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# INTRODUCTION

## FATHER TILLY IV

Father Tilly is a game that has been around, in several guises, for a few years now. Originally it was developed out of an interest in the Thirty Years War and the fortunate discover of Guthrie's excellent books on the period. With so much detailed information available (in English), I felt that the period could now be effectively tackled.

In its original format, Father Tilly was my attempt at recreating the large battles of the Thirty Years War, using 15mm figures representing literally every unit present. After numerous games, several re-writes, and a great deal of feedback from fellow enthusiasts - Father Tilly 3 was the result. With these rules, all of the major battles of the period were fought, including White Mountain, Lutzen and Rocroi.

Since then, as a gamer and figure painter, I have become increasingly interested in larger scale figures and decided to give the Thirty Years War a go - in 28mm. I quickly realised, after looking at the rules, that they would require so many modifications to reflect the change of scale and the emphasis of 28mm gaming, that I might as well start from scratch - so I did - and Father Tilly IV is the result. The emphasis now is the small scale actions and crucial encounters that often determined the outcome of much bigger battles.

The rules themselves are fast and fun but with plenty of period detail. Casualties are inflicted and figures are

lost leading to the gradual (or not so gradual) erosion of units. Added to this is the War Token system that brings a great deal of extra fun, stress and "period-feel" to the game.

## THE AB ONE SYSTEM

Having now played numerous Father Tilly IV games it has become obvious that they system would work rather well for several other periods. Suggestions have ranged from the Medieval to Napoleonic and even Franco-Prussian battles. Obviously the organisation, formations, weapons and tactics would differ, but the core mechanics are probably suitable, and the War Tokens would be there to add additional "period-feel". So I might start looking at new periods - as long as I don't have to paint too many more figures!

Father Tilly IV operates using the AB One System. A game system that I hope to adapt for other periods. The name is derived from a commonly heard call during game-play, especially during close combat - "what do I need to hit?" the answer being "anything but one!" And as all experienced players recognise, as soon as that deadly phrase is uttered - you know exactly what the player is going to roll. In fact a recent game had a player (sorry Joe) roll four ones during a reasonably crucial combat, turning what should have been an easy victory into something far less useful (but providing much amusement for the other players).



# ORGANISATION

## FIGURE BASING

With these rules players have the option of basing all of their figures individually or in multiple figure blocks. Either is acceptable, however Father Tilly is a system that requires figure removal so all units will require at least some individually based figures.

Foot figures should be based on 20mm square bases, cavalry on 25mm by 50mm rectangular bases. Artillery pieces are based separately to the crew (which are based as other foot figures). The size of the artillery base is not important but must be appropriate to the size of the gun. However, if players have figures based on slightly different sized bases - this is not a problem - as all units must be placed on movement bases anyway.

## MOVEMENT BASES

Movement bases are pieces of card (or other similar material) that the figures are placed on and which define the exact area that the unit occupies. There are two types of movement base - infantry and cavalry. Infantry bases are two inches square, cavalry are three inches square. It is on these bases that figures are placed to denote that they are organised into units.

Unit Type	Figures per base
Regular Foot	4
Irregular Foot	3
Skirmish Foot	2
Disciplined Horse	3
Horse	2
Skirmish Horse	1-2

For example, a regular foot unit such as a pike and shot regiment will have four figures per movement base and will be made up of a number of such bases depending on the unit size. Regular horse regiments will have two figures per base and skirmish cavalry units will have a mixture of single figure bases and two figure bases (roughly half and half).

## UNIT ORGANISATION

The Thirty Years War was a period when different tactical formations were used by the opposing sides. Briefly, the Protestant armies favoured smaller infantry formations that emphasised firepower while the Catholic armies tended to use larger infantry formations of greater depth, often with a higher proportion of pike.

There were also differences with the organisation of cavalry. Again Protestant cavalry tended to operate in smaller formations and favoured swift but controlled charges, the Catholic cavalry on the other hand usually employed larger and deeper bodies of horse that relied

more on firepower than the charge. Although these formations will be described in more detail later, here is a brief look at typical formations.

Unit Type	Base Depth
Protestant infantry regiment	1
Protestant cavalry regiment	1
Catholic infantry regiment (Tercio)	2-4
Catholic cavalry regiment	2
Skirmish cavalry regiment	1
Forlorn hope	1

Therefore Protestant infantry regiments will usually have a depth of one movement base (meaning two figures deep). These units will come up against Tercio's that can be up to four movement bases deep (up to eight figures deep).

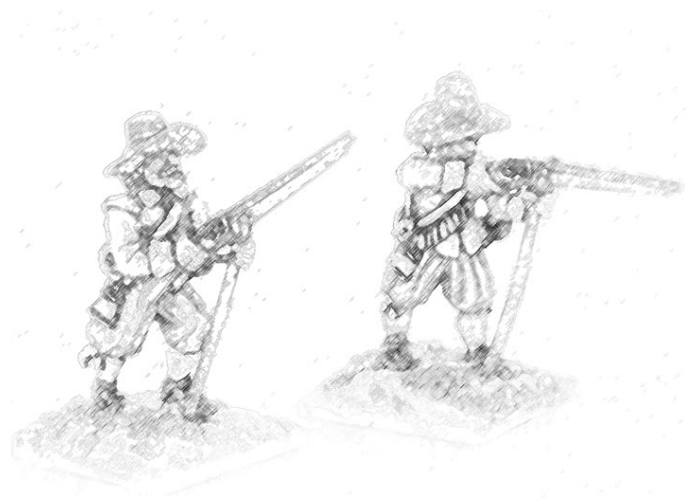
## ORDER

Most infantry units will be arranged in close order which is represented by placing four figures on each movement base. Units can also be arranged in open order or skirmish order, but these tactics are usually reserved for shot detachments only. For open order - place three figures per movement base and two for skirmish order.

Regular cavalry will usually be deployed with two figures per movement base although especially disciplined and elite cavalry (and very rare) can be deployed with three figures per movement base.

Note, a unit can only have one type of order at one time, it must be entirely close order or entirely open order (and not both at the same time).

Units can change their order during a game, see Changing Order in the movement section of the rules.



# UNIT FORMATIONS

## INFANTRY UNITS

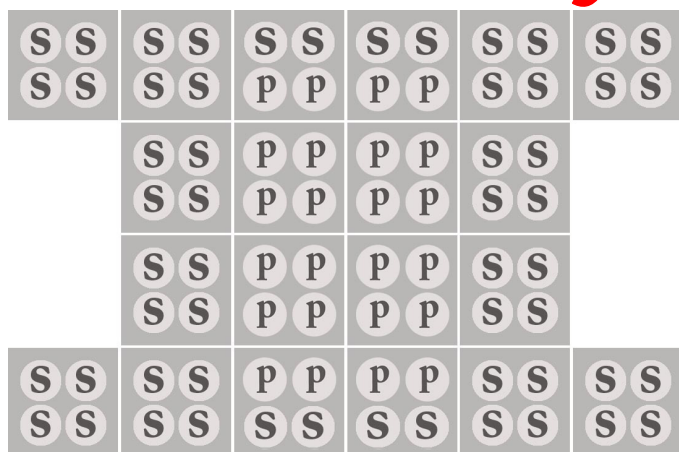
The seventeenth century saw the development of infantry tactics away from the huge blocks of pikemen used in the previous century to smaller more mobile units with less emphasis on the pike and an increasing reliance on more effective firepower. Interestingly, this rate of change was not uniform which meant that in many battles older style tactics were used against more modern, and it was not always the modern innovations that prevailed over the old techniques.

This section shows players the way to organise their armies for Father Tilly. The diagrams show how figures, represented as either Pike (P) or Shot (S), are arranged on the square movement bases.

### EARLY TERCIO

These were large pike squares, surrounded by musketeers in varying positions and proportions. These are slow, cumbersome units designed to withstand attacks from front, flank and even the rear.

The early tercio was a very slow moving formation but was able to generate all-round fire and all round protection with the pikes. This certainly seemed to be the formation used in the sixteenth century and certainly appears in texts (written and painted) in the seventeenth century. There is however considerable debate as to whether this formation was continued into the Thirty Years war period.

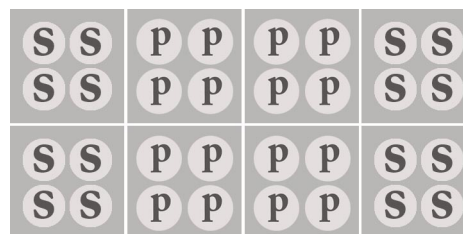


From the diagram above we can see that this formation would present a formidable opponent with twenty shot able to fire to the front or rear and considerable firepower to its flanks as well. At the centre of the tercio is a solid block of over thirty pike who would be able to punch its way through any opposition.

Despite all of its strengths, the early tercio does make a very nice target for artillery, slow moving, lots of ranks!

## TERCIO

This formation was more common in the Thirty Years War, especially in the earlier phases. Still a dense unit with a central block of pikes flanked by musketeers (and screened to the front by musketeers if needed).

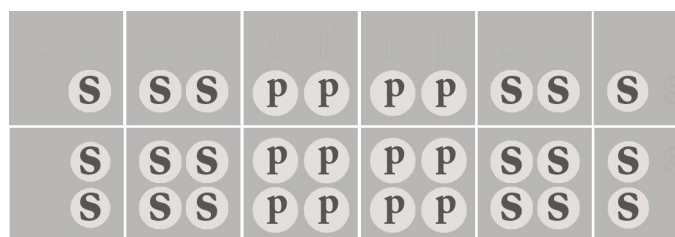


The diagram above shows how the emphasis for the tercio changed. Still with a strong central body of pikeman and supporting shot, this tercio has less depth than early formations and would be easier to manoeuvre on the battlefield.

The tercio depicted in this example has equal numbers of pike to shot giving it a good balance between firepower and close combat power. As the period progressed, the trend was for the musket to take prominence over the pike, although many commanders were forced to field mainly pike formations when firearms were in short supply.

### LATER TERCIO

The later tercio is the formation thought to have been adopted by the Catholic armies after their defeat by the Swedish army at Breitenfeld. It was a much shallower formation, reducing the number of ranks of the Tercio from 25 to around 10. It was hoped that this would give the unit greater mobility and allow it to deal with the smaller Swedish units.



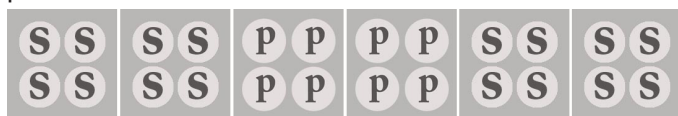
The diagram above shows how the later tercio can be represented in the Father Tilly rules (note how certain movement bases have only one or two figures on them).

However, not all Catholic armies took up this option; some Spanish regiments still retained the earlier tercio formation late into the war, at least until the disaster at Rocroi.

# UNIT FORMATIONS

## LINEAR INFANTRY FORMATIONS

The Protestant armies of the Thirty Years War used smaller, more linear units. These formations were usually six to eight men deep with a varying proportion of pike and shot. The units were designed to deliver their attack forward only and rely on other supporting units to protect their flanks and rear.



The diagram above shows a twenty-four man pike and shot regiment with shot outnumbering the pike by 2:1, a typical infantry formation of most Protestant armies

## DETACHED SHOT

A common practice for all armies of the period was to detach shot from their parent unit. These smaller units were able to operate in areas less suited to larger formations. Players can organise their shot in close order units (four figures to a base), or open order (three figures to a base as shown below).

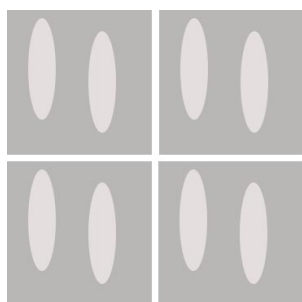


## CAVALRY UNITS

Cavalry units were also going through a period of change in this period as armies tried to settle on the best method of delivering a cavalry attack. Some armies relied on deep formations of cavalry used to deliver successive ranks of pistol or arquebus fire, while other armies used their cavalry in much shallower units that relied more on speed and impact than firepower. The two types of tactic employed will determine the layout of the unit.

## CARACOLE CAVALRY

The caracole was the preferred method of attack for much of the cavalry employed in the Imperial and Catholic League armies.

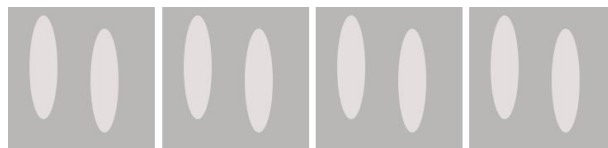


Cavalry would be deployed in deeper formations with each rank riding forward to deliver their fire before

riding to the rear of the formation to re-load.

## TROTTER/GALLOPER CAVALRY

The various Protestant armies favoured cavalry formations of less depth and for the purposes of these rules will be deployed in one rank - as shown below.

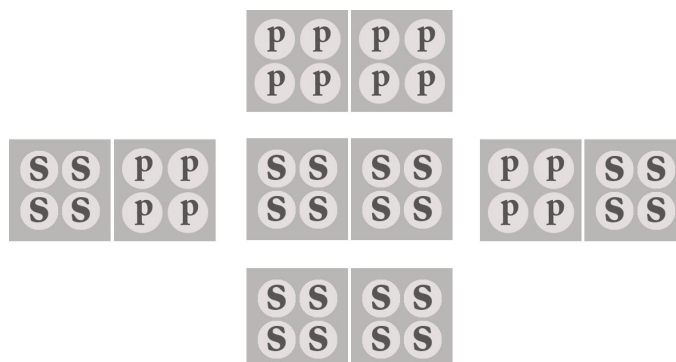


## SWEDISH UNITS

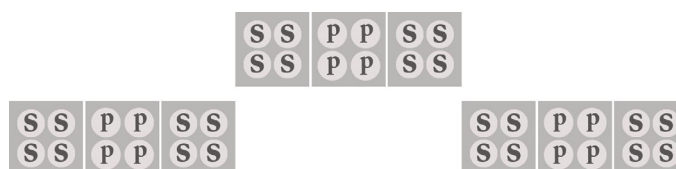
The Swedish army of the Thirty Years War was a product of the early reforms of the Dutch army and hard-fought battles with Polish cavalry. The army of Gustavus Adolphus employed infantry in smaller more linear formations as did other Protestant armies - but took these developments a stage further.

## Infantry Brigade

The diagram below shows the deployment of a large Swedish infantry brigade, the pikemen lead the way with additional pike and shot in support.



This next diagram shows a less "text-book" arrangement for Swedish infantry with three regiments offering mutual support in one brigade.

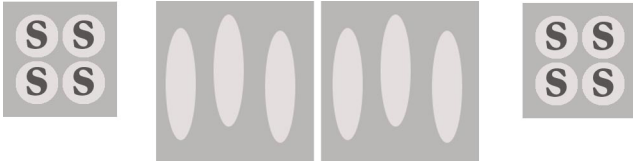


It is entirely up to players which of these formations they use, although I suspect the latter was probably used more often. And certainly during the latter stages of the war, after the death of Gustavus and with the increased use of foreign mercenaries, the more simple formations were more favoured.

# UNIT FORMATIONS

## SWEDISH CAVALRY

Like other Protestant cavalry at the time, the Swedes employed their horse in linear fashion. The diagram below shows a typical deployment of Swedish cavalry with supporting detached shot.



## ARTILLERY

A variety of artillery is available, from very heavy pieces to much lighter regimental guns. Gun models do not need to be placed on a movement base as are other unit, but players should make sure that crew figures are based separately from the gun (as crew can be removed if they suffer hits). If the players artillery models are based-up with crew already - simply use an additional marker to reflect when a figure is lost.

Each gun should be served by at least three crew and four for the heavier guns. Regimental guns that are attached to a unit need not be represented by an actual gun model, however, players should inform their opponents of their presence if not actually represented.

## MIXED FORMATIONS

Most infantry units will be mixed formations of pike and shot. However, certain armies even deployed mixed units of cavalry, with arquebus squadrons attached to cuirassier squadrons, the idea being that the arquebusiers would fire on their opponents as a prelude to the cuirassier charging in. Players can field such mixed units, with the arquebusiers riding on the flanks of the heavy cavalry, or they can deploy the cavalry as separate units fighting alongside each other.

## DRAGOONS

Dragoons were used during this period, increasingly towards the end. They would usually operate as mounted infantry, preferring to fight dismounted. Dragoons were equipped with musket as well as pike (the former outnumbering the latter). One movement base of mounted dragoons would be converted to one base of dismounted dragoons (the action counting as a change formation).

## ARMY LISTS

The Father Tilly rules will be accompanied by extensive army lists that cover the entire period of the Thirty Years War (available separately from the main rules). These will include armies from the early phase - the Bohemian Rebellion right through to later French phase. The army lists will include all the information players will need describing the different formations used as well as details of likely unit sizes, tactics and grade.

