

## FoG:R Update – 18/7/2017

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## Change Log

Change Made	Date
Fixed points cost mistake for unarmoured Cavalry	18/7/2017
Fixed up points cost for Arquebus	18/7/2017
Fixed up points for unarmoured Horse/Light Horse	18/7/2017
Added page numbers & removed redundant space	18/7/2017

## Battle Group Autobreak

Change bases loses required for a BG to Autobreak to the following:

BG Size	Base Losses to Autobreak				
	Poor	Average	Superior	Elite	Light Troops and Artillery
2	1	1	1	1	1
3	2	2	2	2	2
4	2	3	3	3	2
6	3	4	4	4	3
7	3	4	4	5	n/a
8	4	5	5	5	4
9	4	5	5	6	n/a
10	5	5	6	7	n/a
12	5	6	7	8	n/a
14	6	7	8	9	n/a
16	7	8	9	10	n/a

## Troop Points Costs

Replace points cost table in the rules with the following:

POINTS VALUES	Basic cost				Combat capabilities and other attributes	
	80(GC)	50 (FC)	35 (TC)			
Commanders (-10 points if ally)						
Quality:	Elite	Superior	Average	Poor	Foot (multiply cost by 3 for battle wagons)	
Foot battle groups						
Fully-armoured	12	10	7	-	Bow, Bow*, bombs	1
Heavily-armoured	11	9	6	4	Arquebus , Musket*	2
Armoured	10	8	5	3	Musket, salvo	3
Unarmoured	9	7	4	2	Impact foot, pike, heavy weapon	1
Dragoons	10	8	5	3	Swordsmen	1
					Each base with bayonet in BG with no pikemen	2
Heavy artillery	-	32	25	17	Determined foot	1
Medium artillery	-	26	20	14	Each shot base in BG with pikemen	1
Limbers	-	0	0	0		
Light artillery	-	16	12	9	All other weapon capabilities	0
Battle wagons	-	-	14	8	Mounted	
Battle wagons with light artillery	-	-	20	14	Heavy or light lancers	1
Regimental guns	14	12	9	7	Impact mounted	3
Mounted battle groups						
Armoured determined horse	22	18	12	8	Melee swordsmen	2
Unarmoured determined horse	18	15	9	6	Pistol/carbine (shooting)	2
					Impact pistol	1

Fully-armoured or heavily armoured gendarmes	22	18	12	8	Melee pistol	2
Armoured cavaliers	19	16	11	7	Bow	2
Unarmoured cavaliers	16	13	8	5	Camelry or Bow*	1
Heavily armoured cavalry or camelry	18	15	10	6	All other weapon capabilities	0
Armoured cavalry or camelry	15	12	8	5	Defences per base frontage	
Unarmoured cavalry or camelry	11	9	6	4	Portable defences	3
Heavily Armoured Horse	16	13	9	5	Field fortifications	3
Armoured Horse or Light Horse	12	10	7	4		
Unarmoured Horse or Light Horse	10	8	5	3		
Commanded shot	16	13	10	8		
Others						
Elephants	-	-	20	-		
Naval units	-	-	30	-		
Fortified camp	-	-	-	24		

## Better Armour and Quality Re-rolls

Melee Table: Delete PoA for better armour.

P.35 - Section "Battle Group Quality Re-rolls":

Replace the bullet list and the first paragraph after with the following:

### Quality Re-roll Scores

..... 1,2,3 (e.g. Elite troops with commander fighting in the front rank)

Elite troops can re-roll 1's and 2's

Superior troops can re-roll 1's

Average troops re-roll no dice

Poor troops must re-roll 6's

..... 5, 6 (e.g. Poor troops fighting an opponent who has Better Armour)

A dice is only re-rolled once.

A commander fighting in the front rank of the battle group in close combat allows the close combat "to hit" dice (but not any other dice rolls) of that battle group to be one re-roll level higher.

If a base is in combat with an opponent which has Better Armour, and it is not a type that ignores Better Armour (see below), the Melee close combat "to hit" dice (but not any other dice rolls) of that base are one re-roll level lower. This is cumulative with the re-roll effect of a commander fighting in the front rank.

Types that ignore Better Armour:

- Shot
- Troops armed with Heavy Weapons
- Elephants

- War Wagons
- Protected Horse, Protected Determined Horse, or Protected Cavaliers

## Melee PoA Table

Delete PoA for better armour.

PoA for Heavy Weapon change to – “against any except STEADY pike in 3 or more ranks, protected pike, protected shot or foot with bayonet.”

## Commanded Shot

Commanded Shot are bought on a per BG basis and are represented by a marker attached to the BG - which mounted can get them is to be detailed for each 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 and or all of its bases as **Protected**.

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.

The effect of Protection would only apply against mounted (as in the rules as published) and would negate a - PoA (as published rules) or Better Armour (see Better Armour item) or, if there is no PoA or Better Armour to negate, would mean the file fights as 1 Quality Level higher for close combat dice re-rolls (but not to 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. The BG counts as mounted troops and can, therefore, make 3 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, pursues, or breaks.

## Number of Commanded Shot Markers in Lists

The following numbers of BGs can be upgraded with a Commanded Shot marker:

- Early Gustavan Swedish 0-4
- Early TYW Swedish 2-6
- Later TYW German 0-3
- Later TYW Swedish and Weimarian 0-4
- TYW French 0-3
- Early ECW Royalist 0-2
- ECW Parliamentarian 0-2
- Later ECW Royalist 0-2

## Dragoons

Movement for Dragoons is changed so that for any move that starts, ends or goes within 6MU of enemy is a maximum of 3MU unless in Difficult when it is 2MU. This includes evade, rout and pursue moves.

Dragoons can still take a CMT to make a move to withdraw up to 3MU with two 180 degree turns as they are still Light Troops.

## Cavalry

Add to 180 degree turns section of the movement table – “Cavalry ONLY. Turn 180 degrees, move up to 2MU’s in an *advance*, and turn back again.” n/a for Light, Complex for Others.

Cavalry with Light Lance do not count as Shock Troops (thus if 1 rank deep they could evade).

Some troops currently classified as Cavalry will be reclassified as Horse – see Army List Changes section.

## Captured Artillery

Undefended Artillery that is in contact with the front edge of enemy troops in the JAP is removed.

## Artillery

Add Artillery to the - PoA when nearest rank of target is “Any mounted troops”. (i.e. will normally need 5+ to hit mounted)

Artillery can no longer shoot through friendly LF.

## Light Artillery

Light Artillery can move in a divisional move with foot troops. (NB as divisions can ignore artillery for the purposes of having to be one base width apart the Light Artillery can be in contact with troops it is making a divisional move with)

## Shooting Ranges

Bows, Bow\*, Crossbows and Sling have 3MU short range.

## Army List Changes

### Early Thirty Years War Swedish

Swedish <i>lätta ryttare</i> and veteran German cavalry	Only before 1633	Horse	Armoured	Average	-	Pistol	Pistol	10	4	4-24	8-44
	Any date	Determined Horse	Armoured	Average	-	Pistol	Pistol	15	4		
	Only from 1632	Determined Horse	Armoured	Superior	-	Pistol	Pistol	21	4		
Finnish <i>hakkapeliita</i>	<u>Determined Horse</u>	<u>Armoured</u>	<u>Elite</u>	-	<u>Pistol</u>	<u>Pistol</u>	<u>25</u>	4	0-4		
			<u>Superior</u>	-			<u>21</u>				
	Cavaliers	Armoured	Elite	-	Impact Mounted	Pistol	24	4			
			Superior	-			21				
	Cavaliers	Unarmoured	Elite	-	Impact Mounted	Swordsmen	21	4			
Superior			-			18					
Mercenary <i>karbinryttare</i>	Horse	Armoured	Average	Carbine	-	Pistol	11	4-6	0-16		
		Unarmoured	Average	Carbine	-	Pistol	9				

Add line to Optional Troops

Musket only regiments	Medium Foot	Unarmoured	Superior Average	Musket	-	-	10 7	6	0-6
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Remove +4 points cost for Swedish Brigades.

### Later Thirty Years War Swedish and Weimarian

Light artillery	Light Artillery	-	Average	Light Artillery	-	-	12	2	Swedish *2-6, Weimarian *2-4	Swedes *2-6, Weimarian *2-4
Field artillery	Medium Artillery	-	Average	Medium Artillery	-	-	20	2, 3 or 4		
Heavy artillery	Only Swedes	Heavy Artillery	-	Average	Heavy Artillery	-	-	25		

### Thirty Years War French

Chevaux-légers, Gendarmerie or Carabins	Only before 1643	Horse	Armoured	Average	-	Pistol	Pistol	10	4	8-20
			Unarmoured	Average	Carbine	-	Pistol	8		
	Only from 1643	Determined Horse	Armoured	Superior	-	Pistol	Pistol	21	4	
			Unarmoured	Average	-	Pistol	Pistol	18		
		Determined Horse	Armoured	Average	-	Pistol	Pistol	15	4	
			Unarmoured	Average	-	Pistol	Pistol	12		
		Horse	Armoured	Average	-	Pistol	Pistol	10	4	
Unarmoured	Average		-	Pistol	Pistol	8				
Forlorn hope Carabins or (from 1638) Croats		Light Horse	Unarmoured	Average	Carbine	-	Pistol	9	4	0-4
		Light Horse	Unarmoured	Average	Carbine	-	-	7		
		Dragoons	Unarmoured	Average	Arquebus	-	-	7		

### Early Gustavan Swedish

Swedish and Finnish <i>lätta ryttare</i>	Only before 1622	Horse	Unarmoured	Average	Carbine	-	Pistol	9	4	4-20
				Poor				7		
	Only from 1622	Horse	Armoured	Average	-	Pistol	Pistol	10	4	
			Unarmoured	Average	-	Pistol	Pistol	8		
Finnish <i>hakkapeliita</i>	Determined Horse	Armoured	Superior	-	Pistol	Pistol	21	4	0-4	
			Average	-			15			
	Cavaliers	Armoured	Superior	-	Impact Mounted	Pistol	21	4		
			Average	-			16			
	Cavaliers	Unarmoured	Superior	-		Swordsmen	18	4		

			Average		Impact Mounted		13		
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Remove +4 points cost for Swedish brigades.

### Early Henrician English

Staves and similar light horse	Light Horse	Unarmoured	Average	-	Light Lancers	Swordsmen	8	4-6	4-12
	Light Horse	Unarmoured	Average	Crossbow	Light Lancers	Swordsmen	8		

Add line to Optional Troops

English or mercenary arquebusiers	Medium Foot	Unarmoured	Average	Arquebus	-	-	6	4-6	0-6
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In allies list

Staves and similar light horse	Light Horse	Unarmoured	Average	-	Light Lancers	Swordsmen	8	4	0-4
	Light Horse	Unarmoured	Average	Crossbow	Light Lancers	Swordsmen	8		

### Later Henrician English

Staves, javelins and other light horse	Light Horse	Unarmoured	Average	-	Light Lancers	Swordsmen	8	4-6	4-8
	Light Horse	Unarmoured	Average	Crossbow	Light Lancers	Swordsmen	8		
	Light Horse	Unarmoured	Average	Pistol	Light Lancers	Swordsmen	10		

In allies list

Staves, javelins and other light horse	Light Horse	Unarmoured	Average	-	Light Lancers	Swordsmen	8	4	0-4
	Light Horse	Unarmoured	Average	Crossbow	Light Lancers	Swordsmen	8		
	Light Horse	Unarmoured	Average	Pistol	Light Lancers	Swordsmen	10		

### French Wars of Religion – Huguenot

Cuirassiers	Only from 1577	Horse	Heavily Armoured	Superior	-	Pistol	Pistol	16	4	*8-16
			Armoured					13		

Remove line for Commanded Shot from Optional Troops section.

### Later Dutch

Remove the bullet "At least half the battle groups of Dutch cavalry fielded must be Poor quality."

### All Army Lists – Artillery:Foot Ratio

For each Battle Group of Medium or Heavy Artillery, an army must contain:

- 12 stands of Foot Battle Troops (other than artillery), if the artillery BG is 2-3 stands
- 18 stands of Foot Battle Troops (other than artillery), if the artillery BG is 4 stands

Example:



An army that wishes to take 2 BGs of 3 Medium artillery must have 24 stands of Foot Battle Troops (12 + 12).

An army that wishes to take 2 BGs of 2 Medium artillery plus 1 BG of 2 Heavy artillery must have 36 stands of Foot Battle Troops (12 + 12 + 12).

An army that wishes to take 1 BG of 4 Medium artillery plus 1 BG of 2 Heavy artillery must have 30 stands of Foot Battle Troops (18 + 12).

### Impact Mounted, Swordsmen

Polish Hussars (in any list), Louis XIV French Cavaliers and Determined Horse, and Later Swedish Determined Horse currently classified as Impact Mounted, Swordsmen to be optionally classified as Impact Mounted, Pistol at the appropriate points cost on an all/none basis.

- Polish-Lithuanian Commonwealth – Hussars
- Early Russian, Special Campaign: Dmitrii Ivanovich 1604-1605 – Polish hussars
- Later Polish and Lithuanian – Hussars
- Early Louis XIV French – Chevaux-légers, gendarmerie or similar
- Later Louis XIV French – Line cavalry
- Later Swedish – Swedish or Finnish horse
- Includes the allies lists for these armies as well

### Spanish Gendarmes

Spanish Gendarmes currently rated as Superior and having the Light Lancers Impact capability can alternatively be fielded as Average with Heavy Lancers capability at the appropriate points cost on an all/none basis.

- Caroline Imperialist - Spanish men-at-arms
- Early Imperial Spanish - Guardias viejas
- Later Imperial Austrian and German States - Spanish men-at-arms
- Includes the allies lists for these armies as well

### All Army Lists – Mounted Troops Option

Any mounted troops that can only be taken as Superior can instead be taken as Average at the appropriate points cost.

### Duty and Glory – Mounted Battle Troops Minima

The minimum of mounted Battle Troops in the Core Troops section of the army list that must be fielded (if they don't already meet this) rises to 8 bases with the following exceptions:

Later Spanish  
Covenanting Rebels  
Monmouth Rebellion  
Scots Jacobite

The Later Danish may include the Horse Guards from Optional Troops in the 8 minimum.

Allow 1 BG per 3 of Average mounted Battle Troops from the Core Troops to be upgraded to Superior if there are currently none in Core Troops.

## Cavalry Reclassified as Horse

### **Colonies and Conquest**

Light Lancers Japanese samurai cavalry and Hatamoto guards.  
Rajput cavalry in the Hindu Indian list and in the Mughal list.

### **Duty and Glory**

Late Polish and Lithuanian Pancerni