

W.R.G. WARGAMES RULES FOR 15th to 17th CENTURIES (1420 to 1700)
SECOND EDITION — AMENDMENTS 1983

Quick Play Sheet: Last column but one under 'Firing' should be headed 'HI'.

Minus 1 for charging or charged by Swiss, Fanatics, Firepike should be included in Reaction test.
(Some of the amendments below should also be noted on sheet).

Page 5 Add at bottom: Maximum base depth for wagon 75mm, plus 40mm for team.

Page 7 'Points System: Training'.

Change this section to following:

Fanatics	plus 1 per figure
Infantry trained to fire salvoes	plus 1
Infantry trained as swordsmen	plus 1
To convert infantry figure to gunner	plus 3
To convert infantry figure to engineer	plus 5
For close-order cavalry	minus 2
For A class troops	infantry, cavalry plus 1
For B class troops	infantry, artillery plus 1; cavalry plus 2
For M class troops	infantry, cavalry minus 1; artillery no minus
For D class troops	infantry, cavalry, artillery minus 1
For E class troops	infantry, artillery minus 2; cavalry minus 3; elephant and crew no minus

'Personal Weapons and Equipment':

Add to this section:

after 'Arquebus, carbine, dragoon, musketoen, petronel . . . 2' add 'for infantry, 1 for cavalry'.

at end add: 'bladed pole weapon used by mounted troops, if counted as both spear and axe . . . 2. Bolas . . . 2'

Page 8 'Points System: Siege Equipment'.

Alter 'chains' line to the following:

'Chains for chaining guns or wagons' 5 per model equipped (Cover 30 paces between wagons).'

Add to section:

'To give figure caltrops to cover 10 paces square' 2

'30 paces pre-prepared ditch or trench' 6

'Spiked net, 30 paces by 10' 6'

After 'plashed wood edge' add: 'or plashed scrub, high grass'.

Page 9 'Elephants'

change 'three' in first line to 'six'.

'Gunners' — change section to the following:

'Gunners include rocketmen. They are usually B, C or M class, and cannot be A class. Points for gunners are those for equivalent infantry, plus 3. They would usually be MI or LI, and if expected to fight may be armed with poleaxe (halberd) or linstock or half-pike (spear) at 1pt each. They count as in open order.'

Page 10 'Units'

First paragraph — change 'must' in last line to 'may'.

Third paragraph — change to 'A few units, such as Scots clansmen or 15th or 16th Century Scots pikes, may have a front rank of upper class figures of higher morale class, in an otherwise C or D unit. Unit is treated as being class of the majority of its members, but can add 1 to chance dice in melee, and add or subtract 1 when testing morale if front rank B, add only if front rank A.'

Fourth paragraph — line 5: change 'subject to these limitations' into 'and can fight'.

Page 11 'Scouting'

replace 'D class' with 'B, C, M or D class'.

Page 16 '2)b)

Add to obstacles in last line: 'plashed scrub, plashed tall grass, caltrops, and spiked nets'.

Page 17 '3) Moving and Firing'

In 'e)' add after 'including' — 'light cannon and light bombards.'

At end of 'g)' add — 'Staff slingers cannot move and shoot in same game turn.'

Page 19 '16) Stand'

Replace last sentence of this paragraph with:

'Troops who stand may change formation, turn, or interchange subunits with each other or the parent body, using normal movement. Such movement ceases as soon as they are contacted, and if they are partway through a turn or interpenetration at contact, they will be disordered. They cannot avoid contact with chargers by such movement, so, even should they get outside normal range or arc of charge by it, chargers will be allowed to move into contact without penalty.'

Page 20 '17) Evasion'

Replace 'a)' with — 'Pursuers, and European A class troops, never evade.'

Page 23 'VII. Disorder'

Replace 'a)' with — 'Troops other than infantry in open order slowed down by unfavourable terrain or obstacles in current game-turn, and all troops slowed down in current game turn by plashing, spiked nets or caltrops.'

Add to 'd)', after 'grenades' — 'or bolas'.

Page 24 'VIII. Battlefield Visibility.'

Add at beginning of 'b)' — 'It is possible to see through up to two ranks of open order troops'.

Add at end of section — 'f) Caltrops, spiked nets, concealed pits and pots, and all plashing, are not visible to enemy until contacted. Their exact position must be noted when they are placed, and any contact announced to enemy when it occurs.'

Page 25 '5)d)

Add — 'Artillery may fire over open-order enemy on the same level, at targets visible behind them.'

'5f) Target Priority'

Add to '(4)' — 'or artillery target given priority in orders, unless gunners are being fired on from within 100 paces.'

Page 26 '9) Firing Salvoes'

Delete 'Western'. Add before 'later' the words — 'or M, C or B class'.

Page 27 '12) How to Calculate the Effects of Shooting'

In last section but one of this part (starting 'Same applies to') delete 'and to guns' and 'or piece'.

Page 28 'Weapon Factors and Ranges'

Add to 'Grenades and hand-hurled fire weapons' the words — 'and bolas'.

Add after 'Javelin' the words — 'or chakra'.

Add after 'Other bows (mounted or foot)' the words — 'or blowpipe'.

Add at bottom of table — 'Staff Sling: Range 180. Factor 2 against all targets.'

Page 29 'PLUS ONE for:'

Add at start — 'Each rank behind the first and up to two of target fired on by ultra-light gun, heavy handgun, hailshot or battery gun.'

In last sentence, replace 'guns, bombards, hailshot, battery gun' with — 'other guns or bombards.'

Add at end new plus one cause — 'First time a unit or subunit uses hand firearms in a battle.'

'f) Cover Factors'

In first and second columns, protection against Medium gun or bombard' and 'Heavy gun or bombard' is reduced from 1 to 0.

Page 30 '3)

Delete 'Drivers never fight (See I.5).'

'6) Notes on Melee Factors'

Add at end of 'Notes on Melee Factors' the following:

'Other Weapons. Yari counts as spear, used on foot, Naginata as halberd. When used mounted, both, and other halberd-type weapons used by cavalry, can either be counted as spears, or, if 2 points is paid for them instead of 1, may be counted as either spear or axe on different occasions, as desired. Korean flail, and long armour-piercing swords such as 'panzerstecher' or Polish 'Koncerz' are paid for, and count, as cavalry axe. Chakra (Indian throwing ring) counts as javelin.'

Page 31 'Plusses for Charging'

Add — Mounted troops do not count charge or lance plusses against enemy defending minor or major melee obstacles.'

Page 32 Tactical factors — 'Plus 1'

Replace — 'For a second, supporting, rank of close order troops in the open' with 'For a second, supporting, rank of close order cavalry, or close order infantry with pike, spear, javelin or bayonet, in the open.'

'8) Results of Melee. a) Notes'

Put asterisk at the end of first sentence, and add footnote at bottom of page

'When a subunit of shot forms a front rank in melee, with its own unit's pikes in second or subsequent ranks supporting it, the shot and pike are counted as one body.'

Page 35 'XII. Reaction Test. 1)

Add to a) — 'Unit already subject to compulsory advance or charge reaction for next game-turn need not test for this cause, or for b), but can charge automatically. If charged, it must countercharge if permitted, otherwise stand.'

Add to c) — 'B, C and M units need not test for this cause unless fanatic.'

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Optional Reaction Test additions and subtractions: under 'Minus TWO' add second line: 'Testers have orders to hold present defences, hill, obstacle or cover, and not advance beyond it.'

Page 39 Reaction Test Results Chart

Under 'Do not advance' change 'may not charge, countercharge' to 'may not charge, only mounted troops may countercharge.'

'Notes'

Add at end — 'g) M class troops: Under reaction of 'Retire disordered three turns' will not halt at end of three turns but will continue until they get a better reaction result or leave the table. If testing reaction for cause (h), and getting result of 'do not advance' or below, they will retire from the field permanently, though if not on a retire reaction they may halt temporarily if this is in the interests of their own safety. They may fight if attacked, or to get off the table, if their reaction permits. Subsequent improved reaction results do not allow them to stop their retreat. Should they rout in these circumstances, they will retire as above if and when they rally from rout.'

Page 41 '3) Obstacle building and entrenchments'

Add — 'c) Two figures can place or take up a spiked net, taking one full game turn to do so.

d) One figure can plash 5 paces of wood edge, scrub or tall grass in two game turns.

e) One figure suitable equipped can lay caltrops over an area 10 paces by 10 paces in half a game turn; once laid they cannot be cleared or recovered during a battle.'