

# REG Grande v2023.1

*REG with larger scale figures or smaller playing surface.*



GRANDE

## Introduction

Grande armies are approximately 2/3 the size of an army in La Rinascita. You still have the similar number of TUGs, but the frontage is smaller. The rules are streamlined to let you play games with larger scale figures in a modest space

All armies that are published for ReG can be used in Grande. This document will cover all the changes you would need to play a game easily and quickly that is still representative of the early modern renaissance period.

2 hours should give you enough time to claim victory over the Sun King, catch the Swedes at Lesnaya or see how you would have fared at Edgehill!

## The Table

Table sizes are dependent on frontage for the figures used –

- For 40mm frontage (typical 15mm basing) the table dimensions are 120cm x 90cm.
- For 60mm frontage (typical 25mm basing) the table dimensions are 180cm x 120cm.

Slightly larger tables are OK, as deployment zones are measured from the centreline. If the tables are much larger then you may wish to use the full La Rinascita rules

## Base Widths

Whereas the term BW in La Rinascita would refer to the actual width of a base, in Grande this measurement is replaced by the following.

- For 15mm/40mm frontage 1 BW = 30mm
- For 25mm/60mm frontage 1 BW = 40mm

Whenever, BW is mentioned (movement, shooting distance, drive back etc.) use these distances instead.

## Deployment

Deployment zones & flank sectors use this reduced BW. The value from the core game is the same.

- For 15mm/40mm frontage deployment 6BW (18cm) from the centre
- For 15mm/40mm frontage deployment flank sectors are 10BW (30cm)
- For 25mm/60mm frontage deployment 6BW (24cm) from the centre
- For 25mm/60mm frontage deployment flank sectors are 10BW (40cm)

## Terrain

Terrain sizes are measured using BWs, and the reduced value is used.



## Camps

Camps are optional in Grande. You may choose not to take one or take one and benefit from an army trait.

For example, if your army can take a Fort (and count as domiciled) then you *may* do this. In this case you would use all the rules that apply. Alternatively, you could choose not to use a camp at all. If, however, you select a trait in the army builder that requires a Camp then you **must** use one.

## Grande UGs

In Grande each Unit Group (UG) will be

### Foot

- 2 files wide (excepting Keils and Tercios)
- 2 or 3 bases deep, depending on Formation.

### Mounted

- 1 or 2 files wide, depending on Formation.
- 1 or 2 bases deep, depending on Formation.
- Once deployed the TUG cannot change

Depth for mounted formation is specified in the Grande formation table.

Figure bases are simply a reminder of the type and size of a TUG. A TUG is treated as 2 bases (excepting Keils and Tercios) in all cases. TUGs are never allowed to change its formation or move individual bases. This is reflected in the number of prompted actions on the Comatto/Grande QRS.

UG break on wounds determined by the formation.

Typically, 4 for mounted and 7 for foot. Track the casualties on a TUG either with wound markers or a wound tracker

## Rules Changes

All core ReG rules apply with the following exceptions and caveats

### Prompted Actions Table

Please refer to the Grande QRS for the applicable prompted actions. In summary

- No Counter Charges or Intercepts
- No Double Wheels
- No MF Moves
- No Controlled Reckless Pursuits (those Cavaliers are vanishing over the hills as we speak)

### Shooting

Please refer to the Grande QRS for the applicable shooting. In summary

- UG always fire at full effect
- Reduction in modifiers when Driven Back.
- Can shoot at supporting files

### Combat

Please refer to the Grande QRS for the applicable combat claims. In summary

- UG always fight as if they are full depth.
- Reduction in Flanks charge claims
- No automatic wound in flank charges

## Pressing Forward

There is no pressing forward in during the Charge Phase.

However, charging TUGs whose bases do not contact can fight if

- The enemy base is within 1BW
- The enemy base is directly ahead

Bases count as fighting as if they had made contact.

After the charge phase the TUG can either -

- Align normally
- Count as a supporting file.

## KABs

KABs in Grande do not automatically cause 1 wound.

They are simply a dice throw

## Driven Back

In addition to the core rules. Driving back a TUG -

- Starting in front corner to front corner contact with a friendly TUG.
- Starting in rear corner to rear corner contact with the same TUG.

If both apply, the TUG driven back *may* extend its drive back move by the minimum necessary until its front corner meets the rear corner of the TUG which qualified it to make this move.

## Wounds and Base Removal

There is no base removal for UGs in Grande. Neither figure bases nor TUG bases are every removed until the TUG break. Wounds are tracked behind the UG by using a counter

There are two types of counters

### Wound.

These are in the core rules. S, X or Skull, causing 1 or 2 wound as per normal.

### Moribund.

Moribund counters are unique to Grande. There are no references to them in the core rules. Their purpose is twofold. Firstly, it reduces the number of counters on the tabletop. Secondly, allows to add some granularity to TUG degradation.

- Moribund counters are placed immediately at the point when a TUG takes its 5<sup>th</sup> wound.
- When placing a Moribund counter remove 4 Wound counters.
- A Moribund counter counts as 5 Wound counters.
- TUGs can never have more that 4 Wound markers at any time

A Moribund counter has 2 in-game effects

1. When recovering wounds, you cannot remove wounds converted into Moribund counters.
2. Moribund is a combat claim made by your opponent.

Typically, an infantry TUG with 4 figure bases (12 wounds), breaks on losing its 7<sup>th</sup> wound. So that would be 1 Moribund counter and 2 wound counters

## *Building a Grande Army*

Using the army builder select Grande from the game type dropdown, this will recalculate the generals cost and the bases per formation.

## *Characteristics*

The following characteristics modified for Grande

- Front Ranks ARM
- Front Rank H.ARM
- Front Rank Sup

These characteristics count only while the TUG has no Moribund counters.

The following Characteristics supersede the core rules.

- Disciplined troops take 1 more wound than normal to break



## Grande Formations

Here is the list of bases by formation

Formation	Bases	Depth	Total Wounds	Break On (W)
Pike & Shot	4	2	12	7
Large Pike & Shot	6	3	18	10
Keil	8*	3	24	13
Later Keil	8*	3	24	13
Tercio	8*	3	24	13
Bande	4	2	12	7
Colunela	4	2	12	7
Horse & Commanded Shot	4	2	12	7
Camelry	2	1 or 2	6	4
Caracole	2	2	12	7
Melee Foot	4	2	12	7
Dragoons	2	1	6	4
Foot Regt	4	2	12	7
Artillery	2	1	6	4
Battle Wagons	2	1	6	4
Missile Irregulars	4	2	12	7
Melee Irregulars	6	3	18	10
Solid Irregulars	6	3	18	10
Mandarin Duck	6	3	18	10
Elephantry	2	1	3	2
Sonae	4	2	12	7
Sonae (Mounted)	2	1 or 2	6	4
Solid Horse	2	2	6	4
Linear Horse	2	1	6	4
Eastern Cavalry	2	1 or 2	6	4
Spitz	2	2	6	4
Horse	2	1 or 2	6	4
Skirmishers	4	2	12	7



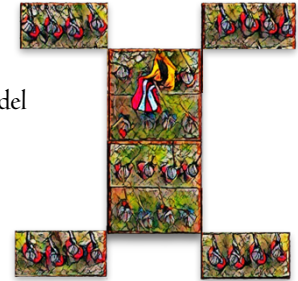
## *Keils and Tercios\**

Keils and Tercios are the exception to the rule that a UG is only 2 file wide. Keils and Tercios are both 3BW wide and deep. The footprint of the UG being square.

### *Example*

25mm/60mm frontage, as Keil should be on a 180mm x 180mm base. You may choose to model this with a 4<sup>th</sup> rank of pike bases, or on a sabot base.

Tercios can be deployed in the following way, which gives a square footprint with 4 Shot figure bases and 3 Pike figure bases.



## *Modelling UGs*

As an alternative to modelling individual bases if you intend only to play Grande you may choose to base UGs on single bases. This obviously reduces your ability to reuse your figures for La Renascita, and Grande, but does allow you model each bases as a little diorama

