

Battle on the Hardenbergerheide keywords

REITERS

Mercenary reiters were the most common heavy cavalry of the time. Wearing 3/4 plate armour, or at least breast & backplate. Their primary weapon were pistols fired from the saddle whilst operating the so-called caracole. Formed up in a close and deep formation, with as many ranks as files, they would **engage the enemy shooting**, and only charge once their fire had disorganized the opposition. **The benchmark for reiters to charge** any non-disordered unit, irrespective of type, **is very unlikely (VU)**.

Reiter **would not go beyond a trot**, even when charging, in order to preserve the order and tightness of their formation. Due to the large and close formation reiters cannot voluntarily fall back or step aside.

CABALLOS LIGEROS

Although named light these were in fact **heavy cavalry** by modern standards. The term light referring to these men wearing less armour than the full armour clad Gente d'Armas. Their main weapon was the lance and they operated in relatively small and shallow formations, sometimes even only one rank. Using the lance effectively took practice and perfect timing in order to **hit the enemy at the gallop** while preventing the horses being worn out prematurely.

Caballos Ligeros will need to start building up a charge at sufficient distance in order increase speed and keep their formation intact. The smallness of their formation makes them **relatively vulnerable** to any type of fire or counterstrokes in combat, as they have very little extra men. On the other hand, the **small and relatively open formation** allows them to rally from disorder quicker than other heavy cavalry.

MTD ARQUEBUSIERS

Lightly armored, if at all, and carrying an arquebus as their main weapon. Like reiters using the caracole to engage the enemy shooting from the saddle. Unlike reiters mounted arquebusiers are also **capable skirmishers**. In battle mostly used in a supporting role.

CARACOLE

A **cavalry formation used to engage the enemy shooting** from the saddle. The unit would form up in as many ranks as files. The first rank advanced on the target unit, fire its weapon after which each rider wheeled to the flank and moved to the rear of the formation for reloading. Meanwhile the next rank would move forwards, shoot, etc.

CUADRO DE GENTE

One of the two mostly used close order infantry, i.e. pikemen, formations at the time. The other being the quadro de terreno, but the keyword covers both. A cuadro de gente has as many ranks as it has files. A cuadro de terreno is as many paces deep as it is wide. These formations are a direct descendant/copy of the gewalthaufen used with great success by the Swiss during the late medieval/early renaissance period.

A unit of pikemen deployed in a cuadro de gente/terreno **treats any fall back in combat as a disentangle** result. The number of casualty dice is, however, still as per original result, but does have its own column in the casualty table. A **flee result causes the instant breaking** up of the unit. Being disturbed does not affect the unit's effectiveness in engaging non-pike armed units. Being disordered, on the other hand, does so more than any other unit.

The unit **cannot voluntarily fall back** or step aside and any wheel is done at 1/4 movement rate. It may, however, turn face while stationary.

ARQUEBUSIERS

The main type of firearm armed infantry of the period. Each unit could have a few men armed with muskets, but the numbers being too small to be significant.

Typically deployed in a close order like formation - with a bit more room per man to account for the handling of the arquebus, a burning match and blackpowder. They could also be sent forwards and skirmish, then often referred to as enfant perdu.

Firing was by a rotary/countermarch system, not unlike that used by cavalry, but not yet formalized as was done by Maurits a few years later. **Arquebusiers are not inclined to charge** into contact. The benchmark to charge any unit is **very unlikely (VU)**.

FIELD ARTILLERY

Covers all types and calibers of guns used in the field. They would be moved into position, unlimbered and then the limbers, carriages, etc. were sent to the rear. Once **deployed guns cannot move** other than to pivot in place.