

Father Tilly

some new ideas?!

I have received a great deal of feedback through the website, the FT group and from play testing the game and have come up with a number of ideas. See what you think, let me know if they fit into your idea/understanding of the period and if you think the rules work.

Tercio's

With further reading and comments from other wargamers, it seems possible to divide Tercio's into different types. I would suggest that it is possible to distinguish three distinct variations. It is possible to differentiate these with appropriate rule factors, the difficulty I have found is exactly when these changes occurred.

Early Tercio: This is a pike square, surrounded by musketeers, with smaller blocks of musketeers on each corner.



This was a very slow moving formation but was able to generate all-round fire and all round protection from the pikes. This is the Tercio described in the rules at the moment. This certainly seemed to be the formation used in the sixteenth century and certainly appears in texts (written and painted) in the seventeenth century. There is however considerable debate as to whether this formation was continued into the Thirty Years war.

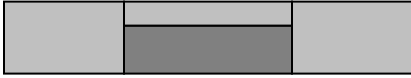
Tercio: This formation is often described in relation to many of the battles of the Thirty Years War, especially in the earlier phases. Pikes are now flanked by musketeers and screened to the front.



The emphasis for the formation is now forward. Some armies favoured (or were forced to favour) more pike than shot, or equal pike and shot, or as the period progressed, more

shot than pike. This seems to have been the favoured infantry formation for Catholic armies up to Breitenfeld.

Later Tercio: It is thought that this formation was adopted by the Catholic armies after their defeat by the Swedes at Breitenfeld. It was a much shallower formation, reducing the number of ranks of the Tercio from 25 to around 10. It was hoped that this would give the unit greater mobility and allow it to deal with the smaller Swedish units.



However, not all Catholic armies take this up, some Spanish regiments still retained the earlier formation.

How can this be reflected in the rules?

These are just suggestions and need play-testing so I would appreciate feedback.

- Early Tercio, this is the Tercio described in the rules at the moment. Not automatically disordered if contacted to flank or rear.
- Tercio, this formation suggests a frontal and possibly flank shooting capability but not rear. Divide the unit strength by two for the shooting and combat factor to the front only. Divide the frontal SF and CF by another two for the flank. The CF to the rear can be as flank, there is no rear SF. This formation can fire from no more than two facings per turn. Not automatically disordered if contacted to flank or rear.
- Later Tercio, SF and CF to front is 60% of strength with no SF to flank or rear. Automatically disordered if contacted to flank or rear.

This differences would suggest a corresponding difference in base depth. However, this would greatly limit players to the period they could play. In my own collection, Tercio's are all based with the same base depth, and I use them to represent any type of Tercio, I'm not going to paint another 600 men and put them on slightly thinner bases! What is important to remember is the combat modifier that is awarded to the deeper formation – Early Tercio's are deeper than Tercio's which are deeper than Later Tercio's which are deeper than infantry Regiments.

When does the Tercio replace the Early Tercio?

I'm glad you asked me that, I don't know. The earlier formation may have hung around for a few of the earlier battles, or it may not have been used in this period at all, it doesn't seem to have been evident at Breitenfeld. I think its best to let players choose what feels best for them, until further clarification can be found.

Unit Frontage

Most units in these rules have the same frontage (apart from detachments etc) and yet represent different numbers of men. This means that a unit with a strength of five (representing 500 men) occupies the same space as a unit with a strength of fifteen (representing 1500 men). My reason for allowing this contradiction was purely convenience. I originally tried representing the different sizes of units with figures based on four man elements grouped together. This gave each unit the 'correct' frontage and depth but made it much more difficult to move large units around the table. I decided to do standard size bases from then on. What I settled on was a base size that allowed just enough figures to give it the right 'look' but not enough to make large battles impractical.

The problem with this system is that smaller units cannot combine to take on larger units frontally without overlapping the larger units frontage. This is an unnecessary disadvantage for the smaller units which need to take advantage of their mobility to be able to defeat larger units.



Strength 20 Tercio (2000 men)

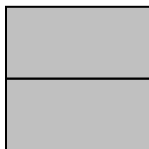


Strength 6 Regiment (600 men)

One possible solution would be to allow smaller units to combine to take on larger units. This can be represented by 'stacking' smaller units behind each other. Although one unit is behind another, this actually represents both of the smaller units side by side.



Strength 20 Tercio (2000 men)



Strength 6 Regiment (600 men)

Strength 6 Regiment (600 men)

Combined units can only approach an opposing unit if the strength of the larger unit is more than the sum of the strength of the smaller units, therefore three strength six units could approach a strength twenty unit but not a strength eighteen unit.

It would be possible to add some variation to this based on unit quality. All guard or veteran units could approach units if their combined strength equalled (or was less than) their larger opponent. Conscript units could only combine if their strength was no

more than half the strength of their opponent. Militia units could only combine if their strength was less than half that of the opposing unit.

Combined units

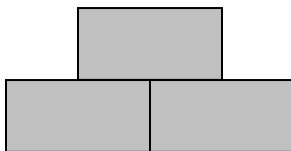
The following rules could apply to combined units.

- Moves as a group, based on combined factor but moves at the speed of the slowest unit in group.
- Unlike all other units, takes charge test as a group using the combined strength of the units but applying modifiers for the lowest grade unit in the group.
- Shooting hits are divided equally (where possible) to all units in the group.
- Effects of combat are applied fully to each unit in combat and are not divided between the units participating in the group.
- If contacted to the flank, only the contacted unit will turn to face or become disordered if it fails to do so, at this point the unit fights individually and is no longer part of the group. If contacted to the rear, the units remain as a group.

It will probably be sensible to put an upper limit on the number of units that can be combined, any more than three may visually unappealing and may start to become impractical in terms of the amount of space to the rear occupied.

Swedish Brigades

There have been several suggestions around the representation of the Swedish ‘T’ brigade, this could be achieved using the combined unit method. Arrange the smaller Swedish units with one at the front and two at the rear and combine their strengths and shooting/combat factors as described above.



Swedish ‘T’ brigade.

With this group, there will be a minimum and a maximum of three units, the combined strength of the unit need not be compared to the opposing unit to see if they can ‘match-up’ as they are limited to only three units. In all other aspects they are like other combined units.

Order definitions

Players must clearly mark on a map the direction of attack, movement or withdrawal that the command is to take. This is the direction that units must attempt to take until orders have been changed. With hold orders, the area to be held must be defined on the players map.

Attack: The first command that must be attempted each turn with this formation is to make a charge test, or if not possible to move towards the enemy along the specified path on the players map. Unless saving command dice or rallying, all CD must be spent in this way.

Move: The first command that must be attempted each turn with this formation is to move a unit along the specified path on the players map. Units can be commanded to approach to short range, but will not make contact with enemy units. Unless saving command dice or rallying, all CD must be spent in this way.

Hold: Units cannot be ordered beyond the boundary of the area defined on the players map. Units can move to any point within this area and can be ordered to contact enemy units that encroach on this area. The boundary is defined as the area the formation occupies at the start of the battle and extends up to four inches from any unit.

Withdraw: The first command that must be attempted each turn with this formation is to move a unit along the specified path on the players map away from the enemy. Units cannot be commanded to charge enemy units. Unless saving command dice or rallying, all CD must be spent in this way.

Orders for individual units: The CinC figure can issue orders to individual friendly units not directly within his command. The order interpretation is rolled for in the usual way, if a five is rolled, the 'personality' of the unit will have to be determined, roll 1d6 – 1: Cautious, 2: Rash, 3: Insubordinate, 4: Erratic, 5-6: Normal. If the order is successfully received the unit will operate with these new instructions until another change of orders is received.

Order received but executed in the wrong direction: The formation that has received orders but is moving in the wrong direction cannot receive a change of orders until it has spent two full turns moving in this wrong direction.

Pre-Battle Events

These can be used to add a little extra 'flavour' to games that are not based on specific battles. After players have placed their forces on the table, the Pre-Battle Events can be determined. Both sides roll 1d6 and refer to the table below.

1. **Troop disorder.** Roll another d6 and refer to the table below.
2. **Troop movement.** Roll another d6 and refer to the table below.
3. **Skirmish.** Roll another d6 and refer to the table below.
4. **Weather.** Roll another d6 and refer to the table below.
5. **Terrain.** Roll another d6 and refer to the table below.
6. **Pick one and roll again.** Roll another d6 and refer to the table below.

Troop Disorder

1. **Mutiny.** One general has no CD in the first turn while mutinous elements in his command are dealt with. The formation with the lowest grade troops will suffer this result.
2. **Desertion.** One unit in the army is weakened through desertion and suffers one casualty marker (which cannot be removed for the duration of the game). Randomly select one of the lowest grade units in the army.
3. **Unrest.** One unit in the army starts the game Disordered (which can be rallied in the usual way) due to complaints about pay/conditions etc. Randomly select any unit(s) in the army.
4. **Foraging.** One to three units (randomly determine) are away foraging at the start of the battle and are removed from play, the unit(s) can be placed behind friendly units in the second turn but count as Disordered. Randomly select any unit in the army.
5. **Looting.** One to three units (randomly determine) are away looting at the start of the battle and are removed from play, one unit will be permanently lost, other unit(s) can be placed behind friendly units in the second turn but count as Disordered. Randomly select any unit(s) in the army.
6. **Desertion.** One unit has deserted to the other side, this happens with immediate effect and is handed over to the opposing side, where the unit can be placed at any point behind existing units. Randomly select any non-guard or Tercio unit.

Troop Movement

1. **Infantry Delayed.** The arrival on the battlefield of one to three infantry units has been delayed. Roll 1d6, this is the number of turns (after the first) it will take for units to arrive on the players rear table edge. Randomly select any infantry units.
2. **Cavalry Delayed.** The arrival on the battlefield of one to three cavalry units has been delayed. Roll 1d6, this is the number of turns (after the first) it will take for units to arrive on the players rear table edge. Randomly select any cavalry units.
3. **Artillery Delayed.** The arrival on the battlefield of one to three artillery units has been delayed. Roll 1d6, this is the number of turns (after the first) it will take for units to arrive on the players rear table edge. Randomly select any artillery units.

4. **Artillery Stuck.** As above unless Demi-Culverin or larger which will fail to arrive.
5. **General Delayed.** One subordinate general has been delayed and will arrive at the players rear table edge, closest to his own formation on the second turn. The general cannot receive orders until issued some during the game.
6. **CinC Delayed.** The CinC is not present at the start of the battle and will appear at any point on the players rear table edge in the second turn. All subordinate generals are considered to have Hold orders until these are changed by the CinC (only after the CinC's arrival on the battlefield).

Skirmish

1. **Cavalry Skirmish.** One to three cavalry unit(s) are skirmishing with enemy units. Randomly select any cavalry unit(s), except those in reserve, place them at long weapon range to enemy units closest to them.
2. **Infantry Skirmish.** One to three infantry unit(s) are skirmishing with enemy units. Randomly select any infantry unit(s), except Tercio's or other infantry units in reserve, place them at long weapon range to enemy units closest to them.
3. **Cavalry Raid.** One to three cavalry unit(s) are raiding enemy positions. Randomly select any cavalry unit(s), except those in reserve, place them at short weapon range to enemy units closest to them. All raiding units will be from the same command.
4. **Infantry Raid.** One to three infantry unit(s) are raiding enemy positions. Randomly select any infantry unit(s), except Tercio's or other infantry units in reserve, place them at short weapon range to enemy units closest to them. All raiding units will be from the same command.
5. **General Injured.** Randomly select one general (including CinC), this general has been wounded whilst scouting enemy positions. Minus one CD per turn.
6. **General Killed.** Randomly select one general (including CinC), this general has been killed whilst scouting enemy positions.

Weather

1. **Mist.** One enemy command (randomly determined) is shrouded in mist. The opposing player can remove up to half of the units in that command and redeploy them on his players map (within the same general area but repositioned). No shooting can occur into or out of the mist. The mist remains for 1d6 turns.
2. **Fog.** One enemy command (randomly determined) is enveloped in dense fog. The opposing player can remove up to three quarters of the units in that command and redeploy them on his players map (within the same general area but repositioned). No shooting can occur into or out of the fog. A terrain test is required for units entering the fog (count as forest for the effects). The fog remains for 2d6 turns.
3. **Rain.** Players own side has been or is being rained on thus dampening powder. All shooting at minus one for 1d6 turns.

4. **More Rain.** Both sides have been or are being rained on thus dampening powder. All shooting at minus one for 1d6 turns (each side rolls separately for this duration).
5. **Even More Rain.** Both sides have been or are being rained on thus dampening powder. All shooting at minus one for the duration of the game. All streams are upgraded to rivers, all rivers are impassable.
6. **Snow.** All streams and rivers are frozen and passable by all units other than heavy artillery (Demi-Culverin or more).

Terrain

1. **Marshy Area.** Inadequate scouting means that a marshy area on the opponents side of the table has not been identified. The opposing player marks this feature on his own players map. It should be no more than twelve inches across and will be visible when units are within six inches.
2. **Ravine.** Inadequate scouting means that a ravine (count as river for effects of terrain) on the opponents side of the table has not been identified. The opposing player marks this feature on his own players map. It should be no more than twelve inches long and will be visible when units are within six inches.
3. **Sunken Lane.** Inadequate scouting means that a sunken lane on the opponents side of the table has not been identified. The opposing player marks this feature on his own players map. It should be no more than twenty four inches long and will be visible when units are within six inches. It offers hard cover for units in the lane.
4. **Solid Stone Building.** Inadequate scouting means that a sturdy stone building on the opponents side of the table has not been identified. The opposing player marks this feature on his own players map. It should be no more than four inches across and will be visible when units are within six inches. It offers hard cover for units in this feature.
5. **River Crossing.** Inadequate scouting means that a river crossing on the opponents side of the table has not been identified. The opposing player marks this feature on his own players map. It will be visible when units are within six inches.
6. **Steep Hill.** Inadequate scouting means that a steep hill on the opponents side of the table has not been identified. The opposing player marks this feature on his own players map. It should be no more than twelve inches across and will be visible when units are within six inches. One side of the hill can only be traversed by skirmish units or infantry detachments.

It may be necessary to make some of these die rolls in secret and reveal the effects of them only when appropriate. If the terrain table is used then only the opposing player should be aware of which secret terrain feature they have. Similarly, players need not reveal the cause of troop unrest until necessary. These die rolls can be made in the presence of an umpire, or rely on honesty if not.

Army Morale

At the moment there is no system for applying the size and strength of an army to the initiative system, which ultimately decides whether the army morale holds or breaks. I like the initiative system but I don't think it deals very well with army morale, I think these things should be separated.

This is what I propose for army morale. Take the overall points cost of the army and divide by ten (round down to nearest whole number), this will be the Army Morale Factor (AMF). When a unit is destroyed or routed, the side thus affected must take an AMF Test. 2d6 are rolled and compared to the AMF.

Compared Score	Result of AMF test	Description
Quadruple or more	Army is destroyed	The army is completely destroyed.
Treble	Army is defeated	The army managed to withdraw.
Double	One command withdraws	One formation (most badly hit) must withdraw all units not in contact at least one move away from enemy.
More	No advance	All attack orders are changed to move or hold.
Same	Pass	No effect.
Less	Pass	
Half	Pass	
Third	Pass	
Quarter	Pass	

AMF Modifiers	Results of AMF test is -	Initiative
Each terrain feature lost	One step worse	-1
Testing side has lost most units	One step worse	-1
Testing side currently has the most CM	One step worse	-1
Testing side has lost a flank	One step worse	-1
Testing sides battle line has been pierced	One step worse	-1
Testing side has lost the most generals	One step worse	-1
Testing side has the most withdrawing units	One step worse	-1

Therefore, an army with an AMF of twelve that scores a seven in the AMF test has rolled less than (but not half) its AMF, this indicates a Pass. However, if the army is suffering more CM and has lost a terrain feature to the enemy, the result will be two steps worse, producing a No Advance result.

If Army Morale system is used the Initiative system will have to be changed. Refer to the section below for the initiative changes.

Initiative

At the start of each turn both sides test for initiative. Initiative does not alter the sequence of play. Both sides roll 1d6 and compare scores. The scores are modified by the factors in the Initiative column on the AMF table above.

Difference in score	Initiative Effect
1	One unit on losing side out of command range becomes disordered.
1	One unit on winning side can make one un-commanded move (basic move distance) this turn.
2	One unit under artillery or skirmish fire automatically move forward (basic movement) to attack.
2	One unit can make one extra round of firing this turn.
3	One Skirmish Cavalry unit disappears in pursuit of plunder.
3	One artillery element on losing side that has previously fired cannot fire this turn until more ammunition is brought up next go.
4	One artillery element on losing side fires on friendly unit in range and arc.
4	Disappeared friendly Cavalry appear on the flank of opponent's army.
5	Personality clash: Cautious general will resort to hold orders. Rash general will resort to attack order towards the nearest enemy. Insubordinate general will change orders (to another randomly selected order). Erratic general's command rating will be one lower than normal next go then one higher the following go (for rest of the battle). Quarrelsome general will issue no CD this turn whilst arguing with CinC.
5	General with the least CD, doubles existing supply of CD.
6	Foot unit on losing side in cover/fortification sally out to attack nearest enemy unit (free move or charge test).
6	Heroic general gains extra +1 in next round of combat
7	Singing of Lutheran/Catholic hymns results in increase of unit grade (maximum Veteran) of one friendly unit already in combat.
7	General on losing side attaches himself to nearest friendly unit for rest of battle.
8	Outnumbered unit within 4 inches of formed enemy surrenders.
8	Skirmish Cavalry overrun ammunition train, one enemy formation fire at -1.
9	Subordinate general on losing side within short weapon range is killed by a stray shot.
9	One general trebles supply of CD (winning players choice).
10	CinC on losing side within short weapon range is killed by a stray shot.
10	Winning side can choose any initiative result(s) totaling no more than ten (i.e. difference of six and four, or two fives).

If the effect that is diced for is not appropriate, go to the next row below of the same number.