemy. DEFENDER: Hold position. Defending Horse Disordered end of current combat phase.
	-4 -5 -6	Driven Back! ATTACKER: Retreat Disordered 1/2 move plus one troop stand lost. DEFENDER: Hold position. Defending Horse Disordered end of current combat phase.
	-7 or more	Shattered! ATTACKER: Retreat a full move Disordered/Silenced and two troop stands lost plus one leader captured if present. One additional troop stand is captured for each die result point difference over 10. DEFENDER: Hold position. Defending Horse Disordered end of current combat phase.