

# Characteristics

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Latest version updates are highlighted in magenta



Blue Rinos are clarifications, bug fixes and new features.



Red Rinos are rule changes

## Arboreal

Troops at home in difficult terrain but are less keen on combat in the open.

While in Loose order Arboreal TUGs count as Combat Shy, unless they qualify for either

- Rough or Difficult terrain (**B**)
- Linear Obstacle (**B**)

While in Loose order Arboreal TUGs move as if an OOT, if they qualify for

- Rough or Difficult terrain (**B**)

## Backwoodsman

Troops experienced in fighting in dense terrain.

Perform Switch Flexibles (M1) prompted action as if they are one level of training better than they are, if at the start the move they qualify for

- Rough or Difficult terrain (**B**)

## Barricades

Represent troops behind permanent walling, wagons, fencing, or plashing that have been constructed prior to battle. These are easy to defend and provide cover from shooting.

Barricades are Linear Obstacles conferring

- Cover
- Movement Penalty
- Never Driven Back
- Barricades have combat claims in charge **and** melee phase, replacing normal Linear Obstacle charge claim.

In addition, they have following rules

- TUGs with Barricades are deployed in 7.H.3
- Enemy fighting TUGs with Barricades cannot claim supporting files.
- Barricades should be modelled by thin bases covering the front edge of the TUG. All measurement and distances are always from troop base.
- TUGs defending Barricades may only cross Barricades by playing a YELLOW for an M2 move.
- When turning 90° (M9) turn the end file, then expand by 2 files on the side **not** in contact with the Barricades

- Barricades stay on the table. If undefended they can be crossed by enemy infantry only. Crossing troops are slowed by 1BW while any part of the TUG is crossing them.
- If undefended, they may be re-defended from their original side only by reaching their defensible long edge and aligning to it, if no enemy are in contact with the barricade base.
- OOTs behind Barricades attacked frontally do not have to run away, or skirmish, and cannot be pushed back and therefore stand and fight.
- Artillery can make a single pivot backwards 1BW, on a front corner (M17), and still qualify for barricades. The Artillery TUG can never break contact with the Barricades as part of pivot.
- Impetuous troops behind barricades are not forced to charge.
- Only foot can ever benefit from Barricades,

## Bulletproof armour

Date "Tameshi Gusoku" bullet-resistant armour. Despite its name, Bulletproof Armour isn't immune to gunfire. However, it is highly resistant to it, allowing Samurai to continue wearing their armour despite the use of firearms.

- All Shot (not Artillery) takes a downgrade when firing at Foot TUGs wearing this armour.
- Troops with Bulletproof Armour lose Fleet of Foot. (if they have it)

## Combat Shy

Troops that feared combat and were ill equipped to fight, such as many hastily raised militia.

- +1 to opponents combat claim in Charge and Melee Combat.

## Disguised

A ruse by which inauspicious troops were dressed to look like fiercer warriors.

Where a TUG has the Disguised characteristic, the list will specify which other TUG they are disguised as. During deployment when troops are declared they are defined as the troops they are disguised as. If they make any prompted action, they must pay for it as the TUG type they are. When an enemy TUG gets within 5 BW of TUG who are Disguised, they must be revealed as the type they truly are.

## Dismountable

Covers both mounted troops that at times dismounted to fight on foot and infantry who campaigned and moved on horseback to fight on foot.

1. Dismounting for both types require a YELLOW card in the movement phase and is not possible if any part of the TUG is in combat.
2. Infantry TUGs with Dismountable may choose to start the battle dismounted as normal Infantry but otherwise move as formed loose mounted, but may not charge, counter charge, intercept, skirmish or run away, or shoot while mounted.

3. If contacted while mounted, dismountable infantry fights as if they are on foot but are treated as combat shy, representing their discomfort at fighting without having properly dismounting.
4. Once dismounted troops cannot remount.

## Evade

Allows troops to run away or skirmish in response to a charge.

## Exchange Ranks

TUGs with this characteristic

- Can perform a M2-6 prompted action and pass through another TUG with the Exchange Ranks characteristic, without increasing the colour of the card (M16).
- When Driven Back pass through another TUG, if they also have the Exchange Ranks characteristic, without taking **or** inflicting a KAB (M14.H 8.1)
- When contacting another TUG, with the Exchange Ranks characteristic, before completing a Drive back, do not take **or** inflict a KAB. (M14.H 8.2)
- May perform M12 & M13 Fall Back prompted action and pass through another TUG with the Exchange Ranks characteristic.
- May perform F2-4 Break Off prompted action and pass through another TUG with the Exchange Ranks characteristic.

Lists will specify which TUGs can exchange ranks, where multiple TUGs have this characteristic.

## Expert Longbowmen

The very best traditional longbowmen, who spent many hours at the butts.

TUGs with this characteristic

- When shooting with a Bow, treat this weapon as if it were 'Shot'

## Fire and Charge (Shoot and Charge)

Fire & Charge covers troops who were adept at firing a volley and following it with a charge to take advantage of the effect from their shooting. The charge was still their primary fighting method, but with a softening up effect beforehand.

1. Troops must start within shooting range from targets to use Fire & Charge.
2. The UG shoots immediately from its current position, range, and arc when they declare a charge.
3. Fire & Charge does not cause Drive Back on standing targets.
4. Evading targets have movement reduced by Drive Back effects.
5. Fire & Charge TUGs do not downgrade for Charge Combat claim - Mounted who shot
6. Fire & Charge cannot be used with a counter charge or intercept.

## Fleet of Foot

Lightly armoured troops who nimbly manoeuvre TUGs with Fleet of Foot use Foot OOT movement **distances**, except when doing a break off.

There are no benefits other than this extra movement distance.

## Front-Rank Arm/HA

Representing where the best equipped warriors lead the TUG.

1. Better armoured bases must be identifiable from the rest of the TUG
2. These bases are always deployed in the front rank of a formation
3. 3 better armoured troop bases for infantry.
4. 2 better armoured troop bases for cavalry.
5. Where casualties are inflicted from frontal shooting, unengaged Front-Rank Arm/HA bases **must** be removed first.
6. While there are any unengaged Front-Rank Arm/HA bases, frontal shooting **always** targets these bases.
7. In combat Front Rank Arm/HA bases are removed when their files fight, and a third wound is inflicted on that base.
8. Combat and Shooting claims are based on the target or fighting base.

## Front-Rank Sup(erior)

Representing where the best, most eager, warriors lead the TUG.

1. Superior bases must be identifiable from the rest of the TUG
2. These bases are always deployed in the front rank of a formation
3. 3 Superior troop bases for infantry.
4. 2 Superior troop bases for cavalry.
5. Where casualties are inflicted from frontal shooting, unengaged Superior bases **must** be removed first.

6. While there are any unengaged Superior bases, frontal shooting **always** targets these bases.
7. In combat Superior bases are removed when their files fight, and a third wound is inflicted on that base.
8. KABs and Drive Backs are taken at the lowest quality of the base in the TUG

## Gå På

Swedish military doctrine emphasising aggressive action and shock tactics, the so-called gå-på (literally "go-on") method.

Gå På has implicit

- Fleet of Foot
- Fire and Charge
- Shock

## Gulyay-gorod

Gulyay-gorod is noted in sources since the 1530s, during the Russo-Kazan Wars, and it was understood not only as a type of wagon-fort, but also as siege towers.

Gulyay-gorod is a Linear Obstacle conferring.

- Cover
- Never Driven Back
- Charge Claim

These apply to front and side edges of the TUG

TUGs may move taking the Gulyay-gorod with them

- While in front corner **and** side edge contact with another TUG with Gulyay-gorod
- The **only** move that can be made with Gulyay-gorod is an M14, block move.
- Movement distance is 2 BW (per move)
- Moves with Gulyay-gorod can never enter **any** terrain, or cross a Linear Obstacle

In addition, TUGs with Gulyay-gorod have following rules

- May leave Gulyay-gorod with a normal move.
- Gulyay-gorod does not stay on the table. If left undefended they are simply removed.
- Must be deployed before any other troops without Gulyay-gorod,
- Gulyay-gorod should be represented by thin bases covering the front edge of the TUG.
- Gulyay-gorod has no flank when charged. Charging into a flank counts as frontal combat.

- All measurement and distances are always to troop bases, never the Gulyay-gorod base.

## Hasty Defences

Represent troops behind hastily erected cover before the battle. These are easy to defend and provide cover from shooting.

1. TUGs with Hasty Defences are deployed in 7.H.3
2. Hasty Defences should be represented by thin bases in front of the troops. All measurement and distances are always from troop bases.
3. TUGs may leave Hasty Defences with a normal move
4. Hasty Defences do not stay on the table. If left undefended they are simply removed.
5. Hasty Defences give claims in the charge combat tables
6. Troops directly behind Hasty Defences are treated as in cover when shot at by files whose entire front edge is ahead of them.
7. Troops behind Hasty Defences do not suffer Drive Back from shooting.

## Impetuous

Troops who are inclined to go charging at enemy unless restrained.

Must charge if within charge reach -

- Unless they would be >3 down in combat.
- Opponents are Elephants.
- Unless operating as OOT

If they meet friends, they burst through them.

This causes a KAB on both them and friends.

Impetuous troops have implicit Reckless Pursuit

## Independent

Troops that are unaffected by being out of close command of a general. Do not pay an extra card for being out of range of general in the movement phase.

## Integral Pikes

This characteristic is to represent the later XVII century troops that as well as being equipped with bayonets also still had some numbers off pike to help fend off mounted troops.

- Claim vs. mounted in charge phase.
- Claim vs. mounted in melee phase.

## Lead the Assault (Storm the Barricades)

Grenadiers were the physically robust soldiers who led assaults, such as storming fortifications during siege warfare

- Troops with Lead the Assault are not **Affected** while in a Town.
- The following charge claims cannot be made when charged by a TUG with Lead the Assault
  - Foot defending Linear Obstacle (B) when fighting to front
  - Hasty Defences vs. Foot/Mounted
  - Barricades vs. Foot/Mounted
  - Redoubts vs. Foot/Mounted

## Manga

This is used to represent the aggressiveness of Spanish Arquebusiers whilst operating as part of a Spanish Tercio or Colunela, who often operated at some distance from the main body of the Tercio or Colunela.

At the start of the shooting phase, you may place skirmisher bases representing the Manga skirmishing screen.

1. Place skirmisher bases equal to the frontage of the TUG.
2. Where both players have Manga alternate placement, start with the first player.
3. The skirmisher bases are placed up to 2BW from the TUG, in a contiguous line.
4. The skirmishers should be aligned exactly with the front, or side, edge of the TUG.
5. For a Tercio this can also be to the rear edge.
6. The Manga skirmishing screen acts as the temporary front edge of the TUG.

7. The Manga skirmishing screen shoots and is shot at as if it were Skirmisher.
8. Measure all firing to, or from, the Manga TUG to the Manga skirmishing screen.

If enemy UGs can shoot at the main body of the Manga TUG without their line of sight passing through the Manga skirmishing screen they may shoot the main body instead. In this situation it would not count as shooting at skirmishers.

At the end of the shooting phase remove the Manga skirmishing screen.

## Pathfinder (was Scouts)

Troops with this characteristic increase an army's scouting value

Troops with this characteristic can make pre-game move (7.J)

1. Make a free single white move after deployment, before the first turn.
2. If both armies have Troops with this characteristic, move them in an alternating sequence, starting with the Defending army.

## Pavise

Large, antiquated shield covering the whole body, screening the archer behind it.

- TUGs with Pavise count as qualifying for cover when shot at frontally by non-shot weaponry.
- TUGs with Pavise lose Fleet of Foot (if they have it)

## Personal Bodyguard

The Army commander can still act as a floating general, while also in direct command of troops with this characteristic. If a personal bodyguard is fielded, then the Army Commander General must join the unit. An allied TUG with personal bodyguard must be joined by the Allied General.

## Reckless Pursuit

Troops prone to uncontrolled pursuit over a long distance when they have broken enemy units.

Those with Reckless Pursuit must pursue routers.

When pursuing

1. Make a 2nd and 3rd full length pursuit move in the same phase, and in the same direction as the first pursuit
2. If they meet friends not in contact, they burst through them causing a KAB on their friends and themselves.
3. If they meet enemy, they stop and fight. If this occurs immediately in a charge phase fight.
4. If it occurs in any other phase, fight in the next charge phase.
5. Enemy troops capable of evading these pursuits may do so as normal and may evade in this way up to 3 times
6. If they contact any table edge, they
  - Stop
  - Align with the table edge at the point of contact.
  - If two table edges are contacted, then align to the edge with requires the least movement.
  - Turn 180 °

They are however, treated as having left the table. They cannot be charged, shot, contacted, or interacted with in any way.

They do not prevent enemy making double moves. The space they occupy cannot be passed through by friends or enemy.

TUGs 'return' to the table in subsequent turn(s). They return by a prompted action.

Either by a move or charge.

They always count as **out of command** for their first move, even if a general is with them. If a general is with them all troops count as out of command to him.

Move distances are measured from the rear edge of the TUG (Touching the table). You cannot make a move that results in any part of the TUG being 'off-table'

## Redoubts

Redoubts represent troops behind permanent defences. These are easy to defend and provide cover from shooting.

Redoubts are Linear Obstacles conferring

- Cover
- Movement Penalty
- Never Driven Back
- Redoubts have combat claims in charge **and** melee phase, replacing normal Linear Obstacle charge claim.

In addition, they have following rules

1. TUGs with Redoubts are deployed in 7.H.3



2. Enemy fighting TUGs with Redoubts cannot claim supporting files.
3. Redoubts should be modelled by thin bases covering the front and side edge of the TUG. All measurement and distances are always from troop bases.
4. TUGs defending Redoubts may only cross Redoubts by playing a YELLOW for an M2 move.
5. When turning 90° (M9) turn the end file, then expand by 2 files on the side **not** in contact with the Redoubts
6. If undefended, Redoubts may be re-defended from their original side only by reaching their defensible long edge and aligning to it, if no enemy are in contact with the Redoubts base.
7. OOTs behind Redoubts attacked frontally do not have to run away or skirmish and cannot be pushed back and therefore stand and fight.
8. Troops defending Redoubts (including artillery) can shoot out from their side edge as if it was their front edge.
9. Any contact on side edge is considered a frontal contact.
10. Troops defending Redoubts cannot be driven back by fire.
11. Troops defending Redoubts are never subject to any shooting from behind flank.
12. Impetuous troops behind Redoubts are not forced to charge.
13. Only foot can ever benefit from Redoubts.

## Regimental Guns

Small Calibre artillery designed and used to increase firepower of infantry units they are intrinsic to.

1. Regimental Guns shoot in addition to the TUGs normal shooting.
2. Use the Regimental Gun profile on the Shooting Chart.
3. Regimental Guns have AFP shooting ability, irrespective of the parent TUG.
4. Regimental Guns shoots as if it were a **single** base of Artillery in the centre (file) of the TUG.
5. Formations that permit shooting at right angles to their front, can shoot Regimental Guns at right angles also. In this case treat the most central rank side edge as the centre file for arc of fire considerations.
6. Regimental Guns do **not** fire when a TUG 'Fire & Charges'

## Disciplined

Particularly resilient and steady troops who are impervious to casualties or well-drilled when under fire.

- Disciplined troops take 2 more wounds than usual to break.

For example: A normal Pike and Shot unit would break when four bases (12 wounds) are lost not three bases and 1 wound (10 wounds).

## Vanguard

- Troops with Vanguard can be deployed up to the table centreline.

- All TUGs with the Vanguard characteristic must be in the same command. The command may also contain other non-Vanguard TUGs.
- Vanguard TUGs deployed up to 6BW from the centreline may be allocated to other commands. In this case they lose the Vanguard characteristic.

# CCC Dice Special Characteristics

These all relate to 'S' effects on the CCC dice.

## Shatter

TUGs with this characteristic, can get a Shatter result in charge combat.

This occurs then they dice a Skull or and S

May Shatter against all except

- Elephants
- Battlewagons.
- Barricades (unless Elephant)
- Redoubts (unless Elephant)

## Shove

TUGs with this characteristic, or Close foot fighting Loose/OTT foot in Good Going (B), can get a Shove result in charge and melee combat.

This occurs then they dice a Skull or and S

May Shove against all except

- Elephants
- Battlewagons.
- Barricades (unless Elephant)
- Redoubts (unless Elephant)
- Foot may not Shove mounted

## Shock

Troops noted for engaging in close combat more readily and using mass or inertia to disrupt their opponents.

1. Free charge at 3BW.
2. Combat claim in charge combat.
3. Must pursue routers.
4. Has **Shove** in the charge and melee phase
5. May **Shove** against all except
  - Elephants
  - Battlewagons
  - Barricades
  - Redoubts

## Spirited Charge

Troops noted for being aggressive against anything they could easily get into a melee.

1. Free charge at 3BW.
2. Combat claim in charge combat.
3. Must pursue routers.
4. Has **Shatter** in the charge phase
5. May **Shatter** against all except
  - Elephants
  - Battlewagons.
  - Hasty Defences
  - Barricades
  - Redoubts

## Stoic

Tenacious troops who are not easily disrupted, suffering hardships without complaint. For example, early 18<sup>th</sup> Century Russian foot.

- Ignore 'S' wound results made on them in melee (but not any **Shove** or **Shatter** effect)
- Ignore 'S' wound results made on them when making a KAB test.
- Ignore 'S' shooting results made on them for drive backs effects.

## Savage Charge

Troops noted for engaging in close combat more readily and disrupting their opponent formations.

1. Free charge at 3BW.
2. Combat claim in charge combat.
3. Must pursue routers.
4. Has **Shatter** in the charge phase
5. Has **Shove** in the melee phase
6. May **Shove** and **Shatter** against all except
  - Elephants
  - Battlewagons (unless Elephant)
  - Barricades (unless Elephant)
  - Redoubts (unless Elephant)

## Stakes

Covering all anti-cavalry obstacles such as Swedish Feathers, Archer Stakes, Chevaux de frise and Ju Ma - 'Horse Repeller'

- Mounted opponents cannot claim 'TUG fighting frontally, and neighbouring file has **Shoved**' in charge combat
- Mounted opponents cannot claim 'TUG fighting frontally, and neighbouring file has **Shattered**' in charge combat

## Squadrons

Cavalry squadrons deployed in chequerboard to facilitate rallying back, and reinforcement of attack.

1. Free charge at 3BW.
2. Combat claim in charge combat.
3. Has **Shove** in the charge and melee phase
4. May **Shove** against all except
  - Elephants
  - Battlewagons
  - Barricades
  - Redoubts

### *"Engaging Directly"*

When fighting a frontal Charge Combat, files throw a Black dice in addition to their normal Charge dice.

*Engaging Directly* Black dice -

- Are never modified by **any** combat claims.
- Do not cause Shove or Shatter