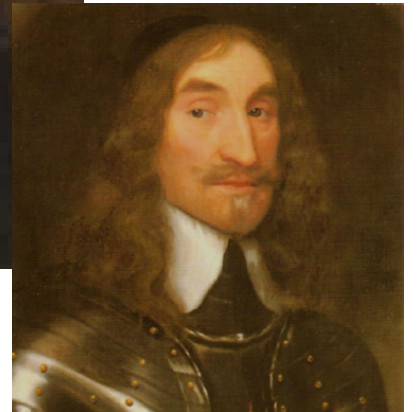


Pike and Shot wargame rules



Tyneside Wargames club

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Introduction:

These rules are designed to allow players to role-play officers and leaders in small skirmishes during the Pike and shot wars in the late 16th and 17th centuries.

Troop Classifications:

These are divided into;

Good: Brave, well trayned and seasoned fellowes.

Fair: Unremarkable fellows tho' disciplined.

Poor: In truth nought but playne fellowes

Loyalty:

Figures are either Loyal or Disloyal to a particular officer/leader;

EG: Troops are usually loyal to their NCOs and Officers.

Foreign troops are only usually loyal to their own leaders.

Weapons:

These are classified as;

<i>Weapon type</i>	<i>Short range</i>	<i>Medium range</i>	<i>Long range</i>	<i>Melee factor</i>
Rifled Muskets	25 cms	60 cms	120cms	2
Muskets	10 cms	30 cms	70 cms	
Dragoon musket/ Bows	10cms	20cms	45cms	
Carabin	10cms	25cms	60cms	
Rifled Pistols	10cms	25cms	50cms	
Pistols	4 cms	8 cms	20 cms	
Halbert/Partizan	-	-	-	4
Swords/Pikes	-	-	-	3
Stave or Club	-	-	-	2

Play Sequence:

- (1) Player Characters dice for Command points - Determine units under command then dice for all their side's units on the Actions table below.
- (2) Move all the P.C.s side's actions.
- (3) Calculate any shooting by Commanded units.
- (4) Dice and move the other sides units according to the Actions table below
- (5) Calculate any shooting by Un-Commanded units.
- (6) Calculate all melees, and record casualties from melee

Groups:

Figures are nominally organised into groups, a group consists of up to 40 figures, they should always attempt to remain in line of sight of at least one other member of their group at all times. Groups may combine with similar troops to form a larger group if they are reduced to 3 or less figures. Units fighting in line with other similar troops may act as a Formed Unit (See below)

Figure Activation:

Player Characters are Officers and Leaders, and may be of any class. They are limited to 1 per player, and are capable of solo action and commanding other figures.

Good officers throw 4D6 a turn.
Fair officers throw 3D6 a turn.
Poor officers throw 2D6. } - 1 Dice if Officer loading/Firing or in Melee

Throw an extra D6 if at least 1 Drummer and/or Bugler is commanded.

Command distance is 50cms in the open, 25cms in enclosed terrain. Only figures within that distance may be commanded by a command figure.

Loyal figures require 1 pt to activate them.
Disloyal figures and Routers require 2 pts to activate them.

If all the members of a group are not commanded, then none of them are.

If an NCO/ Drummer or bugler is activated, he may command on behalf of an officer. EG:

A Good officer of shot wishes to command a forlorn of 30 men in a wood, many of which are outside the 25cms command distance.
He throws his 3D6 and scores 12, which would be enough to command 1 group of 10 loyal men, but not the others.
He therefore commands the nearest NCO (Good) who adds his 3D6 score of 7, still not enough! However, the NCO is within 25cms of another NCO, so he is activated by the first NCO, and his 2D6 (Poor) score of 10 is enough to command the whole forlorn, as long as the Officer or commanded NCOs are within command distance of all the figures in the platoon they are commanding.
This represents the chain of command. Loss of NCOs can be crippling!

Activated troops will normally act as the player wishes in that turn. However, Troops unable to fire Volleys and Salvoes(EG: all poor troops and early war others), count differently for shooting (IE: they are moved as the player wishes, but only shoot a proportion of their figures in any one turn (See below)

Movement:

Foot Figures may move a maximum of 25 cms a turn, though wounded men and civilians may only move 20cms (15 cms if in heavy armour/clothing!) Cavalry walk at 5-30cms, Trot at 31-45cms and Gallop at 50-60cms.

Difficult going counts double the distance, and it takes ¼ move to clear a low barrier (Fallen tree etc) or fence.

Visibility:

Figures in terrain are seen at D6 x 10cms range if within 10cms of the edge, or if they fire, or are in plain sight. Visibility is 20 cms within woods.

Shooting:

Commanded troops and player characters:

These may shoot at designated target groups, PCs may target individuals. Commanded troops must spend a turn halted to load muzzle loaded weapons before a turn in which they fire; they must be stationary to fire for a full turn unless armed with Firelocks, when they can move half speed and still fire.

<i>To Hit: Throw a D8</i>	Open	Soft cover	Hard Cover
Short Range	3	5	7
Medium Range	6	7	8
Long Range	7	8	N/A

Shooting Damage Caused:

D6 roll:	1	2	3	4	5	6
Most muskets and bows	Graze	Graze	Graze	Wound	Kill	Kill
Dragoon musket (loaded with pistol shot etc)	Graze	Graze	Wound	Wound	Kill	Kill

NB: Pistol shot hitting metal half armour -1 to die roll.
: Pistol shot hitting Cuirassier armour -2 to die roll.

Graze: Light injury, has no game effect.

Wound: Figure is disabled and may only shoot at short range and fight in melee. He may move at reduced speed only. If he has 2 wounds, he is killed.

Killed: Figure is critically hit, and will most likely die, or is killed instantly.

Hits are randomised among a target group, except for player characters, who may shoot at any figure they wish in clear sight.

Officers / NCOs / Leaders are considered part of the nearest group within 5 cms of them for casualty allocation, otherwise they are separate units.

Shooting is only possible if figures can see the entire base of a figure without obstruction, unless shooting over an object or person within 2 cms.

Figures may be shot at in, or from, woods up to 10cms inside.

Other Figures eligible to shoot:

All commanded troops may fire if loaded etc (see above) others fire so;

Stationary troops may shoot at the following ratios;

Poor troops: 1 per 5 figures may shoot per turn.

Fair troops: 1 per 4 figures may shoot per turn.

Good troops: 1 per 3 figures may shoot per turn.

Uncommanded troops only shoot at the nearest enemy they can hit.

Risk Factors:

RF's (Risk Factors) are added as indicated below; Note that uncommanded units will always shoot only at the nearest enemy to them (Measured from the nearest figure)-

-1: Good troops or Officer.

: Unit entirely in cover.

1: Any enemy in sight and within their weapons range of the unit

: Poor unit in range of any enemy unit in sight.

: Per 10% of group wounded or killed

2: Enemy to flank or rear and in sight.

3: If running from enemy last turn, or retreating as a result of melee.

And throw a D6:

Cross reference the Risk Factor with the modified D6 roll, this will indicate:

(1) What the unit will try to do.

(2) What Morale effect the situation has on them.

The effect is immediate and simultaneous for all uncommanded units.

Note that Player Characters and commanded troops are shot at / attacked using the same system, but ignore shooting and movement instructions written in *Italics*.

P.C.s and Commanded units fire and move before other figures dice for their actions.

Uncommanded Formed units Dice once for all the groups composing a full unit-- if their commands are written in *Italics* and all units of the unit are within 5cms of each other and there is at least 1 Officer /NCO within 5 cms of the group.

Actions Table

For troops armed with Firearms and other long range weapons, **And Dragoons**.

RISK FACTOR ▼	D6: 1	2	3	4	5	6
Up to RF0	Continue current actions , unless a 6 (D6) is thrown, in which case they will move towards the nearest visible enemy. They will not move from a fortified position however if they are defending it!					
RF1	<i>Move to take cover in the nearest terrain within 1 move, or away from all enemies</i>	<i>Halt in position facing the nearest enemy*</i>	<i>Halt in position facing the nearest enemy*</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Advance towards nearest enemy (Charge?)!</i>
RF2-5	Withdraw to cover further from enemy	<i>Move to take cover in the nearest terrain within 1 move, or away from all enemies</i>	<i>Halt in position facing the nearest enemy*</i>	<i>Halt in position facing the nearest enemy*</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Advance towards nearest enemy (Charge?)</i>
RF6-8	Run from nearest enemy	Withdraw to cover further from enemy	Move to take cover in the nearest terrain within 1 move, or away from all enemies	<i>Move to take cover in the nearest terrain within 1 move, or away from all enemies</i>	<i>Halt in position facing the nearest enemy*</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>
RF9+	Run from nearest enemy	Run from nearest enemy	Withdraw to cover further from enemy	Move to take cover in the nearest terrain within 1 move, or away from all enemies	<i>Move to take cover in the nearest terrain within 1 move, or away from all enemies</i>	<i>Halt in position facing the nearest enemy*</i>

NB: * Indicates dragoons will dismount if mounted. ! indicates dragoons will remount if necessary and charge
Dragon Movement : Move = Walk. Run = Gallop

Actions Table

For Troops armed with Pikes Halberts, swords and other short range/melee weapons

RISK FACTOR ▼	D6:	1	2	3	4	5	6
Up to RF0-1	<p>Continue current actions, unless a 6 (D6) is thrown, in which case they will move towards the nearest visible enemy. They will not move however, from fortified positions they are defending.</p>						
RF2	<i>Move to take cover in the nearest terrain within 1 move, or away from all enemies</i>	<i>Halt in position facing the nearest enemy</i>	<i>Continue current actions facing the nearest enemy</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Advance towards nearest enemy (Charge?)</i>	<i>Advance towards nearest enemy (Charge?)</i>	
RF3-6	Move to take cover in the nearest terrain within 1 move, or away from all enemies	<i>Move to take cover in the nearest terrain within 1 move, or away from all enemies</i>	<i>Halt in position facing the nearest enemy</i>	<i>Continue current actions facing the nearest enemy</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Advance towards nearest enemy (Charge?)</i>	
RF7-8	Run from nearest enemy	Move to take cover in the nearest terrain within 1 move, or away from all enemies	<i>Move to take cover in the nearest terrain within 1 move, or away from all enemies</i>	Move to take cover in the nearest terrain within 1 move, or away from all enemies	<i>Halt in position facing the nearest enemy</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	
RF9+	Run from nearest enemy	Run from nearest enemy	Move to take cover in the nearest terrain within 1 move, or away from all enemies	<i>Move to take cover in the nearest terrain within 1 move, or away from all enemies</i>	Move to take cover in the nearest terrain within 1 move, or away from all enemies	<i>Halt in position facing the nearest enemy</i>	

Actions Table

For horse trained in the Dutch manner of warfare. *These may only Gallop if running away.*

RISK FACTOR ▼	D6:	1	2	3	4	5	6
Up to RF0	<p>Continue current actions, unless a 6 (D6) is thrown, in which case they will move towards the nearest visible enemy. Halting at medium range from enemy infantry facing them. They will charge others at trot.</p>						
RF1-2	Turn and trot away from all enemies	<i>Halt in position facing the nearest enemy</i>	<i>Halt in position facing the nearest enemy</i>	<i>Move at trot, halt at medium range of enemy and shoot</i>			
RF3-6	Turn and trot away from all enemies		<i>Halt in position facing the nearest enemy</i>	<i>Halt in position facing the nearest enemy</i>	<i>Move at trot, halt at medium range of enemy and shoot</i>		
RF7-8	Flee at Gallop away from nearest enemy	Turn and trot away from all enemies			<i>Halt in position facing the nearest enemy</i>	<i>Move at trot, halt at medium range of enemy and shoot</i>	
RF9+	Flee at Gallop away from nearest enemy		Turn and trot away from all enemies			Turn and trot away from all enemies	

Actions Table

For Horse trained in the Swedish manner of warfare

RISK FACTOR ▼	D6:	1	2	3	4	5	6
Up to RF0	<p>Continue current actions, unless a 6 (D6) is thrown, in which case they will move towards the nearest visible enemy at trot. They will halt at medium range and shoot at any Pikemen they meet frontally, and will gallop into contact with others</p>						
RF1-2	Turn and trot away from all enemies	<i>Halt in position facing the nearest enemy</i>		<i>Move at trot, halt at medium range of enemy and shoot</i>	<i>Move towards the nearest visible enemy at trot. They will halt at medium range and shoot at any Pikemen they meet frontally and will gallop into contact with others</i>		
RF3-6	Turn and trot away from all enemies			<i>Halt in position facing the nearest enemy</i>	<i>Move at trot, halt at medium range of enemy and shoot</i>	<i>Move towards the nearest visible enemy at trot. They will halt at medium range and shoot at any Pikemen they meet frontally and will gallop into contact with others</i>	
RF7-8	Flee at Gallop away from nearest enemy	Turn and trot away from all enemies			Turn and trot away from all enemies	<i>Halt in position facing the nearest enemy</i>	
RF9+	Flee at Gallop away from nearest enemy			Turn and trot away from all enemies		Turn and trot away from all enemies	<i>Halt in position facing the nearest enemy</i>

Effects of Hits:

All hits should be diced for on this chart to see what effect they have, if any.
 Artillery hits are diced for separately on their own hit chart

D6 roll:	1	2	3	4	5	6
Most muskets and bows	Graze	Graze	Graze	Wound	Kill	Kill
Dragoons loaded with pistol shot (etc)	Graze	Graze	Wound	Wound	Kill	Kill
NB: Pistol shot hitting metal half armour -1 to die roll. : Pistol shot hitting Cuirassier armour -2 to die roll.						

Graze: Light injury, has no game effect.

Wound: Figure is disabled and may only shoot at short range and fight in melee. He may move at reduced speed only. If he has 2 wounds, he is killed.

Killed: Figure is critically hit, and will most likely die, or is killed instantly.

Artillery effect

Artillery is all guns no matter what size or design, though heavy guns (over Saker size) and frame guns should take twice as long to load as lighter guns.

Guns always count as commanded. They may not be used if less than 3 crew serving the piece.

Guns may not be moved in a game, unless already limbered, in which case they may move 10cms a turn, but may not be unlimbered to shoot during the game.

Unlimbered guns may be pivoted 45° by 3 or more crew in a turn instead of any other actions by the crew.

Guns take 3 turns to load before a turn in which they shoot. The gun will hit any group even partially in front of the gun model or base that is not out of sight.

Consult the following chart. *Dice again for each ten after the first 10 in large groups;*

Range / D6⇨	1	2	3	4	5	6
0-25 cms (TL9)	1W	1W 1K	1W 2K	2W 2K	2W 3K	5K
26-50 cms (TL7)	-	1W	1W 1K	1W 2K	2W 2K	2W 3K
51-200 cms (TL5)	-	-	-	1W	1W 1K	1W 2K

These hits (W = Wound, K = Killed) are randomised among members of the hit group, so may hit the same man twice

The TL score in brackets is the addition to the threat level a hit unit has the next time it dices for actions. Formed troops may not dice once for the whole units actions if fired at by Artillery, each group must dice for itself that turn.

Charging and Melee:

If a group is directed to 'Charge?' It moves to try to contact the nearest enemy figures in reach. Figures are matched as evenly as possible (IE: they can't gang up on 1 figure leaving others unengaged!).

- A single Pikeman in contact with the rear of up to 2 ranks of musketeers may count fighting in support of them in any combat.
- Pikemen may fight with up to 3 ranks fighting in support of a Pikeman in contact with the enemy if in contact and aligned behind this frontal figure in the first combat turn only.
- A front rank of Pikes moving to engage an enemy may optionally fight them at 5cms distance, and only a single rank of enemy Pikemen can cause casualties in return in this form of distant combat.
Other enemy will close with Pikemen and go base to base in their move.

Player Characters and Commanded troops may charge if in reach and not forced to move otherwise in the actions table.

When figures are matched, each figure throws a D6,
-1 if Poor, or per enemy over 1 in base to base contact with him.
-1 If fighting an enemy in Buff coat or with Targe (Shield)
-2 If fighting an enemy in Metal body armour
+1 If a Good soldier.
+1 If have a better Melee Factor weapon than all your opponents.
+1 if charging at trot. (Cavalry only)
+2 if charging at gallop. (Cavalry only)

If one side score is better than the enemy check for hits as follows:

The winning figure wounds an opponent if his die rolled a natural 5, he kills an opponent on a natural roll of 6.

At the end of melee, the group(s) which had the worst results, (or both if drawn,) is moved back 5cms. The winning side may follow up if it chooses. Galloping cavalry must do so.

Winning and Losing:

When all of a side's units are in retreat, they have lost and will retire from the field. Individual winning and losing parameters may be decided on a game by game basis.

Setting up a game:

As the game is designed, there is little reason to use hidden markers, unless all the players are on the same side, and the opposition is solo run. In this case, Place hidden markers, and half their number of dummy markers randomly in the front edge (IE: Facing the players forces) -of terrain pieces. When they see the enemy, the figures are placed within 20cms of that marker.

Points System:

All figures in a company should be graded the same as each other.

The points system should allow fair-ish games between 2 sides with different quality soldiers.

The points per figure should be calculated as follows;

Good officer	12	Pike	2
Fair officer	8	Halbert/Partizan	3
Poor officer	4	Sword	1
Good soldier	6	Stave, Club etc	Free
Fair soldier	4		
Poor soldier	2	Cuirassier armour	8
Horse	8	Half metal armour	6
Dragoon horse	4	Buff coat	4
		Targe or shield	3
Dutch pattern Musket	4		
Standard Musket	3	Artillery piece	40
Dragoon Musket/Carabin	2	Artillery crewman w. sword	8
Rifled Musket	5		
Pistol	1		
Rifled Pistol	2		