Elizabethan sea dogs and SPANISH SOLDIERS – small units rules for pike & shotte

Randomised Commanders – for the Captain General Roll 1d6 for their command score and 1D6 for their close combat dice
For unit commanders roll 1d6 for their command score only

Dice Score	TYPE OF COMMANDER	COMMAND SCORE	CLOSE COMBAT DICE
1	INEXPERIENCED	**7**	**NONE**
2 -5	COMPETENT	**8**	**1D6**
6	HIGHLY EXPERIENCED OR A TRUE PROFESSIONAL	**9**	**2D6**

Traits for Captain Generals - Roll 1d6 and check the result To see what their trait is

DICE SCORE	TRAITS & ABILITIES	EFFECT
1	NONE	**The Captain General has no special traits or abilities**
2	BELOVED	**All units within 12" of the Captain General can reroll one failed break test but must take an immediate Break test if he is slain or captured.**
3	IMPETUOUS	**Any unit led by the Captain General will automatically advance towards the enemy and will move at least one move, even if it fails a command role.**
4	INSPIRING	**The Captain General can automatically rally any unit he joins and will restore D3 stamina points to it although it cannot be restored back to its starting value.**
5	COMBAT WISE	**Any unit the Captain General joins will gain +1 stamina and +2 to its Hand to Hand combat outcome results**
6	TOUGH AS IRON	**Any unit led by the Captain General gains the Tough Fighter trait and may re-roll 1 missed combat roll in each round of close combat.**

Movement and command by the CAPTAIN General

- **A Captain General can has a command range of 12" and can direct any and all units within that range: -1 from his command score for each 12" the unit he wants to command is beyond that range**
- **If on Foot he may move up to 18": If mounted he may move up to 27": He ignores all penalties imposed by different types of Terrain**

THE CAPTAIN General's combat dice

A Captain General can join a unit and lead it into Close combat or may join a unit already engaged in close combat:

- **When he does so he may add his Close Combat dice to those of the unit he is leading or has joined.**
- **He loses these dice if he is wounded**

THE Capture, INJURY or DEATH of A CAPTAIN General

A Captain General cannot be targeted as a separate target but may be captured, injured or slain if he is part of a unit which is shot at and takes casualties and/or loses a close combat

- **If the unit was shot at and took casualties roll 2D6 on a score of 3 he has been wounded and loses his Close Combat dice but can carry on**
  on a score of 2 he has been slain
- **If the unit lost the close combat and breaks roll 2D6 on a score of 4 he has been wounded and loses his Close Combat dice but can carry on:**
  on a score of 3 he has been captured
  on a score of 2 he has been slain

Effects of terrain

WOODS, jungle or similar	ROUGH GOING and broken ground	LINEAR Obstacles
• **Skirmishers & Warbands move at ½ speed** • **Other troops can only enter into woods if in open order formation when they can move at ½ speed.** • **If units are forced to enter when not in Open Order then they cannot move and will become disordered on a 1 or 2 if Pikes or 1 if other troops except for skirmishers, Light Horse or Dragoons**	• **Skirmishers and Warbands incur no penalty** • **Other Troops can only ever make 1 move across rough going no matter how many actual moves they could make unless they are in open order formation. .** • **If units are forced to enter not in Open Order then they cannot move and will become disordered on a 1 or 2 if Pikes or 1 if other troops except Light Horse or Dragoons**	• **Skirmishers and Warbands incur no penalty when crossing** • **Other Troops loose 3" from their move and will become disordered on a 1 or 2 if Pikes or 1 if other troops except for Light Horse or Dragoons**

OPEN ORDER

- **It takes a unit 1 action to change formation and the unit can only make 1 formation change per turn, no matter how many actual moves they can make on that turn**
- **If shot at or attacked when in open order formation**
  1. **Their attackers are -1 to hit when they shoot at them**
  2. **They are -1 to hit when they fight any enemy**
  3. **They cannot attack formed troops unless their foes are shaken, disordered or they can attack their flanks or rear or their foes are already in close combat with another unit.**

Troops within 12" of the enemy

Except for Skirmishers and Light Horse, once a unit of troops is within 12" of an enemy unit it can only move directly towards them or away from them, taking terrain effects into account – it cannot move against another unit unless the unit within 12" is already engaged in fighting another unit

Shooting at the enemy

Except for Skirmishers and Light Horse who may shoot in any direction, units may only shoot at an enemy who is within 45 degrees ahead of their front

DISORDER

This is caused from shooting outcomes on a 1 being rolled on the units morale save or by being in the wrong formation in Woods, Rough Going or when crossing a Linear Obstacle – see Effects of Terrain

BROKEN UNITS

If the result of a break test is that the unit breaks then the unit will:

- **Turn and flee a full move directly away from the enemy and will end with its back to the enemy. It will continue fleeing both in its own turn and in the enemy turn until it leaves the table or is rallied.**
- **If the enemy follows up and is able to fight on that turn, the unit takes casualties but does not fight back.**
- **Cavalry and Warbands will pursue a broken unit unless it obeys orders to stop pursuing. Deduct 1 from the command rating. Other units may opt to pursue or choose not to**

RALLYING A BROKEN UNIT

The unit's commander can make 1 attempt to Rally it once it has completed its first flee move. Otherwise only the Captain General can do so on a Rally on Me order but deducts 1 from his command rating when trying to do so – any trait the Captain General may have could allow him to reroll his throw or amend his ability to rally troops.

SUPPORTING UNITS

- **A unit can support another unit within 3" unless in it is in column, it is shaken or disordered or is limbered artillery**
- **A unit cannot be supported if it is it is attacked in the flank or rear or is skirmishers or in open order or is artillery or in a building or is a Pike Hedgehog as it has no flanks or rear**

SHIPS, PINNANCES, Gunboats or similar craft

- Ships, gunboats or similar river craft cruise in coastal waters or down rivers up to 12" per move
- If a ship, gunboat or river craft fails its command roll it suffers a temporary / loss of wind to the sails and moves down stream or with the tide at ¼ of its last speed and cannot shoot that turn
- If a ship, gunboat or river craft scores 12 on its command roll then roll 1D6 and check the outcome on the chart for the effect

Boat Blunder Chart

Score	Effect
1	**Runs Aground!** – The boat hits a sand bar and then comes to a halt unable to move. The crew needs to roll 5+ to free it!.
2	**Turn About Swiftly!** - The vessel comes about - make 1 move astern at ½ normal speed.
3	**Looses the Wind!** - The boat glides to a halt and needs to pass a command to move again.
4	**Drop the Anchor!** –The boat travels ¼ speed ahead and then halts: no firing is possible for this move whilst crews pick themselves up off the deck
5	**Reduce Sail!** –The boat travels ½ speed ahead
6	**Clap on more Sails! -** The boat makes up to 3 moves ahead and its crew will engage the enemy if possible. Roll 1D 6 - 1-2 = 1 move: 3-4 = 2 moves: 5-6 = 3 moves.

Reliability Chart – When a ship or boat suffers disorder or as a result of a break test roll 1D6 on the vehicle reliability chart:

Score	Effect
1	**Masts shot away or Lost!** - the ship is unable to move for the reminder of the action other than drift down stream/in the direction of the tide at ¼ speed or anchor where they are.
2	**Masts damaged!** – due to lost spars, etc the ship is unable to move than drift down stream/in the direction of the tide at ¼ speed until the damage is repaired on a 4+
3	**Sail Damage!** – due to sail damage the ships maximum speed is reduced by ½ for the rest of the action
4	**Rudder Damage!** – The ship's steering is damaged and it moves in a random location which may run it aground needing 5+ to free it: Otherwise this continues until the crew roll a 4+ to regain control
5	**Low on Powder!** – one of the cannons carried by the ship is low on ammo and cannot fire until a 4+ is rolled to reload it
6	**Gun Fouled/Dismounted!** - one of the cannons carried by the ship cannot fire for the remainder of the action

Break Test for Boat Crews

- Once a ship has lost all of its stamina its crew become shaken and must take an immediate Break Test
- Each time the boat takes additional damage beyond its stamina it must take a break test.
- Once a boat reaches zero stamina, for each additional point lost deduct -1 from the break test die score

Break Test Results

Dice Score	Result
4 or under	**Abandon Ship! – If the damage was caused by Artillery fire, then the boat sinks.** If by small arms, the crew have taken so many injures that they must withdraw the ship from the combat and will not return.
5	**Let's seek a safer shore!** – The boat withdraws directly away from the enemy for 2 moves. If this means it leaves the table it cannot return. It must also roll on the reliability chart.
6	**Sail with the Tide!** - The boat withdraws from the enemy for 1 move. If this means they leave the battle they may return if they pass a command roll. If they withdraw they must throw on the Reliability Chart
7 +	**Fight the Ship!** – the crew passes their morale check and can carry on as normal

Repair - If the ship is more than 12 from the enemy, its crew may opt to spend the move carrying out repairs. Whilst doing so they may not shoot or fight the enemy: They make a command and if they score 7+ they will restore D3 stamina points.