

The Rule changes...

1) Fire power

One slight bugbear with converting the rules to 16thC gaming, is the shooting factors in both games, for the basic missile type, in LR Archers (short bows particularly), and in PL Shot, both have the same Shoot To Hit scores, 5+ (D6)... Greatly overstating the power of the bows, especially against later armour in our period.

I think this is done for 'game play' reasons... I don't think the writers really think that a unit of Twelfth Century Slingers were as deadly as a unit of 17thC Musketeers in terms of firepower, but the later game sensibly retards the effectiveness of its Shot, to make for balanced play, in a period where Shot units are numerous.

As a result, I would suggest that **Bow and Crossbow fire be reduced by 1** for our period, hitting only on a 6 for Bows, and 5+ for Crossbows/Longbows/Composite bows... I would also **drop these by 1 point per unit** to compensate.

2) Combined Arms

LR allows for Mixed Weapons in the Infantry Units, PL doesn't have them, they are necessary for 16thC warfare, the combination of shot and melee weapons is a feature of the development of formations. These new combined units of pikes, and arquebus or muskets, break the rules slightly, but I would **allow them, as per the LR rules**, but with Shot fire factors.

3) Caracole Fire

Caracole is a method of moving whilst firing, used in the 16th C. It was necessary, in part, because of the time taken to reload early firearms.

In PL only Trotters, a cavalry type, do this, but I would **allow this for Shot, and Mixed Weapon Units, with firearms.**

Troops firing by Caracole do not get First Shot as per PL.

4) Deep Formations

Formations in the 16thC have many more ranks than is normal for Medieval and 17thC gamers. The reasons are many, but on the mini battlefield its represented like this; Troops in tight units, like LR's Schiltron, and PL's Close Order, must do so, in **more ranks deep than wide**, not just the 'two ranks' given in both Rule sets.