Brevis Editio

Tercios

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Tercios

Ruleset for large scale battles with miniatures set in the Thirty Years' War

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DESIGNS & EDITS
WARGAMES by WARGAMERS - WxW Co.

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Welcome to Tercios, the miniatures tabletop wargame set in the Thirty Years' War (1608-1648).

You are now enjoying **Brevis Editio: Tercios**. This is a simplified, summary version of **Liber Militum: Tercios**. Using Brevis Editio is a great way to get started if you have no experience in wargames, or if you want to try out the game without adding too much complexity.

The Game

As game developers, we believe it is our responsibility to design rules that encourage the player to have a pleasant experience and enjoy recreating what is intended: epic battles, historical or fictional, that leave the unmistakable flavour of the era.

The game table must be visually appealing, reminding those of old paintings that recall famous battles. To achieve this we don´t believe that adding too complex rules is necessary as we consider, of utmost importance, game flow over exaggerated realism. However, Tercios provides enough complexity to always make victory a challenge.

Tercios is a large-scale battles wargame, as every unit in the game represents the huge formations that often comprised more than a thousand men. Therefore it provides a greater abstraction than other games, as at this scale of war the individual actions of soldiers are irrelevant, as it is the action of the entire unit that matters.

Brevis Editio vs Liber Militum

All rules learned in Brevis Editio apply in Liber Militum, where there is a wider range of options available and more specific rules and background enrich the ruleset. Armies for both rulesets will be perfectly compatible.

Here are the main differences:

Expanded texts: since this version is intended to include just the essentials to play, numerous texts concerning the historical background are omitted.

Command units: Rules for Command units are not included in this ruleset. Command units in Liber Militum do not just provide moral to nearby troops. They have a selection of virtues and traits that allow them to perform all sorts of tricks, or provide bonuses to certain combat unit values in certain circumstances. They add great strategic depth to the game and flavour to the armies.

Special Rules: Many rules are added in Liber Militum to represent different qualities of the troops that are not in this version.

Army lists: The list creation system is also considerably richer, allowing for a great variety of armies.

Types of Battles: In this book only the standard battle is included. The full version includes six different ones like capture the hills, hold positions and alternative deployments among others that add variety to the game.

Game Elements

Tercios is a miniatures tabletop wargame and, as such, miniatures are the main protagonists. Having a painted army on the table is a superlative experience compared to using cardboard counters or common chips.

We don't intend to limit the collector to use miniatures of a particular manufacturer. The game is well suited to any scale, with 15mm and 28mm as the most popular ones, although there are other interesting options such as 6mm. We intend basing to be of as little importance as possible in order to allow the use of figures already based to other games or rules systems.

It would be advisable, though, that the contenders coincide in scale, for purely aesthetic reasons and, ideally, for a more balanced game, for players to use the same basing system for their armies.

Units

The elements that fight on the battlefield are referred to as units. These represent squadrons, battalions or small groups of soldiers and supplementary units such as artillery.

These are divided into **Foot**, **Horse** and **Artillery**. These are soldiers willing to die (in varying degrees) for our cause.

All troops, except for artillery, should be based on square or rectangular bases. A group of miniatures upon it represents the unit.

This game recommends a set of standard base dimensions, depending on the type of unit, but it has to be clear that it is not mandatory. Two centimeters, even three, above or below the recommended size should not cause problems.
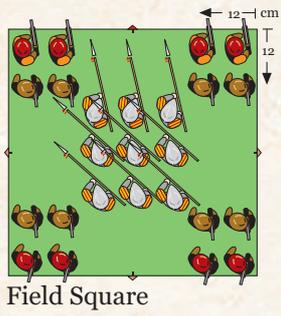
Measures are given in centimetres:

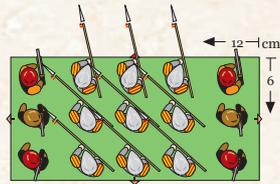| Type	Width	Depth
Field Square	12	12
Other Foot Formations	12	6
Horse	8	4
Large Horse	8	8
Company	8	4
Artillery	4	4

There is not a required number of miniatures for each base, the player can freely decide the number considered appropriate. Some players prefer a high density of miniatures to give a greater sense of depth. Conversely, others prefer to be more practical and use the minimum necessary to identify the type of troop.

We include basing schemes for 28mm and 15mm miniatures. The number of miniatures shown intend to roughly follow the historical proportions of each type of unit; it is equally feasible to alter their number to adapt it to your collection or preferences.

← 12 → cm
12

Field Square

← 12 → cm
6

Classic Squadron

← 12 → cm
6

Modern Squadron

← 8 → cm
4

Cavalry

← 8 → cm
4

Company

← 12 → cm
6

Reformed Battalion

Basing compatibility given for 28mm scale miniatures

4x4cm

✔

✔

✔

5 x 2,5 cm

✔

✔

✔

✔

← 12 → cm
12

Field Square

← 12 → cm
6

Reformed Battalion

← 12 → cm
6

Modern Squadron

← 4 → cm
4"

Artillery

← 12 → cm
6

Classic Squadron

← 8 → cm
8

Large Cavalry

← 8 → cm
4

Cavalry

← 8 → cm
4

Company

05

4cm width
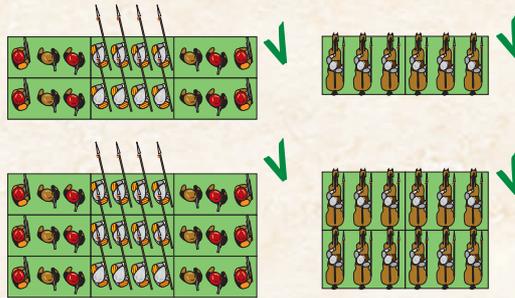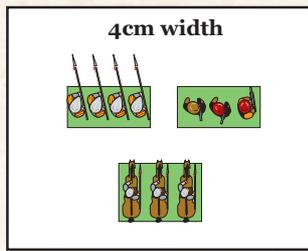
Troop units have four cardinal points which we refer to as Centres. These are points located in the exact centre of each side of its base.

Front Centre

Side Centre

Rear Centre

Side Centre
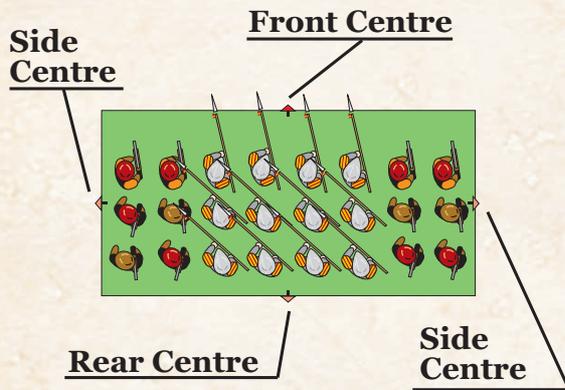
These **Centres are what we will use to make measurements**, check lines of sight or move units. Therefore we can say that it is generally more important where these Centres are that the space occupied by the base.

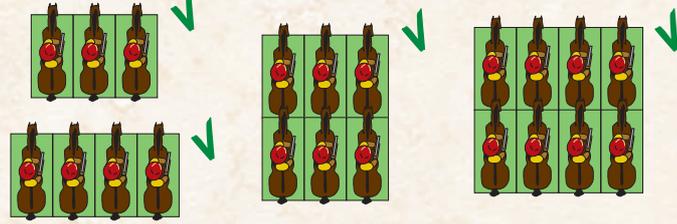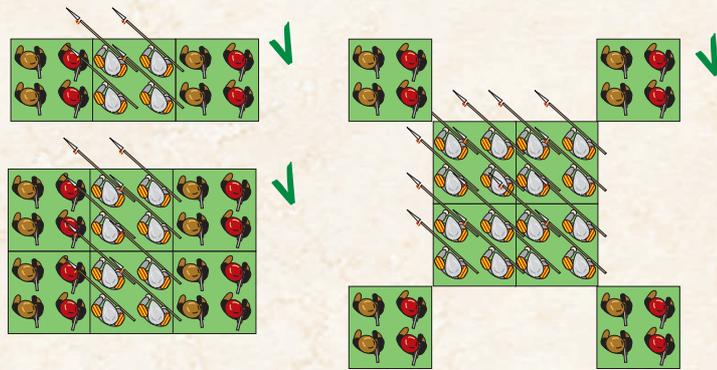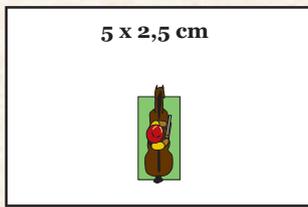Artillery units have greater freedom in their basing. It is possible to mount them on bases, just as other troops, but it is also allowed not to mount the guns on any base and use the miniature of the cannon and its crew beside it on individualized bases. In this case the muzzle will be the Front Centre.

In large artillery batteries we recommend using at least two cannon miniatures to represent the increased presence of artillery pieces.

Values

Each unit has a set of Values that define its efficiency in certain areas. These Values are shown on the reference tables with which the Army lists are created. A higher number means that the unit is more efficient in that Value, while a lower one means a poorer rating.

Sometimes these numerical Values have less to do with the quality of the troops than with its quantity. A few men, no matter how great their skills at fighting, may have a lower Value due to the scarcity of numbers.
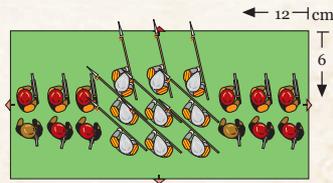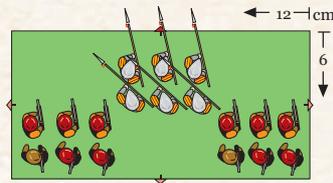
The Values are:

Speed: The ability to move the unit.

Melee: The level of skill of the unit in melee.

Shoot: The ranged attack power.

Discipline: Measures the responsiveness of the unit given its training and experience, essential at critical moments.

Courage: The tenacity that allows our unit to overcome discouragement during battle. It is a measure of resistance to damage received.

Stamina: A qualification halfway between the number of men and their endurance. This is the maximum number of Wear markers that the unit can withstand.

Modifiers

The numerical Values of the units can be affected by various modifiers called Increases and Decreases. The order assigned to the unit, battle weariness or the terrain the unit is on are some of the factors that can change those Values. The Values can be increased or decreased.

These modifiers are often expressed as "Value+", "Value-", "Value++", etc. For example: Speed++ or Fire-.

Values that are simultaneously increased and decreased cancel each other. For every "Increased Value" effect a 'Decreased Value" will be cancelled.

Depending on the net application of Increases and Decreases, we can get a result of:

Increased Value: The Value will be increased by half of its original value, rounded down.

Double or greater Increased Value: If a Value is increased several times for different reasons, we may have a final value equal to twice the original Value. This is the biggest increase we can achieve.

Decreased Value: The Value will be decreased by half its original value, rounded down.

Double or greater Decreased Value: If a Value is decreased several times for different reasons, it will have a fixed value at 1.

The following table shows the progression of Value increases and decreases:

Increases

Base	1	2	3	4	5	6
1 Increase	1	3	4	6	7	9
2 or more Increases	2	4	6	8	10	12

Decreases

Base	1	2	3	4	5	6
1 Decrease	1	1	2	2	3	3
2 or more Decreases	1	1	1	1	1	1

Defences

Unit Defences are similar to Values. These reflect the degree of vulnerability to attacks inflicted by a specific troop type: Infantry, Cavalry, Salvo and Artillery.

Unlike Values, Defences remain fixed and cannot be modified.

A higher number means that the unit is more resistant to attacks from that troop type. You will find that this is the case of units of pikemen attacked by cavalry, for example.

A lower number means that it is more vulnerable to attacks from that troop type. As an example, those same pikemen, which are very resistant to attacks by cavalry, are more vulnerable to artillery fire, and, thus, have a lower Defence value against Artillery.

Markers

Tercios uses two types of markers for troops. One to keep track of Wear and another to indicate whether units are Disordered.

These markers can be of any kind, cardboard counters or any other items that get the job done. Some players are very creative when replacing markers with miniatures of wounded soldiers or flags on the unit.

Wear: In this game, the deterioration of the units is measured with Wear Points. Depending on the number of markers that a unit has, we can determine that it is:

Steady: When it has no Wear Points.

Weary: When it accumulates as many wear markers as its Stamina value. A unit under this condition suffers from a Decrease in its Combat and Fire Values.

Disordered: Certain events can bring a unit to the critical condition of Disordered. In the war theater of that time, going to battle disordered, without the shelter of formation, could mean a tragic end. A disciplined defence was necessary to protect units from enemy attacks.

When a unit is Disordered it suffers from a Decrease in its Courage Value.
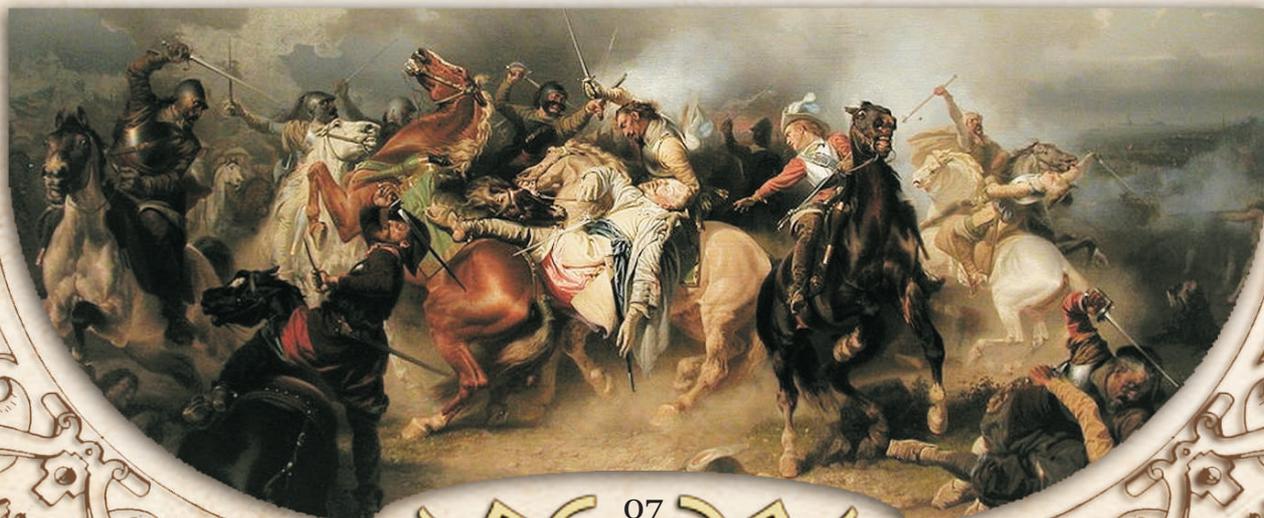
Other elements

to the elements mentioned above, some others will be required to play Tercios: Order Cards (explained in the next chapter), six-sided dice and measing tape in inches.

Order Cards can be found at *www.libermilitum.com* for printing.

Of course, a surface on which to develop the battle is also required. A standard wargames table of 6 x 4 feet (120 x 180 cm) is ideal.

Procedure

The battle is divided into game turns, which are shared by both players. During each turn they will alternate activating their units, until all of them have had the chance to act.

The Game Turn

Turns are divided into 2 phases: **Planning**, when we prepare our strategy and **Action**, which is when most of the game happens, where we carry out the actions of our Troops.

> **Planning Phase**:
> • Both players place Orders Cards besides their Troop units, face down.
>
> **Action Phase**:
> • Initiative is determined
> • Players alternate activating units.

Initiative

Every turn, after placing the Orders Cards, initiative must be determined. For this, each player rolls 1D6, with the initiative being won by the player with the higher roll. In case of a draw initiative will fall to the player that has the highest Rank Commander on the battlefield. If a draw persists, players would roll dice again until the draw is broken.

The player who wins initiative chooses who goes first.

When a player proceeds to activate, it will with a single unit, except that no units remain to the opponent. If that were the case, our units will be activated sequentially all that remain.

This sequence is repeated until there are no Troop units left to activate on both sides. The turn is over.

Orders

Units are activated by orders that have to be prepared in advance. During the Planning Phase we will assign orders to our units by placing Order Cards beside them.

These cards are placed face down with a double purpose: to hide our intentions from our rival and to control which unit has been activated and which has not. Whenever a unit is activated, the card is revealed and then removed from the table. Some players may prefer to leave the card face up next to the unit to remember what it did.

Order Cards may not be swapped during the Action Phase. You must plan carefully about which card you place for each unit.

Each Order Card makes the unit act differently:

Ready!: With this order we will be able to carry out two of the following actions: Move, Reorganize (remove a Disordered marker), Face (change the facing of the unit) or Fire. We cannot perform the same action twice in the same order.

During the execution of this order the unit suffers a Decrease in its Shoot value.

Assault!: We will make a move towards an enemy unit. If we come into contact with the target melee will take place. If we are not able to reach the enemy we will get as close as possible.

If there are no enemies in line of sight of our unit when it is activated, the unit will not perform any action. This represents the confusion the unit sustains as it has been ordered to charge and it does not know where the enemy is.

With this order we will benefit from an Increase in its Speed and Combat values.

Run!: The unit devotes all its energies to swift movement. For that purpose it will have a double increase in its Speed value. However, it will not be able to Fire or Charge when receiving this order.

Fire!: The unit is ordered to open fire on the enemy. It benefits from full effective firepower with this order, but it won´t be able to move.

Resist!: The unit strives to regroup. If this order is successful we will remove a Wear marker from the unit. If the unit only has one marker, or none, this order has no effect.

Order Check

A unit without any Wear marker (a Steady Unit) automatically executes the order received. Just show the Order Card when the unit is activated and perform the actions that the order allows.

If the unit is not Steady, it will be required to make an Order Check. If failed, the order will be lost, and the unit won´t be activated.

Roll a number of D6 equal to the Discipline value of the unit. We need a result of 5+ on any of the dice rolled to pass the Order Check.

Discipline: #D6 = Target 5+

Certain circumstances may involve Increases or Decreases in the Discipline value; they will have to be taken into account before carrying out the check.

Reactions

When an enemy unit interacts with one of your own, you can always try to react as long as your unit has not been activated on that turn. An enemy unit is considered to be "interacting" with your unit when it gets within 3" of your Front Centre OR when they declare a charge against your unit with an Assault Order.

It is not mandatory to react. We can always save the assigned Order Card for future activation in that turn.

Reacting always requires an Order Check, even if the unit is Steady. If we fail the check, the assigned order will be lost.

If we pass the Order Check, the Order Card for the unit is revealed and the unit reaction will depend on that order.

Ready!: We can choose to change our facing or shoot. The Shoot value suffers a Decrease.

Assault!: If you react with Assault against an enemy Assault you will conduct a countercharge. Both units will meet halfway, and melee will take place with both units enjoying the benefits of the Assault order.

If you react with Assault against an enemy movement in the vicinity of your unit it will conduct an interception. The attack will take place at the closest point of their movement path to our unit.

If our unit is repelled in melee, the intercepted unit can continue with the rest of its activation. If our unit is the winner of the melee the enemy activation stop at this point.

Run!: Having our troops ready for movement will allow us to conduct a quick escape from danger.

We will change the facing of the unit so it can get away as far as possible from the unit that triggers the reaction, and we will move it at least its unmodified Speed value.

The Speed value benefits from double Increases.

Fire!: The unit launches a barrage of shots before the fight.

It is especially effective with firearms, as these benefit from an Increase in its Shoot value when fired as a reaction.

Resist!: The unit musters all its energy to keep its formation. Courage checks to resist damage benefits from an Increase.

Movement

Any alteration of a unit from its original position during a game turn is considered to be a "movement" or having "moved". This can be voluntary when we activate a unit for that purpose, but it can also be caused unintentionally, for example, to retreat from our enemies in combat.

Movement by activation

Voluntary movement happens when we activate a unit with a Ready, Assault or Run order. To move a unit of Troop we will proceed as follows:

1 - Check a line drawn between the Front Centre point of the unit and the point that marks the new location does not cross any unit (friendly or foe) or impassable terrain. Otherwise, we will not be able to make the movement.

2 - Turns are made using the Front Centre as the axis to face the unit directly to the desired destination point. The "turn" does not count against the movement allowance of the unit. Turns may not exceed 90º.

3 - We place the unit in the new location, facing the direction it has taken. This new location cannot be beyond the Speed value of the unit in inches.

1 Place we want to move to
We wheel the unit

2 The unit ends its move facing at that direction
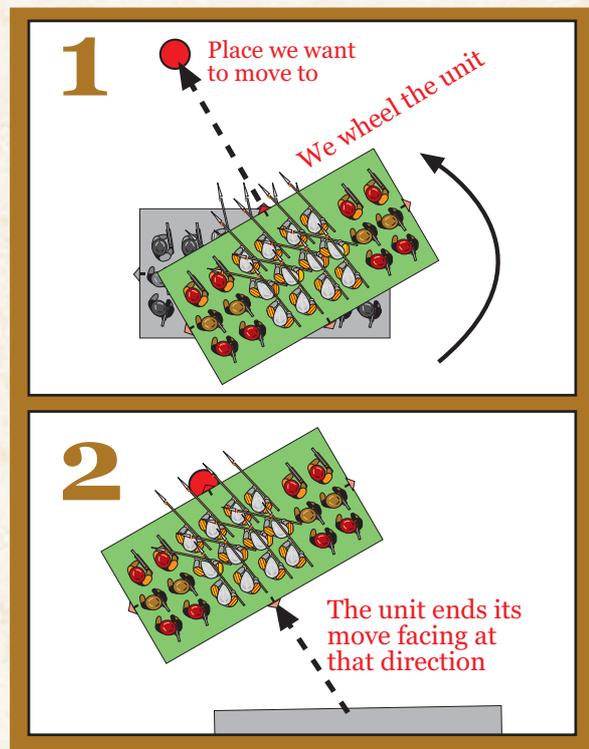
Obstacles

Units may ignore terrain and other units during their movement, provided that the movement line from the Front Centre to the destination point does not pass through them. It is understood that units can adapt their formation to avoid these obstacles.

However, if the unit moves between two obstacles, there should be a gap of at least 3" between them.

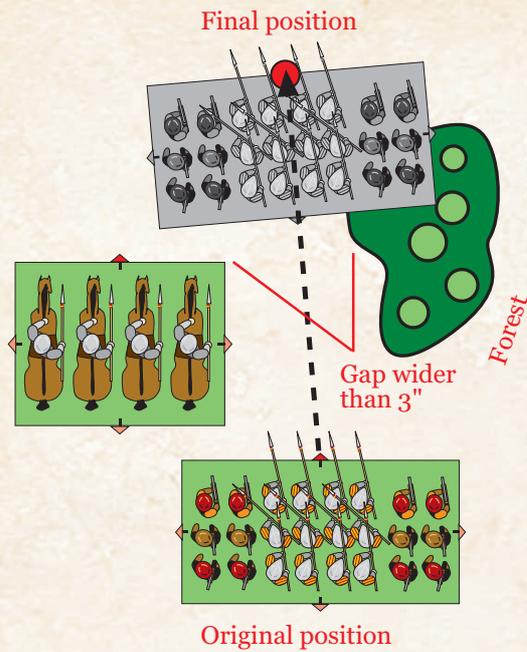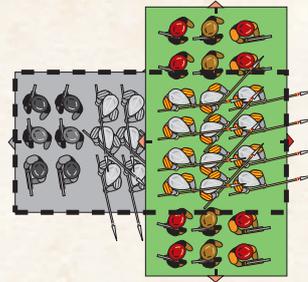Final position

Gap wider than 3"

Forest

Original position

Facing change

A unit can change its facing, usually with the Ready order. To change facing the unit simply turned from the Front Centre to any of the other "Centres", i.e. Side or Rear Centre.

Overlaps and Angle Correction

If a unit is unable to complete a movement because it overlaps another unit or obstacle, it may make an Angle Correction at the end of its movement by pivoting its base to clear the other unit or align to an obstacle. The pivot may not exceed 45°. If the unit still overlaps another unit or obstacle, it cannot complete the movement and must return to the point where it first contacted the other unit or obstacle.

With this correction it could, for example, align with a wall, obstacle or other terrain feature.

Terrain Effects on Moving

The terrain placed on the battlefield can affect our units during their movement.

A unit is affected by a piece of terrain if its Front Centre passes through it. It will not be affected if only a Side Centre or the Rear Centre are within it. It is understood that the troops are capable enough of reshaping their formation depending on the terrain. Likewise, a unit is not considered to be within a type of terrain if its Front Centre is not within it.

Each type of terrain has different features. The chapter "The Battle" lists the terrain with their respective features. The features that affect movement are:

Difficult: The Speed of units that move through is reduced.

Very Difficult: A unit that moves through this terrain is automatically Disordered. In addition, Very Difficult terrain also counts as Difficult, therefore reducing the Speed of units.

Impassable: Movement of units (Troop as well as Commanders) is impossible through this terrain.

Shooting

When we are ready to open fire on an enemy, we must follow the following sequence:

- Select target.
- Make the shooting roll.
- The enemy tries to resist.

Select target

Line of Sight: In order to be able to shoot at your enemy, you will need to draw a straight line from the Front Centre of your unit to any Centre of the enemy unit.

This line cannot pass through other units or terrain that obscures vision. There must be a gap of at least 3" between units and/or obstructing terrain. Commander units are ignored.

If we cannot see the nearest enemy Centre from our unit but we can see another of the unit's "Centres", we may still Fire as long as that Centre is withing shooting range.

Should there be several possible targets available, you can freely choose between them.

Range: Depending on the type of missile weapon that we have, its shooting range will vary. We will measure from the Front Centre of our unit to the nearest enemy Centre.

possible target

The forest blocks line of sight

Behind our line of sight

No 3" gap
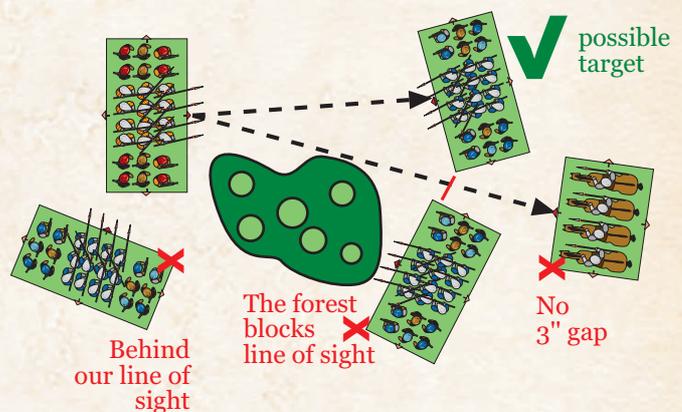
Shooting roll

The shooting unit rolls as many dice as its Shoot value, modifying this amount by taking into account any increases or decreases that may apply. Compare this to the Defense of the target unit depending on the type of fire: "Artillery" when shooting with guns and "Salvo" for all other weapons.

Shoot #D6 = Target: Defence

Each die that rolls a number equal to or higher than the enemy´s Defence shall be deemed a Success. If no Successes are achieved the shooting process is finished. Aim better next time!

Resist Damage roll: The enemy unit that has been hit by shooting must now try to resist the damage received.

It will roll as many dice as its Courage value, increased or decreased depending on the possible modifiers that may apply. The target number to roll equal to or higher will depend on the type of shooting suffered: 4+ for Salvo and 6 for Artillery.

Courage #D6 = Shooted by:	Salvo: 4+ Artillery: 6

Each success on the Resist Damage roll cancels a hit from enemy shooting.

Failing to achieve a success in at least one roll will result in the unit becoming **Disordered**.

Wear: Each success at shooting that has not been cancelled by a Resist Damage roll counts as a Wear point.

Wear markers are placed next to the unit that has sustained a Wear point. If the number of Wear markers **exceeds** the unit's Stamina value, the unit must take a Break Check.

Break Check

When a Troop unit has more Wear markers that it can withstand (its Stamina value), is has exceeded the reasonable limits of its endurance. Casualties, fear and/or fatigue have pushed the men over the edge, and these could leave the battlefield.

Break Checks are carried out as soon as a unit Wear exceeds its Stamina value. It can happen under enemy fire, but also after melee combat.

The number of Wear markers that exceed the unit's Stamina are referred to as "Break Points".

To make a Break Check, as many D6 as the original Discipline value of the unit are rolled. The Discipline value of the unit will not be affected by any Increase or Decrease for this check.

To succeed in the Break Check we must roll as many 6s as Break Points.

Discipline x D6 = Target: 6
It is necessary to roll as many 6 as **Break Points**.

If we roll all the 6 that we need, the unit has resisted and will remove the excess of Wear markers. It will be Weary, as it will accumulate as many Wear markers as its Stamina value, but it will stay on the battlefield for the time being.

If we were not successful, the unit is removed from the game; The unit has succumbed to the terrible enemy fire.

Terrain Effects on Shooting

Terrain can affect shooting in different ways:

Hidden: If the line of sight drawn by the unit that opens fire goes through a piece of terrain it won´t be able to shoot, as it won´t see its target. These won´t take effect if the target or the firing unit is inside the same piece of terrain.

Covered: The target gets an Increase on his Courage value to resist damage.

Melee

The only way to start melee is by executing an Assault order. When this happens, we will follow the following sequence:

- Charge movement.
- The attacker resolves his attack.
- The defender attempts to resist.
- The defender resolves his attack.
- The attacker attempts to resist.
- Outcome.

Charge:

A unit that receives a Assault order must charge an enemy unit if it is possible. If there were multiple enemies available, the player may freely choose between them.

Declaring a charge gives the target unit the ability to execute a reaction if the right conditions apply.

To carry out the charge movement all the usual rules of movement must be followed. We should be able to reach, with our movement increased by the Assault Order, from our Front Centre to the nearest Centre of the target unit.

Our unit will stop as soon as it makes contact with the enemy base. The bases should not be realigned or conformed in any way, but will simply stay in contact in the position that results from the path described by the attacking unit.

It may happen that the closest enemy Centre is inaccessible because it is obstructed by units or impassable terrain. If the Speed value of the unit still allows us to reach another enemy Centre by altering the trajectory, we can do it and make the charge. We will always use the shortest possible path to do so.

1 Its closer Centre is the Side Centre

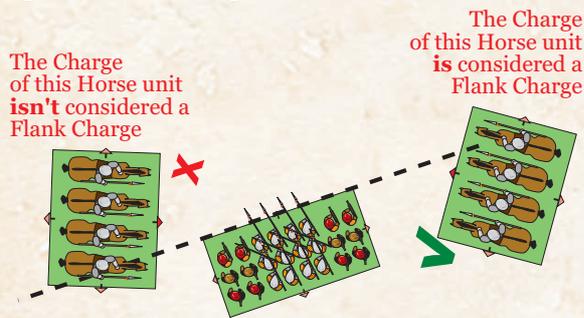**2** We stop the unit as soon as its bases meet

15
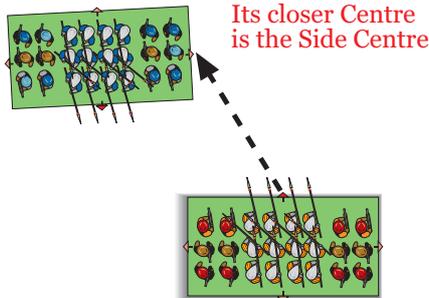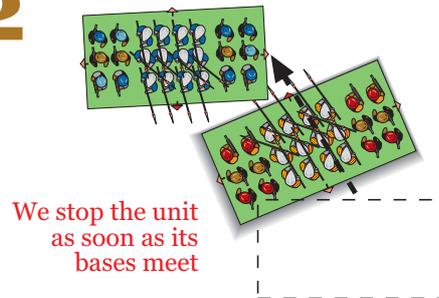
Flank Charge

When we enjoy a better position than the enemy we can take advantage of it. Looking for the flanks or rear of enemy units is always a good strategy.

A Flank Charge is the Charge that starts with the Front Centre of the charging unit behind the frontal 180º of the target unit, that is, with its Front Centre entirely behind a line that extends the front edge of the enemy unit, hitting the enemy in the flank or the rear.

A unit that takes a Flank Charge suffers from a Decrease in its Melee and Courage values. In addition, it will also suffer from a Decrease in its Discipline value when trying to react against this charge.

The Charge of this Horse unit **isn't** considered a Flank Charge

The Charge of this Horse unit **is** considered a Flank Charge

Combat Rounds

Both sides have the right to make a Combat Round in melee. The procedure dictates that the attacker resolves its round first and then the defender. Although this order is followed, it should be clarified that both rounds happen simultaneously, so a unit, even having been damaged or destroyed by a combat round is entitled to conduct his.

Melee Roll: We must roll as many dice as the Melee value of the unit, suitably modified by any Increase or Decrease. Any result equal or higher than the enemy's Defence against our type of unit will be a Success.

Combat #D6 = Goal: Defence _Infantry or Cavalry_

Resist Damage roll: The enemy unit that has been attacked must now try to recover from the damage taken by his troops. It will roll as many dice as its Courage value, increased or decreased depending on the possible modifiers that may apply. Any result equal or higher than 5+ will be successful.

Courage #D6 = Target 5+

Each success on the Resist Damage roll cancels a hit from the enemy attack. **Failing to achieve a success on at least one roll will result in the unit becoming Disordered.** If the unit also loses the combat, it will Retreat.

Wear: Each success at melee that has not been cancelled by a Resist Damage Roll counts as a Wear point. Place as many Wear markers as Wear points the unit has taken.

Outcome

After both players resolve their Combat Rounds a winner is determined. The side that has caused more Wear points on the opponent wins the combat.

Unless already retreating for not having had any success at the Resist Damage roll, the unit that lost combat must disengage.

Disengage: Is is an involuntary move toward the rear of the unit. It must move 3" toward its rear, keeping the same facing.

If a unit had received a Flank Charge, it must first change its facing towards its enemy; after this, it will disengage as explained before.

If the unit fails to complete this movement because it finds obstacles that prevent it, the unit will receive an additional Wear point to that suffered in combat.

If necessary, the winner unit must disengage 1" to respect the minimum separation gap.

⚔ **Retreat:** If we lost the combat, **and** we did not cancel any damage with the Resist Damage roll, we have incurred in a Shameful Defeat.

The unit that has sustained a Shameful Defeat will Disengage, and move a number of inches equal to twice its Movement value. After the move, turn the unit around 180º, so it will face at the direction of its move. The unit also becomes **Disordered**. If the movement can´t be completed, the unit will suffer an additional Wear point.

⚔ **Draw**: In case of a draw during combat, the unit which charged is required to Disengage.

Break Check

When a unit in melee takes enough damage where is has more Wear Markers than its Stamina value, it must take a Break Check, just as in Fire combat.

The number of Wear markers that exceeds its Stamina value are the **Break Points**.

To make a Break Check, as many dice as the original Discipline value of the unit are rolled. The Discipline value of the unit will not be affected by any Increase or Decrease for this check. To succeed in the Break Check we must roll as many 6s as Break Points.

> Discipline #D6 = Target: 6
>
> It is necessary to roll as many 6 as **Break Points**.

If you were successful remove the excess of Wear markers, nothing more happens. If you were unsuccessful, the unit is removed from the game; It has been cruelly destroyed by its enemies!

Terrain Effects on Melee

The type of terrain where units fight can affect the outcome of the combat, sometimes dramatically.

Firstly, going through terrain classified as Very Difficult will Disorder our troops. Fighting in such a state is not really recommended, so it is a desperate manoeuvre, at the very least.

It should also be noted that, since it is necessary to see our enemy to declare a charge, terrain with the Hidden rule prevents units that are in that terrain from being charged.
The following rules have to be added to certain terrain:

Height: A unit that is completely within this terrain (with all its Centres inside it) fighting with another unit that is only partially within (any Centre is outside of element), gains an Increase in Melee.

Protected: A fortified unit which is charged gains an Increase in its Courage value to resist damage during melee. In case of linear elements such as walls, the defender should be behind the terrain, in contact with it, to benefit from this rule.

Troops

This ruleset takes into account the major powers during the Thirty Years' War. Although most of the armies of those times fought very similarly, there were subtle differences, and as the war went on change and innovation occurred.

The quintessential combat units were mixed squadrons of pike and shot (pikemen and arquebusiers or musketeers). Inspired by the legendary Swiss pike blocks, this model evolved when the Spanish introduced firearms in their famous Tercios during the Italian Wars (1494-1559). However, in the Thirty Years' War (1618-1648) we are in the twilight of the dominance of these big formations, as the Protestant nations, first the Dutch and later the Swedish, began to transform this method of warfare, deploying smaller and more agile formations, giving greater prominence to powder.

Troop Types

The different nations at war quickly imitated and adapted to the changes that were happening, both technical and tactical. In the balance of power at that time infantry enjoyed a starring role, although cavalry and artillery were crucial. We have a number of special rules to represent the behaviour of the different troops, given their training and equipment, as well as their distinctive peculiarities in order to give a "flavour of the period".

Troop units are divided into three main types: Foot, Horse and Artillery.

Foot

It is the queen of the battlefield during the Renaissance. The solid formations of pikemen block cavalry charges, while the power of the firearms that go alongside it keep growing in power.

Within Foot units we distinguish between Squadron and Company.

A **Squadron** is a Foot unit that includes pike and shot in different proportions. These mixed formations were the standard during Renaissance and should be the most common unit on the table.

A **Company** is a Foot unit that is not integrated in a large formation. These companies can be detachments from its parent Squadron, support detachments or garrisons to defend areas or fortified zones. Although they would not be part of the structure of an army, it was common to leave companies to garrison key points, as reinforcements or as a last line of defence.

If allowed by the army list, some additional rules can be applied to a unit:

Squares: When Tercios form Field Squares, sturdy squared formations with a core of pikemen and sleeves of shot, defence is ensured from all angles. Units with this rule are never considered flanked. On the other hand, when this rigid formation wants to change facing with a Ready order, it won´t be able to follow it with another move action.

Light: Light Foot or Horse formations are not rigid but somewhat open, thereby adapting better to the ground. The unit with this rule treats Very Difficult terrain as Difficult, so it doesn't become Disordered if it enters it.

Large: Units made of large numbers of men have a improved confidence under their banners. When using the Resist order, the unit discards a Wear marker for **each roll** of 5+. It still cannot remove the last marker and, therefore, cannot become Fresh with this order.

Brigade: Strategic innovations of the Protestant forces included perfect martial harmony between the battalions of the brigade. These were made of, ideally, four units deployed in a diamond pattern, although they were usually comprised of only three units forming a spearhead.

Units with the Brigade rule belonging to the same regiment will be able to act simultaneously. A single Order Card can be used, if so desired, for all or some of the units of the Brigade. You must tell your rival if you use the Order Card in this way and what units it will affect to avoid any confusion.

When a Unit has to act you can designate the units affected by this joint order and activate all of them sequentially, one by one. If any of the units of the Brigade should use an Order Card to perform a reaction, the Order Card that had been assigned to the Brigade will be revealed and an identical Order Card will be placed, face down, in the units that are not reacting. Unfortunately, the fact of having to break the joint order allows the opponent to know the orders assigned to the remaining units.

Horse

Despite the dominance of infantry, cavalry had a tremendously important role. Its most common use was as shooting units that, taking advantage of their mobility, could swiftly give support where it was needed. They could also charge, at the right time, and wreak havoc on disorganized troops.

All Horse units benefit from the rules of Mobility, Evasion and Pursuit, plus any other they may have.

Mobility: Horse units, when carrying out a Ready or Run order, can make a free facing change at the beginning of their activation. This will not count as an action with the Ready order. They could, for example, change their facing, move and then change their facing again.

Evasion: Regardless of which Order Card has been assigned to it, and even if the unit has already been activated this turn, a Horse unit can always try to react to a charge with an evasion, as described in the Run order. Furthermore, if the charging unit is Foot, the Horse unit wins an Increase in its Discipline value when reacting.

Pursuit: If a Horse unit wins a combat against Foot and the loser unit Retreats, the Foot unit is automatically destroyed. To represent the pursuit, the Horse unit makes a move equal to its Speed value, in the same direction it was facing.

Due to its equipment and training, Horse units may have other rules:

Extended Arc of Fire: The layout of these units makes them able to shoot with ease at targets in their vicinity. When the unit shoots it can choose any of its Sides or Front Centres as the source of fire, tracing the line of sight from the chosen Centre.

Caracole: This was a tactic by which cavalry fired in rows, retreating in order to a safe place to reload. After a Horse unit shoots, it can make a Discipline check that, if successful, will allow a movement as far as its Speed value, straight to its rear. The unit will keep the same facing that it had. Caracole cannot be used to complement any action while reacting.

Dragoon: A new kind of cavalry had recently begun to be used: Dragoons. These were armed with muskets, longer than the usual arquebus or carbine, but not intended for shooting while riding, as they had to dismount to fire comfortably. A unit with the Dragoon rule can only shoot with a Fire order.

Artillery

Artillery had already been, for some time, a fundamental part of any army, not only in sieges, but also in field battles its power could prove decisive. Even with its random success at aiming, accuracy was becoming worrisome for the big blocks of infantry. When the huge cannon balls hit closed formations, the effect was devastating.

All Artillery units benefit from the rules of Crew Defence and No Escape, plus any other they may have.

Crew Defence: Artillery units have crews that will defend the guns. In combat, Artillery is considered Foot.

No Escape: When crews fled from combat, the enemy used to disable the guns. When Artillery units lose a combat they are automatically destroyed.

Weaponry

The chapter **The Army** lists the different Troop units with their weaponry. Depending on their weapons, Troop benefit from various special rules.

Pikes: This remained the Queen of weapons in the Renaissance Period. With them, infantry is safe against cavalry, which is already reflected in the high Defence of the units which carry them. A unit equipped with pikes that is not Disordered earns an Increase in its Melee value if charged by Horse.

Halberds: Shorter than pikes, these versatile weapons were still used to some extent. Providing greater ease of movement than pikes when the unit´s formation broke, being as lethal slashing down as used as a false pikes. When a unit equipped with Halberds fights against a Disordered unit, it wins an Increase in its Melee value.

Firearms: Firearms, given their great effectiveness at close range, get an Increase in Shoot value when shooting as part of a reaction. Included here are pistols, arquebuses, muskets, and guns.

Ranges	
Pistol	4"
Arquebus	8"
Musquet	12"
Light Gun	18"
Medium Gun	24"
Heavy Gun	36"

In Tercios we use a classic "points" system to arrange the armies and play balanced and scalable battles. Regiments are added to our army for a certain amount of points. This value is set by the quality of the troops that form the Regiment. The added cost of all of our Regiments must respect the agreed limit.

We recommend an amount of 7 points to start with and up to 12 points when the rules are mastered. Each type of Regiment is limited to a certain amount, and in the case of Iinfantry Regiments there is a mandatory minimum of 1.

Factions

We include factions to arrange an army from any of the warring major powers during the Thirty Years' War. They are identified with their own icon:

- German Protestant
- Holy Roman Empire
- Kingdom of England
- Kingdom of France
- Spanish Empire
- Swedish Empire

We must choose a faction when arranging an army. When an option has one or more faction icons, it shows that is only available for that faction. If there is no icon on the option it means that they are common and available to any army.

Army

Regiments
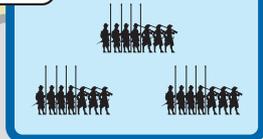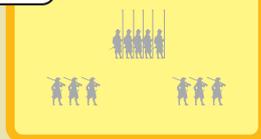
Foot Regiment	Horse Regiment	Battle Group	Artillery Battery
1-3	0-3	0-1	0-2

Foot Regiments
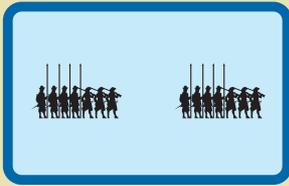
Veteran Spanish Regiment

2 x Tercio Viejo

4 points
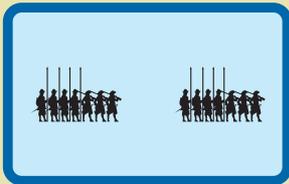
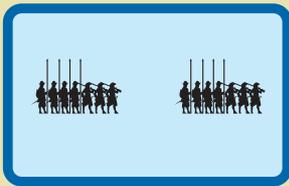### Tercios Regiment

2 x Tercio

3 points
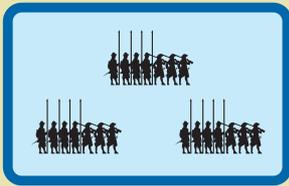
Classic Regiment
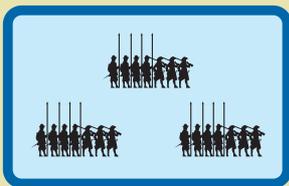
3 x Classic Squadron

4 points

Raw Regiment

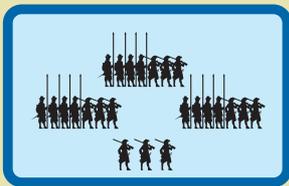2 x Raw Battalion

2 points

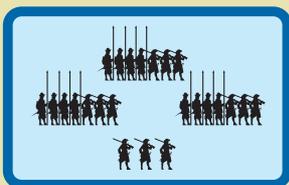### Reformed Brigade

3 x Reformed Battalion

4 points

Swedish Brigade

3 x Modern Squadron
1 x Musketeers*

* The Musketeers unit can be dropped in exchange for upgrading 1 Squadron to Veteran.

4 points

Swedish Veteran Brigade

2 x Veteran Modern Squadron
1 x Veteran Squadron
1 x Musketters*

* The Musketeers unit can be dropped in exchange for upgrading the 3 Squadrons to Veteran.
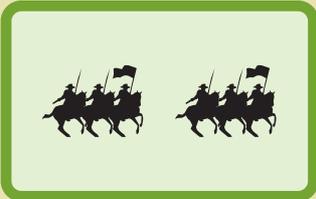
5 points
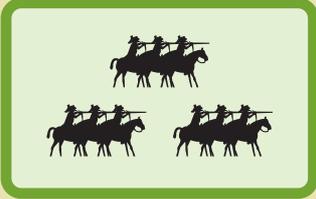
Mounted Arquebusiers Regiment

3 x Mounted Arquebusier*

* One of the 3 units can be replaced by Foot Musketeers.

2 puntos
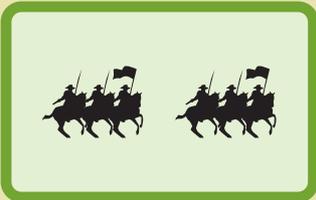
Cuirassiers Regiment

2 x Cuirassier
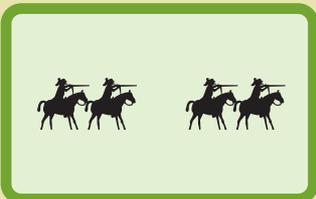
2 puntos

Modern Cavalry Regiment

2 x Modern Cavalry

2 puntos

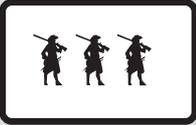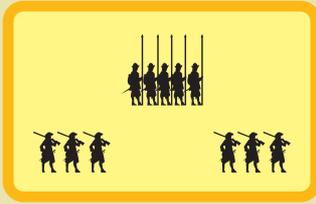## Light Horse Regiment

2 x Light Horse

1 punto
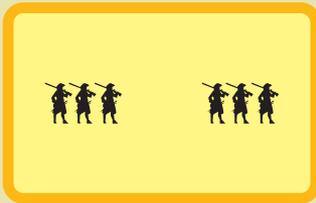
Dragoons Regiment

1 x Dragoons

1 punto

Battle Groups

Companies

1 x Musketeers Company
1 x Pike or Halberdiers Company (choose)
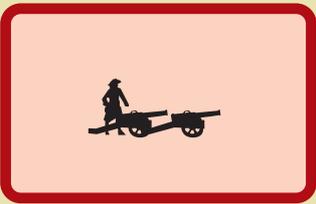1 x Pike or Musketeers Company (choose)

2 points

Support Detachments

1 x Foot Arquebusiers
1 x Foot Arquebusiers or Halberdiers (elegir)
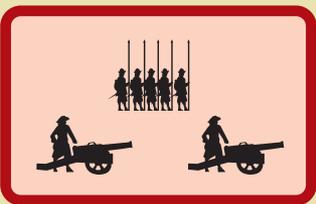
1 points

Artillery Batteries

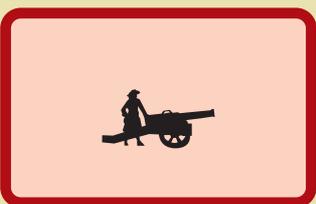### Light Artillery

1 x Light Guns Battery

1 points

Medium Artillery

2 x Medium Gun
1x Halberdiers or Pike Company (choose)

Esta opción consume
el límite de las 2 unidades
de Artillería del ejército
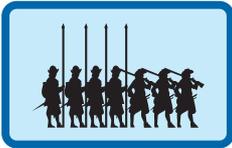
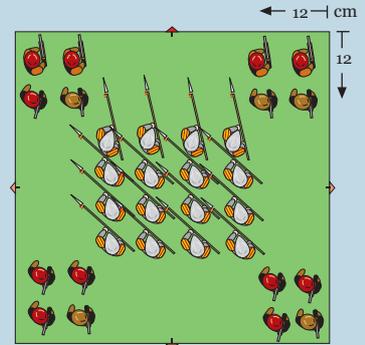**2** points

Heavy Artillery

1 x Heavy Gun

1 points

Tercio Viejo

VALUES

Speed	**4**
Melee	**5**
Fire	**3**
Discipline	**5**
Courage	**5**
Stamina	**5**

DEFENCES

Infantry	**4**
Cavalry	**5**
Salvo	**4**
Artillery	**3**

Weaponry:
Pikes
Musket

Rules:
Large
Field Square*
Extended Arc*

← 12 → cm
12

* Can give up the Squares and Extended Arc Of Fire rules, basing the Squadron as a Classic Squadron with a Shoot Value of 4

Tercio

VALUES

Speed	**4**
Melee	**4**
Fire	**3**
Discipline	**5**
Courage	**4**
Stamina	**5**

DEFENCES

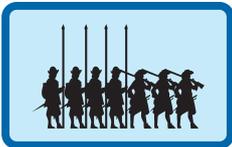|	
Infantry	**4**
Cavalry	**5**
Salvo	**4**
Artillery	**3**

Weaponry:
Pikes
Musket

Rules:
Large
Field Square*
Extended Arc*

← 12 → cm
12

* Can give up the Squares and Extended Arc Of Fire rules, basing the Squadron as a Classic Squadron with a Shoot Value of 4

Classic Squadron

VALUES

Speed	**4**
Melee	**4**
Fire	**3**
Discipline	**4**
Courage	**4**
Stamina	**5**

DEFENCES

Infantry	**4**
Cavalry	**5**
Salvo	**4**
Artillery	**3**

Weaponry:
Pikes
Musket

Rules:
Large

← 12 → cm
6

Raw Squadron

VALUES
Speed   **4**
Melee   **4**
Fire   **3**
Discipline **3**
Courage   **4**
Stamina   **4**

DEFENCES
Infantry   **4**
Cavalry   **5**
Salvo   **4**
Artillery   **3**

Weaponry:
Pikes
Arquebus

Rules:
-
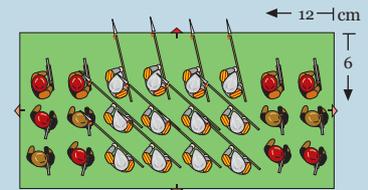
Can be based
as a Reformed Battalion.

Reformed Battalion

VALUES
Speed   **4**
Melee   **4**
Fire   **4**
Discipline **4**
Courage   **4**
Stamina   **4**

DEFENCES
Infantry   **4**
Cavalry   **5**
Salvo   **4**
Artillery   **4**

Weaponry:
Pikes
Musket

Rules:
Brigade

Modern Squadron

VALUES
Speed   **4**
Melee   **3**
Fire   **4**
Discipline **4**
Courage   **4**
Stamina   **3**

DEFENCES
Infantry   **4**
Cavalry   **5**
Salvo   **4**
Artillery   **4**

Weaponry:
Pikes
Musket

Rules:
Brigade

Veteran Modern Squadron

VALUES
Speed   **4**
Melee   **4**
Fire   **5**
Discipline **5**
Courage   **4**
Stamina   **3**

DEFENCES
Infantry   **4**
Cavalry   **5**
Salvo   **4**
Artillery   **4**

Weaponry:
Pikes
Musket

Rules:
Brigade

Musqueteers Company

VALUES		DEFENCES	
Speed	5	Infantry	3
Melee	2	Cavalry	3
Fire	3	Salvo	4
Discipline	3	Artillery	4
Courage	3		
Stamina	2		

Weaponry: Musket

Rules: Light
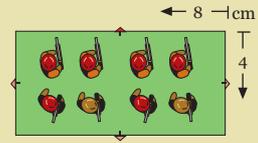
Foot Arquebusiers

VALUES		DEFENCES	
Speed	5	Infantry	3
Melee	2	Cavalry	3
Fire	3	Salvo	4
Discipline	3	Artillery	4
Courage	3		
Stamina	2		

Weaponry: Arquebus

Rules: Light
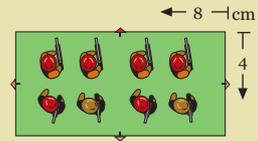
Pike Company

VALUES		DEFENCES	
Speed	4	Infantry	4
Melee	3	Cavalry	5
Fire	0	Salvo	4
Discipline	3	Artillery	4
Courage	3		
Stamina	3		

Weaponry: Pikes

Rules: -
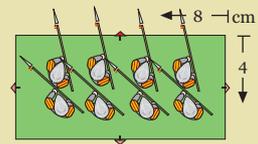
Halberdiers Company

VALUES		DEFENCES	
Speed	5	Infantry	4
Melee	3	Cavalry	4
Fire	0	Salvo	4
Discipline	3	Artillery	4
Courage	3		
Stamina	3		

Weaponry: Halberds

Rules: -
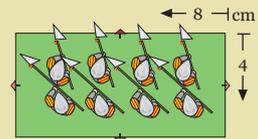
Mounted Arquebusiers

VALUES
Speed 8
Melee 3
Fire 3
Discipline 3
Courage 3
Stamina 3

Weaponry:
Arquebus

DEFENCES
Infantry 4
Cavalry 3
Salvo 3
Artillery 4

Rules:
Caracole

Cuirassiers

VALUES
Speed 7
Melee 4
Fire 2
Discipline 3
Corrage 4
Stamina 3

Weaponry:
Pistols

DEFENCES
Infantry 4
Cavalry 4
Salvo 3
Artillery 4
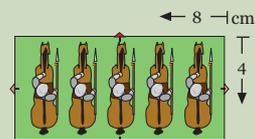
Rules:
-

Modern Cavalry

VALUES
Speed 8
Melee 4
Fire 0
Discipline 4
Courage 3
Stamina 3

Weaponry:
-

DEFENCES
Infantry 4
Cavalry 4
Salvo 3
Artillery 4

Rules:
-

Light Horse

VALUES
Speed 8
Melee 3
Fire 2
Discipline 2
Courage 3
Stamina 2

Weaponry:
Arquebus

DEFENCES
Infantry 4
Cavalry 3
Salvo 4
Artillery 5

Rules:
Extended Arc
Light

29

Dragoons

VALUES		DEFENCES	
Speed	8	Infantry	4
Melee	3	Cavalry	3
Fire	3	Salvo	3
Discipline	4	Artillery	4
Courage	3		
Stamina	3		

Rules:
Dragoon
Light

Weaponry:
Musket

8 cm
4
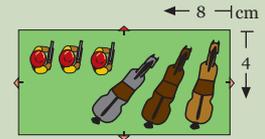
Artillery

Light Guns Battery

VALUES		DEFENCES	
Speed	2	Infantry	3
Melee	2	Cavalry	3
Fire	2	Salvo	5
Discipline	3	Artillery	5
Courage	2		
Stamina	2		

Weaponry:
Light Gun

Rules:
-

8 cm
4
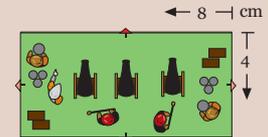
Gran Batería

Medium Gun

VALUES		DEFENCES	
Speed	0	Infantry	3
Melee	2	Cavalry	3
Fire	1	Salvo	5
Discipline	3	Artillery	5
Courage	2		
Stamina	1		

Weaponry:
Medium Gun

Rules:
-

4 cm
4"
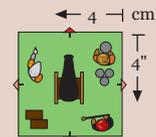
Artillería

Heavy Gun

VALORES		DEFENCES	
Speed	0	Infantry	3
Melee	2	Cavalry	3
Fire	1	Salvo	5
Discipline	3	Artillery	5
Courage	3		
Stamina	1		

Weaponry:
Heavy Gun

Rules:
-

4 cm
4"
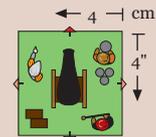
Artillería

Playing a game should always be something special as we will enjoy the sight of our miniatures on the tabletop which we have so carefully painted. While we must play by the rules, we should edeavour to play to the "spirit of the age", with sportsmanship and chivalrey prevaling at all times.

The Battle

The battle will take place on a table, ideally of 6x4 feet (1,20 x 1,80 cm). It is desirable that it has scenery elements to decorate and to promote the strategic element to the game. Terrain should be placed on the tabletop before determining the battle that is going to be played, to avoid the placement of terrain that could adversely affect the battle.

Terrain

Players should use the elements at their disposal. Here are a number of indications which you should be flexible with, because we won't stop using a hill or a forest for slightly exceeding the stated size.

Bridge and Ford: It is understood that they are wide enough to allow passage of units across the river, no matter the size of the base.

Buildings: This includes buildings such as houses, towers, mills and farms. A small building can be occupied by a Company. A large building will accommodate any infantry unit. To occupy a building, it is only necessary to reach it with the unit´s movement, although it may only occupy it with a Ready order. Buildings have the Hidden feature, in addition to Impassable for any unit that cannot enter it. Units inside a building are considered to be Covered and Protected. They can measure from anywhere in the building to shoot. When shooting at units in buildings, firing units need only to measure to any part of the building. A unit inside a building attacked in melee is never considered flanked.

Cropland: It is decided by a roll, with the result being applied to all crops in the table: 1-2: Difficult, 3-5: Covered and Difficult, 6: Covered, Hidden and Very Difficult

Fence: Covered and Difficult features.

Forest: Very Difficult, Covered and Hidden.

Hill: Height and Hidden features.

Lake: It has the Impassable feature.

River: Roll a die to determine the flow of the river, which will give a different feature for it: 1: Difficult, 2-4: Very Difficult, 5-6: Impassable.

Rocks: Hidden and Impassable features.

Steep Hill: Height, Difficult and Hidden.

Wall: Covered, Protected and Difficult features.

Orientation: 1d6 is rolled, depending on the outcome the game will be played across the long or short side of the table.

1-4

Player A Deployment

12"

12"

Player B Deployment

5-6

12"

Player A Deployment

Player B Deployment

12"
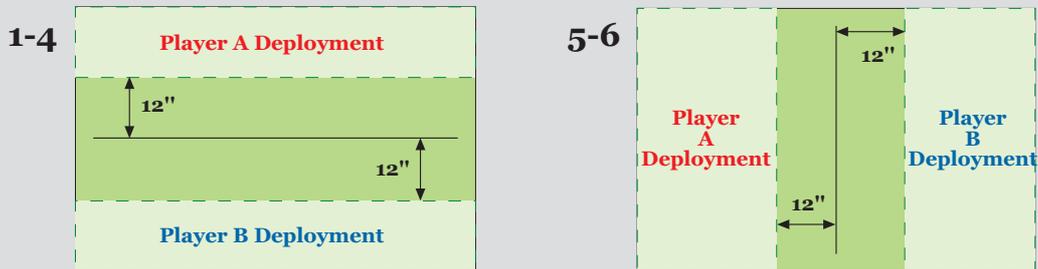
Deployment: Both players roll a die. Whoever gets the higher number chooses deployment side. In case of a draw roll again.

Deployment areas start 12 " away from the centre of the table.

The player who wins the roll will be the first to deploy a regiment, all its units at a distance no greater than 6" to the others. No unit may be placed outside the deployment area. Then their opponent will do the same with one of his regiments. Both players will alternate this sequence until all units are placed on the table, inside their deployment area.

Score: At the end of the game points are awarded exclusively by the number of enemy units destroyed.

Squadrons: **2 puntos**

Horse, Companies and Artilley: **1 punto**

The game ends if:

At the end of the fifth turn a player has an advantage of 5 points or more.
At the end of the sixth turn a player has an advantage of 3 points or more.
At the end of the seventh turn a player has an advantage of at least 1 point.
At the end of the eighth turn, whatever the outcome may be at that moment.

Turn	Advantage Necesary to finish	Victory
5th	5	Decisive
6th	3	Clear
7th	1	Fair
8th	0	Pyrrhic

Values

Increases

Base	1	2	3	4	5	6	7	8	9	10
1 Increase	1	3	4	6	7	9	10	12	13	15
2 or more Increases	2	4	6	8	10	12	14	16	18	20

Decreases

Base	1	2	3	4	5	6	7	8	9	10
1 Decrease	1	1	2	2	3	3	4	4	5	5
2 or more Decreases	1	1	1	1	1	1	1	1	1	1

Turn

Planning Phase:
Both players place Orders Cards next their Troop units, face down.

Action Phase:
- Initiative is determined
- Players alternate activating units.

Order / Reaction Check
Discipline #D6 = Target 5+

Scenery elements effects:

Difficult: Speed(-)

Very Difficult: Disorder and Speed(-)

Impassable: No move.

Hidden: Block line of sight.

Covered: Courage(+) shoot.

Height: Melee(+).

Protected: Courage(+) melee.

Conditions:

Disordered: Courage-

Weary: Melee- and Fire-

Outflanket: Melee- and Courage-
Discipline- reacting.

Shoot

Shooting Shoot #D6 = target Defence	Salvo or Artillery

Resist damage Courage #D6 = target:	Salvo: 4+ Artillery: 6

Weapon	Range
Pistol	4"
Arquebus	8"
Musket	12"
Light Gun	18"
Medium Gun	24"
Heavy Gun	36"

Melee

Combat Melee #D6 = target: Defence	Infantry or Cavalry

Resist damage
Courage #D6 = target: 5+

Break Check
Discipline #D6 = target 6

It is necessary to roll as many 6s as **Break Points**

	Speed	Melee	Fire	Discipline	Courage	Stamina	Infantry	Cavalry	Salvo	Artillery	Rules
Tercio Viejo	4	5	3	5	5	5	4	5	4	3	Large, Field Squares, Ext.Arc.
Tercio	4	4	3	5	4	5	4	5	4	3	Large, Field Squares, Ext.Arc.
Classic Squadron	4	4	3	4	4	5	4	5	4	3	Large
Raw Squadron	4	4	3	3	4	4	4	5	4	3	
Reformed Battalion	4	4	4	4	4	4	4	5	4	4	Brigade
Modern Squadron	4	3	4	4	4	3	4	5	4	4	Brigade
Veteran Modern Squadron	4	4	5	5	4	3	4	5	4	4	Brigade
Musketeers / Arquebusiers	5	2	3	3	3	2	3	3	4	4	Light
Pike Company	4	3	0	3	3	3	4	5	4	4	
Halberdiers Company	5	3	0	3	3	3	4	4	4	4	
Mounted Arquebusiers	8	3	3	3	3	3	4	3	3	4	Caracole
Curiassiers	7	4	2	3	4	3	4	4	3	4	
Modern Cavalry	8	4	0	4	3	3	4	4	3	4	
Light Horse	8	3	2	2	3	2	4	3	4	5	Light, Extended Arc of Fire
Dragoons	8	3	3	4	3	3	4	3	3	4	Light, Dragoon
Light Guns Battery	2	2	2	3	2	2	3	3	5	5	
Medium Gun	0	2	1	3	2	1	3	3	5	5	
Heavy Gun	0	2	1	3	3	1	3	3	5	5	

Rules