

NEVER MIND THE BILLHOOKS DELUXE

UPDATES AND PATCHES

We will update the PDFs of Billhooks Deluxe on a regular basis - whenever we spot or are alerted to an error. The following 'patches' have been released up to now, November 2023.

Version 1.5 (including versions 1.1 to 1.4)

(Changes on this version can be found on pages 21, 26 (2), 27, 52, 53, 93, 96 and 97)

- Page 13, **Wounds**, para 1:

Delete 'can take'. Insert 'is killed when he has taken'.

WOUNDS

Unlike normal troops, Leaders can take more than one Wound/Kill - they can be hit several times before dying and being removed from play. A Leader is killed when he has taken the same number of Wounds as his Command Class; e.g. a Hero can take three Wounds.

- Page 16, **Summary box**, bullet point 6:

Add after the full stop: 'Then say what you want it to do.'

- Place an Order Token next to a Unit to indicate activation. Then say what you want it to do.

- Page 18, **About Face**, para 3:

After 'more than 45°' add 'in one Action'.

ABOUT FACE

Because the Unit has turned more than 45° in one Action, it must take a Disarray Token.

- Page 18, **Special Actions**, line 3:

Add '/lifting' after 'Archers planting'.

All Special Actions count as two Actions - a Unit cannot do anything else in the same turn.

This covers any 'fancy' Order that might come up during the course of a game; e.g. Changing a formation, splitting a formation into two companies, archers planting/lifting stakes, or Billmen chopping a gap in a hedge.

- Page 21, **Movement Penalties**, para 1:

Delete everything after ‘Certain types of Move’.

Insert ‘make Units Disarrayed.’

Insert a new line 2: *Note: Treat a line or block formation as one Unit.*

Certain types of Moves make Units Disarrayed.
Note: Treat a line or block formation as one Unit.

- Page 21, **Movement Penalties**, 1) **Arc**, line 7:

Add: ‘EXCEPT when they Evade (see page 27).’

1) **Arc**: If a Unit Moves outside of its forward arc, including sideways shuffles, Evades, and Retreats, it receives one Disarray Token. Note that troops cannot be Ordered to ‘back off’ facing the enemy - they must turn around and change Facing (see 2, below). *Note: Skirmishers and Light Horse are exempt from this penalty, EXCEPT when they Evade (see page 27).*

- Page 21, col 2, **MOVING THROUGH FRIENDLY TROOPS**

Delete line 1, insert: Troops can advance, retreat or fall back through

Troops can advance, retreat or fall back through friendly troops with no penalty **if** they are of the same arm (i.e. Infantry can Move through Infantry or Cavalry can Move through Cavalry). Otherwise, both Units receive one Disarray Token.

Exception: Skirmishers never Disarray other troops.

- Page 22, col 2, **Shoot!**:

Point c), line 3: after “this turn” insert “in which case”.

Point d), line 2: put “at each other” in bold.

Add a new line 4: “Archer Companies shoot at them at full effect.”

c) Artillerymen count double. So, with a full crew of three, six dice are thrown for the gun. **Unless the gun pivoted this turn, in which case roll only one dice per crewman.**

Note: Artillery guns need at least two crewmen to be able to fire.

d) Halve the number of dice rolled when Skirmishers and Artillery Shoot **at each other** (they make difficult targets for aimed Shooting). Archer Companies shoot at them at full effect.

- Page 26, col 1, para 3:

Delete para 3, replace with:

Align the opposing units so they are touching and face to face, allowing overlaps only if different-sized bases are in use. A unit can never move into contact across two enemy units except when making a flank attack on a block (see page 28).

- Page 26, col 2, col 2 REACTIONS

Add a new point: 3) The defenders are in a Line Formation.

Replace the Note at the end of col 2 with: *Note: This emergency change of facing does not Disarray the defenders.*

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- Page 27, col 2, **Evade Moves**

Delete the first para and replace it with: Troops on foot in the open cannot successfully evade any Cavalry who have to take only one Action to get to them.

Troops on foot in the open cannot successfully Evade any Cavalry who have to take only one Action to get to them.

- Page 30, col 1:

Add a new point after line 2:

- A unit that was attacked in flank or rear can now turn to face if it has a Leader attached and his card is drawn before the first Bonus Card. But the action of turning causes Disarray, so it counts only one rank in the second round.

- Page 34, col 1, **All Units** (2. At the end of a turn):

Delete 'suffered no further casualties'.

Insert 'took no more kills'.

Then insert new line: 'Units test just once for all routs seen now'.

All Units

If the Unit is Daunted or reduced to half strength or less as a result of casualties caused by Shooting or Melee **unless** it is engaged in a continuing Melee **or** it won a Melee this turn (**or** its opponents in Melee disengaged) **and** it then took no more kills in the rest of the turn. Units test just once for all routs seen now.

- Page 34, col 2, **Infantry Formations and Morale**, para 3:

Delete repeated 'Fall Back'.

When both Companies are Daunted, they Move apart 2" as they Fall Back, splitting the formation.

- Page 37, col 2, **Claiming Army Morale Tokens**, para 2, line 3 AND para 3, line 3:

Delete 'destroyed'. Insert 'wiped out'.

- Claim one Army Morale Token if an already Daunted enemy Squadron or Company is Broken or wiped out or Retreats off the table (excluding Skirmishers and Artillery).
- Claim two Army Morale Tokens if an undaunted enemy Squadron or Company is Broken or wiped out or Retreats off the table (excluding Skirmishers and Artillery).

- Page 52, col 2, para 5, **Knights and Men-at-Arms**:

Delete line 2 "enemy Knights....as a priority" and replace it with "enemy counterparts or Spearmen as a priority."

Knights and Men-at-Arms: Must always Attack enemy counterparts or Spearmen as a priority.

- Page 53, col 1, para 1:

Delete para 1, replace with:

b) Who are in a **Herce** (or positioned next to Men-at-Arms or Spearmen) Shoot once at Short Range then stand to receive the attack alongside the heavier troops. Men-at-Arms in a Herce are not affected by any Morale test fails by its Longbowmen.

- Page 68, **Wheel**, para 2:

Add "A Train formation takes only one token, not one per Wagon" after "a Disarray token".

The Unit turns using either flank as its axis. If it turns more than 45° it must take a Disarray token. A Train formation takes only one Token, not one per Wagon.

- Page 70, **War Wagons (Melee Procedure)**, col 2:

Add "but the crews can if not on board" after "Cannot attack".

War Wagons

Cannot attack, but the crews can if not on board.

- Page 70, **XII. Morale**, col 2, para 4:

Insert "if they are on board when" after "do not have to test..." .

They do not have to test if they are on board when they see friendly troops wiped out or routed.

- Page 78, col 1, **TROOP QUALITY**:

Delete last line 'Morale purposes (re-roll one 1).'

Insert 'Morale and Melee purposes (re-roll 1s).'

All Swiss Infantry companies are rated as Trained (Retinue) for points purposes (cost 12 points each), but they count as Veterans for Morale and Melee purposes (re-roll 1s).

- Page 84, col 1, para 3, line 5:

After '...off the battlefield' insert 'maintaining its formation.'

However, once Daunted, they can never be Rallied again since they have no individual leader figures to inspire them. The unit has taken the collective decision that it has had enough and will simply march off the battlefield, maintaining its Formation. If attacked, it will fight to the last man.

- Page 91, **Note (Formations)**, col 2, para 4:

Insert "Pike" after "Landsknecht".

Insert "replaced with" after "may be".

Note: The third **rank** of a Swiss or Landsknecht Pike Block or Square may be replaced with six halberdiers and/or two-handed swordsmen.

- Page 92, **V. Leaders**, col 2:

Line 9 and 10, delete "it" before "cannot" and "never".

Line 10, delete "extra" insert "Leader".

Swiss and Landsknecht Pike formations are activated by their own cards in the Play Deck: maximum of three in an army. Mark these as the traditional Vanguard (Vorhut), Main Body (Gewalthut), and Rear Guard (Nachhut). They have no individual Leaders as such, but their 'Command Group' is represented by flags and musicians in the middle of the formation. This gives no extra hits in Melee, cannot be killed, and never quits the unit. It costs no Leader points and always counts as a two-star Commander, so it can give two orders. Its Command range is 6" - measured from any part of the formation.

- Page 93, last sentence

Wrong page number:

Reorganise Gendarmes (Knights): See the Special Rule in the Helvetia scenario, page 86.

- Page 93, **Special Actions**, Mounted Infantry:

Delete this paragraph and replace it with:

Mounted Infantry: Italian Skirmisher Arquebusiers may mount up (one action) behind any friendly Cavalry (except Gendarmes) for transport across the battlefield. Activate the Cavalry on the Skirmishers card OR their own Leader's card until the arquebusiers dismount. A kill from shooting causes the loss of one cavalryman AND one passenger. If attacked only the Cavalry count.

- Page 95, **SHOOTING AT PIKES**, last para:

Delete "all-", in "Any all-Pike".

Add "so" before "two hits".

Any Pike formation is very vulnerable to Artillery shot bouncing through its dense ranks - it always suffers an extra Kill - so, two hits on a block = three Kills (2+1). It's a bad idea to stand around being Shot at!

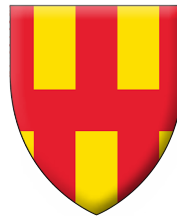
- Page 96 col 1, para 3 , **FRENCH AND SPANISH**, line 3:
Delete “then two in the” and replace it with: "then three in the"

3. **French** and **Spanish** apply all the standard rules - so four ranks Attacking (three if Defending) in the first round; then three in the second round, and only one (Disarrayed) in the third.

- Page 97 col 2:
Add a new point:

4. Veteran Pike Formations which become Daunted do not split when they fall back.

- Pages 108 and 109, **ORDERS OF BATTLE**:
Incorrect placing of shields: the Northumberland one on page 108, and the Scots one should be on page 109.



Northumberland



Scots

- Page 125, penultimate para: **Skirmish from horseback with javelins**.
Add at the end ‘(represented by two of the riders, who do not shoot).’

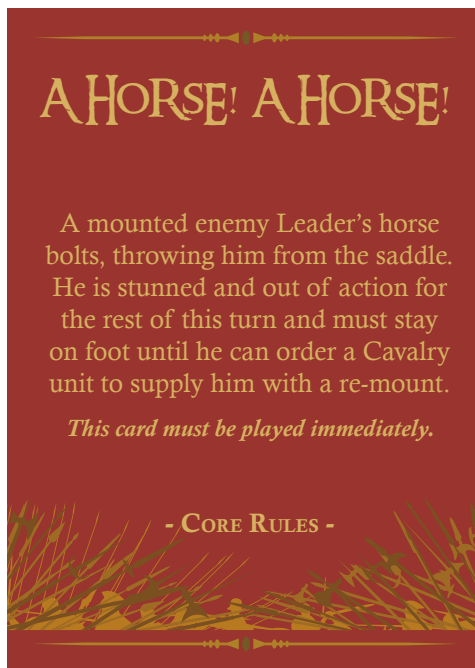
Skirmish from horseback with javelins: The Unit can be activated either by a Leader Card or by the Skirmisher Card (but not by both in the same turn). They have no ‘ammunition’ limits for javelins since they are regularly resupplied by the retainers (represented by two of the riders, who do not shoot).

- Pages 126, **Moving into Melee (XII. MELEE)**:
Add new sentence at the end, "Defenders who stand shoot once."

Spears Charge like Knights in the Core Rules. Gallowglass, Formed Kern, Hebridean Mercenaries, and Clansmen can also Charge into Melee. Defenders who stand shoot once.

- Page 167, Core Rules Special Event card 'A Horse, a Horse':

On line 4, delete 'his' insert 'this'.



- Page 174, **Helvetia QRS**:

Burgundian Pikes: 1 point (not 1.5).

Organ Gun and two crew (not three).

Burgundian Pikes	1	6"	-	1	4+	4+	
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Organ Gun and two crew	5	4"	18" Hit on 5+	0.5	5+	5+	
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- Page 175, **Italia QRS**:

Forked Arquebus Skirmishers: 1.5 point (not 1).

Forked Arquebus Skirmishers	1.5	6"	18" Hit on 5+	0.5	5+	5+	
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