

# Tercios: Kremlin Convention

Errata, clarifications, and options to the Tercios Liber Militum rules (01/05/2023) :

## Errata :

- **The rule that you cannot charge a target in a Hidden terrain is ignored**, this is a mistake. Indeed, this is contradictory to the possibility of charging in a village where unit is protected. Moreover, if we applied this rule error, there would be no possibility to charge or shoot on a hill which has, like forests and villages, this hidden property.  
This rule should be understood as the impossibility of shooting or charging **through** hidden terrain, with neither the shooter nor the target being **in** the terrain.
- The Boyards courage is set at 4, this is an obvious misprint, **it should be 3**. Indeed, we can improve the Boyards by giving them a courage 4 and stamina 4 for 25pts. This is consistent with the standard budget which is +15 for a courage from 3 to 4 and +10 for a discipline from 3 to 4.

## Clarifications / FAQ :

- The Large Rules rule is specific to infantry.
- The restrictions of the Heavy Rule only appear for certain heavies cavalries with a mention of the rule in "Kingdoms", so it does not apply to the Heavy of basic rule. In short, this only concerns Polish Heavy Hussars, Russian Boyars, and Ottoman Sipahis (by the way, French Gendarmes do not have the Heavy Rule in Kingdom).
- As the artilleries have no leader, they are deployed last. Only the general in chief can command them and his specific traits affect them but he cannot inspire them.
- Harnessed artillery only moves with a run, unharnessed light artillery can use a run or a ready-to-move. When integrated into a regiment, it limits its Run movement to one increase.
- The shots are fired at an angle of 180° except for the Extended arc of fire.
- The Increase for reaction shots from firearms applies even if you are not the target of a charge (see English rules Kingdom, page 12).
- When a unit occupies a village, it is the target. Even if the center of the unit occupying the village is not visible, it may be fired at or charged against.
- A unit in a village is always considered to be facing an attacker.
- When a unit wins a combat against an opponent, it drives him out of the village, in the opposite direction of its charge. In case of a possible advance following the destruction of its opponent, it can take position in the village if it is accessible.
- A unit's part may "pass through" an opposing unit as long as its front center does not pass through and there is a minimum distance of 3 inches between obstacles or units. Logically, the front center must also not come within one inch of a unit it is not charging.
- There is no redirection of a charge following an opponent's reaction, in particular an evade, one is **obliged to** make the maximum movement towards the targeted unit. However, if the target unit becomes inaccessible due to an impassable unit or terrain **that is an obstacle to** the charger, charge **can be** redirected to an opponent, whether it is the unit that is an obstacle or another unit within range.
- Since the evade should maximize the gap with the charger, it should be as close as possible to the axis formed by the charger's front center and the center used for evading (flank center usable if the evading unit changes face).
- Infantry squadron could evade with a run order like any other unit.

- A general must test if he is in the path of an enemy unit. This is not limited to charging but includes disengaging, retreating, and evading. A general may not be road tested unless he is clearly blocking the path of a unit.
- The pike only confers a bonus (Increase) against a cavalry charge, not a countercharge (the two are well differentiated in the rules), in other words, to benefit from a double increases, infantry must counter-charge and not charge cavalry.
- Retreat: If the combat is lost and no hits could be parried during the resistance test, the unit has suffered a shameful defeat. It must disengage at twice its movement rate, turning back.
- Even if you are victorious, the lack of any save for the opponent's losses causes a disorder.
- For a hidden field: it prevents any shot from going completely through it (clearer in the Spanish rule), otherwise, you can shoot/be shot at if the target or the shooter is outside the terrain.
- The Needless Commander rule is to be interpreted as a possibility of interaction and is therefore not limited to the command range, otherwise, the Coward rule would not make sense.
- As dragons are a unit that can dismount, they are considered to have access to villages normally off-limits to all cavalries.
- As heavy lances are also lances, the interpretation chosen is that they also benefit from the "lance" rule. Therefore, enemy is always destroyed in the event of a shameful defeat.
- The advance after combat (consolidation or cavalry pursuit) is not a charge but a movement, it does not allow contact with a new enemy in its path and therefore stops at 1 inch.
- The 1-inch separation rule applies to an enemy unit, but also in the case of the interpenetration of one of its artillery units. We can deduce that this separation rule also concerns all other units.

**Possible options (agreement between players) :**

- 1) The limits of the firing angle can be considered as a virtual obstacle. So, if one of your troops is two inches in front of the front center of artillery, the latter will not be able to fire at 180°, considering that it does not have the 3 inches of space necessary to fire.
- 2) In the same spirit, we can agree that this 3-inch limitation should be considered a corridor between the shooter and the target.
- 3) In order to put the importance of the troops into perspective, victory is determined according to the budget of the units, with the general being worth 50+ its possible extra cost. 100 pts corresponds to 1 pt. of victory. Thus, a Spanish Tercio of 210 pts is no longer the equivalent of a Russian levy of 45 pts! In scenarios where regiments are not valued at 2, squadrons, generals, and artillery at 1, the scenario ratio is applied. Example: if the scenario values a general at 3 points, we will triple his value, if it values artillery at zero, it will not count and if a regiment is valued at 3, we will take its value in points as  $3/2$ , that is 150% of its budget.