

SPECIAL STANDS

This section covers the rules for uncommon stands. These rules are used in specific scenarios and will usually be included in the scenario play sheet.

English Longbows

The Longbow was the machine gun of its era. Particularly effective against mounted troops.

Unit	Cat	MP	SP	IF	2H	3H	4H	BP
Longbow B	SS, Shot, Longbow	2	4/4	0	2	1	0	2

Longbows can have two stands in the one hex one behind the other. Stands that start this way must stay this way. They take losses like other multi-stand units with any losses coming off of the rear stand and the front stand staying at full strength for firing and morale test purposes until the rear stand is eliminated. Both stands can fire but the back stand loses 1D6 for firing over the front stand. Their shots are taken individually. They must fire at the same target. If the target is eliminated by the first stand firing the second stand can only fire that round if there is a target in one of the two hexes directly behind the eliminated target. The rear rank loses an extra 1D6 if the stands are firing overhead over more intervening stands.

Additional Dice

Highly trained longbow stands get +1D6 when firing against MC or HC. This will be specified in the scenario notes. They can cause **2SP of damage** against HC and MC in one shot.

Stakes

Longbow men can be set up behind stakes [the scenario will include this information]. Stands attacking Longbow stands behind stakes get no impact and lose 1D6. HC and MC attacking automatically disorder, have no impact and lose 2D6. HC can take **2SP losses** if beaten attacking Longbows behind stakes.

Defensive Fire without cover

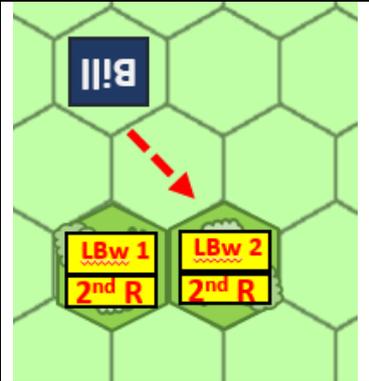
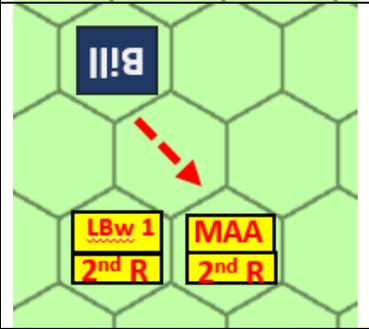
Longbow men in the open without stakes get no defensive fire against HC or MC. Only the front rank can defensive fire against attacking foot stands.

Defensive Fire with cover

If in cover or in terrain that removes the attackers Impact they can fire defensively with both ranks. As specified in the scenario some longbow men are highly trained [eg 100 Years War veterans] these stands can fire DF at the 2H rate [+2D6 against foot, +3D6 against HC/MC].

Supporting Fire

If in the open and supporting a Combat Stand Longbows can fire their front rank at full normal DF effect even if the attacker is HC or MC.
 If in the open and supporting a Support Stand Longbows can fire their front rank at half effect if the attacker is on foot.
 If in cover or behind stakes and supporting a CS or Shot both ranks can fire at full effect against any.
 As specified in the scenario some longbow men are highly trained [eg 100 Years War veterans] if eligible to fire these stands can fire supporting fire at the 2H rate [+2D6 against foot, +3D6 against HC/MC].

<p><u>Examples of two rank Longbow Defensive and Supporting Fire.</u></p> <p>The Blue stand of Bills attacks Longbow 2. Only the front rank of LBw2 can fire Defensive Fire. LBw1 can only fire its front rank at half effect as Supporting Fire as it is in the open and supporting a support stand [SS].</p> <p>If instead of bills the attacker was MC or HC neither stand would get to fire.</p>	
<p>Same situation but LBw1 is in woods which removes the impetus of the Bill stand so count as cover. LBw2 can still only fire its front rank as DF. But LBw1 can fire both ranks into the Bills as supporting fire. [The second rank loses 1D6 for firing overhead].</p> <p>If the attacker was MC or HC LBw2 would still not get to fire but LBw1 could fire both ranks into the cavalry as above.</p>	
<p>This time both bow stands are in cover. They can both fire two ranks into the attacking Bill stand.</p> <p>Both stands could fire both ranks against attacking HC and MC.</p>	
<p>This time the longbows are supporting a double Combat Stand of Men at Arms. The Bill stand is required to attack a CS where there is a choice between a Combat Stand and a Support Stand.</p> <p>LBw1 can fire its front rank at full effect in support of the MAA stand.</p>	
<p>The longbows are in cover this time in the woods. They can fire both ranks at full effect against the Bills.</p>	

Scottish Schiltron

Spear men formed up 3 stands deep in one hex. [You can face the rear stand backwards to signify that the stands are in schiltron formation.] A schiltron has no facing and has no rear or flanks. If it is attacked it fights as Long Spears 2 ranks deep from any direction. It can move 1 hex in any direction but has to take an order test becoming disordered if it fails. On a second move it automatically disorders. No one gets an impact bonus attacking a schiltron. Any cavalry attacking a schiltron automatically becomes disordered on contact.

A schiltron does not retreat if beaten in close combat, it just continues to fight on the spot.

Once a schiltron is reduced to 1 stand it becomes a standard stand of long spear men. This lone stand can be faced in any direction and moves and acts normally as for a LS stand.

Early schiltrons like those of Wallace are locked into that formation and stay in it until reduced to one stand. Later Scottish armies can choose to operate as massive long spear blocks or form and unform schiltrons. It takes a full move stationary to form or unform. When unforming the spear block can face any direction.

Pike Hedgehog

Stationary *Swiss*, *Spanish Tercio* and *Landsknecht Pike* can form a hedgehog, stopping *HC* or *MC* from having impetus attacking from any side. Units in a Hedgehog will not become disordered by flank or rear attacks. They only get a one rank depth bonus.

It takes a full move to form a hedgehog and one cannot be formed if disordered. It takes a full move to unform and cannot be unformed by disordered stands. It can unform facing any direction but no movement is allowed in the turn it unforms.

Disordered stands can test to rally and if they pass form or unform a hedgehog. *HC* and *MC* can lose 2SP if defeated by a hedgehog. Stands in a hedgehog cannot move.

Trained Arquebusiers

A new category of firing is introduced for trained infantry using arquebuses such as those in the Spanish Tercios. Their fire is included in the point blank column of the unit chart. They get this benefit when firing Defensive or Supporting fire if behind formed defences [the scenario notes will specify what qualifies] or when adjacent to the Pike stands in a designated Tercio formation.

Early Spanish Tercio

These are an early version of the Spanish all arms formations which provided the blueprint for armies of the next 150 years. They are comprised of a Pike stand, with an additional Pike rank and a Sword and Buckler rank all in the one hex. It counts as a 2 rank Pike stand for combat purposes. The back rank pikemen are eliminated first, then the sword and buckler men.

Two designated Handgun armed stands operate in conjunction with this pike block. The Tercio has the following attributes additional to its standard 2 rank Pike melee factors

+3 for the S&B rank fighting *pike* frontally

+1 for the S&B rank against cavalry, frontal only.

- *Cavalry* hitting the *shot* stands frontally get no impetus if the shot are adjacent to their *pike* unit. They can be in any hex around the pikes, even in front of them, and get this benefit.

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- *Shot* stands attacked frontally by any can evade if they are next to their *pike*, but must finish adjacent to their *pike* unit not in an enemy ZOC. They can pass through the pike stand when evading. If on opportunity they can fire at point blank effectiveness and then evade.
- *Shot* stands adjacent to their pike stand attacked frontally can fire Defensive Fire [full effect] or Support Fire [half effect] at point blank effectiveness regardless of the type of stand attacking them. They can fire this against any even if they are in front of the Pikes and attacked by HC.