

ANCIENT BATTLES DELUXE: STRANGE ORDNANCE Rules

[17.0] EARLY GUNPOWDER

This Rule (17.0) extends the ANCIENT BATTLES DELUXE system into the early gunpowder period (circa 1300 to 1650 AD).

Note that most ABD rules remain largely unchanged when playing scenarios that include early gunpowder units (LG, HG, and CN). However, the following Cases are required that enhance, and may supersede, the Standard ABD rules booklet.

Gunpowder Units

INFANTRY TYPE UNITS:

Light Gunner (LG): These units comprise small formations of infantry armed with the early arquebus, such as Hungarian gunners of the Hussite Wars.



Heavy Gunner (HG): These units are larger and better equipped groups of hand gunners and pikemen similar to the early Spanish coronelias and the Swedish tercios.



'OTHER' TYPE UNITS:

Cannon (CN): These units represent one or more early cannon, such as the culverin. *Note that their Firepower Value ("X") varies and is defined in the scenario setup instructions.*



[17.1] Special Cannon Unit Status: The two sides of a CN unit represent its **"unlimbered"** (front) and **"limbered"** (reverse) sides. Notice that while on its front side, a CN unit is able to fire, but not to move; while on its reverse side, it is the opposite (i.e., it can move but not fire).

[17.1.1] No Disorder: CN units have no Disordered side; consequently, they can never become Disordered. They are impervious to *all* Missile Attacks and any loss in Melee Combat results in their immediate elimination or capture (17.5).

[17.1.2] No Morale Loss: CN units have a zero (0) Melee Strength; consequently, the loss of a CN unit does not impact the Morale Level of an army.

[17.1.3] Cannons Don't Panic: CN units are *not* subject to Panic Movement, even if limbered.

[17.2] Movement: Although hand-held guns were manageable, early cannons were cumbersome and quite unwieldy.

[17.2.1] Hand Gunners: LG and HG units follow the same movement rules as other infantry-type units. Note that LG units are both *Light and Disciplined*; thus its Movement Allowance is shaded half green and half black to symbolize both of these attributes.



[17.2.2] Cannon Movement: The act of limbering (i.e., arranging the cannon so that it can be transported) or unlimbering (fixing it in a position for firing) a CN unit simply entails flipping it to one side or the other during a Move command for that CN unit.

- A CN unit may not both limber and unlimber during the same activation.
- Limbering always takes place at the **beginning** of the movement process (i.e., so that the CN unit can actually move during that activation).
- Unlimbering can take place at any point during the movement process. When unlimbering occurs, it ends movement for that CN unit.
- When it limbers or unlimbers, that CN unit may be faced in any direction at the end of, or prior to, movement.
- When activated as part of a formation, a limbering unit need not start facing in the same direction as the formation, but must be faced in the same direction as the formation upon limbering. A limbered unit must face in the same direction as the formation.
- At the end of its movement, a CN unit limbers, unlimbers or moves is always marked with a Red Action marker (●).

[17.2.3] Cannon Facing: A CN unit may simply be rotated to face in any direction while unlimbered (instead of actually moving) at the cost of 1 CP.

This movement may **not** be done as part of a formation move. After rotating thus, that CN unit is marked with a Yellow Action marker (●).

[17.2.4] Cannon Stacking: Unlike other units, CN units **can** stack in the same hex with one "Light" unit (e.g., LI, LA, LC, or LG) without any penalty to either stacked unit. Each unit maintains its own separate facing while stacked together.

Any other type of unit moving into a CN unit's hex eliminates the CN unit.

[17.3] Gunpowder Ranged Combat

Gunpowder units follow the same general procedure to resolve ranged combat as other missile units, but they use their Firepower Value as **both** their Missile Rating *and* Range Value as follows:

Gunpowder units have a Firepower Value. On LG and HG units, this is shown by a number of 'shot' in a yellow triangle. CN units have an "X" in a yellow triangle, as their range defined in the scenario setup (e.g., CN:X= 4).

A Gunpowder unit's Missile Attack Value (i.e., the number of dice it rolls) is equal to its Firepower Value minus the shortest number of hexes to the target hex (counting the target hex but not the firing unit's hex).

For example: The LG unit has a Firepower Value of 3. If it is attacking at a target two hexes away, it would have a Missile Rating of only 1 (one die rolled).

[17.4] Melee Combat "Close Fire:" Unlike other units, a Gunpowder unit may conduct a special **"Close Fire"** attack during the Melee Combat sequence if it is **not** marked with a Red Action marker (●).

Close Fire Procedure

Close Fire is conducted *after* any Retreat Before Melee and *before* Melee Combat itself. (You can think of it as Step 3 ½ in the Melee Combat sequence; 11.2).

- Close Fire is conducted simultaneously if both sides' units engaging in melee are gunpowder units.
 - Close Fire is always conducted at a Range of zero (0) hexes (i.e., dice rolled are equal to its full Firepower Value).
- For Example:** A CN unit with a Firepower Value of 5 would conduct a Close Fire attack by throwing a full five dice.
- If a CN and LG units are stacked together (17.1.3) and are both capable of conducting Close Fire, combine their dice rolls into a single attack.

After resolving its Close Fire Step and applying all results, if both units survived the Close Fire, **the Melee Attack must be resolved** as originally declared (during Steps 1 and 2), continuing with Step 4.

If either side is eliminated from Close Fire, the Melee Combat ends a little early. Perform Rules 11.4 to 11.7 and implement the post-Melee Attack's aftermath normally.

[17.5] Cannon Units in Melee Combat

CN units may not retreat before combat, even if currently limbered.

A successful Melee Attack versus a defending CN unit results in its destruction (regardless of its limbered or unlimbered status) unless one CP is paid at that time to **capture** it.

When capturing a CN unit, simply replace it on the map with one of the capturing side's color, in a **limbered** state. If a non-light unit captures a CN unit, the attacking unit need not advance into the CN's hex, regardless of the attacking unit's type or quality (of course, it could. . . but that would result in the destruction of the CN!).

GAME CREDITS

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