

Additional Rules for Legends of the Iberian Peninsula

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Banner *Alamo p14*

Coy or individuals-within-range may re-roll 1s in pluck tests.

Bayonet *Frontier p20 High Seas p35*

Muskets become a normal hand-to-hand weapon. When used with TRAINED INF., can act as spears and 'support' (This allows formed infantry to fight off cavalry attacks)

Companies of formed infantry with bayonets require a pluck test in order to be charged.

Breastplate *Alamo p81*

As SPANISH ARMOUR Gives GRIT+1.

Bugler *Frontier p9*

Once per game. Coy or individuals-within-range add 1 to pluck for this turn.

Cleaning Muskets *New Rule*

Infantry units which are not involved in combat can clean their muskets. They may not move or fire while doing this. The first turn spent doing this gains them a 'clean musket' (blue) marker to represent this. The second turn swaps that token for a first-fire marker. If they are shot at while they hold a 'clean musket' token, they lose that token. The whole unit must do this.

Crew Needed (X) *Alamo p13,36*

X members of the crew are needed, or special rules apply.

Devastating Volley *New Rule*

Charged units and charging units of trained infantry with loaded weapons (incl pistols) may shoot during charges. Volleys are not simultaneous. The players dice off, adding the unit's effective pluck. The winner may choose whether to fire first. The second to fire may do so with 1 higher strength from their weapons to represent the decreased range. 2 ranks of charged unit may fire, (Alamo's 'over the shoulder' rule). Only the front rank of the charging unit may fire.

Drummer *Alamo p14*

Marching music. Coy may choose to not reload or fire, but move extra D6.

Exch. Wpns *New Rule*

Two friendly figures in contact both with this skill may swap muskets/rifles once

per turn for free along with any other actions. This allows light infantry to operate in pairs, one loading and one shooting.

First Fire *New Rule*

Regular infantry (not militia) start game with longarms (not pistols or carbines) well primed and flints fresh. Volleys are more powerful at +1 strength. A coloured marker indicates a first fire load (yellow). Units with first-fire in all their longarms gains +1 pluck.

Formed Targets *New Rule*

When shooting muskets and rifles at formed targets, they're easier to hit than individuals. Shots are taken with a +1 bonus to hit. This increases to +2 at half range.

Initiative Bidding *New Rule*

To determine initiative, players make a "sealed bid" by selecting a concealed die/dice roll and simultaneously revealing them. The lowest bid gains initiative. However players may not move more companies than they bid. Any number of companies may fire, reload or fight in combat however. The bid does not include companies which are compelled to move by other rules.

Introduction/Extroductio *New Rule*

A formed company may advance or retreat by moving up to 2 ranks to the front or rear of its formation.

This does NOT count as movement for the purposes of shooting or loading restrictions; the figures may still perform these actions.

Lance *Alamo p39*

+1 strength during charge. Can re-roll 1s on wound dice.

Light Inf. *New Rule, Alamo p13*

Light infantry are trained to operate in small groups. They have all the attributes of trained infantry, plus SKIRMISHERS as per Alamo. In addition they may EXCH. WPNS..

Loaded Weapons (new rule)

Weapons may be loaded ahead of being used. Figures load their weapon by paying the movement cost as if firing, but do not fire instead gaining a marker (red) to show their weapon is loaded. They may then fire in a later turn, discarding the marker, without paying the movement penalty. Units may choose to start the game with weapons loaded or unloaded as they wish unless a scenario says otherwise.

More Targets *New Rule*

A unit which is led by a captain may fire on more than one target unit. Figures in the unit may still only fire once each. Different groups of figures in the unit, however, may fire at different targets. The number of target units shot at in this turn may be at most the total number of Sergeant and Lieutenant figures in the unit. The captain may not engage in fighting or shooting while the unit does this.

More Pluck *Alamo p14*

Coy may use this figs pluck if higher.

Pike *High Seas p35*

2h melee weapon. -1 to win, +1 to wound

Platoon Firing *New Rule*

Formed infantry can conduct platoon firing. Unlike the rules given in Alamo, a unit which shoots does not unload all of its weapons.

Instead, the unit tracks " platoons" of firing. Platoons are half companies. Therefore each company may carry up to two loaded tokens.

At the start of a game a company will have all platoons loaded with "first fire" – yellow tokens. During the game, platoons which reload gain the unit a reloaded token – a red token.

When a unit fires, it may choose to have one or both platoons fire (provided they are loaded). If only one platoon fires, one token should be discarded and only HALF (rounded up) figures in the unit may shoot. If both tokens are discarded, the whole unit may fire.

In order to regain a token, half (rounded down) the figures in a unit must reload their muskets. None of a unit's platoons may reload if it already has two reloaded tokens.

Note that this means a company which does not move may keep up a sustained firing rate with half its figures each turn.

Rifleman *LotOW p91*

Re-roll misses while shooting.

Snipe *New Rule, Alamo p10*

Figures with this skill may, if at half their weapon's maximum range, target individuals within a formed infantry unit ignoring the rule in Alamo which forbids this.

Sword/Sabre *Alamo p39*

All cav&officers get SWORDSMAN. Fight +1, re-roll hit rolls of 1. Win drawn hit rolls against non-swordsman.