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KEILS

In the early part of the period, the main close-fighting infantry formations consisted of deep formations of pikemen (often including integral halberdiers and/or swordsmen).

To count as a “keil” for the purpose of the rules, a battle group must include at least two files each including at least 4 bases. At least 2 of these 4 bases must have pike capability, and the rest either pike, heavy weapon or swordsmen capability.

Some later deep pike formations also had shot wings. These only count as keils if they do not qualify as tercios.

Any non-tercio battle group that is capable of adopting keil formation (and not forbidden by its army list companion book from doing so) must do so at all times unless it is in, or forming, square.

Bases with Heavy Weapon or Swordsmen capability in such a battle group are initially deployed in the files with pike bases, but can expand onto one or both flanks of the battle group’s front rank provided that it does not cease to be a keil as a result.

If as a result of base losses a battle group ceases to be a keil, but still has at least eight heavy foot or determined foot bases, it must attempt to reform as a keil as soon as it is able. This does not prevent it from charging if it has not yet had an opportunity to reform. If it started the battle able to adopt keil formation, but as a result of base losses now has fewer than eight heavy foot or determined foot bases, the only formation changes permitted are to form or leave square, or reduce or expand frontage so that the heavy foot or determined foot are no more than one or two bases wide.

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If an early tercio ceases to have a shot base in each of the 4 horn positions at any time:

- It immediately assumes a formation that would be legal for a later tercio (bases are shifted by the minimum necessary to achieve this). This is automatic and does not require a “formation change”.
- It functions thereafter for the remainder of the game as a later tercio. However, if it was initially deployed as a **grand battle group** (see **glossary**), it still counts as such if **FRAGMENTED**, **BROKEN**, routed off table or destroyed.

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DIVISIONS

A **division** is a collection of battle groups where all of the following apply:

- Each battle group in the division is within 4MUs of another battle group in the division.
- At the start of a divisional move, each battle group in the division is separated by at least a base width from any other friendly battle group, unless ~~that battle group is either or both of the battle groups separated by less than a base width are~~ any of the following:
 - a keil.
 - light foot.
 - ~~commanded shot and all friends within a base width are mounted troops.~~
 - artillery.
- Every battle group in the division must be within the command range of one particular commander (in line of command), who must be with one of the battle groups comprising the division.
- The battle groups in the division are specified to the opposing player before any of them are moved.

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Turns and Phases

Should, of course, be numbered:

1. The Impact Phase
2. The Manoeuvre Phase
3. The Shooting Phase
4. The Melee Phase
5. The Joint Action Phase

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The following interpenetrations of friendly troops are permitted:

- Commanders can pass through and be passed through by any troops in any direction.
- Light foot can pass through any troops in any direction.
- Cavalry, dragoons, light horse, and elephants can pass through light foot in any direction.
- Foot can pass through artillery perpendicularly from back to front or front to back only.
- ~~Any troops can pass through uncontrolled artillery perpendicularly from back to front or front to back only.~~ (NB – this removes a prior errata addition)
- If a battle group does not have sufficient move distance to pass fully through another battle group it cannot pass through at all unless there is room beyond and any of the following apply, in which case it can pass completely through, maintaining its prior formation:
 - It starts its move already in front edge contact with the front or rear edge of the battle group being interpenetrated, it passes through perpendicularly to that edge, and it has sufficient move for its front edge to reach the far side of the battle group being passed through.
 - It is light foot which has sufficient move for all of its front rank bases that will pass through to reach whichever is nearer of the front or rear edge of the battle group being interpenetrated, and it passes through perpendicularly to that edge. It cannot then shoot this turn.
 - It is evading or routing light foot which has sufficient move for all of its front rank bases that will pass through to reach the battle group being interpenetrated.
 - It is other evading or routing troops and has sufficient move for all of its rear rank bases that will pass through to reach the battle group being interpenetrated. [Note that this only applies to permitted interpenetrations – burst throughs are dealt with as below.]
- **With the exception of Light Foot** no battle group can pass through a battle group that already passed through it this phase.
- No battle group can make any turns, expansions or contractions before or after passing through another battle group this phase.

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When a battle group which started the game with one pike base and five musketeer bases has its pike base in the **rearmost second** rank and charges or is charged, the owner can exchange the pike base with the musketeer base at the front of its file. (If preferred, this can simply be assumed to have been done without physically moving the bases.) When such a battle group ceases to be in close combat, it immediately reforms automatically with the pike base swapped to the rearmost rank.

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Troops Who Cannot Charge

Section should read:

~~"Commanded shot, Battle~~ wagons and artillery cannot charge and cannot intercept." (NB this removes a previous errata item)

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MOVEMENT AND SHOOTING

- Artillery (including light artillery mounted on battle wagons) whose battle group moved in any way during the preceding manoeuvre phase cannot shoot in the shooting phase. (This includes pivoting or turning.)
- The shooting of other troop types is not affected by having moved during the manoeuvre phase.
- No troops can shoot if they moved in the impact phase. (We judge that any shooting by chargers who failed to make contact and evaders would be too ineffective to have a significant effect.)
- No shooting takes place in the impact phase. Close range shooting is taken into account in the impact phase POA.

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OVERHEAD SHOOTING

- Artillery and dragoons only shoot with their front rank. Battle wagons only shoot with one file.
- Horse with pistol shoot only with bases in the 1st, 2nd and 3rd ranks.
- Other troops shoot only with bases in the 1st and 2nd ranks. However:
 - Light horse or tercio shot shooting to their rear treat their rearmost rank as their front rank.
 - Tercio shot shooting to their flank treat the shooting file as their front rank.
 - When a battle group in Swedish brigade formation shoots, the pike base in point position is disregarded. This means the battle group shoots as if that pike base is not there. Regimental gun markers are similarly ignored.
- Artillery on higher ground can shoot over friends if the intervening friends are over 1 MU from the shooters and over 3 MUs from the target base, measured along the line of the shortest distance between shooter and target.
- Artillery can shoot over friendly and enemy light foot if these are more than 3 MUs away from any part of the artillery battle group.
- Medium and heavy artillery can shoot over enemy artillery at eligible enemy targets beyond these.
- **Otherwise no shooting over friendly or enemy troops is possible.**

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If shooting at a battle group that has mixed armour classes, the shooters' POAs are determined not by the armour class of the targeted base, but as follows:

- Unless the shooting base is entirely behind a straight line extending the target battle group's rear edge, by the armour class of the front rank of the target battle group. If that has mixed armour classes, by the majority type in the front rank e.g. when shooting at a pike and shot battle group with a single file of armoured pike flanked by files of unarmoured shot on each side, the target counts as unarmoured. If there are equal numbers of bases with different armour classes in the front rank, the target counts as having the lowest of these armour classes. ~~Exception: When shooting at the front edge of a battle group in Swedish brigade formation, the shooters' POAs are determined by the armour class of the front rank pike base.~~

- When the shooting base is entirely behind a straight line extending the target battle group's rear edge, use the rearmost rank's armour class (determined as above) to determine POAs.

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In addition, foot bases **defending field fortifications**, or entirely in enclosed fields or a village, also count as "protected".

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<p>Protection</p>	<p>Certain troop types can provide each other with mutual "protection". See the Combat Mechanism section:</p> <ul style="list-style-type: none"> ● In mixed battle groups of medium foot with a shooting capability and heavy or determined foot, when a file of medium foot has an adjacent file with a front rank of heavy or determined foot (of the same battle group) facing in the same direction and in at least corner to corner contact, both files count as "protected". Only the adjacent files are "protected" - other files of the same battle group are not "protected". ● Troops designated (in our companion army list books) as "commanded shot" can give to, and receive "protection" from, cavaliers, horse or determined horse belonging to other friendly battle groups. To give or receive "protection", a file of commanded shot must be in at least partial side edge contact with a file of friendly cavaliers, horse or determined horse, and its front edge must not project further forward than their front edge. Only the adjacent files are "protected"—other files of the same battle group are not "protected". ● Mounted troops designated in their army list as allowed "commanded shot" receive "protection" for any or all of the bases in the battle group as long as the battle group has not "discarded" or lost their "commanded shot marker". <p>In addition, foot bases defending field fortifications, or entirely in enclosed fields or a village also count as "protected".</p>
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Threatened Flank	<p>A battle group of foot battle troops counts as having a threatened flank if any of the following apply:</p> <ul style="list-style-type: none"> • Any part of the battle group is less than 12 MUs from a side table edge. It makes no difference which way the battle group is facing. Commanded shot are immune to this cause of threatened flank. • Any part of the battle group is less than 6 MUs from either side's base table edge. It makes no difference which way the battle group is facing. Commanded shot are immune to this cause of threatened flank. • The battle group has unbroken enemy mounted battle troops (who are not in close combat) within 12 MUs of a flank and at least partly on that side of a line extending its flank edge, unless it has unbroken friendly mounted battle troops within 12 MUs, or unbroken friendly foot battle troops (other than artillery) or elephants within 6 MUs, of that flank and at least partly on that side of a line extending its flank edge. See diagram below. The following are immune to this cause of threatened flank: <ul style="list-style-type: none"> ○ Tercios. ○ Keils. ○ Battle wagons ○ Battle groups with their flank edge or corner (on the potentially threatened flank) touching an obstacle, the rear edge of field fortifications, difficult terrain or impassable terrain other than a coastline, provided that lines extending the front and rear edges of the battle group both pass through the obstacle, fortification or terrain. ○ Battle groups entirely in rough or difficult terrain. ● There are enemy battle troops capable of making a legal flank or rear charge on them in their next turn. Note: Later tercios and keils never count as charged in flank, so are immune to this cause of threatened flank unless the enemy are capable of charging them in the rear. Battle wagons, early tercios and troops in square never count as charged in flank or rear, so are immune to this cause of threatened flank.
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