

The Preacher/Agitator

This Character figure is based as a single foot or mounted figure and obviously if he is on foot he will be with a unit of foot or if mounted he will be with a mounted unit. He must be placed next to a unit at the start of a game which he remains with until the end of the game, unless he is killed. He can only affect one unit this being the unit he is attached to and he will affect them in the following manner:

At the start of each turn during the unit's command phase roll one d6 and if the score is a 6 the Preacher/Agitator has made a stirring speech that rouses the troops in the unit he is with, roll another d6 for the effect in the table below.

d6	Effect
1	The unit gains the Eager trait for the rest of the battle
2	The unit gains the Steady trait for the rest of the battle
3	The unit gains the Brave trait for the rest of the battle
4	The unit gains the Valiant trait for the rest of the battle
5	The unit gains the Stubborn trait for the rest of the battle
6	The unit gains the Fanatic trait for the rest of the battle

If the unit already has the trait that it has just received on the above table, then the roll is wasted as you cannot have the same trait twice.



A Preacher/Agitator with the Good Book

The Barber Surgeon

This Character figure is based as a single vignette with the tools of his trade, an assistant and probably also an unwilling patient. He must be placed next to the baggage, camp or similar defensive position at the rear of the army that would be suitable for him to ply his trade. Once in this position he may never move unless the baggage train is fleeing the table in which case he may move off the table too. If a commander figure has fallen casualty place the commanders base next to the base of the Barber Surgeon and in the next orders phase for the commanders battalia roll one d6 for the effect in the table below:

d6 Effect

- 1 The commander dies from his wounds, remove him completely
- 2 The commander his too badly wounded to recover today, remove him completely
- 3-4 The commander is being treated, roll again in the next command phase
- 5-6 The commander had his wounds treated, he may make his way back to his battalia

Whilst the commander is being treated a substitute commander will obviously be leading his troops, once he is back the substitute will be removed from play. It may take the commander several turns to be treated and several more turns to get back to his battalia afterwards, but this is simply the price of being incapacitated.

The Barber Surgeon only ever treats command figures and no other characters or figures, this is because only commanders were of a high enough importance to receive any sort of medical assistance.



The Barber Surgeon performing surgery on his patient

The Sniper

This Character figure is based as a single vignette with a suitable long barrelled musket. He must be placed in a suitable vantage point (a church tower is always good) before the game begins and stays there until he is needed. His weapon has a range of 24 inches and he always hits on a score of 4+ with one d6 for shooting purposes each turn. He can target any unit as well as command figures and other character models.

If foot, mounted or artillery are hit the Snipers shot they must attempt to save as per normal for being shot at, if they fail their morale save the unit becomes disordered rather than actually taking a casualty. This simulates the confusion caused by him shooting at officers etc. within the unit.

If command figures are hit by the Snipers shot they receive a -1 to their command rating for the next turn, this simulates the confusion and panic caused by the musket balls whizzing past the commanders ears. If the command figure is hit on a score of 6 he has fallen casualty and removed from the battlefield or taken to the Barber Surgeon if you have one.

If any other character is hit by the Snipers shot then they take cover and are not allowed to use their special abilities in their next turn, again this simulates the confusion and panic caused by the musket balls whizzing past the characters ears. If the character is hit on a score of 6 he has fallen casualty and removed from the battlefield.

A Sniper cannot be targeted by any unit or other Sniper until he has revealed his position to the enemy by firing a shot or his position is contacted by an enemy foot or mounted unit.

To hit a Sniper with shooting from any foot, mounted or artillery a 6 is required to hit them and once done they are assumed to run off or be killed, so remove them from the battlefield.

If the Sniper is contacted by a unit as per hand to hand combat, he is assumed to run off, be captured or killed, so remove the figure from the battlefield.

If the Sniper is shot at by another Sniper then he follows the rules as per any other character being shot at by a Sniper.

The Shepherd

This Character is based as a single vignette with a flock of sheep. The Shepherd with his flock are placed mid way between the wings of cavalry on either flank as per the discretion of the owning player. Further to this roll one d6 to determine how many inches in from the flank the Shepherd is:

d6	Effect
1	6 inches from flank edge
2-3	12 inches from flank edge
4-5	18 inches from flank edge
6	24 inches from flank edge

Both wings of the armies must call a halt to hostilities until the Shepherd has safely moved off the table. The shepherd moves after both sides have completed their movement and travels at a speed of 6 inches per turn off towards the flank edge of the table until he is removed from play. No actions of any sort are allowed to the battalions or brigades on this flank that have any unit with 36 inches until such time that the Shepherd is off the table.

The Shepherd vignette may be swapped out for a Gentleman walking his dogs, a travelling wagon, a group of civilians or any other similar group that takes your fancy.



The Shepherd with his flock

The Buffoon

This Character is simply based as single vignette depicting any normal commander or general figure. The character is played upon your opponent at the start of the game after all deployment. Upon receiving this card off your opponent you must nominate one of your commanders and declare that he is the Buffoon for the rest of the game.

Now that the commander is the Buffoon his command rating declines by one point such as from an 8 to a 7 and further to this each time this commander rolls dice to make an order he will Blunder on a roll of 11 or 12 following all the normal rules for Blunders.

Once declared as the Buffoon, the commander cannot be swapped out for another commander or retired from the game unless injured in some way. He is blissfully unaware of his shortcomings and will carry on in his role as befits his rank.

The rationale for Buffoons is that your general may not be quite as good as he led you to believe, or that he may on the day of battle be under the weather or still suffering the effects of last nights drinking bout. No matter how you want to explain it to yourself for the coming battle at least the general is not quite up to the task ahead.



Unfortunately this general in his fine armour is a Buffoon

The Assassin

This Character is based as a single vignette which may or may not include a dung heap, bush or tree from which he leaps to make his deadly attack. The Assassin will hide in a predetermined spot until the enemy commander comes within 6 inches of his position, even if this is just passing by whilst moving from one place to the next. At this point the owning player declares that the Assassin has been activated and rolls one d6 with the following results:

d6	Effect
1	The Assassin is killed outright and removed from play
2	The Assassin is wounded, captured and removed from play
3	The Commander is unhorsed and suffers a -1 to his command rating next turn
4	The Commander is unhorsed and suffers a -1 to his command rating for one d3 turns
5	The Commander is wounded and must receive treatment or else he will die
6	The Commander is killed outright and removed from play

Placement of the Assassin is made after deployment and before the first turn begins, the owning player draws an accurate map of exactly where the Assassin is to be placed and this must be on a terrain feature that could give natural cover. Suitable terrain would be hedges, walls, ditches, river or stream banks, under a bridge or in a building, fields, copse or orchard, marsh or broken ground, or any other similar terrain type.

The Assassin may not be placed in the enemy deployment zone for obvious reasons and may not be placed within 6 inches of any enemy unit. If an enemy unit moves over the position where the Assassin is hiding then there is a chance that he is discovered. The enemy player is cordially asked to roll one d6 after by the owning player without being told the location or which unit has moved onto the Assassin, and on a score of 6 the Assassin is discovered and captured. This is done each time a unit moves over or stays on the Assassin's position.

Remember that the Assassin is very well hidden and is sneakily trying to avoid capture at any cost. Once he has been discovered or used the Assassin is removed from play.