**Commanded Shot**

Faced by Polish cavalry that generally outclassed his own, Gustavus Adolphus used bodies of musketeers in close support of his mounted troops in order to equalise the cavalry fight. This was continued after the Swedish entry into the Thirty Years War and inspired other nations to copy the tactic, although it fell out of favour towards the end of the conflict. During the English Civil War it was occasionally used by both sides when on the defensive. These supporting infantry were called “commanded shot”.

Commanded Shot are bought on a per BG basis and are represented by a marker attached to the BG - which armies can get them and how many BGs can be so supported is detailed in the relevant army list so that they can only be bought for the type of troops that had them historically.

The marker is placed with the BG in the same way that a Regimental Gun marker is (i.e. centre base of the front rank of the BG, or players choice of which if 2 bases apply).

A BG with a Commanded Shot marker counts **any or all** of its bases as **Protected** (see Glossary).

A BG with a Commanded Shot marker is still Mounted Troops.

The BG gets to shoot with 1 die up to maximum Musket range with PoA modifiers as Musket. There is no reduction to the number of bases shooting for long range. The shooting base is the one the marker is with and range is measured from that base (not the Commanded Shot marker).

The effect of Protection **only applies against mounted opponents** and mitigates a – or - - PoA (see PoA tables) or Better Armour (see Battle Group Better Armour and Quality). If there is no PoA or Better Armour to negate, then a Protected file fights as 1 **Quality Level** higher for close combat dice re-rolls (but not for any other dice rolls).

The mounted BG moves at MF rate or its usual mounted rate for the terrain it is in whichever is the slower. It suffers **Disorder** as the mounted type. The BG counts as mounted troops and can, therefore, make 3rd moves when appropriate.

If a BG with a Commanded Shot marker **Breaks Off** the distance moved is the same as for foot BGs.

The BG can voluntarily "discard" its Commanded Shot at any time and move faster than the restricted rate, in which case the marker is removed and the BG cannot gain the benefits for the rest of the game. The marker (and benefits) are also removed if the BG charges, intercepts, pursues, or breaks (regardless of the actual distance moved).

Glossary of terms entry:

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| Commanded Shot | Commanded Shot are bought on a per BG basis and are represented by a marker attached to the BG - which armies can get them and how many BGs can be so supported is detailed in the relevant army list  Battle groups of cavaliers, horse or determined horse with Commanded Shot count as Protected against mounted opponents – see the ***Protection*** rule section in the ***Combat Mechanism*** section, and the **Commanded Shot** section. |