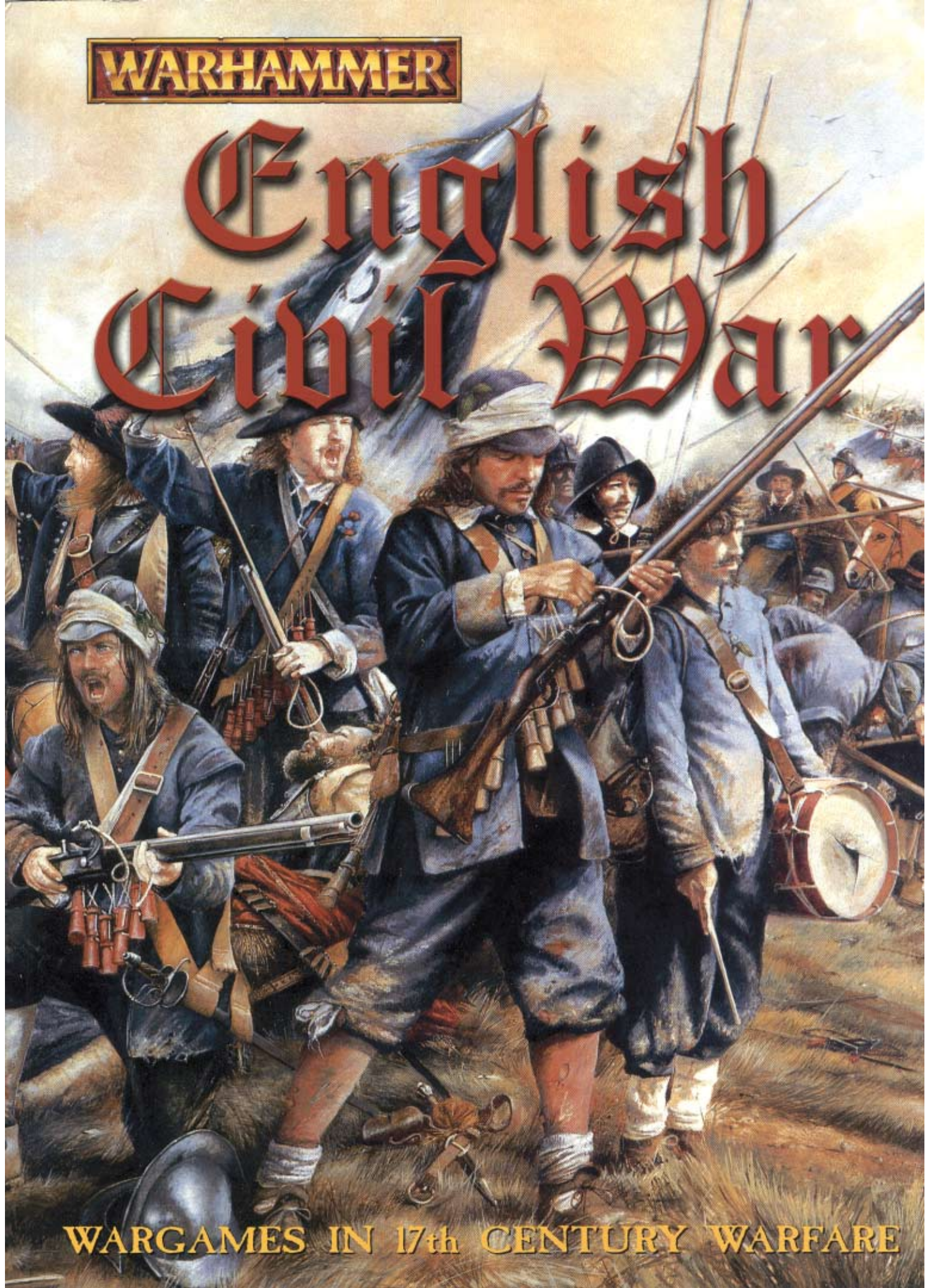


WARHAMMER

English Civil War



WARGAMES IN 17th CENTURY WARFARE



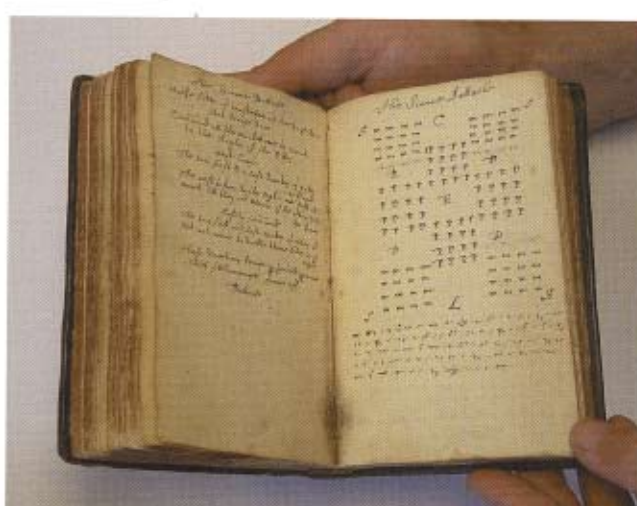
Second Motion – Shoulder Pike



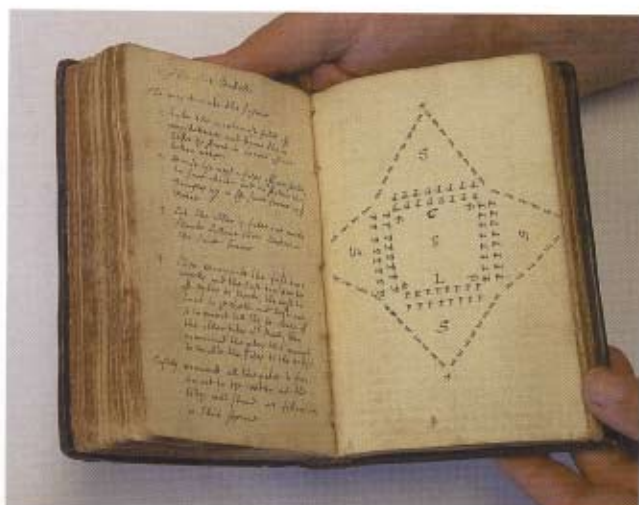
Musketeer – Shouldered Musket



Changing Formation



The Sconce Battalion formation



The Fort Battalion



The Cross Battalion

These are extracts from a Civil War drill book, mostly handwritten by Captain Richard Barnston of Gamels Regiment, who garrisoned Chester during the siege (Perry Collection).

WARHAMMER® ENGLISH CIVIL WAR



Designed & Developed by John Stallard

With invaluable assistance from Jervis Johnson and Rick Priestley

Artwork by David Gallagher, Alan Perry, Michael Perry and Rick Scollins

Naseby 1645 – Cover by Chris Collingwood, with very kind permission of Royal Doulton

Photographs by Tony Cottrell

Design and editorial by *Warm Acre*

Army lists by Andy Bartlett

Playtesting by Steve Morgan, Mark Renje & Richard Curren.

Also, thanks to Wargames Foundry for permission to use their artwork,
and finally, thanks to Brigadier Peter Young, whose fault it all is!

Produced By *Warhammer Historical Wargames Ltd.*

Warhammer is a registered trademark of Games Workshop Ltd.

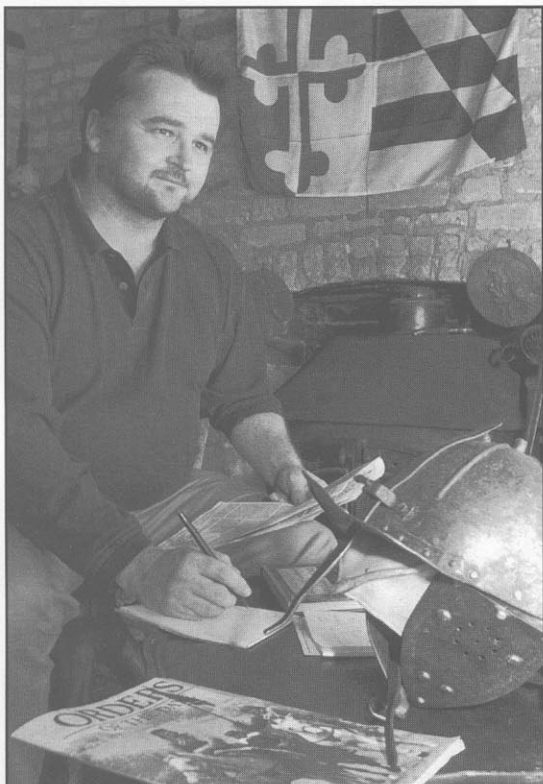
'Scatter' dice are a UK registered design of
Games Workshop Limited no. 2017484. Used with permission.

© Copyright Warhammer Historical Wargames Ltd, 2002. All Rights Reserved.

ISBN: 1 84154 145 1

Product code: 60 04 02 99 008

FOREWORD



I suppose it was Airfix's fault, or maybe Timpo's or Britain's, but whoever the villain was, by the age of six my life was destined to be dominated by toy soldiers. Back then I could never have dreamed that my adult career would be similarly dedicated to the wacky world of war games, but I'm happy to say that it has been. Since leaving college as the only man to have failed his Psychology degree twice (because I was busy painting English Civil War armies in 15mm scale), I have been working for Citadel Miniatures and Games Workshop.

Eighteen years working in Nottingham, the toy soldier Mecca of the world, has been a wonderful life. Not many people know that although all of us at Games Workshop are fanatical Warhammer Fantasy players, there lies deep within our psyche a latent and potent obsession with historical model soldiers and wargaming. This is where we all come from in the first place and the bad news is, it never leaves you!

At Games Workshop we divide our hobby time evenly between sci-fi/fantasy and historical wargaming and it is this combination

of disciplines that gives us our distinctive style of collecting, painting and gaming with our armies.

The display games put on at wargames shows by the Perry twins, Aly Morrison, Dave Andrews, et al, are breathtaking, and continually push back the boundaries of how good tabletop games can look. Not only are the models beautifully painted, but the standard of terrain is out of this world. None of their historical games are complete without an engaging host of extras on the battlefield – sheep, cows, abandoned carts, signposts, crops, puzzled villagers, prisoners of war and their trademark “gobs and gobs of dead and wounded models”. Rest assured that if they fight an Indian Mutiny game and the siege train elephant is killed – they will have a corpse to represent it! Such evident lunacy is firstly hugely amusing, if expensive, but a clue to the spirit in how they play their games.

I sometimes feel that my wargaming life has come full circle. The early days were so uncomplicated, so free, so much fun. Victory certainly ‘went to the big battalions’ as Napoleon would say, as I frantically painted up yet more Airfix Napoleonics to surprise my opponent and best wargaming pal the next day, since we always fielded what we had. Points? Pah! Even in those frantic, rather cavalier days though, the models had to be painted, it was a gentleman's agreement. Fortunately, there was no agreement as to how well they had to be painted...

By 16 years of age things were starting to get serious. I was buying my first Mini Figs and Hinchcliffe and English Civil War models, favouring 15mm as a scale since you got lots more models for your money. I still remember the certainty with which I lectured my mate Paul about how you could paint them any colour ‘as they had no uniforms in 1642, you know...’ Sorry Paul, you were right as usual.

Wanting to be more ‘adult’, I abandoned all the house rules that had served us well for years and submerged myself in the most complicated, sophisticated and ‘realistic’ rules that my pocket money could buy. I wallowed and revelled in charts and graphs, learned combat factors by heart and, looking back, had no fun at all. The rules were unfathomable and dull, where did you start? Worse still, even if you had the wit and energy to understand every nuance and table, the game was slow and tedious and I don't think the results were any more realistic in the end.

My introduction to Warhammer released me from the grip of weapons and points dominated rules. Warhammer was fast, it was furious, and my god, it was fun! It reestablished that I was playing a game first and foremost, and enabled me to enjoy the twin hobbies of moving model soldiers around a tabletop and painting, modelling and collecting armies & terrain. My first taste of Warhammer Ancients conveyed to me all the thrill of those early days – quick movement, easy rules and, best of all, the game had a beginning, a middle and an end.

The Ancients army lists were well thought out and tailored to exaggerate the strengths and weaknesses of the two respective armies. The grizzled, organised Romans, certain of their frontal invulnerability as long as their line holds, contrast perfectly with the ferocious, undisciplined onslaught of the Barbarians.

I was asked years ago to tailor a set of English Civil War rules to the Warhammer system by the old boss of Games Workshop, Bryan Ansell. After a few feeble attempts, I gave up, largely out of laziness but also because the Warhammer rules were still being developed, and my knowledge of the period was limited.

However, the British 17th Century has a powerful hold on my psyche for a combination of reasons; religion, politics, and morbid interest in what Civil War meant to the average bloke in 1642. Britain hadn't had a serious war for nearly 100 years and the raising of the King's Standard at Nottingham on 22 August 1642 set the scene for tumultuous political, social and military events. This led to an incredibly destructive series of wars that left over 1,500 towns damaged and one in ten of the urban population homeless, a figure that dwarfs the devastation inflicted on the UK by the Luftwaffe!

Twenty years ago I joined the Sealed Knot Society, a group that re-enacts Civil War battles and camps all over the country. My Sealed Knot and English Civil War Society experience has given me many insights into 17th Century warfare, though I am well aware that playing at being a Royalist pikeman or musketeer is a far cry from the hardships endured by Grenville's Cornish Infantry or Skippon's brave boys in the desperate days of the mid 17th Century.

The re-enactment societies prompted me to begin more serious English Civil War research and ultimately to the recommencement of this book. I am more than grateful to the myriad of publications and pamphlets that have been painstakingly researched over the last 25 years and from whose pages I have drawn upon repeatedly. Please note that 17th Century english was well known for its rather non-standard grammar and spelling. In these rules I cheerfully use the words foote and infantry, which means the same thing, and horse & cavalry, which, of course, is one and the same thing too. No apologies, it's just the way it is (was!) but I'm sure that you'll work it out.

I hope I have come up with an amusing and challenging set of rules that will be of use to the novice and veteran gamers alike. I declare here and now that they are designed, first and foremost, with the game in mind. You should feel free to make whatever rules modifications you see fit to increase the level of historical accuracy or simply to make the game more enjoyable.

The rules cover the three Civil Wars, stretching from 1642-5, 1648 and 1649-51, but can be used with subtle modifications for Elizabethan warfare and later wars up until approximately 1700. The army lists cover a fairly catholic mix of units and armies over the ten year period of hostilities, but broadly break into late and early Royalist and Parliament, and the Scottish Covenant armies and Montrose's forces. These are by no means exhaustive, but will certainly give you enough to get cracking. One of the joys of English Civil War wargaming is that many units with the minimum of changes can turn-coat and field for the other side, it happened often enough by accident or design in the three Civil Wars!

The British Civil Wars have it all, and whether you support your sovereign King, the solemn Covenant or the one King Jesus – the colour, pageantry, heroism, excitement and horror are all here for you to explore in skirmish, siege or battle, in the war without an enemy.

So, buckle up your back and breast, stand right in your files and prepare your company for the battles and campaigns to come.

JOHN STALLARD

CONTENTS

GAME RULES

THE GAME.....	7
CHARACTERISTICS.....	8
WEAPONS AND ARMOUR.....	8
ORGANISING REGIMENTS.....	8
FACING.....	9
CAVALRY.....	9
BASES.....	9

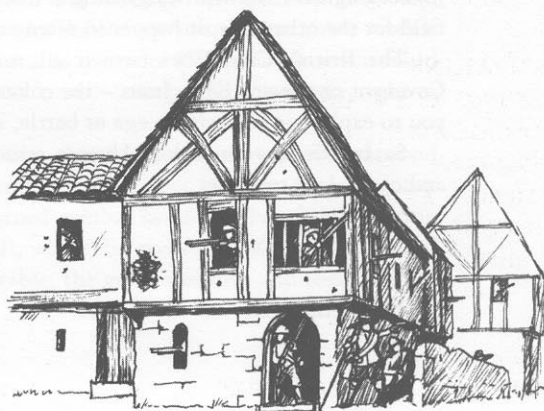


THE TURN.....	10
MOVEMENT.....	11
MOVING TROOPS.....	14
MANOEUVRE.....	15
TERRAIN.....	17
CHARGING.....	18
MARCHING.....	20
SHOOTING.....	21
HITTING THE TARGET.....	23
To Hit Modifiers chart.....	24
WOUNDS.....	25
Wound chart.....	25
ARMOUR.....	26
REMOVING CASUALTIES.....	27
HAND-TO-HAND COMBAT.....	28
COMBATS.....	29
HITTING THE ENEMY.....	30
To Hit Chart.....	30
WOUNDS.....	31
Wound Chart.....	31
ARMOUR.....	32
REMOVING CASUALTIES.....	32
RESULTS.....	32
Bonus Points Table.....	33
PURSUIT.....	35
REDRESS THE RANKS.....	36

PANIC.....	38
LEADERS, STANDARDS & MUSICIANS.....	40
LEADERS.....	40
COLOURS & STANDARDS.....	40
MUSICIANS.....	40
CHARACTERS.....	41
MOVING CHARACTER MODELS.....	41
CHARACTERS WITH UNITS.....	41
SHOOTING AT CHARACTERS.....	42
HAND-TO-HAND FIGHTING.....	42
CHALLENGES.....	42
ARMY GENERALS.....	43

SPECIAL RULES

WEAPONS AND ARMOUR.....	45
MISSILE WEAPONS.....	47
ARMOUR.....	50
PSYCHOLOGY.....	51
UNIT PSYCHOLOGY & CHARACTERS.....	51
FEAR.....	51
TERROR.....	52
RASH.....	52
HATRED.....	52
STUBBORN.....	53
RABBLE.....	53
UNITS.....	54
UNIT EXPERIENCE.....	54
NEW MODEL ARMY.....	54
SKIRMISHERS.....	55
INFANTRY.....	56
CAVALRY.....	57
ARTILLERY.....	58
BUILDINGS & FORTIFICATIONS.....	62





COLLECTING AN ENGLISH CIVIL WAR ARMY

LET BATTLE COMMENCE	65
NEW MODEL ARMY	66
COVENANTERS	68
PAINTING AN ARMY	70
BUILDINGS	74
GAMES ROOM	78
THE WARGAMES ARMY	81
PAINTING A WARGAMES ARMY	82
COLLECTING AN ARMY	85



WAGING WAR, 17TH CENTURY STYLE

SCENARIOS	88
SCENERY	93
Scenery Generator Table	94
VICTORY	95
Victory Chart	95
CAMPAIGNS	96
STARTING A CAMPAIGN	96
MAP CAMPAIGN	96
SETTING UP	96
CAMPAIGN ARMIES	98
THE CAMPAIGN SEASON	99
AWARDS	99
Award Chart	100
Spies Chart	101
Events Chart	101
FIGHTING CAMPAIGN BATTLES	102
RUNNING A CAMPAIGN	102

ENGLISH CIVIL WAR ARMY LISTS

ENGLISH CIVIL WAR ARMIES	104
THE PARLIAMENTARIANS	105
THE ROYALISTS	114
THE SCOTS GOVERNMENT	123
THE SCOTS ROYALISTS	132
FURTHER INFORMATION	139
ENGLISH ARMY (MID WAR)	140
SCOTS COVENANTERS	141
WARHAMMER ENGLISH CIVIL WAR SUMMARY	142
BLAST MARKERS	144





GAME RULES



he following pages will outline how to fight Seventeenth Century tabletop battles. The game rules in themselves are not difficult to understand and if you get stuck, act it out on the tabletop and things should become clearer!

This is your chance to change the course of British history, to topple a tyrant king and his whole dynasty, maybe forever. Perhaps you might change the whole political map of the British Isles by a surprise victory by the Covenant forces of Scotland over their traditional English enemies. Or will royal fortunes triumph with your inspired leadership, and Montrose's Catholic forces overturn Protestantism in Scotland and Puritanism in England, restoring Charles I, the rightful king, divinely appointed by God, to be the master of these isles?

March with Rupert in his famous flying column to relieve Newark. Treat with the Scots and deploy an allied force to challenge Parliament's might. Break down the gates at Basing House and put all the Papist garrison to the sword.

Or fight the innumerable skirmishes and raids that took place the length and breadth of Britain as Royalist and Rebel forces struggled to gain local advantage. There are raids on powder wagons, convoys and pay chests to be carried out. There are country houses to be stormed, towns and villages to be beaten up, local rebellions to be crushed and vital roads and bridges secured.

Your role is to devastate your opponent, gain every advantage you can, be it in numbers, morale, weapons or deployment and bring peace to a country plagued with civil war. Stand by your arms, sound out the drum, we march to war!



THE GAME



he Warhammer English Civil War battles game is essentially quite simple and, though this rulebook might look a little intimidating in its size, you will find that the basic mechanics of the game are very easy to grasp. Many of the more advanced rules only apply in exceptional circumstances so it is not worth trying to memorise the entire book before starting your first game.

Some officers in the Civil War had little or no idea of how to drill their men, let alone what to do if they met the enemy face to face. Like them you should just get stuck in, learning the intricacies of the rules as you go along. Once you have a few games under your belt, you'll soon feel like a veteran commander.

In your first games, I would recommend playing with only a few models a side, perhaps a band of musketeers and/or pikemen. As your confidence and knowledge of the rules increase, start adding units to your army according to your playing preferences – cavalry, artillery and a few particularly heroic individuals, for example.

WHAT YOU WILL NEED

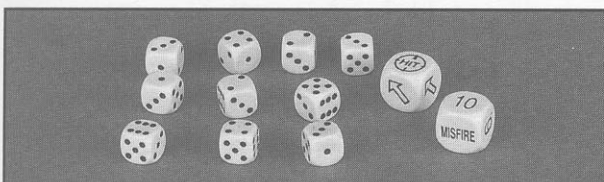
To start playing you will need two or more players, two armies and a firm level surface such as a tabletop. Solo wargaming is possible, but not nearly as much fun, though at least you are guaranteed a win! For anyone entirely new to wargaming there is a section towards the back of this rulebook, describing how to go about collecting, choosing and painting your armies, and how to make a simple table and some splendid battlefield scenery.

Each player will also need a retractable tape measure or a decent sized ruler marked in good old fashioned feet and inches. Metric had not yet been invented! You will also need lots and lots of six-sided dice marked 1 to 6, at least ten, but twenty would be ideal. From hereon these dice will be referred to as D6s. When the rules say 'roll a D6' it simply means roll a dice. When it says 'roll 2D6' it is telling you to roll two dice and add the scores together to give you a number between 2 and 12. Likewise, 3D6 indicates three dice added together, etc. This saves a lot of space and repeated explanations in the rules.

Special Dice

You will also require some special six-sided dice: the Artillery dice and the Scatter dice, in addition to your D6s, if you want to include some really big guns in your army. They are available from Games Workshop retail outlets or from Games Workshop's Mail Order department. Phone the Mail Order boys on (0115) 9140000 in the UK, 1-800-394-GAME in the USA or (02) 98 29 6111 in Australia, and they will be happy to help you out.

Or you can modify standard D6s to be your Scatter and Artillery dice by painting them white, then drawing on the special symbols in pen. Full details are in the Artillery section.



Examples of the different types of dice needed.

TO BATTLE

Most battles of the Civil War had two clearly defined sides, generally Royalist and Parliament, with an obvious general in overall command of each army. This is the way most of your battles will be fought, two wargamers each taking a force and commanding every unit in that army.

There are many instances in the Civil War where command of an army was split, often with disastrous results. The first clash at Edgehill was marked by the Royalist General-in-Chief, the Earl of Lindsey, resigning his command on the day of battle because Prince Rupert would only receive his orders from his uncle, Charles I.

A good system for running multi-player games is for each player to take a wing of cavalry or all the infantry in the first line, or as at Marston Moor all the foreign troops (Scots in this case) in the army. This way you ensure action for everybody and some splendid rows and recriminations at the close of play!

CHOOSING YOUR FORCES

Part of the fun of wargaming is in choosing the composition of your army. Your first games should probably field as many models as you can muster and if you have clearly more models than your opponent, make a few of them 'turn their coats' for the day and fight for the enemy. Your victory will be all the more glorious for this gentlemanly act.

Comprehensive lists of units can be found at the back of this book. Each list covers a particular army, Royalist, Parliament, Covenanters, etc, and details the different troops available to that army, eg, horse, dragoons, specialists, etc. It also describes the weapons and armour they carry, their training and any special rules that apply to them.

In order to keep your battles balanced, the army lists ascribe every model a points value. The greater a model's overall battle prowess, the more points he will cost to be included in your army. If he is equipped with superior weapons eg, a doglock musket rather than a matchlock, or is given additional armour his points value will be increased. Weapons are not the whole story however, it is the man behind the pike, musket or sword who decides the day. Rupert's exceptional cavalry swept all before them in those heady first few months of the wars, and London's well equipped and morally sure foot regiments were superior to most of the units pitted against them. These haughty, cock-sure veteran soldiers will cost you dear in points, but they are men you can count on to do God's work in the line of battle.

A reasonable battle can be fought over a couple of hours – 1,000 points per side providing a large skirmish. A battle with 2,000 points each will start to look like a true 1640's small field action, giving great enjoyment and taxing your skills. However, only you know how big your armies should be and how long you have to spend setting up and playing.

The army lists in this book are a guide only, an attempt to demonstrate a likely looking army of the period, and are by no means exhaustive. If your research shows the northern forces of Sir Bertie Bassets in 1643 were composed of excellent 40 point cavalry and 4 point club men, then by all means go for it!

CHARACTERISTICS



he 1640's, the late Renaissance, saw many military developments, the triumph of gunpowder, the first standing armies, and light artillery and uniforms becoming more commonplace on the battlefield. The old conventions regarding the officer class were also being called into question; Cromwell in particular bemoaned the inefficiency of 'men of honour and birth'.

To represent the officers and men of your armies we have nine categories that describe the various aspects of their physical and mental make up. These are called characteristics.

All characteristics are scored on a scale of 1 to 10. The higher a score, the better that characteristic is. Some models or creatures have been given a '0' for certain characteristics which means they have little or no capability in that field. These include things like horses, which clearly have no ballistic skills (BS) as they can't shoot a pistol or musket!

Movement Allowance (M)

More often called a Move, this shows the number of inches a soldier can move on the tabletop under normal circumstances each turn. Most, though not all, Foot soldiers, move 4" (M4) per turn.

Weapon Skill (WS)

Reflects a soldier's skill-at-arms with such weapons as knives, swords and pikes and also how determined and vicious a fighter he is. The higher the score, the more likely the soldier is to strike a hand-to-hand combat opponent. Most trained soldiers have a Weapon Skill of 3.

Ballistic Skill (BS)

Shows how good a soldier is with ranged weapons such as pistols, carbines and muskets. The higher the BS, the easier a soldier finds it to hit with missile attacks.

Strength (S)

Describes how physically powerful a soldier is. Most troops will have a similar physique and the average Strength is 3. However, some troops were driven beyond the limits of their bodies either by fierce religious doctrine or the hardships of their environment (the Scottish Highlands being a good example), such men are exceptional warriors capable of delivering terrible damage to their enemies and this is reflected in their Strength value.

Toughness (T)

This measures a man's ability to withstand physical injury and resist pain. Again, most have an average of 3 but some heroic individuals have a higher rating and can fight on after receiving damage that would cripple lesser men. Toughness is also used for buildings to indicate structural strength.

Wounds (W)

For most soldiers a single serious wound is enough to put them out of the battle and, more often than not, closer to their maker. This is reflected in the average Wounds score of 1, which means 'remove from play after sustaining one wound'. However certain individuals have a higher score, reflecting, among other things, a greater will to live, incredible luck or perhaps the hand of Providence and are allowed to carry on after sustaining multiple wounds.

Initiative (I)

Troops with low Initiative are dullards, poorly trained or motivated and, thus, a liability in battle. Those with higher scores are more agile, self motivated and probably better drilled or experienced. In close combat, Initiative indicates in which order the troops strike, the higher the score, the more chance of striking first.

Attacks (A)

This tells you how many times a soldier may attack the enemy in hand-to-hand combat in a turn. Most soldiers attack only once, whilst particularly ferocious troops or exceptional individuals may strike two or three times in a turn. This makes these troops very dangerous indeed.

Leadership (Ld)

A soldier with a high Leadership value is highly motivated, disciplined and courageous, capable of inspiring others to acts of courage and daring against the odds. Conversely troops with a low value are unreliable and likely to run away as soon as the tide of battle turns against them. Good leaders were at a premium during the Civil Wars and often the ability to keep calm under pressure was a more decisive factor than being able to decimate your opponent's forces.

PROFILES

Listed below is a fairly basic profile for the average trained infantryman of 1644, his betters and inferiors are to be found in the army lists at the back of this book.

	M	WS	BS	S	T	W	I	A	Ld
Soldier	4	3	2	3	3	1	3	1	7

WEAPONS AND ARMOUR

Almost all troops carry weapons and many wear some sort of armour. The shotte are equipped principally to fight at a distance with differing types of muskets, or even bows in the case of some Highland troops. Cavalry and pikemen, however, rely on the shock of impact, using swords or 16' pikes to break through, whilst protecting themselves with armour. Special rules are provided later in this book reflecting the differences between different weapons and armour.

ORGANISING REGIMENTS

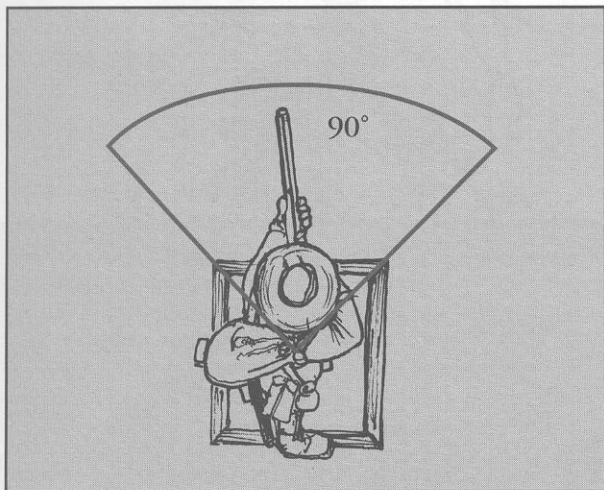
The basic unit of an infantry regiment in 1642 was the Companie, a unit of approximately 100 men made up of both pikemen and musketeers and drilled together under a Captain. Each soldier was taught how to handle his weapon safely and elementary drill learnt, so that when battle was joined, the musketeers from each company (ten in a large regiment) would form on the sides of the pike block, drawn up 6-10 ranks deep. Although in reality some men are stronger, faster or tougher than others, we assume for the purposes of the game that the individual differences average out over the

unit as a whole and so we treat all rank and file as the same. Similarly, although occasionally a model may have an extra piece of armour or an extra pistol, the same applies, they are equipped exactly as the rest of the regiment. This means that you can model exciting looking, varied regiments but won't get bogged down in trivial details.

Although it is possible to model a regiment on a 'one-to-one' scale (ie, each man in the regiment is represented by a model), this leads to very large and unwieldy units to move about in a battle. For example, on a scale of one-to-one, a pike block from a regiment would need to be represented by several hundred models! Because of this, in Warhammer English Civil War we have 'scaled down' the size of a regiment by saying that every ten men in a real life formation are represented by a single model in a tabletop regiment. This means that a single unit can range in size from a minimum of five models to a maximum of about fifty models, these representing 'real-life' formations of 50-500 men.

This means a regiment is represented by between one to three units of five to fifty models each. Cavalry regiments should be fielded as a single unit, while infantry regiments comprise a pike block and up to two supporting units of musketeers. All regiments can (and should) include an officer, an ensign carrying a standard, and either a drummer for infantry and dragoons or a trumpeter for cavalry. In an infantry regiment these models should be part of a pike block. These models are treated as being equipped in the same way as the troops they command and have identical characteristics, but special rules apply to them as described later on in the Characters section.

Units are arranged on the battlefield in a formation, which consists of one, two, three or more ranks. Each rank, apart from the last, must have the same number of models. Only the rear rank of a unit may have fewer models than the rank in front of it. If your regiment has a leader, ensign or musician, they must be placed in the middle of the front rank, unless the unit's frontage is not wide enough to allow them all to fit in, in which case they go to the rank behind. In reality in the Civil War, officers, colours and drums did move about their regiments, but this seems a sensible approach and looks suitably heroic on the tabletop.



The musketeer may only shoot at targets in his line of sight within a 90° arc.

Units can change their formations during the battle, but it takes time, slows things down and with badly trained troops can go horribly wrong. When you feel that you have to change your facing or formation remember to place the character models in the new front rank, otherwise you will lose the bonuses they give to your regiment.

FACING

All models are assumed to be facing to the front only. Being packed into ranks and files and forced to look to your front meant that there was little time or opportunity to gawp around. This is very important to remember as your soldiers can only see things that lie within a 90° arc in front of them. They may not shoot or charge an enemy they cannot see.

CAVALRY

Civil War armies, perhaps with the exception of the Scots, had large amounts of cavalry, normally deployed on the flanks of the army. When we refer to cavalry we mean all mounted troops including Generals and dragoons. A cavalry model is treated in all respects as a single model and if the rider is killed, the whole model is taken off as a casualty. Though the horse may have a separate profile, use the rider's characteristics to work out all attacks and Leadership tests. The horse's Toughness, Wounds and Leadership values are never used if it is ridden, but are included because they might appear in baggage camps and horse-drawn limbers, etc. Only the horse's Movement characteristic is used instead of the rider's.

BASES

We recommend that individual models are glued to either card bases or Citadel slotta-bases, which are available from Games Workshop stores or Mail Order department. This is for three reasons.

Firstly, it stops them from falling over. Secondly, it allows us to standardise the space taken up by a model in the ranks and therefore determines how many troops will fight when it comes to close quarter combat. Thirdly, putting models on a base makes moving regiments so much easier and gives you the feeling of moving whole files and companies of men rather than a rabble around the tabletop.

We recommend the following base widths for the 25mm models that we use regularly. Base depths are not nearly as important and just have to look and feel right.

These are really only our suggestions and you can use your own system if you already have a painted and based army. A few millimetres either way will make no difference to the game's outcome.

BASE SIZES	
Cavalry and Mounted Troops	20-25mm wide
Other Infantry	15-20mm wide
Cannon, Mortars, etc	As required

THE TURN



n a real Civil War pitched battle many things could happen at once. Both cavalry wings could advance simultaneously whilst the enemy was still deploying his reserves, as happened at Marston Moor, or the enemy might send forward a Forlorn Hope to meet an advance in the hope of slowing it down. In the Warhammer English Civil War game however we have to make some order out of this chaos and so represent the action in turns, in a similar way to chess or draughts. Each player takes one complete turn, then his opponent has his turn. This then repeats with each player taking a turn after the other until the battle is over.

Within the turn, actions are performed in a fixed order called the 'turn sequence'. Each turn is divided up into phases during which the player can move all or none of his units, shoot any missiles, then resolve all hand-to-hand combat, and so on.

THE TURN SEQUENCE

When it is your turn it is up to you to keep track of where you are in the turn sequence. If you forget, check the quick reference sheet or your opponent will usually remember! Each turn is divided into the following phases. They are always completed in the order given below and all actions in that phase must be resolved before moving on to the next phase.

1. START OF THE TURN

The rules often ask a player to make a test or roll a dice 'at the start of the turn'. These are mostly psychology tests as discussed in the Psychology section, or special rules which apply to a specific troop type or army such as a Rash Behaviour test for Highland troops or some Royalist Horse.

2. MOVEMENT

During the Movement phase you may move all, some, or none of your troops as defined in the rules for Movement.

3. SHOOTING

During the Shooting phase you may fire some, none, or all of your eligible troops as defined in the rules for Shooting.

4. CLOSE COMBAT

During the Close Combat phase all troops in hand-to-hand combat may fight. Note that this is an exception to normal turn sequence in that both sides fight, not just the player whose turn it is.

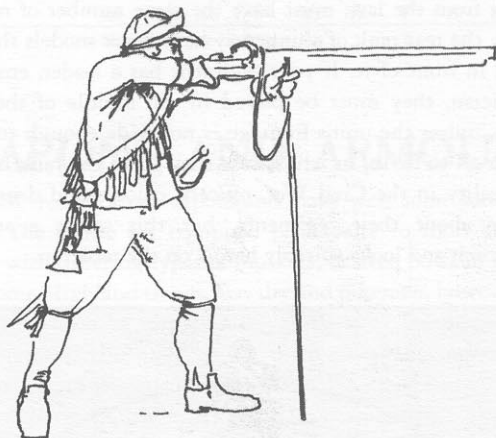
EXCEPTIONS

There are exceptions to the general turn sequence when things are worked out as they occur rather than in any strict order. For example, you may be able to fire at or attack a charging opponent even though it is not your turn. These events are probably best worked out there and then and inevitably there will be occasions when it will make more sense to implement a judgement call and use common sense.

IMPROVISING AND SPORTSMANSHIP

Warhammer English Civil War is a challenging and involving game with many different troop types, armies and scenarios. Inevitably, there will be times when situations occur and rules seem unclear or not covered at all. Don't panic! This is inevitable and is all part of the fun of wargaming. Players should feel free to improvise, modifying the rules as they see fit to keep the game moving in an enjoyable direction.

When you come across a situation not fully covered by the rules, talk it over with your opponent and see if you can come to a workable compromise. If neither of you can agree on a solution, then you will have to resort to the standard arbiter of insoluble arguments, ie, one of you rolls a D6 and if it's a 1, 2 or 3 you get the result you want, a 4, 5 or 6 your opponent wins. Then, get on with the battle and don't sulk about it, because in Warhammer English Civil War what goes round, comes round, believe me! Remember, you are only playing a game and the Civil War was said to be 'The warre without an enemy...'



...That great God which is the searcher of my heart, knows with what a sad sence I goe upon this service, and with what a perfect hatred I detest this warr without an enemy, but I looke upon it as opus domini, which is enough to silence all passion in mee. The God of peace in his good time send us peace, and in the meane time fitt us to receive it: Wee are both upon the stage and must act in those parts that are assigned us in this Tragedy: Lett us do it in a way of honor and without personall animosities...

from Lord Hopton's letter to Sir William Waller 1643

MOVEMENT



uring the Movement phase you may move some, none or all of your forces on the battlefield. Like the turn sequence, the Movement phase proceeds in a strict order.

MOVEMENT PHASE

1. DECLARE CHARGES

Before moving any models or units, you must declare if you want any of your troops to attempt a charge.

2. RALLY FLEEING TROOPS

If any of your troops are fleeing you may attempt to rally them.

3. COMPULSORY MOVES

Move troops subject to a compulsory movement rule.

4. MOVE CHARGERS

Move charging troops and resolve other movement resulting from the charge.

5. REMAINING MOVES

Move the rest of your troops if you wish to.

DECLARE CHARGES

At the start of your Move phase you must declare which units will charge. Except in a few unusual circumstances explained later, you are never forced to charge. However, charging is the only way in which troops can enter hand-to-hand combat, you cannot just advance or walk into it. It is always better to charge rather than be charged, ask the Parliament Horse at Powick Bridge, Edgehill and the foote at Torrington, they will tell you!

To declare a charge you must indicate which regiment is charging, and which enemy unit it is going to charge.

A unit can only declare a charge if at least one model in the unit can see one model in the target unit. Assume that a model can 'see' anything within an unobstructed 90° frontal arc (see diagram below). It is not necessary for all the models to see the foe, the information is assumed to have been passed along to all members of the unit.

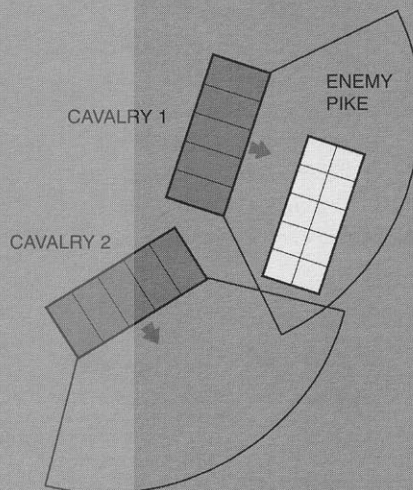
A unit can charge up to a maximum distance of double its normal move. Thus, a body of musketeers whose movement is 4" can charge 8". This is referred to as the unit's 'charge distance' as explained later. To make things a little trickier, you must gauge the distance between the two units by eye, no measuring is allowed until you have declared your charge.

WHO MAY CHARGE?

In general any unit that is not fleeing may declare a charge, with the exception of Artillery gunners who may never charge, and infantry units who may not normally charge enemy cavalry. Dragoons are not considered to be cavalry for the purpose of this rule and may be charged by foot troops.

DECLARING A CHARGE

The first unit of cavalry can see and declare a charge upon the enemy pike. The other unit of cavalry is facing the wrong way, so they cannot charge the enemy pike. Remember only one model needs to see the enemy for the unit to declare a charge.



CHARGE RESPONSES

Once you have declared all of the charges your force is going to make, your opponent then has to declare how his charged units will respond. A charged unit has four response options. These are stand & shoot, hold, flee and fire & flee. Certain impetuous units have a fifth option – counter charge.

STAND & SHOOT

If the charged unit has missile weapons and the chargers are more than half their charge move away then troops can shoot at the chargers as they advance. Work this out immediately – refer to the Shooting section for the rules on missile fire. This tactic was favoured by Parliament Horse in the early years, and is a common, though risky, response by musketeers.

HOLD

A unit can stand fast and receive the charge, individual troopers bracing themselves for the inevitable impact. This is the usual response of troops who do not have missile weapons or are too close to the enemy to use them. All pikemen are advised to choose this option.

FLEE

Flee means just that – when the unit sees the enemy bearing down on them they break and run for their lives. This is a pretty desperate option (though common in the Civil War) as once the rout starts, it tends to carry on, infecting other regiments with similar panic.

As soon as the unit declares that it is fleeing it is moved directly away from the charging enemy by 2D6" if its Movement rate is 6" or less, or 3D6" if its Movement rate is more than 6". The fleeing unit is repositioned facing away from the chargers. The full rules for fleeing troops are covered later in the Close Combat section.

FIRE & FLEE

If the charged unit has missile weapons and the chargers are more than half their charge move away, then troops can shoot at the chargers before running away. In effect, this option is a combination of stand & shoot and flee.

Work out the unit's shooting immediately – refer to the Shooting section for the rules on missile weapons. Once the unit has shot it must flee unless its fire halts the charge, as can happen if the enemy panics as a result of casualties it has suffered. If, by good fortune, the charge is halted, the shooters will stand instead. See the Panic section for rules regarding the effect of casualties.

Unless the chargers are halted by their fire, the unit must flee after it has shot, in which case it turns tail and runs as described opposite for fleeing. There is one important difference though. As the unit has gambled and spent time in firing a shot the number of dice rolled to see how far the unit runs is reduced by -1. Therefore a unit with a Move of 6" or less will flee 1D6" and units with a move over 6" will flee 2D6".

This is a dangerous tactic and best used as a last resort or in an attempt to lure an enemy forward. Only forlorn hopes and dragoons may use this option.

COUNTER CHARGE

A few regiments in the Civil Wars earned themselves a reputation for reckless courage, always preferring to charge rather than risk being charged. This response is only available to impetuous cavalry units (gallopers).

If charged this is the only response a unit with this ability may choose. The original attacker moves his models half their charge move and the counter charging unit then moves forward to contact. Both strike at the same time and both receive any bonuses (if any) for charging.

RALLYING

Having declared charges and carried out any charge responses, the player whose turn it is now has the opportunity to rally any of his troops that are currently fleeing. Troops are normally forced to flee when they have been defeated in hand-to-hand combat or suffered terrible casualties from missile fire. They are of no use to their general unless they can be halted, brought to their senses and forced back into their files where they can once more enter the fight. The rules for fleeing troops are found in the Close Combat section of the rules.

In the Rally phase of his turn a player makes a test to determine whether his fleeing troops manage to rally. If they do then they remain where they are but may immediately adopt any fighting formation facing towards the enemy.

If the fleeing troops fail their Rally test and continue to flee then they are moved next with other compulsory movement.

COMPULSORY MOVES

After the player has attempted to rally any units that are fleeing it is time to make any compulsory moves that the rules require. In general, a player can move his regiments how he wishes within the confines of the rules governing movement. However, sometimes troops go out of control for some reason, either because they are overcome by sheer terror, or because they are disorientated or confused. The player has no control over the movement of these troops and so these are referred to as **compulsory moves**.

The most common kind of compulsory move is fleeing. Fleeing troops always flee away from their enemy or towards their own base table edge, and they always move a randomly determined distance.

All compulsory movement is done now before other movement takes place. This often disrupts battle lines, as the running troops get in the way of your own side's shooting and lines of advance. It pays to make your troops stand if you can.

MOVE CHARGERS

Once all compulsory moves have been made, it's time for the player to move any units that have declared a charge. Chargers are moved towards their target in accordance with the rules in the next section. When troops charge they move twice their Movement allowance, representing a run or a gallop. This double speed move is called a **charge move**.

For example, a unit of pike with a normal move of 4" have a charge move of 8".

In the 17th Century, a good general tried his hardest to maintain a battle line, with mutually supporting regiments and reserves to fill any gaps that appeared. Be that as it may, you will sometimes find a golden opportunity to charge an enemy in the flank or the rear. This will most likely give you an advantage in the combat and an attack from an unexpected direction may throw the enemy unit into a panic and break it before you even hit.

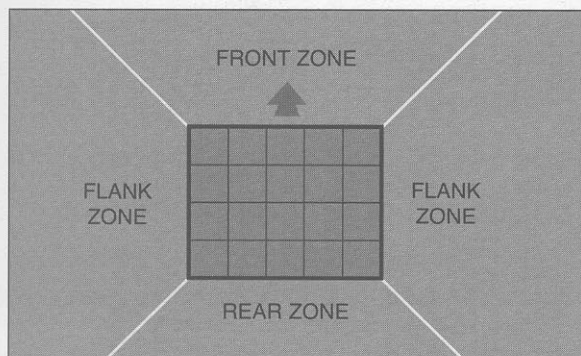
A charging unit's position at the start of the Movement phase determines if it charges into the flank, rear or the front of the enemy target. If the charging unit is in the target's frontal zone when the charge is declared it charges into the front. As regiments generally hold their lines, this is the most common situation. If the charging unit comes from the flank zone it charges into the side, if in the rear zone it charges into the rear as illustrated in the examples below.

REMAINING MOVES

Once compulsory and charge moves have been resolved it is time to move the rest of the troops in your force.

In general, you do not have to move troops at all if you do not wish to. Or you can move them as short or great a distance as you like up to their permitted maximum Move distance.

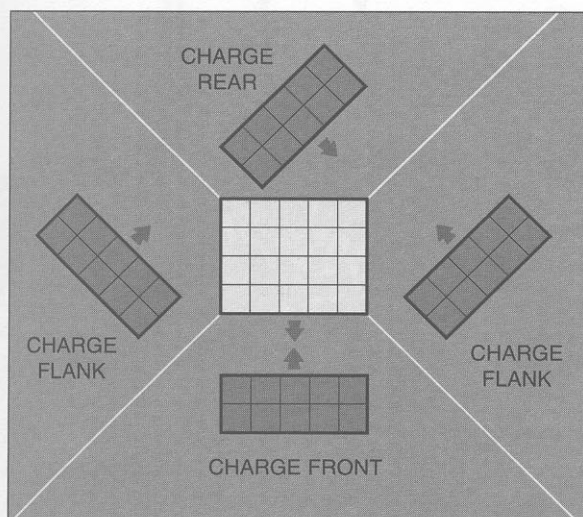
EXAMPLES OF CHARGE MOVES



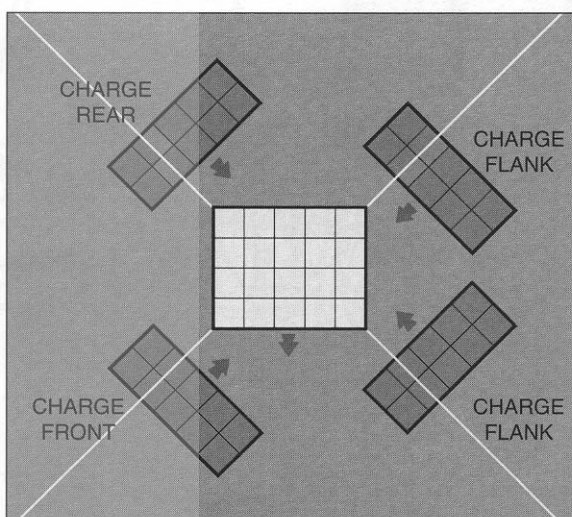
A unit's front, flank and rear zones extend out from its corners forming four quadrants of 90° each.

All units have a front, a rear and flanks as shown in the diagram (left). This is an important consideration in battle because units can only declare a charge against an enemy to their front – ie, an enemy they can see.

Although individual models can fight to their front, sides and rear, units which are attacked in the side or from behind suffer considerable disadvantages in combat – as we shall discover later! The lesson is – where possible charge your enemy in the sides or rear but whatever you do never present your vulnerable side or rear yourself to the enemy!



A unit in front of its enemy will charge the front, a unit to the side will charge the flank, and a unit behind will charge in the rear.



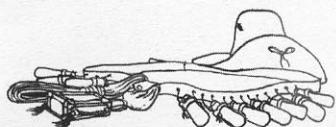
Often the position of a charging unit straddles two areas, in which case you must judge which area the unit is mostly in. If the situation is so close you can't determine where a unit should charge then roll a dice to decide.

MOVING TROOPS

The same rules govern almost all movement, including charging units and most compulsory moves. Any exceptions that apply to chargers and fleeing troops are covered separately.

Choosing the right troops for your army and deploying them carefully is essential, but once battle is joined clever manoeuvring can mean the difference between victory and defeat, particularly if the opposing forces are evenly matched.

Although the rules strictly define unit movement and weapon ranges in inches, in a large and exciting game you should not quibble over the odd fraction of an inch lost while you straighten up your ranks. This is inevitable and will not make any great difference to the game. Moving dozens or hundreds of soldiers is a complex affair, just as it was in real life!



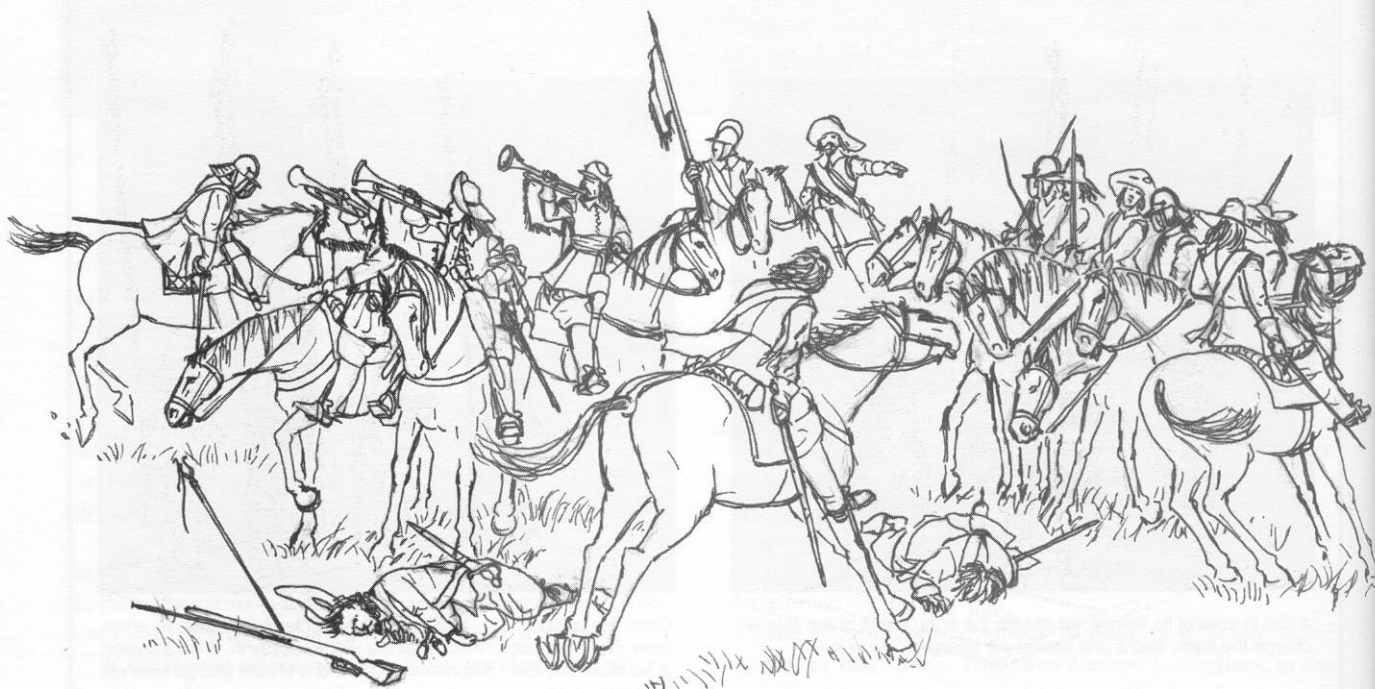
MOVEMENT RATE

Normal movement rate is defined as the Movement (M) characteristic value of a model.

During their Move phase, units can move up to their Movement rate in inches. For example, most cavalry units have a movement characteristic (M) of 8 and so may move up to 8". You do not have to move the full movement allowed or even at all if you prefer. Units which are charging or marching may move further, as explained earlier in this section.

"In my opinion the best way of opposing the Horse charge is that which we learned of our ever honoured Captain, Major Henry Tiller, in the Military Garden; which was, Files closing to the midst of their closest order, insomuch that there was not above half a foot interball of ground between File and File, the pikes Porting, and after closing their Ranks forwards so close, that they locked themselves one within another, and then charged on. Which in my judgement is so secure a way from routing, that it is impossible for any body of Horse to enter therein."

Elton on counter-cavalry tactics for pikemen



MANOEUVRE

Troops move and fight in a tight formation of ranks and files forming a unit, as a regiment of infantry, or a squadron of cavalry.

When a unit moves it must maintain its formation, which means that individual models are not free to wander off on their own. The formation can move straight forward as a

body perfectly easily, but if it wishes to change direction then it must make a manoeuvre.

There are three specific manoeuvres which enable a unit to turn about or rearrange its ranks. These are **wheel**, **turn** or **change formation**. In addition, there is a fourth special manoeuvre called **reforming**.

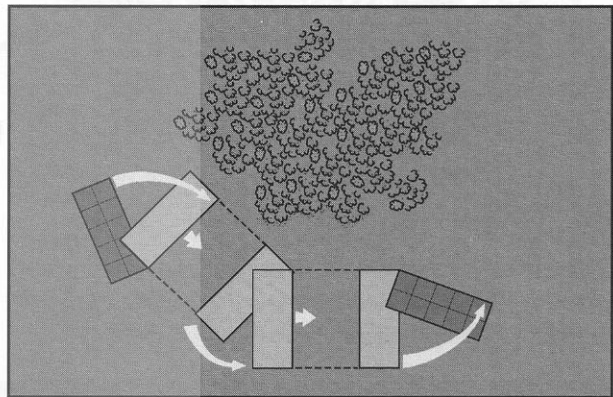
WHEEL

To wheel, the leading edge of the formation moves forward, pivoting round one of the front corners. The unit swings round rather like the spoke of a wheel and completes the manoeuvre facing a different direction.

When a unit wheels it counts as having moved as far as the model on the outside of the formation. Once you have wheeled you may use any movement the unit has left.

For example, you might wheel 2" to the left and move 2" straight forward for a total move of 4".

A unit can wheel several times during its move as long as it has movement left and is not charging. A unit which is charging is only permitted to wheel in order to align itself to the enemy as described later in this rulebook.

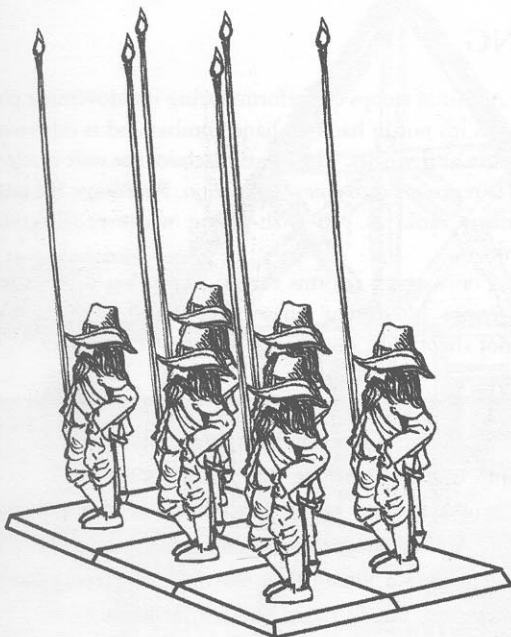


To avoid the wood, this unit has had to move and wheel three times.

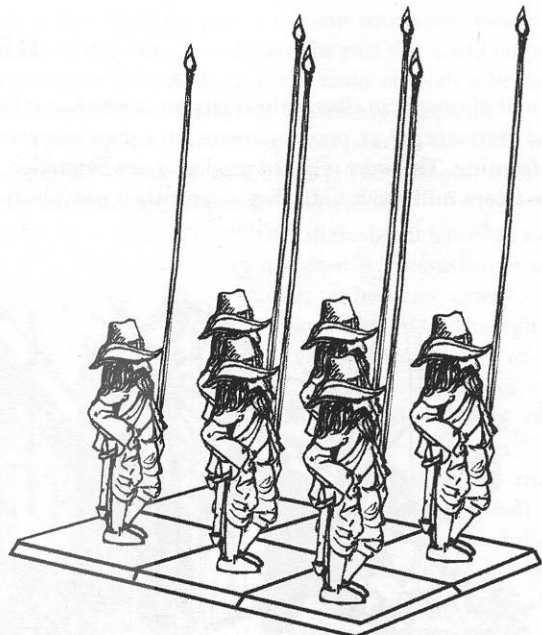
TURN

To turn a unit of troops all the models remain in place, but are rotated through 90° or 180° to face their side or rear. To make a turn a unit must surrender a quarter of its move – a unit with a Move of 4" must give up 1" to turn, for example.

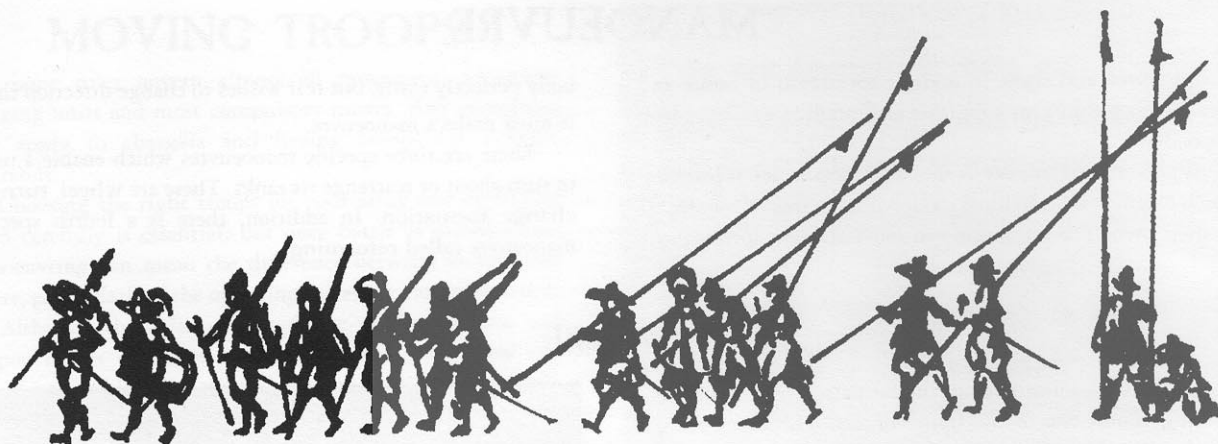
When you turn a unit which contains leaders, standard bearers or musicians, these models are always automatically repositioned back into the new front rank of the unit.



A unit of pikemen facing forward in two ranks of three.



The same unit of pikemen has turned to face its flank and is now in three ranks of two.

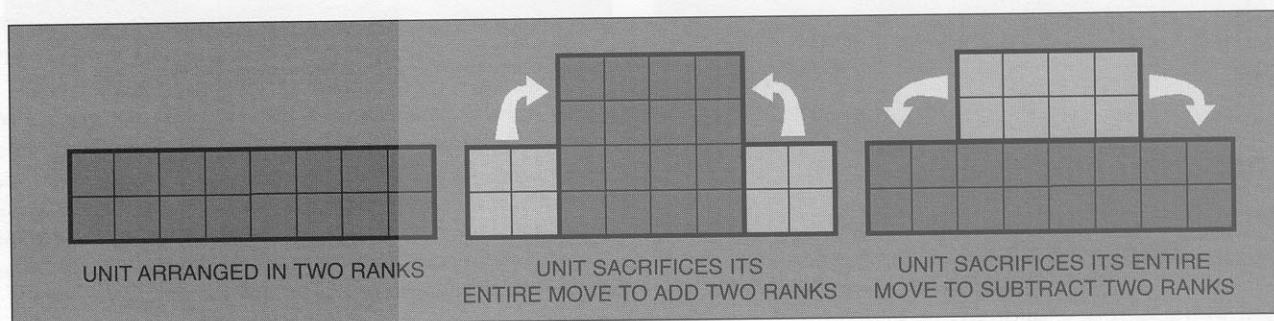


CHANGE FORMATION

A unit is able to change its formation by adding or reducing the number of ranks in which it is deployed.

Eg, a unit in two ranks may increase its depth to three ranks by moving models from the front two ranks to form a third line.

A unit must surrender half of its move to either add or deduct one rank, or all of its move to add or deduct two more ranks.



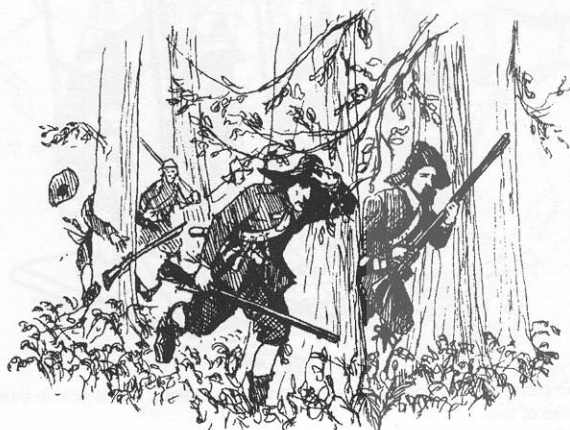
Changing formation during a battle will slow down your units considerably.

REFORMING

A unit of troops can change the direction in which it is facing and rearrange all at once by means of a manoeuvre called **reforming**. The order is issued to adopt a new formation, and the troops mill about until they assume their new positions.

A unit of troops can reform during its Movement phase as long as it's not in hand-to-hand combat and is otherwise free to move as it wishes. The player declares the unit is reforming and it regroups into a new formation. Rearrange the unit into as many ranks as you wish facing whatever direction you want.

A unit which reforms cannot move that turn, as it takes the entire Movement phase to reform. Reforming troops cannot shoot with missile weapons that turn either.



The Country rings with loud alarms,
And raw in fields the rude militia swarms;
Mouths without hands; maintain'd at vast expense,
In peace a charge, in war a weak defence;
Stout once a month they march, a blustering band,
And ever, but in times of need, at hand.

Dryden

TERRAIN

Troops only move their full Movement distance over unobstructed ground. They will slow down if impeded by obstacles such as bushes or woods. To simulate this, terrain is divided into five types: open terrain, difficult terrain, very difficult terrain, impassable terrain and obstacles.

OPEN TERRAIN

This is clear ground which doesn't impede movement at all. Other types of terrain affect movement as described below.

DIFFICULT TERRAIN

Difficult terrain includes the following:

Brush, scrub and other clinging vegetation.

Crops, barley, wheat and bean fields.

Debris, wreckage, loose rocks, boulders.

Fords, streams or shallow water.

Marshes, bogs thick mud or soft sand.

Stairs, steps or ladders.

Steep or treacherous slopes. This type of terrain can include hills if both players agree to it before the game, but otherwise hills are considered to be open terrain.

Woods or dense foliage.

Troops cross difficult ground at half their normal rate. So if your unit has a normal Move of 4" it can only move 2" through a wood.

If troops move over open ground and difficult terrain during the same turn, then their movement over open ground is at full rate and over difficult ground it is reduced exactly as normal.

For example, a dragoon moves 4" across open ground and then enters a wood. He now has 4" of his move left. This is halved to account for the difficult terrain so he now only moves a further 2" through the wood.

VERY DIFFICULT TERRAIN

Very difficult terrain includes areas that are even more arduous to move through, such as the following:

Incredibly thick woods packed with briars and thorns.

Almost sheer slopes that need to be climbed on hands and knees.

Fast flowing but still fordable rivers.

Very difficult terrain reduces movement to a quarter of the normal rate. Fractions are rounded up to the nearest half inch to prevent unnecessary complication.

IMPASSABLE TERRAIN

Impassable terrain is terrain so difficult to move through that it cannot be crossed during the course of a battle. It includes terrain features such as rivers, lakes, impenetrable swamps and sheer cliffs. Troops must go round impassable terrain, not through it.

Players may decide before battle whether certain terrain will be difficult, very difficult or impassable during the course of the battle. The method of generating scenery described later can be used to see whether scenery is difficult or very difficult, but players can always agree to make terrain features more or less passable if both sides prefer.

OBSTACLES

Obstacles are things such as hedges, fences, walls and trenches that troops must clamber over to cross.

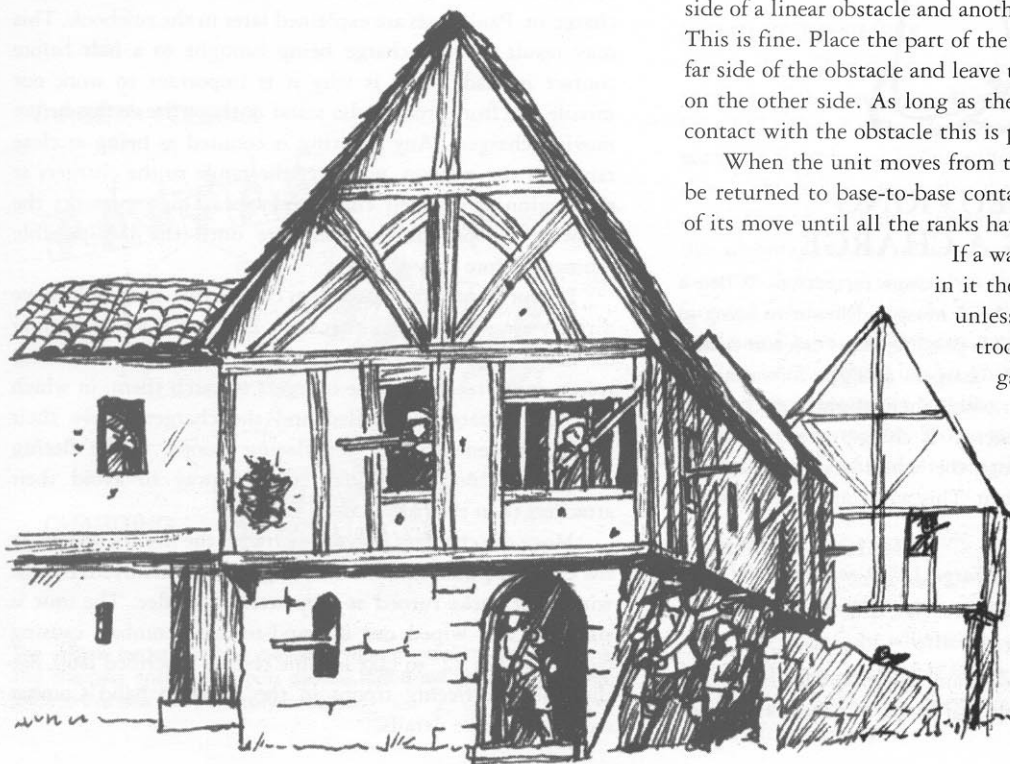
It takes a soldier half of his move to cross an obstacle. So if a soldier has a Move of 4" he must surrender 2" to cross a hedge or a wall. If a soldier has insufficient move left to cross an obstacle he must halt in front of it. The soldier does not count as halfway across if he has 1" remaining, for example. Where an entire unit of troops is attempting to cross an obstacle the penalty continues to apply while any of the models are crossing.

It is perfectly possible for part of a unit to end up on one side of a linear obstacle and another part to be on the far side. This is fine. Place the part of the unit which can cross on the far side of the obstacle and leave the part that could not cross on the other side. As long as the ranks on both sides are in contact with the obstacle this is perfectly acceptable.

When the unit moves from this position the ranks must be returned to base-to-base contact. The unit still loses half of its move until all the ranks have crossed.

If a wall, hedge or fence has a gate in it then it is assumed to be open unless otherwise agreed, and troops may move through the gate as normal.

The penalties for difficult terrain types and obstacles are cumulative. If troops are moving at half rate of 2" across difficult terrain, then they must surrender half their remaining move, a further 1" in this case, to cross an obstacle.



CHARGING

Chargers are moved after compulsory movement and before the rest of your troops. Make sure you have completed all of your charges before moving other troops. Chargers are moved at double their normal Movement rate, but must make the usual deductions for terrain and crossing obstacles.

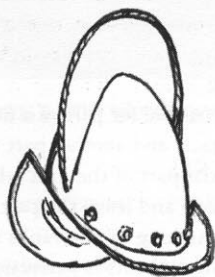
For example, gallopers have a Movement rate of 8" and can charge 16". If they are moving over difficult terrain such as a muddy field they move at half rate, reducing their charge distance to 8".

Before you move a charging unit check that the enemy has declared his response and that troops electing to flee have been moved, and troops electing to stand & shoot have done so. Troops which fire & flee will shoot first, and must then flee unless their enemy's charge has been halted in which case they will stand instead.

A FAILED CHARGE

If the chargers have estimated their move incorrectly you may find that chargers can't move far enough to reach their intended target. If this is the case the charge has failed.

If a charge fails, the unit is moved its normal Move distance rather than its double speed charge, directly towards the intended target then comes to a halt. Your troops have begun to charge, realised that it is impossible to cover the distance and their movement has petered out as they lose their enthusiasm. A unit that fails its charge cannot shoot with missile weapons that turn.



MANOEUVRING DURING A CHARGE

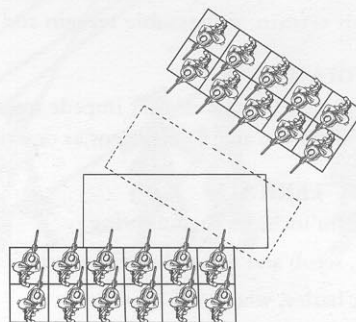
A charging unit cannot turn or change formation. When a unit charges an enemy the player must endeavour to bring as many models into combat as is possible. This can sometimes be achieved by moving the chargers straight forward, but often it will be necessary to wheel them slightly at the start of the charge to face the enemy. If chargers need to wheel towards their target, execute the wheel and measure the distance they will need to turn. This will count as part of the total distance charged.

For example, if a unit can charge 12" it might wheel 4" to bring models to face the enemy and then charge up to 8" towards them.

Once a unit has completed any required wheel it moves forward towards the enemy and stops as soon as the two units touch.

ALIGNING THE COMBATANTS

Once the charging unit is in contact it is automatically aligned against its enemy to form a battle line as shown in the diagram below. This extra alignment move is free.



Once the charger touches the enemy it halts and is aligned against the enemy unit.

If it is impractical to align a unit properly because of interposing terrain, other models, or whatever, then it is acceptable to realign the charged unit as well (or instead) so that battle lines remain neat.

MOVING ENGAGED UNITS

Once opposing units are engaged in hand-to-hand combat they may not move until one side breaks and is destroyed, or until one side disengages as explained later in the Close Combat rules. Units already engaged in hand-to-hand fighting at the start of their turn cannot move but must continue to fight in the Close Combat phase.

CHARGE REACTIONS

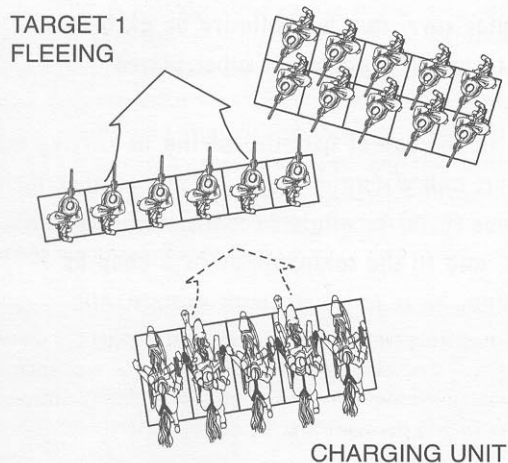
If your opponents stand & shoot or fire & flee it's possible they may cause sufficient casualties to force a Panic test as you charge in. Panic tests are explained later in the rulebook. This may result in your charge being brought to a halt before contact is made. This is why it is important to work out missile fire from troops who stand & shoot/fire & flee before moving chargers. Any shooting is counted as being at close range for the weapon, whatever the range to the chargers at the beginning of their charge may be. This represents the shooting troops holding their fire until the last possible moment before they shoot.

If your opponents flee as you charge then they will move directly away from you either D6", 2D6" or 3D6" depending on their response and Movement rate. Maybe the fleeing troops move too far for the chargers to catch them, in which case their charge has failed and the chargers move their normal movement after the fleeing troops. If the fleeing troops have not moved far enough away to avoid their attackers then they are in deep trouble!

Move the chargers into contact with the fleeing troops. In the Combat phase the entire fleeing unit is destroyed, caught with their backs turned as they attempt to flee. The unit is automatically wiped out in hand-to-hand combat, causing friends within 12" to take a Panic test, as described later. See the rules for fleeing troops in the Hand-to hand Combat section for more details.

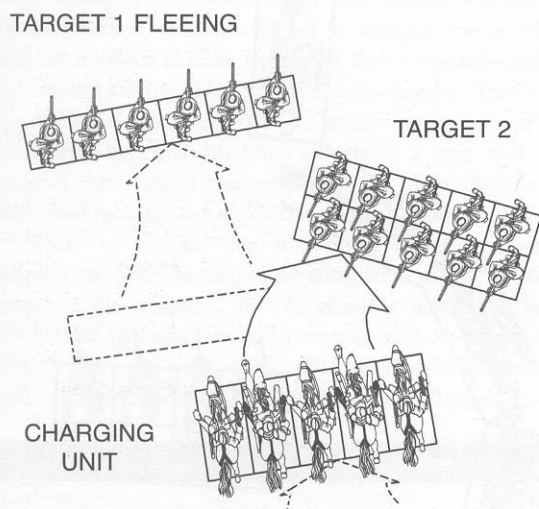
REDIRECTING A CHARGE

If your opponent flees it can happen that another enemy unit is presented within your charge range. For example, if two enemy units are placed so that one is directly behind another and the front unit flees, the chargers will then be faced by the second unit that was behind it.



The target unit flees away from the charge revealing another unit behind. The chargers can redirect the charge onto the second unit if the player wishes.

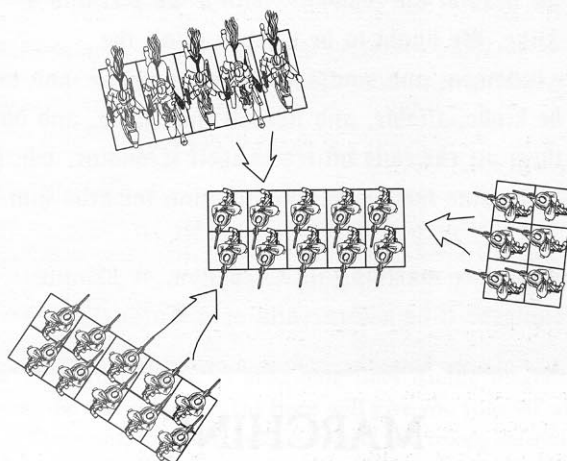
Under such circumstances the charger can declare that he will charge the newly revealed unit instead. If this new enemy unit is within the charger's charge move then treat the situation exactly like a newly declared charge. However, the enemy unit may not stand & shoot or fire & flee because his frontage is covered by his own troops as they flee, therefore it is only possible to either flee or hold.



The original target has now moved forward to reveal the second unit. The charging enemy may now declare that it will redirect its charge towards this new unit if the player wishes.

FLANK & REAR CHARGES

Being charged from an area you cannot see and thought was safe is a frightening thing for even the bravest of troops. With his field of vision narrowed by his position in the ranks, the average soldier has only a limited knowledge of what is going on in the battlefield. If the enemy has somehow got round behind him he might reasonably assume the battle to be lost. Doubt will be sown in his mind and he may become disoriented and confused. If he is in hand-to-hand combat already he may panic and flee, thinking the enemy is upon his unguarded back.



The unit in the centre is charged from the front, side and rear.

PANIC

Troops attacked in the flank or rear while already fighting other enemy must take a Panic test to see if their nerve breaks. This test is taken as soon as it has been established that the chargers are in range, but before moving any troops. Panic tests are fully described later on in the rulebook.

COMBAT BONUSES

A unit charged in the flank or rear by a unit of five or more enemy models loses any rank bonuses that it would otherwise have had in hand-to-hand combat. Units ranked up in depth normally fight better because the troops in the rear ranks are able to physically support those in front, lending their weight to the formation. A unit charged in the flank or rear will lose this advantage as the rearmost warriors will be concentrating more on defending themselves than being able to help their forward comrades. See the Close Combat rules for combat results and how rank bonuses work.

If a unit is attacking an enemy to their flank or rear it gains the advantage of fighting a formation unprepared to fight in that direction. Consequently, the attackers receive extra combat bonuses as described in the Close Combat section.

TURNING MODELS

When a unit is attacked in the sides or rear, any models touching the enemy may be turned round so that they can fight. They can fight whether they are turned or not, but they look a bit more hopeful if facing the enemy! Obviously the models may be turned back again should the attackers be driven off or destroyed.

An Ensigne ought to be a generous, able, young man, above all things to be carefull of his honour, and reputation, and not to meddle with the company, but only his Collours, which is recommended to his charge, neither to commany anything to the souldiers, unlesse in the absence of his Captaine, and Lieutenant, having then full power & command over them and to lead in the head of the company, with a Corslet and a Pike. He ought to be beloved of all the gentlemen, and souldiers of the company, and to be kinde, affable, and liberall unto them, and do them all curteous offices to their Captaine, which will gaine their love, and affection towards him.

His place marching in a devision, or battaile (unlesse it be a Generalls or a Coronells

Ensigne) is to march betweene the third, and forth ranke of the pikes, and when the Generall, or some Prince passeth by in the marching, he is to baile his collours, and if standing, to step up into the Front to do the like reverence, without moving of his hat. He ought to have a singular care, that his collours be garded, as well to his lodging, as in other places.

Also in the day of battaile, seeing he carries the honour, and Ensigne of his country, rather then to loose them, he ought to make them his widing sheet, and in the company, or in a body or devision, he is to march with gravity, and modesty, and thus much of an Ensigne.

Henry Hexham 'The Principles of the Art Militarie; Practised in the Warres of the United Netherlands' - 1639

MARCHING

Marching at the double allows troops who are slightly removed from the main fighting zones to move more rapidly. This represents the swift movement of reserves, and helps to ensure that units don't get stranded away from the fighting.

Marching troops move at twice their normal Movement rate with weapons sheathed or shouldered. They are literally going 'at the double'. A unit on the march is not prepared for combat so marching is not suitable for use close to the enemy. Because of this troops may only march if there are no enemy within 8" of them at the start of their move. They may, however, march within 8" of the enemy as they make their move.

A unit on the march cannot change formation. It can wheel as normal, as you might imagine a column of troops would wheel to follow a curving road.

A marching unit cannot move through difficult or other obstructive terrain or cross obstacles. It must stop if it comes to these features.

A unit on the march cannot shoot missile weapons during the Shooting phase. It is unprepared for combat and any weapons carried are not ready to be used.

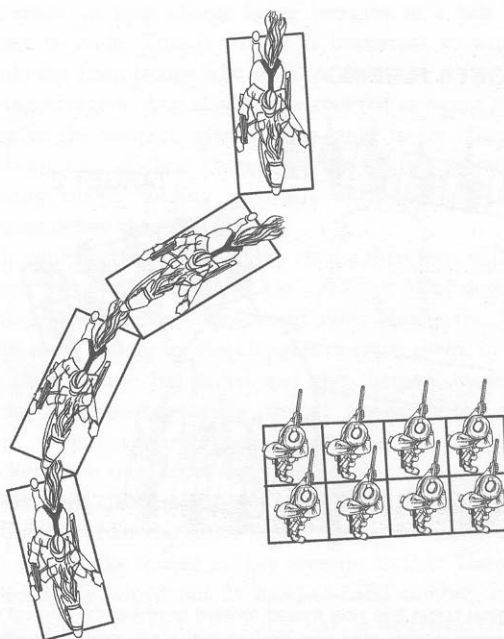
Artillery pieces cannot march - they are far too cumbersome.

INDIVIDUAL MODELS

Models which move individually, such as characters on their own, can march move in the same way as units of troops at two times the normal rate. In the case of individual models their speed bonus is not due to marching in formation, but takes account of their freedom to move, breaking into a run, avoiding scattered vegetation and hummocks in the ground, and so forth.

SNAKING COLUMN

A unit deployed in a long line with models lined up one behind the other can manoeuvre very easily. The lead model is not restricted by troops either side and so can choose a path which twists about. We call this **snaking**. Trailing models are placed so that they follow the path of the lead model. This a special type of movement unique to long lines of troops. It isn't a very practical formation for fighting, but is very handy for threading your way through buildings and other obstacles.



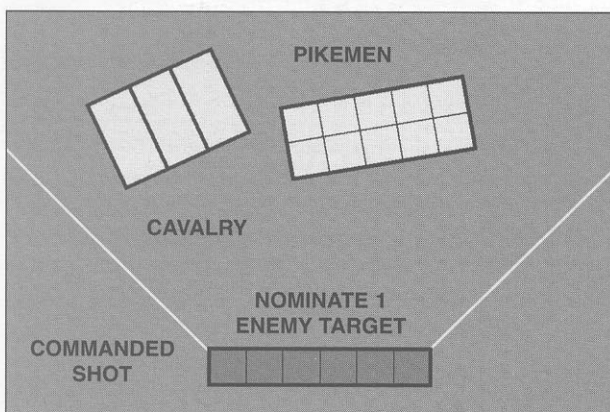
The cavalry unit has arranged itself into a snaking formation to manoeuvre more easily round the enemy infantry.

SHOOTING



Once all movement is complete, shooting can take place. Only the player whose turn is taking place may shoot. Any model who can see an enemy that is within their weapon's range, may shoot with pistols, muskets or any other missile weapon they may be carrying. This is also the time to fire any of your artillery pieces, though the full rules for cannon are covered later on.

There is no particular order in which shooting must be resolved. First nominate one of your units to shoot with, then select the enemy unit you wish to shoot at. Once you have declared your target, measure the range from the firing unit to the target and resolve the effect of the shooting using the rules below. Continue until you have used all of the units that you wish to and are able to fire.



The unit of muskets can shoot at either the cavalry or the pikemen.

RANGE

All missile weapons have a maximum range which is the greatest distance they can shoot. If your declared target lies beyond this maximum range because you have estimated the range wrongly, then your volley has missed. Curses! This represents inexperienced officers or nervous troops blazing away to no effect, as often happened, wasting powder and ball and merely serving to encourage their enemies. This is why you must pick your target before measuring the range.

It often happens that some models in a unit will be in range of their targets and others not. If this is the case then only those in range can shoot and the rest automatically miss.

These ranges are the maximum distances that the weapons can fire. The ranges are considered to be the effective ranges of the weapons, not the absolute maximum ranges. Powder and ball was almost universally in short supply in the 17th Century and a dim view could be taken of wasting such a precious commodity by blazing away at 300 yards or more.

WEAPON	MAXIMUM RANGE
Carbine	16"
Musket	24"
Pistol	8"
Longbow	30"
Grenadoe	4"

This is not to say it didn't happen sometimes however, early battles in particular seem to show desultory long range fire where no-one could have shot and killed their chosen target.

Bullets and arrows lose their power and accuracy long before they reach their maximum range, so ranges are divided into short and long. Short range is considered to be up to half the maximum range of a weapon. Long range is between half and maximum distance. As we shall see later there are modifiers that make it more difficult to hit an enemy at long range.

For example, short range for a musket is anything up to 12". Any target over 12" away counts as at long range.

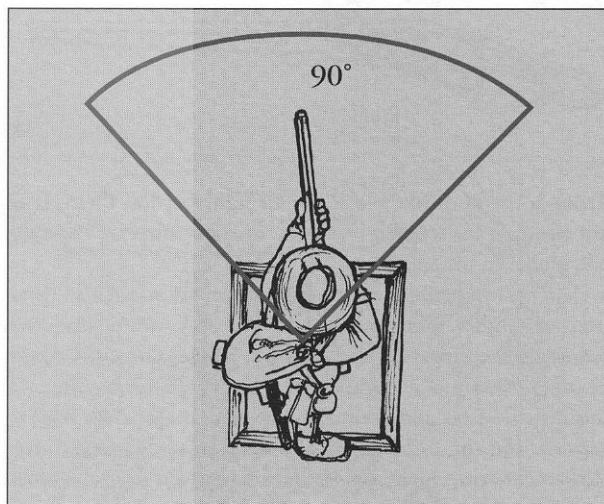
WHO CAN SHOOT

The direction that your models face is assumed to be the actual direction faced by their historical counterparts. Common sense tells us that files of musketeers drawn up cannot fire in one direction while looking in another. To represent this a target must lie within a 90° arc projected from the front of a shooter or unit. Most units are on square or rectangular bases, so imagining lines issuing diagonally from the rear corners to the front will give you your 90° arc.

Dragoons, forlorn hopes, characters and troops defending obstacles may, if they choose, fire on any legal target in a 180° arc to their front. This is intended to demonstrate their superior mobility and specialised nature.

Any troops shooting are blocked if there is anything between them and their intended targets. Interposing models or scenery will therefore block line of sight. Because of this, except as noted later, only the models in the front rank of a unit can shoot, as the models behind them will not be able to see past their comrades.

In Warhammer English Civil War, this doesn't mean that only the front man is actually firing, more likely the front two or three ranks are giving fire, either together or by introduction or extradition. It does mean however that apart from in exceptional circumstances, the whole unit may not give fire in one turn if multi-ranked.



An infantry model can see within a 90° arc.

SHOOTING

Musketeers are permitted to fire up to two ranks in a salvo and should therefore always be formed two ranks deep unless they are skirmishing. If musketeers are formed in a single rank only every second man may fire.

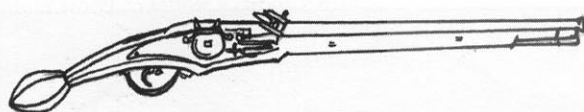
Our soldier's view of the enemy will also be blocked by the terrain of the battlefield itself. Tall hedges, orchards, barns and town houses, banks, palisades and hills can all shelter your enemy from view. You must bear in mind however that the scenery on the tabletop is only representative, just like your 'regiments' of 30 models. A copse isn't really two model trees, it is dozens of trees of various sizes with low shrubbery and snagging roots. Because of this, it is not practical to be totally prescriptive about what blocks line of sight.

If in doubt as to whether your models can see over or around an obstacle, kneel down at the level of the table and squint along where your models are looking. Be reasonable: if you feel you are pushing it a bit, then you are! Remember also that wargames tables tend to be perfectly flat like a bowling green, but if you go out into the country you will see that large, flat expanses are extremely rare – whole brigades can be hidden in gentle folds in the ground, so, we think it's easy to see everything as we have a bird's eye view of our battlefield.

Hills, large boulders and buildings block line of sight over level ground.

Hedges and walls also block line of sight over level ground. However, a model placed directly behind an obstacle so that it is touching is assumed to have taken up a position where it can see and shoot over the obstacle with head and shoulders clearly visible. Such models can observe and shoot, but of course can also be seen and shot at!

Woods block line of sight if the shooter and the target are on opposite sides. It is only possible to see through 2" of woodland, so if a model is within 2" of the edge he can see out and shoot, and be seen and shot. Further inside the wood a model can neither see or be seen. If both target and shooter are inside the same wood then missile range is reduced to the farthest you can see, 2".



Troops, friend or foe, block line of sight beyond them. It is not possible for infantry weapons to shoot directly through one model to hit another.

An optional rule is to say that certain crops can also deny line of sight. The cereals of the day were not the bio-engineered dwarves we have now, whole companies could be swallowed up in wheat and barley fields leading to misidentification and confusion. Legend has it that Rupert himself hid in a bean field until he could escape the Parliament army. Make your own terrain, use a common sense approach and you won't go far wrong.

ELEVATED POSITIONS

Troops occupying elevated positions such as hills or the tops of buildings can see and shoot over the heads of models, over the tops of lower hills, and over lower buildings, trees and obstacles. Not only can such troops see and shoot, they can also be seen and shot at by models below them.

Having your troops deployed on higher ground not only confers visibility and a bonus in hand-to-hand fighting, but also means you can fire in two ranks of models in one turn. You may never fire more than two ranks of models in one turn, the risks are just too great! This counts as two uses of powder.



COVER

A wise commander, particularly in smaller tactical games, uses cover wherever possible to aid his approach toward his enemy. Cover offers a certain amount of ballistic protection and makes your troops harder to hit. There are two sorts of cover: **hard cover** and **soft cover**.

HARD COVER

This offers solid protection from missile fire as well as concealing the target from view if the player chooses. The corner of a building, walls, wooden palisades and deep ditches all count as hard cover. All troops in buildings, even if sniping at the enemy from doors and windows are classed as being in hard cover.

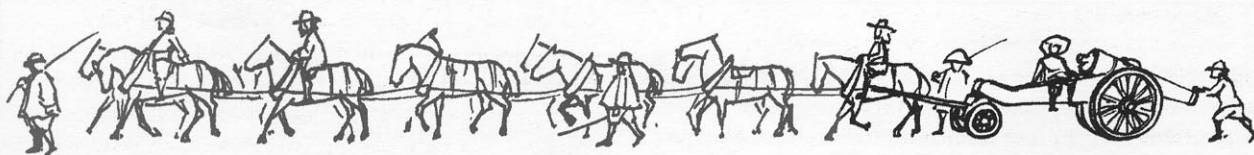
SOFT COVER

This type of cover similarly can provide partial or complete concealment for your troops, but provides only token protection from incoming fire. Hedges are a fine obstacle to a cavalry charge, but little protection from volleys of leaden bullets. All woods, hedges, copse, carts, and open wagons count as soft cover.

SHOOTING AND HAND-TO-HAND COMBAT

Once a charge has been accomplished, there is little else for the troops to do but fight it out with pike and sword, musket butt or pistol. Troops can no longer shoot if engaged in *mêlée*.

Most colonels would not have considered firing upon a *mêlée* that contained friendly troops, but occasionally desperate measures are required to save the day. Perhaps the enemy is fighting over the bridge to your earthwork and forcing back your outnumbered troops. Maybe your cunning firetrap has been compromised by your forlorn hope holding out rather too well. Either way, sometimes you feel the need to fire into an existing hand-to-hand combat. Remember



mêlées are not two dainty lines of infantry or horsemen exchanging neat cuts or thrusts, maintaining their order and files. Hand-to-hand combat in the Civil Wars was a murderous business, casualties were trampled underfoot as gaps were exploited, lines outflanked and heroic or mad individuals pressed into the middle of an enemy unit.

If you are desperate enough to fire into a hand-to-hand struggle, you must be prepared to take the consequences. Any hits obtained are divided equally between the sides. Odd hits are distributed by a dice roll, 1-3 = a hit on your side, 4-6 = a hit on the enemy. Remember, it makes no difference that the enemy may outnumber your models, the odds are always the same, 50% of hits on your troops. I recommend that you don't ever do it!

TEMPLATES

As described later, some particularly devastating weapons such as grenades use a template to determine how many models are hit. Normally, models under the template are considered targets and will be hit on an appropriate dice roll. A weapon that uses a template can also be fired into hand-to-hand combat, in which case the casualties are worked out as follows.

If a template is positioned in such a way that it touches only models from one side and none of the models it touches are actually fighting (ie, in base contact with their enemy) then all casualties are worked out exactly as normal. The shot has struck in such a way that all hits fall on that unit.

If a template is positioned in such a way that it touches any models from either side that are fighting, or models from both sides whether fighting or not, then work out the number of hits as normal but distribute them equally to both sides. The shot has fallen in the thick of the fighting and both sides suffer the consequences.

SHOOTING AT CHARGERS

If one of your missile-equipped units is charged by an enemy unit, your unit has the option to stand & shoot or fire & flee at the charging unit, as long as the enemy started their charge from more than half their charge move away.

Work out the shooting at short range for the weapon regardless of the range at the start of the charge, this represents your troops giving their fire full in the faces of the enemy. Unnerving though it may be for the attackers to take the volley, it is also intimidating for the shooting units as their foes rush towards them. Therefore, when shooting at a charging unit an additional -1 to hit penalty is imposed.

Units shooting at chargers do so out of their normal turn sequence, in the other side's Movement phase before chargers are moved. Note that chargers who begin their move within half of their own charge distance of the enemy cannot be shot at. They are simply too close and there is insufficient time to organise a system of firing. Don't let them get close!

DIVIDING SHOTS

A unit of troops always takes aim and shoots at a single target where possible, as directed by its leader. However, occasionally you may have to, or wish to split your fire, in which case simply nominate before firing which models are firing at which unit. In addition, you can nominate whether to shoot at pike or shot if firing at a mixed regiment.

HITTING THE TARGET

The chance of a shooter scoring a hit on his target depends on his Ballistic Skill, or BS. The higher the individual's BS, the greater his chance of hitting. To determine whether you hit you must roll a D6 for each model shooting. Count the models shooting and roll that many dice. Rolling them all at once is easiest but if you have a whole regiment firing you may have to roll batches of dice. The following table shows the minimum D6 score you will need to hit.

BS	1	2	3	4	5	6	7	8	9	10
To Hit	6	5	4	3	2	1	0	-1	-2	-3

If you score at least the number required you have hit, if you score less you have missed.

Although the chart covers scores of 1 or even less, the minimum dice roll needed to hit after modifiers have been applied is always at least 2. There is normally no such thing as an automatic hit; a roll of 1 always misses.

For example, you open fire with ten musketeers who have BS 3, so you will need a score of at least 4 on each dice to hit. You roll ten dice and score 1,1,2,3,4,4,5,5,5,6. That's four misses and six hits, good shooting!



TO HIT MODIFIERS

The 17th Century saw gunpowder triumphant as more accurate, lighter and cheaper firearms dominated the battlefield. In addition to the skill of the marksman as indicated by his Ballistic Skill, there are a variety of factors which improve or diminish his chance of hitting a target.

Factors which make it easier are added to the dice roll. Factors that make it harder are subtracted from it.

+ 1 First shot at enemy.

The first shots from a unit are normally the most effective as its officers have the time to organise their fire, rather than letting their men blaze away in confusion. This only applies for the first time anyone in the unit fires. Once even one model has fired this advantage is lost.

+ 1 Shooting at a large target

There will be occasions, particularly in skirmishes or smaller games, when you will be presented with a target the size of the proverbial barn door. This may be a large powder wagon, a barge on the river or even a barn door! In sieges you may wish to include towers or war machines as large targets, it really is up to you. Cavalry units are never considered to be large targets.

-1 Shooting while moving

If the shooter moved during its Movement phase then its chances of hitting are reduced. Even a simple turn or change of formation is enough to reduce concentration and so counts as movement. Note: Some highly mobile specialist units are not subject to this penalty.

-1 Shooting at an enemy who is charging

If you are charged and decide to stand & shoot at your attacker, or fire & flee, then your chance of hitting your opponent is reduced. As the enemy thunders towards you, your aim will be distracted and your shot hurried as you try to keep him at bay, reach for your sword or retreat.



-1 Shooting at long range

If your target lies at over half your maximum range, you are less likely to hit. 17th Century weapons were notoriously inaccurate at longer ranges. Sometimes you will find some of the shooters are within short range and the rest are at long range. If this is the case then roll two batches of dice, one for each range.

-2 Shooting at a character model

If your target is a single model, infantry or cavalry, then this penalty applies. See the section on Characters for a complete explanation of rules for shooting at characters. Only models equipped with rifled fowling pieces may ignore this penalty.

-1 Shooting at skirmish formations

Units that are skirmishing in an open formation such as a forlorn hope or storming party are difficult to hit. Not only do many of the bullets pass harmlessly through the extended formation, but the targets themselves are taking full advantage of the terrain and keeping a low profile. Skirmishers are explained fully later on.

-1 Target is behind soft cover

If your target is behind soft cover then your chance of hitting is reduced.

-2 Target is behind hard cover

If your target is behind hard cover then your chance of hitting is drastically reduced. All shooting to hit modifiers are cumulative. So, for example, if you are shooting at long range at a target behind soft cover, your chance of hitting is reduced by -2. This means that with BS 5 you would need to roll a 4 to hit instead of the 2 normally required.

For example: A unit of 12 dragoons armed with carbines open fire at a unit who are behind a hedge. The dragoon's Ballistic Skill is 4, a good unit. The targets are 13" away which puts them within the carbine's long range. The dragoons roll twelve dice, one for each man firing. Normally they would need to roll a 3 or more on each dice to score a hit. However the long range inflicts a -1 penalty while the hedge gives their foe soft cover, another -1, which added together means our sharp shooting dragoons will need to roll 5 or 6 on each dice. The twelve dice yield three 5s and two 6s, excellent rolling, five hits!

7+ TO HIT

If to hit modifiers result in a required score of 7 or more it is still possible to hit, though very unlikely. As it is impossible to roll a 7 on a D6 you will need to first roll a 6, and then for each shot scoring a 6 you will need to roll a further score as shown on the chart opposite. Eg, in order to score an 8 you must roll a 6 followed by a 5 or more. If you require a score of 10 or greater it is impossible to hit.

SCORE REQUIRED	DICE ROLL NEEDED
7	6 followed by a 4, 5 or 6
8	6 followed by a 5 or 6
9	6 followed by a 6
10 or more	Impossible!

WOUNDS

Not all hits will wound their target – some may glance off armour or clothing, while others will graze their target causing no real harm. Some battle-hardened warriors are so tough that they can shrug off wounds that would disable lesser men.

Once you have hit your foe, you must roll again to see if you wound him. To do this compare the weapon's Strength value with the target's Toughness value. The Strength values

of common missile weapons are summarised below; the target's Toughness 'T' is included on its profile but is usually 3 in the case of an ordinary trooper. Roll a D6 for each hit you scored and consult the Wound chart below.

To use the chart, first find the weapon's Strength and look down the row. Then look across the column for your target's Toughness. The number indicated is the minimum score on a D6 required to wound.

WOUND CHART

TARGET'S TOUGHNESS

WEAPON'S STRENGTH

	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

WEAPON STRENGTH

The following table shows the strength of various missile weapons. They are included here as examples – the section on Weapons later in this rulebook describes all missile and hand-to-hand fighting weapons in much more detail.

For example, the player in command of ten musketeers, having scored four hits against the enemy

WEAPON	STRENGTH
Long Bow	3
Grenadoe	4
Pistol	3
Carbine	3
Musket	4

cuirassiers consults the table. The musketeers' muskets are Strength 4. The opposing troops are Toughness 3. He now needs to roll 3 or more to wound the enemy troops. He rolls a 1, 2, 2 and a 5, wounding one enemy cuirassier.



ARMOUR

Models that are wounded still have a chance to avoid damage if they are wearing armour, carrying shields or if they are cavalry. These models have an armour saving roll or armour save.

Roll a D6 for each wound your troops have suffered. If you roll greater than or equal to the armour saving throw of the model the wound has been absorbed or deflected by its armour. Rules for different types of armour are covered more fully in the Weapons section.

Cavalry models automatically have a saving throw of 6 even if the rider is wearing no armour. This represents the extra protection afforded by his mount. If the rider is wearing armour then his saving throw will be +1 better than it would be if he were on foot.

For example, a lifeguard mounted on a horse and wearing heavy armour has a saving throw of 4+. This means he must roll a 4, 5 or 6 to be saved by his armour.

ARMOUR	INFANTRY SAVE	CAVALRY SAVE
None	None	6+
Light armour	6+	5+
Heavy armour	5+	4+
Cuirassier armour	4+	3+
Target	Adds +1 to Armour save in hand-to-hand combat only	



ARMOUR SAVE MODIFIERS

Some weapons are so powerful that they can punch right through armour, so armour provides less protection against them. Such weapons confer modifiers that are subtracted from the foe's armour saving throw. This is shown by the table that follows.

For example, a cuirassier mounted on a horse and wearing cuirassier armour has a saving throw of 3+. This means he must roll a 3, 4, 5 or 6 to be saved by his armour. To continue our example from before, the musketeers have scored one wound on the cuirassiers. Muskets have a -2 save modifier so the cuirassiers have a modified saving throw of 5+. The player in command of the cuirassiers rolls a 4. Not surprisingly he has failed. If he had scored a 5 or 6 the musket ball would have bounced off and the cuirassier would have been unbarmed.

STRENGTH OF HIT	REDUCES ARMOUR SAVE BY
3 or Less	None
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7



REMOVING CASUALTIES

Most troops can only sustain one wound before they fall casualty. Some models, however, can take several wounds before they become casualties, but these are the exceptions rather than the rule. The number of wounds a model can sustain before it falls casualty is indicated by its Wounds value or 'W' on its profile.

CASUALTIES

Where troops have only a single wound, casualties are removed as follows:

If a unit of troops is hit and suffers wounds which it is unable to save then for each wound suffered one model is removed as a casualty. Casualties are not necessarily dead, they may represent men temporarily knocked out, or simply too badly wounded to carry on fighting. For our purposes the result is always the same so we can consider all casualties as slain and remove them from the game.

The player who has suffered the casualties must remove slain models from the unit. Although they would in reality fall amongst the front rank it is more convenient to remove casualties from the rear of the unit. This keeps the formation neat and represents rear rankers stepping forwards to cover gaps in the line as they appear. If models are deployed in a single rank then casualties are removed roughly equally from either end, representing troops gathering about their officers and standards.

CAVALRY CASUALTIES

In the case of cavalry models all shots are worked out against the rider. If the rider is slain the mount is removed as well. This is a convenient and practical way of representing cavalry, as it dispenses with the need for individual dismounted riders and loose mounts.

Obviously some riders are slain during a battle, horses bolt and run away, and some mounts are killed throwing their riders to the ground. However, these things can be safely imagined as models and their mounts are removed as a single piece.



MULTIPLE WOUND CASUALTIES

A model with more than one wound is only removed from play when it suffers a number of wounds equal to its wounds (W) characteristics.



FAST DICE ROLLING

You will have gathered by now that it is necessary to roll quite a few dice to resolve shooting – whole handfuls at once in fact! This doesn't take as long as you might imagine because all the dice are rolled together.

The most practical way of going about this is to take as many dice as you have troops shooting and roll them all at once. So, if you're shooting with ten musketeers roll ten dice. Then pick out any dice which score a hit and re-roll them to wound. So, from our ten dice to hit four might typically score hits, these are re-rolled and may score two wounds. Dice which score wounds are picked out and handed over to the opponent so he can take his saving throws.

This same system applies when you work out hand-to-hand combat damage too, as described in the next section.

HAND-TO-HAND COMBAT

26 July 1642



Once all shooting has been decided it is time to deal with the brutal cut and thrust of hand-to-hand combat. Units engaged in hand-to-hand fighting cannot move or shoot, but must remain in the mêlée until one side is destroyed, forced to flee or disengages as explained later.

Regardless of whose turn it is all models in contact with the enemy must fight. The Hand-to-hand Combat phase is an exception to the normal turn sequence in that both sides take part on the fighting, irrespective of whose turn it is. Like the Movement phase, the Hand-to-hand Combat phase follows a set order or sequence as explained below.



CLOSE COMBAT PHASE

1. FIGHT COMBAT

Each unit involved in combat fights as explained in the following rules. Fight all the combats before working out results.

2. RESULTS

Work out which side has won each combat and by how much. The losing side will have lost by one, two or more 'points' as explained in the following rules.

3. BREAK TESTS

Each unit that loses in combat must take a Break test. Any unit failing its Break test is termed 'broken' and rear rank models are turned round and moved askew to show this. Take all Break tests now.

4. PANIC TESTS

If units have broken then other friendly units within 12" must take a Panic test to determine whether they panic and run. Take all required Panic tests now.

5. FLEE!

Units which have broken or failed their Panic test must flee from their enemy as described in the following rules. Move all newly fleeing troops now.

6. PURSUE

Units whose enemies have broken and fled that turn are allowed to pursue, catch and destroy them, as described in the following rules.

7. REDRESS RANKS

At the end of the Hand-to-hand Combat phase, formations are tidied up ready for the following turn.

10,000 volunteers turn out for the Parliamentary parade at Moorfields

COMBATS

It's best to work out combats one at a time – do all the dice rolling and casualty removal in one mêlée before moving on to the next. Generally, a combat is between two units but it is entirely possible that a combat could have three, four or more units involved at any one time. Don't panic – just work out the combats in order of Initiative value. This is explained later in more detail.

WHO STRIKES FIRST

In the desperate cut and thrust of close combat, the advantage goes to the best trained and most determined soldiers, or those who have gained the extra impetus of charging into the fray that turn. To represent this, models strike their blows in a strict order.

Troops who have charged that turn will always strike first. Otherwise, all blows are struck in the order of Initiative value. Models with the highest Initiative strike first followed by models who have a lower value. This is important because if a model is slain before it has had a chance to strike, it obviously cannot fight back. Striking first is therefore a great advantage, making it wise for a player to take the offensive where possible.

If opposing troops have the same Initiative value then the side which won the combat in the previous turn may strike first, or, if this doesn't apply, roll a D6 and the player who rolls highest goes first!



WHICH MODELS FIGHT

A model can fight if its base is touching the base of an enemy model. Even models attacked in their side or rear may fight, and if you wish they may be temporarily turned in the ranks to indicate that they are doing so.

It sometimes happens that a model is touching more than one enemy model in which case you may choose which you wish to attack. For example, if you charged a pike block with a cavalry unit, you may have the chance of attacking an enemy pikeman or the unit's Colonel. The choice is yours whether to take on a pikeman or the potentially more dangerous Colonel.



Now did our ffothe believe noe man theire equals, and were soe apt to undertake anything, that the hill upon which the rebels stood well fortyfied little without muskett shott (from whence they racked as with their cannon) could not deterre them; for desired to fall on and cried lett us fetch those cannon. Order was presently given to attempt the hill with horse and ffoote: great partys of Muskeiteires was sent out of either of our winges to fall upon those wodes which flanked the enemye, and in which they had lodged stoare of small shott for their defence, the horse were to pass up the highway but were att first repulsed Sir Bevill Grenvill then stood on the head of his regiment upon Tughill, who advanced presently putting all his shott upon his left hand within a wall, and carry'd with him horse on the right hand, the ground being best theire for horse, and hee himselfe lead up his pikes in the middle: hee gained with much gallantry the brow of the hill receivding all their small shot and cannon from theire brest worke, and three charges of horse, two of which hee stood; but the thirde fell, with him many of his men: yett had his appearing upon the ground so disordered the enemy, his owne muskeiteires fyryng fast upon their horse, that they could not stay upon the ground longer; the Rebels ffothe took example by theire horse and quitt theire brestworks retrpyng behind a long stone wall that runs acrossse the downe; our horse draws up upon their ground: our two winges that were sent to fall into the two wodes had done theire businesse and were upon the hill as soone as the reste.

Colonel Walter Slingsby, Lansdown Hill 1643



HITTING THE ENEMY

To determine whether you score a hit, roll a D6 for each model fighting. If you are fortunate enough to have more than one Attack on your soldier's profile then roll a dice for each attack.

The amount needed to score a hit depends upon the relative Weapon Skill of the attacker and his foe. Compare the Weapon Skill of the attacker with the Weapon Skill of his opponent and consult the chart below to find the minimum D6 score needed to hit.

If you look at the To Hit chart below, you will see that if your soldier's Weapon Skill is greater than your foe's, you hit him on a 3+. Otherwise you hit on a 4+, unless his Weapon Skill is more than double yours, in which case you need a 5+. After a while, it will become obvious and you won't need the chart!



DEFENDED OBSTACLE

Infantry which are lined up behind a wall, hedge or other such linear obstacle can opt to defend it against attackers. The front rank of the unit is moved right up against the obstacle to show that they are defending it. Any enemy which is brave or desperate enough to attack the defenders may do so by charging them as normal. Attacking models do not have to physically cross the obstacle that is being defended, indeed they are unable to do so whilst it remains defended by the other unit, instead their front rank is positioned on the opposite side to where the defenders are situated.

If attacking an enemy who is defending an obstacle, you will require a 6 on a D6 to hit. This penalty does not apply to the defenders who may attack normally. The defenders have the advantage of having already established a good position with their weapons, covering the gaps in the hedge or wall. The vulnerable attackers must attempt to clamber over the obstacle in the face of bristling pikes, swords and/or pistols.

TO HIT CHART

OPPONENT'S WEAPON SKILL

	OPPONENT'S WEAPON SKILL									
	1	2	3	4	5	6	7	8	9	10
ATTACKER'S WEAPON SKILL	1	4	4	5	5	5	5	5	5	5
	2	3	4	4	4	5	5	5	5	5
	3	3	3	4	4	4	4	5	5	5
	4	3	3	3	4	4	4	4	5	5
	5	3	3	3	3	4	4	4	4	4
	6	3	3	3	3	3	4	4	4	4
	7	3	3	3	3	3	3	4	4	4
	8	3	3	3	3	3	3	3	4	4
	9	3	3	3	3	3	3	3	3	4
	10	3	3	3	3	3	3	3	3	4

This penalty no longer applies once the attackers have won a round of hand-to-hand combat. Once they have done this it is assumed that enough of the attackers have forced their way over or through the obstacle to render it useless as a defensive barrier. Your best bet to win as an attacker, therefore, is to use overwhelming numbers and hope to carry the day.

WOUNDS

Not all successful hits are going to harm your enemy – some may glance off his armour, cause only superficial damage or be shrugged off completely by a particularly stalwart foe. Once you have hit your opponent, you must roll again to see if your hits inflict mortal wounds.

This procedure is exactly the same as described for shooting previously. Consult the Wounds table below, cross-referencing the attacker's Strength (S) with the defender's Toughness (T). Both values appear on the soldier's profiles. The chart indicates the minimum score on a D6 required to cause a wound.

Where the table shows an 'N' this indicates that the target is simply too tough for you to hurt. N stands for no effect – or no chance!

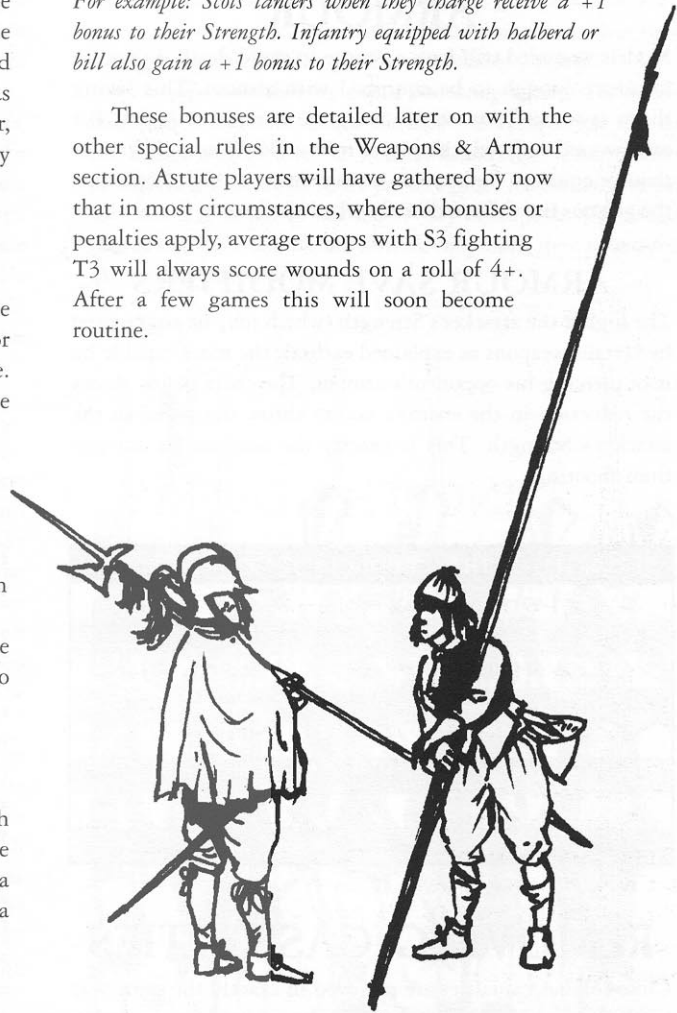
WEAPONS MODIFIERS

Unlike shooting, in hand-to-hand fighting it is the Strength (S) of the attacker that is used, rather than the Strength of the weapon, to determine a wound. Most troops strike with a Strength (S) of 3, but some weapons that are carried confer a bonus on top of the attacker's Strength.

For example: Scots lancers when they charge receive a +1 bonus to their Strength. Infantry equipped with halberd or bill also gain a +1 bonus to their Strength.

These bonuses are detailed later on with the other special rules in the Weapons & Armour section. Astute players will have gathered by now that in most circumstances, where no bonuses or penalties apply, average troops with S3 fighting T3 will always score wounds on a roll of 4+.

After a few games this will soon become routine.



WOUND CHART

TARGET'S TOUGHNESS

WEAPON'S STRENGTH

	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

ARMOUR

Models wounded still have a chance to avoid death if they are fortunate enough to be equipped with armour. This saving throw is worked out exactly the same as for missile fire. For each wound suffered, the player rolls a D6. If he rolls greater than or equal to the armour saving throw of his troops then the armour has deflected or absorbed the killing blow.

ARMOUR SAVE MODIFIERS

The higher the attacker's Strength (which may be augmented by certain weapons as explained earlier), the more capable he is of piercing his opponent's armour. The chart below shows the reduction in the enemy's saving throw compared to the attacker's Strength. This is exactly the same as for damage from shooting.

STRENGTH OF HIT	REDUCES ARMOUR SAVE BY
3 or Less	None
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7

REMOVING CASUALTIES

Close combat casualties are removed in exactly the same way as shooting casualties and you may wish to re-read that section at this point. Although casualties would, in reality, fall amongst the rank fighting, it is most convenient to

assume that rear rankers will step forward to fill any gaps. In most circumstances it is therefore more practical to remove casualties straight from the rear ranks of a unit.

Models which fall as casualties are not removed from the tabletop immediately, but are placed behind their unit. This is important for two reasons. Firstly, when it comes to working out who has won the combat you need to know how many casualties have been inflicted by each side, and this is much easier where casualties are left behind their units.

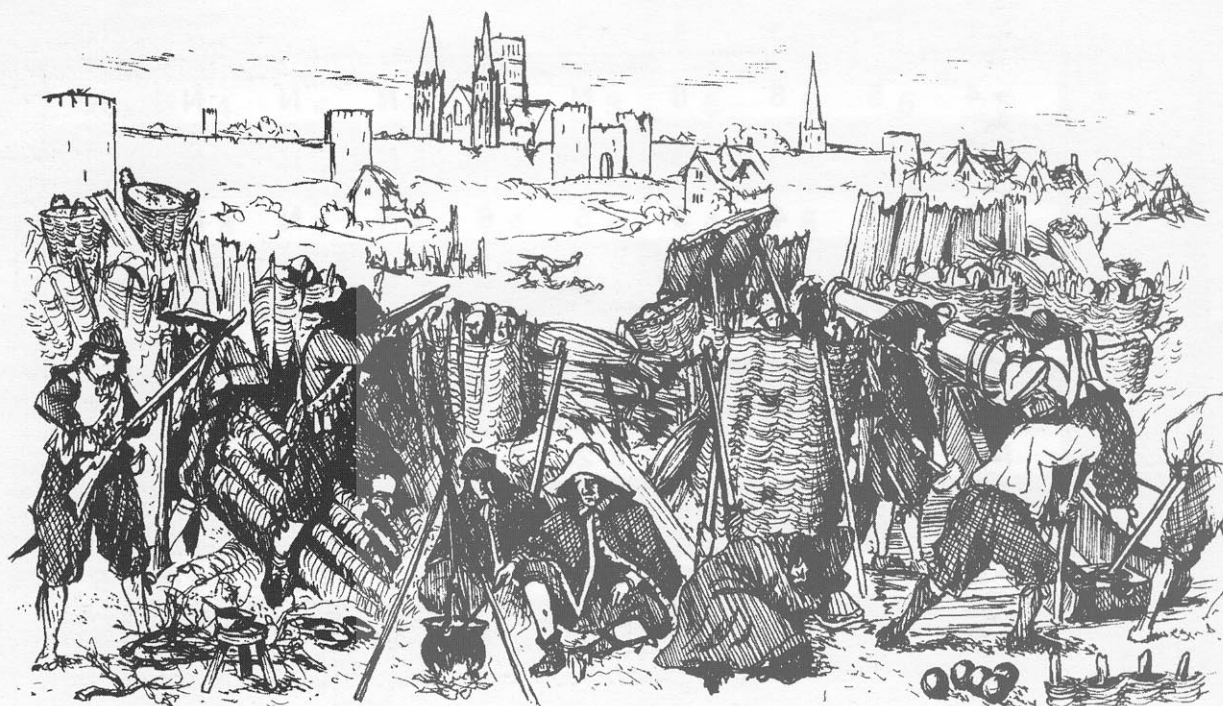
Secondly, models which are removed before they have a chance to attack may not do so, and any rear ranker stepping into his place cannot attack that turn. This means that the side to strike first has a significant advantage, as any casualties caused will reduce the number of enemy left to fight back.

RESULTS

For each separate combat you must determine which side has won. Do this once all the units engaged in combat have fought.

You begin by adding up all the wounds caused by each side. It does not matter which particular units suffered the wounds, just add them all up. Remember that some characters, such as your General, have multiple wounds and may have not been removed as casualties. The side that has inflicted the most wounds has won the combat. The other side has lost. If both sides inflicted the same number of wounds then the result is a draw.

There are other factors that can sway a hand-to-hand struggle however. Perhaps you have caught the enemy in his flank or rear. Maybe you hold the high ground or have the advantage of overwhelming numbers. These factors or bonuses are added to the number of casualties you have caused. For example, if both sides caused three wounds the result would normally be a draw, but if one side attacked the other on its flank then he would add +1 to his score, winning 4 against 3.



These bonus points can make all the difference to winning a mêlée and a veteran general will soon develop ways in which to exploit them to the fullest. The table below summarises bonus points.

Once both sides have established their total points, compare the two values to determine which side has won the combat. The higher the difference in scores, the greater the victory for the winning side. An eight point against a seven point win is a bloody but marginal victory as only a single point separates the scores. A score of seven versus two is a much more one-sided affair. The difference in scores is important since it influences the likelihood that the losing side will lose its nerve and flee.

LOSERS TAKE A BREAK TEST

The side which loses the combat must immediately take a test to determine whether it stands and fights on defiantly or runs off in disgrace. This is called a **Break test**. You need to take a separate Break test for every unit that is involved in the combat. Depending on which units pass and which fail their test some may break and flee, while others stand their ground. Your regular, drilled troops, veterans and trained bands are more likely to stand firm than raw militia, or peasant units.

Take the test as follows. Firstly, nominate which unit you are testing. Roll 2D6 and add the scores together. You are hoping for a low score incidentally. Now, add the difference between the winner's and loser's combat scores to the result. If the total is greater than the unit's Leadership value then the unit is broken. Broken units will turn tail and flee once all the combat on the field of battle has been completed. Until all combat has been worked out simply turn a few of the rear rank models around to remind you that that unit has broken.

For example: A unit of pike is fighting a unit of Horse. The cavalry inflict three wounds on the pike unit, and the pike unit inflicts four wounds on the cavalry. The pike have four ranks and, as each rank

after the first rank adds +1 to the score, this gives them $4 + 3 = 7$ points against the cavalry, who are trotters, and have three ranks total, giving them a bonus of +2 and a total of 5 points.

The pike have therefore won a convincing victory. The cavalry will have to take their Break test with +2 added to the dice roll (or, viewed another way, -2 to their Leadership). Their mediocre Leadership of 7, modified by the factors against them means they will have to roll 5 or less on two dice to stay in the fight. The cavalry general rolls an 8 and his disheartened troops turn their mounts from the bristling pikes and flee.



BONUS POINTS TABLE

+1 Infantry Rank Bonus. If your formation is an infantry unit of at least four models wide, you may claim a rank bonus of +1 for each rank of infantry behind the first at the start of the combat, up to a maximum of +3. So, an infantry formation three ranks deep would give you a +2 bonus, a four deep formation gives a +3 bonus. The bonus can be claimed for an incomplete rear rank so long as it contains at least four models.

If you have several units fighting in combat count the bonus from the deepest unit. Do not add up the bonuses from all the units fighting.

This bonus is lost if the unit is charged in the flank or rear by an enemy unit of five models or more.

+1 Outnumber enemy. Infantry count as one model, cavalry count as two models.

+1 Standard. If any of your units has a standard bearer then you may add a +1 bonus.

If you have several standards you still only add +1, not +1 for each standard. Rules for standards are described later.

+1 High Ground. If you are fighting from a higher position than your enemy you may add a +1 bonus. If you are defending a hill and several units are involved, some higher than others, the bonus goes to whoever has the unit in the highest position.

+1 Flank Attack. If you are fighting an enemy unit in the flank you may add a +1 bonus, so long as your entire unit numbers at least five models.

If both sides have troops attacking in the flank then the side with the most number of flanking units gets the bonus. The bonus is only applied once no matter how many flanking units are involved.

+2 Rear Attack. The same applies as for a flank attack but to units attacking in the rear. This bonus and the bonus for a flank attack are cumulative. So if you are attacking in the side and rear you will receive a bonus of +3.

UNITS REDUCED TO LESS THAN FIVE MODELS

A unit reduced to less than five models, other than a General, lifeguard, or unit that enters the battle at this strength, will automatically break if it loses a round of combat. Worn down by prolonged fighting and heavy casualties, the unit is spent and disperses to avoid destruction without taking a Leadership test. Remove the unit from the battlefield.

PANIC TESTS FOR BREAKS

Friendly troops who witness nearby allies breaking may become infected by panic. Once all defeated units have taken their Break tests, you will have to roll for nearby units to see if they stand firm. This is called a **Panic test** and full rules are given in the following section.

It is worth bearing in mind that Panic tests must be taken once all Break tests are complete, but before any fleeing troops are moved.

FLEEING TROOPS

Once you have completed all of the Break tests resulting from combat that turn, and have taken any necessary Panic tests which need to be made, it is time for broken troops to flee. Fleeing troops turn directly away from their enemy and run as fast as they can. They abandon their formation in the total rout.

MOVING FLEEING TROOPS

To represent this disordered scramble for safety, the distance a unit flees is determined by a dice roll. For all infantry units roll 2D6, if the unit is mounted then roll 3D6. The result is the distance covered by the fleeing troops minus any penalty for terrain or obstacles.

Move the fleeing models directly away from their enemy so that they are 2D6" or 3D6" away, and facing in the opposite direction. If the fleeing unit happens to run into a friendly unit, they will simply push through them. Fleeing models that would otherwise end up within a friendly unit are simply placed to one side or beyond them if this is the only option.

Fleeing models that have their retreat completely blocked by enemy models are destroyed. In addition, a fleeing unit will be destroyed if it is caught by pursuers, as described under Pursuit.

SUBSEQUENT MOVEMENT OF FLEEING TROOPS

If it is not destroyed then a fleeing unit continues to move 2D6" or 3D6" towards its own side's table edge during its own side's Movement phase. This is a compulsory move so fleeing troops are moved first once charges are declared, as explained in the Movement section.

A fleeing unit can do nothing but run away, fighting and shooting are not an option for it. Where able to do so, the fleeing unit will move around obstacles that block its retreat, including other units of troops. Fleeing units will not move towards enemy troops unless they have no other

choice. If any models leave the table edge then the entire unit is assumed to have quit the battlefield and is removed from play. The troops are considered to have scattered beyond recovery or found places to hide until the fighting is over.

If enemy troops charge a fleeing unit then the fleeing unit automatically flees from the charge, assuming the charge is within reach. The fleers are moved 2D6" or 3D6" just like any other fleeing unit. If they are caught, the whole unit is destroyed and removed from play.

RALLYING

When one of your units breaks and flees, it can throw your plans into disarray, but all may not be lost. A fleeing unit can attempt to rally, representing the officers halting the rout, bringing their men to their senses and getting them once more into ranks and files. This is called **rallying** and a unit which rallies successfully will be able to redress its ranks and enter the battle once again.

RALLY TEST

Rally tests are taken in the Movement phase after charges have been declared but before movement, (see the sequence at the start of the Movement section).

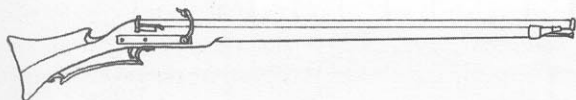
To take a Rally test simply roll 2D6. If the score is equal to or less than the unit's Leadership then the unit stops fleeing and has rallied. The unit must spend the remainder of the turn stationary and may not shoot or fight, but the player may rearrange its formation and face it in whichever direction he wishes.

If the player successfully rallies his troops, rather than rally on the spot he may wish to rally further back, representing the officers leading their men to safer ground before turning to face their foe. To do this, roll to rally as



normal and, if successful, you may make your move away from your enemy, with the normal march move restrictions, before rallying and reforming.

A unit that has suffered too many casualties will be unable to rally – its soldiers are too demoralised by the death of their comrades to carry on. To represent this, a unit of troops reduced to less than five models is no longer considered to be a fighting unit and is removed from the table as soon as combat results have been calculated. Note that this rule does not apply to characters or special units such as petard teams, which start the battle with less than five men.



PURSUIT

If a unit wins the combat and all of the enemy it is fighting break and flee then the unit will normally pursue. The victorious troops advance in an almost uncontrollable rush, hacking at the backs of their retreating foes and cutting them down as they run. Note that a unit can only pursue if all the troops it is engaged with break – if one breaks and another stands firm, no pursuit is possible. Like fleeing, pursuit is a frantic and uncontrolled affair, so dice are used to determine how far the pursuing unit will move.

PURSUIT MOVE

Once fleeing troops have been moved, the victorious units may pursue. To find out how far they chase, roll 2D6 or 3D6 in exactly the same way as for fleeing troops. The pursuers move the distance indicated by the dice roll straight towards and through the fleeing troops if they move far enough.

If the pursuer's dice roll is greater than that of the fleeing unit, the pursuers have overrun and annihilated the retreating troops. Remove the entire fleeing unit from play.

If, however, the pursuers do not move far enough to overtake their enemy then no more casualties are caused. Simply move the pursuers the required number of inches towards their broken enemy. If you roll the same score as your defeated enemy then you are hot on their heels, but not in contact, and your troops are placed 1" behind them. Note that units do not continue to pursue in subsequent turns; pursuit is a single bonus move that is made when a beaten enemy flees.

PURSUIT INTO FRESH ENEMY

It can happen that your pursuing troops move far enough forward in the chase to hit a fresh enemy unit. This is considered to be a new charge and the attacked unit must 'hold' as any attempt to flee or shoot in the confusion of fleeing allies is impossible.

The resulting combat is worked out in the following turn. The pursuers, invigorated by their previous victory, are considered to be charging and thus get all the benefits and bonuses as if they had charged that turn.

Assuming that the pursuers do not encounter any fresh enemy, they move as far as the distance indicated by their dice roll. In their following turn they may charge, march or move exactly like any other unit. No penalty is imposed because of their pursuit move.

AVOID PURSUIT

A player may decide that his unit should not pursue. Normally a unit must pursue if able to, but the cautious player may attempt to prevent this by making a test against the unit's Leadership value, representing the regimental officers holding back their men from the chase.

Roll 2D6, and if the score is equal to or less than the unit's Leadership value then the test is passed and the unit may remain stationary instead of pursuing.

A unit does not have to pursue if it is defending a wall, hedgerow, house, fortification or similar obstacle. Clearly to leave the obstacle could mean abandoning a secure position, so it is left to the player's discretion as to whether their unit should pursue.

Troops that pursue a fleeing enemy over an obstacle must halve their pursuit move as they cross the obstacle. This applies even after the first round of combat, as it is assumed that some, if not all, of the victors will still have to cross the obstacle to pursue.

PURSUIT OFF THE TABLE

Any unit that pursues its fleeing enemy off the table returns to the same point in its following Movement phase. The unit may not move other than to position itself along the table edge, in any formation it wishes, though it may shoot and otherwise participate in the game as normal.

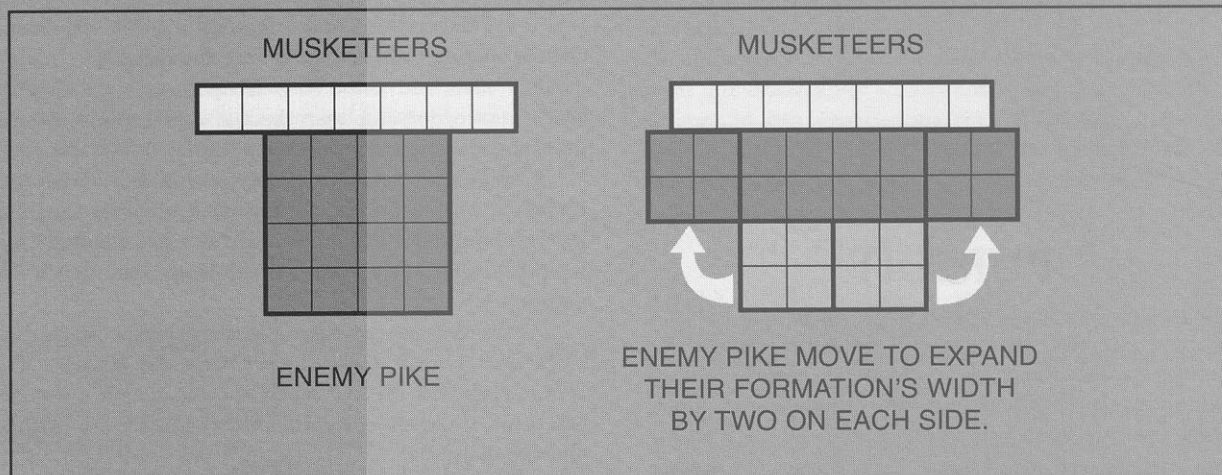


REDRESS THE RANKS

Once fleeing troops and pursuers have been moved it is time to tidy up the formations in preparation for the next phase. This is not always necessary, since much depends on combat results and casualties.

Remember that units engaged in combat cannot move during their Movement phase. The opportunity to redress the ranks after hand-to-hand combat gives the winning side the chance to expand their frontage or lap around the enemy's sides.

Expanding a unit's frontage



In this situation the enemy pike unit wins the combat and expands their formation by moving eight models to increase the width of the unit by two on each flank. Remember – units must maintain equal sized ranks apart from the rearmost rank when expanding their frontage.

EXPAND FRONTAGE

If a unit wins the combat it can move models from rear ranks and place them in the forward ranks to increase the width of the formation, thereby allowing more models to fight. A unit may expand its frontage in this way by up to two models on each flank.

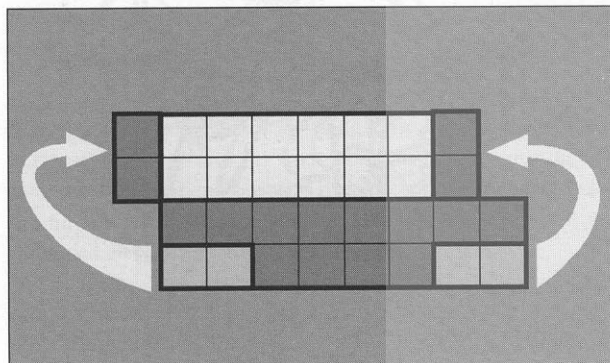
FLEEING UNITS

Units which are fleeing abandon their formation and so have no opportunity to redress their ranks at this time. The unit forms a rough block or mass of troops, and models are arranged in a higgledy piggledy manner to show their disorganised status.

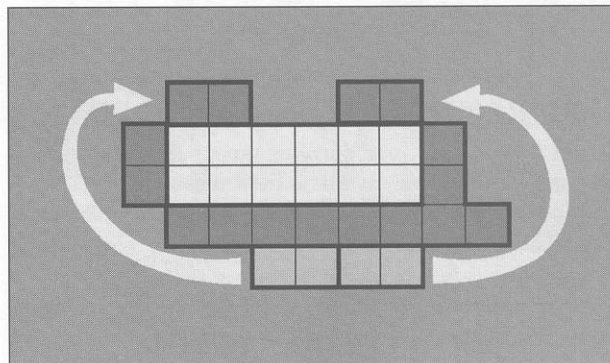
LAPPING ROUND

If a unit wins the combat and its formation already extends to the enemy's flanks, then models may be moved from the rear ranks round the sides of the enemy unit. These extra models are described as **lapping round**. You may move up to two models around each flank, assuming there is room and that the flank is not blocked by another unit, building or terrain.

Once models have covered the enemy's flanks, further models may be lapped around to the rear should they win a further round of combat. In this way it is possible to extend your line and surround an enemy unit completely.



Lapping models from the rear rank move to the enemy's flank.



Lapping models from the rear rank move to the enemy's rear.



COMBAT BONUSES

Models which are lapping round the flank or rear are ignored for purposes of establishing a unit's rank bonus in hand-to-hand combat. Lapping round models in this way might therefore reduce your rank bonus by limiting the number of full ranks fighting.

However, units that are lapping round do receive extra bonuses for flank and rear attacks so long as the entire unit consists of five or more models. This means that in most cases it is well worth lapping round if your units are able to do so.

DEFEAT IN COMBAT

If a unit is defeated in hand-to-hand combat then any of its models already lapping round are immediately returned to the rear rank of the formation. They have been driven off by the enemy and forced to regroup behind the unit's main body.

WHICH MODELS CAN FIGHT

Bear in mind that all models touching base-to-base are allowed to fight in hand-to-hand combat, so troops along the sides of 'flanked' units can fight back against troops that are lapping round. Players might wish to physically turn the models round to face their enemies in order to show this, although it is not strictly necessary to do so.

And it hath been seene, when young striplings have upon Commands gone resolutely forth by Sallies, in a dark, cold blustering, rainy, tempestuous night whereas a lusty, tall Pike-man hath been glad that he hath had such armes allotted to him, which kept him from such dangerous onsets. Nay, upon suddaine Alarmes in the Night, when the Sergeants have come to fetch men out of all Companies to march out, with their usual word, Up Musquetiers, up; ten or more out of every Company: At these times the lusty and able Pike-man hath said, "Well I would not be a Musquetier, I am glad of my Corslet, I had rather lye still in my Quarters, let the Musquetiers get the honour."

Daniel Lupton

DISENGAGING FROM HAND-TO-HAND COMBAT

Units engaged in hand-to-hand combat at the start of the turn may attempt to disengage from combat in their Movement phase. Such troops are assumed to be taking advantage of a lull in the fighting to retire in an ordered fashion. Well trained or very manoeuvrable troops can disengage reasonably safely, whilst poorly disciplined troops may find their orderly withdrawal turning into a rout.

Declare if any of your units will disengage from combat at the start of the Movement phase, at the same time that you declare any charges. Turn the models around through 180° to show this. This turn is free and has no effect on the unit's further movement.

Units disengaging from hand-to-hand combat are moved in the compulsory movement part of the Movement phase, before charging units are moved. Take a Leadership test for each disengaging unit in the same way described for avoiding pursuit. Roll 2D6, and if the score is equal to or less than the unit's Leadership value then the test is passed.

If the test is passed the unit has successfully disengaged and may move up to double its normal Movement rate away from the combat.

If the test is failed the unit breaks and flees, fleeing either 2D6" if an infantry unit, or 3D6" if cavalry.

Units that are fighting an enemy that successfully disengages from combat are not allowed to pursue. The enemy has disengaged during a lull in the fighting. However, if the disengaging unit fails its test and breaks and flees, then its enemy may pursue just as if the unit had broken in hand-to-hand fighting. In this case the disengagement has failed, and the enemy leaps forward to exploit their mistake.

Cavalry are allowed to disengage from combat without taking a Leadership test, but only if all of the enemy troops they are fighting are either slower or have the same Movement rate as themselves. If any enemy troops are faster than they are, then a Leadership test must be taken as described above.

PANIC



It is an unfortunate fact that in the heat of battle troops often don't respond as you, their commander, might want them to. In particular, when troops see their friends running away, some will lose their nerve, a few may waver, and soon the whole unit is fleeing away from the battle in blind panic.

Some troops are steadier than others as indicated by their Leadership value. Troops with a high Leadership value are much less likely to panic than troops with a low Leadership. These factors are represented in the game by Panic tests.

TAKING A PANIC TEST

A Panic test is taken as follows. Roll 2D6 and compare the result to the unit's Leadership value. If the result is less than or equal to the unit's Leadership the test is passed and all is well. If the result is greater than the unit's Leadership value then the test has been failed.

You will notice that a Panic test is taken in the same way as a Break test in hand-to-hand combat and uses the same characteristic, namely Leadership. However, a Break test is not a Panic test, and vice versa. This is important because some bonuses apply specifically to Break tests and others apply only to Panic tests.

USING A CHARACTER'S LEADERSHIP

If a unit of troops is led by a character then the entire unit can test against his Leadership value. Characters often have a better Leadership value than ordinary troopers, so a well led unit will be less prone to the effects of panic. See the Character section for rules concerning characters and units.

WHEN TO TAKE PANIC TESTS

A unit must take a Panic test in the following circumstances:

1. Fleeing friends within 4" at the start of the turn.
2. Friends break from/or are destroyed in hand-to-hand combat within 12".
3. Charged in the side or rear whilst engaged in combat.
4. Fleeing friends are destroyed by chargers within 4".
5. The General is slain.
6. The unit suffers 25% casualties from shooting.

1. Fleeing friends within 4" at the start of the turn.
Make a test at the start of your turn if there is a fleeing friendly unit within 4". You do not have to take this test if your unit outnumbers the fleers by at least two to one. The sight of a few rag-tag stragglers is insufficient to cause panic, as a large unit takes comfort from its size,

For example, if you have a unit of 12 models and there is a fleeing unit of seven or more models within 4" then you must test. If there are only six fleeing models then no test is required. If there are two fleeing units of six models each, then a test is needed as the total number of



fleeing troops is 12. It is the number of models in the fleeing units which is important, not the number of fleeing models within 4" of the testers.

2. Friends break from/or are destroyed in hand-to-hand combat within 12".

Test during the Hand-to-hand Combat phase if one or more friendly units breaks within 12". You do not need to take this test if your unit outnumbers the victims by at least two models to one.

You must also make this test if a friendly unit is completely destroyed in hand-to-hand fighting.

In order to avoid confusion between units fleeing after losing a combat, and units fleeing as a result of panic, work out all combats first and then take all resultant Panic tests.

Note that only one Panic test is required due to breaking/destroyed friends, regardless of how many broken or destroyed friendly units are within 12".

3. Charged in the side or rear whilst engaged in combat.

Test if your unit is already fighting in hand-to-hand combat and is charged in the flank or rear by an enemy unit which is of five or more models. Make this test as soon as the chargers have declared their charge and are determined to be within charge distance.

If the chargers are unable to reach the unit then no test is required. If the enemy unit is smaller than five models no test is needed as there are assumed to be too few to cause panic, and the extra attackers are easily absorbed into the general carnage.

4. Fleeing friends destroyed by chargers within 4".

If a friendly unit flees, or fires & flees, from a charge and is caught and destroyed, then all friendly units within 4" of the final position of the fleeing troops must take a Panic test unless they outnumber the destroyed unit by at least two to one. Take this test once all charges are complete, but before hand-to-hand combat starts.

No test is required for a unit which outnumbers its destroyed friends by at least two to one, in the same way as described in (1.).

5. The General is slain.

If your army's General is killed then every unit in your army must take an immediate Panic test. With your leader dead rumour of defeat spreads rapidly along the battle front like wildfire. This is often the moment when battles are both won and lost!

6. The unit suffers 25%+ casualties from shooting.

A unit must test if it suffers 25% or more of its number as shooting casualties in the enemy's Shooting phase. Only one Panic test is required in the enemy's turn on account of casualties – the results of the first test stand for any further casualties inflicted.

For example, if a unit of 12 troops takes three casualties it must test for panic to represent the disconcerting effect of massive casualties from intense missile fire.

A unit must also test if it is charging and suffers 25% casualties from an enemy who either stands & shoots, or fires & flees. This may result in the unit panicking before it contacts with its target, in which case the charging unit has been forced to flee from the hail of shot unleashed by the defenders.



SKIRMISHERS

Skirmishers are lightly armed troops who are not expected to stand before fully armed troops – their role is to harass and delay rather than to fight. A unit which is skirmishing cannot cause another unit to panic unless that unit is also skirmishing – other units take no account of skirmishers dashing about the battlefield. No Panic test is therefore required by non-skirmishing units on account of broken, fleeing or destroyed skirmishers. See the Light Troops section for more details.



PANICKING UNITS

A unit which fails a Panic test will flee in the same way as a unit broken in hand-to-hand combat or a unit fleeing from a charging enemy. Fleeing troops abandon their formation and are moved in a rough mass or mob a distance of 2D6" or 3D6" away from their enemy or most obvious threat, but the player is allowed to decide exactly where his troops will flee within these guidelines. See the Hand-to-Hand Combat section for rules governing fleeing troops.

PANICKING AT THE START OF THE TURN

If a unit panics at the start of the turn because of fleeing friends within 4" it may not attempt to rally that turn, but must flee during the compulsory movement part of its Movement phase.

PANICKING IN HAND-TO-HAND COMBAT

If a unit is engaged in hand-to-hand combat and it panics, then the normal flee & pursuit rules apply.

The fleeing unit may be pursued if its enemy won the preceding round of combat, and consequently the fleeing unit can be destroyed in the same way as a unit which breaks following defeat in combat. If the enemy did not win the previous round of combat (or if the antagonists have not yet fought for some reason) then the enemy cannot pursue.

Note that a unit which panics and flees from combat does not cause other units to panic as per rule (2.). A test is only required for friends that are defeated in combat and broken as a result.

VOLUNTARY TESTS

It is conceivable that a situation occurs where both players agree a Panic test is in order, even though the rules do not strictly require it. This is most likely to happen if you are fighting a scenario you have invented, perhaps where ambushers spring a trap, a powder keg explodes, or in some other unexpected circumstance that the players have contrived. If both players agree, a Panic test can be taken to represent the unsettling situation the unit finds itself in.

LEADERS, STANDARDS & MUSICIANS

24 August 1642

Colonel Edwin Sandys' Parliamentarians ransack Rochester Cathedral and brutally impose control over Kent



his section introduces rules for unit leaders, musicians and ensigns. These troops are not just vital as individual soldiers, they can also be seen as representative of their unit's training, morale, and willingness to obey its orders or 'get stuck in!'.

LEADERS

Any unit of troops can include a leader model, representing an especially able commander. The leader model is always placed in the centre of the front rank of his unit. He remains in this position throughout the battle, charging, fleeing, fighting and moving along with the unit. Unlike the characters described in the next section, a leader can never leave his unit or act independently from it.

Leaders are armed and armoured like the other troops in their unit. If the model itself substitutes a sword for a pike, or does away with a musket in favour of a dramatic gesture, these differences are put down to artistic license and all fighting is worked out assuming the leader is armed in the same way as his men.

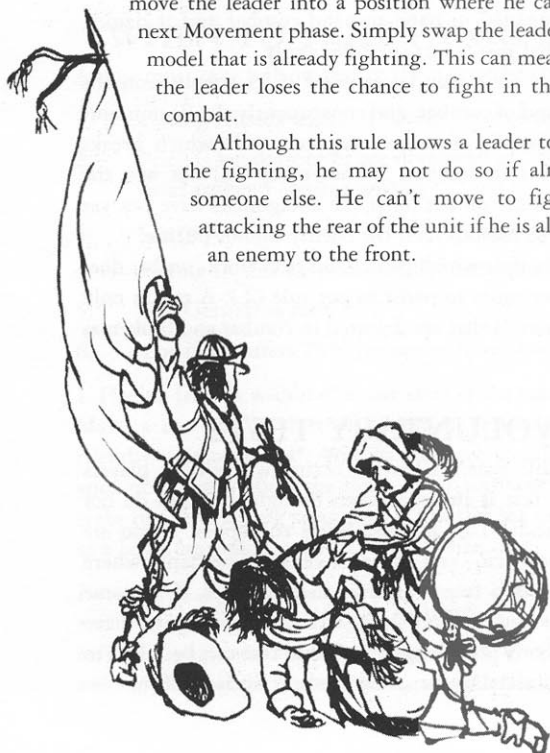
If a unit has a leader it may roll an extra Attack dice on his behalf. For example, a leader with an Attack value of 1 would normally roll one dice to hit, but because of the leader bonus this is increased to two dice.

Leaders are never removed as casualties unless all the ordinary troopers are already slain – a unit's leader is always the last to go down fighting!

STRANDED LEADERS

Sometimes a leader can find himself stranded from a fight – his men are fighting but he isn't. This is most likely to happen where a unit is charged in the flank or rear, but it can also happen if the front of the enemy formation is too short to reach the leader model. When this happens the player is allowed to move the leader into a position where he can fight in his next Movement phase. Simply swap the leader for a trooper model that is already fighting. This can mean though that the leader loses the chance to fight in the first turn of combat.

Although this rule allows a leader to move to join the fighting, he may not do so if already fighting someone else. He can't move to fight an enemy attacking the rear of the unit if he is already fighting an enemy to the front.



COLOURS & STANDARDS

The colour (or standard in a troop of Horse) is the focal point of a unit. It proclaims the unit's identity and sends a message of defiance to the enemy. Colours also have a practical value: they are used to signal, direct movement, and provide a visible point around which formation changes and manoeuvres can be made. The following rules represent the boost to a unit's fighting prowess due to its colour.

The colour is carried by an ensign (or cornet of Horse) who is assumed to be armed and armoured like the other models in the unit and fights in exactly the same way. Although the ensign has to carry the colour as well as fight, he is chosen from the most stalwart of soldiers, and this more than makes up for any disadvantage that carrying the standard may bring. Many an ensign died, refusing to surrender his colour.

The ensign model is placed towards the middle of the front rank next to the leader. A side that has a colour may add +1 to its combat score when deciding who has won hand-to-hand combat. See the Hand-to-Hand Combat section for details.

Ensigns are not removed as casualties unless there are no other ordinary trooper models to remove instead. It is assumed that any surviving soldier picks up the standard should its bearer fall.

CAPTURING THE STANDARD

If a unit flees from hand-to-hand combat and the enemy pursue, or if a unit is wiped out in hand-to-hand combat, then the enemy will capture its colour. The player must give the ensign model to his opponent for the remainder of the battle (it is returned once the game is over though!). This is important because a player can claim bonus Victory points for each colour that his army manages to capture.

MUSICIANS

An army marches under its banners but it does so to the beat of drums and the call of blaring trumpets.

A unit may include a musician model to accompany it into battle, either a trumpeter, a drummer or some other worthy soul. The musician is assumed to be armed and armoured like the other models in the unit and fights in exactly the same way. Although the model has to carry an instrument as well as fight, he is not only uncommonly valiant but also enjoys the support of troops around him, which is taken as compensating for any encumbrance suffered.

The musician model is placed towards the middle of the front rank of the unit next to its leader, the normal arrangement is therefore: leader in the middle with the colour and musician on either side.

If a unit has a musician then an inspiring trumpet blast or rousing drum beat can turn a drawn combat into a win. Where a combat otherwise ends in a draw each side rolls a D6 for each musician model that it has fighting. The side that rolls the highest individual dice score is the victor and wins the combat by one point. If one side has a musician and the other does not, then the side with the musician will automatically win a drawn combat by one point.

As with unit standard bearers, musicians are not removed as casualties unless there are no ordinary trooper models to remove instead.

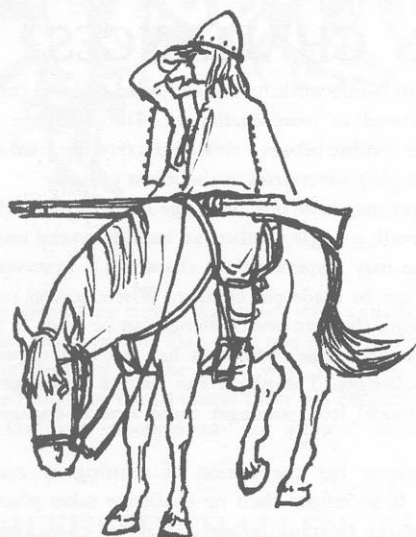
CHARACTERS



he Civil Wars would not be what they were without the presence of potent individuals, great heroes, mighty generals and the odd rotten-hearted scoundrel. These characters add an entirely different aspect to the game, often as valuable military commanders whose presence inspires other troops to feats of exceptional valour.

However, characters need not only be the great and the good. Use your imagination to create your own heroes: the grizzled old soldier, the foreign mercenary, the defrocked cleric or a Lady of Easy Virtue involved in a secret plot!

A character is a significant individual in the game for whom we can invent suitable special rules. The details and extra rules for characters are not given here as there are simply too many and space does not permit it. Instead, each separate army list supplement includes a section giving the profiles for a range of types of character that can be used with the army. If you refer to the sample army lists at the back of this book you will find examples of characters for the armies you wish to field.



MOVING CHARACTER MODELS

Characters move and fight as individual units of one model, except that a character can join a regiment and fight with it and, if he does so his movement will be restricted as described later in this book.

Apart from models which have joined with other units, a character model is free to move however he wants in the Movement phase. He must though, take into account any penalties to movement for crossing terrain and obstacles as normal, but he does not have to turn or wheel in order to change direction, the model is simply moved to face whichever direction is required as the player wishes.

Players should note that although characters can move more freely than units, they are still bound by the normal rules for declaring and executing charges. A character may not charge an enemy in the rear if he starts his move in front of it, and he may not charge an enemy which he cannot see when charges are declared.

CHARACTERS WITH UNITS

Character models can join units of troops and fight alongside them if you wish. To join a unit a character has only to move so that he is touching it. Once he has joined, the character model is placed in the front rank next to the unit's leader, colour and musician if it has them.

The character will inevitably use up a proportion of his move to reach the unit. If the unit has not moved then it cannot now move further than the character, as its remaining movement has been wasted waiting for him.

Although characters are normally placed in the front rank of a unit, if the unit is already engaged in combat then the character may be placed anywhere in order to fight the enemy – even at the sides or rear of the unit's formation. Once the combat is over the character is then returned to his rightful place in the front rank.

A character who is with a unit of troops might find himself unable to fight because there are no enemy models facing him. The enemy line might fall short of his position or the enemy might be fighting to the side or rear of the formation, for example. In this case the character moves to join the fighting in his Movement phase in the same way as a leader (see the rules for Leaders).

If a character is travelling with a unit then his movement is dictated by the unit as a whole. He simply moves along like an ordinary member of the unit. If the character moves slower than the unit then the whole unit will have to slow down so that he can keep up!

CHARACTERS LEAVING UNITS

A character who has joined a unit may leave again during any subsequent Movement phase. He may not join and leave the same unit in a single turn, but he may leave one unit and join another if you wish.

A character may not leave a unit while it is subject to a compulsory movement rule. For example, he cannot leave a unit which is fleeing, declared a charge, has rallied that turn (because it cannot move) or which is engaged in hand-to-hand combat.

If a unit declares a charge any characters which have already joined the unit must charge too and take part in the resulting combat. This means that once hand-to-hand fighting has begun a character will not be able to leave the unit he has joined until all the fighting is over and any compulsory movement such as fleeing and pursuit has been resolved.



CHARACTER LEADERSHIP

A unit which is accompanied by a character may use the character's Leadership value for any Leadership tests it is required to take. If a unit is joined by several characters use the highest Leadership amongst them. This is a very important rule, as it provides units of poor troops with the leadership they need. Leadership values are used for Panic tests, Rally tests, and Break tests in combat, as well as many of the special psychology tests described later.

While the character is with the unit he is considered to be part of it in all respects. If the unit is forced to flee for any reason, because of a failed Break test or Panic test for example, then the character is forced to flee as well and at the same speed, and he may not leave the unit until it has rallied.



SHOOTING AT CHARACTERS

A character model may only be picked out as a target by enemy shooters if he is the closest target. This means that characters can move around behind the battle lines without attracting an unrealistic and unreasonable amount of missile fire.

A character model that is with a unit may only be picked out as a target if the unit is the closest target and the character is in the rank facing the shooters. Note that it is only characters who may be targeted in this way – leaders, ensigns and musicians may not as they would be replaced by another warrior in any case.

When you are shooting at a character model there is always an additional -1 to hit penalty. This is because the normal chance of hitting assumes the target is massed up in ranks, or is pretty large to start with. This is not the case when you are shooting at a single man, especially if there are other potential targets to distract the shooter's attention.

In addition, a character model who has joined a unit may be lucky enough to avoid death from a missile, thanks to a warning shouted by one of his comrades. Possibly one of his companions shoves him out of the way, or pushes him to the ground – a trooper spots the fateful missile heading towards his leader, and shouts "Look Out Sir!" or some such warning, and hopefully alerts the character in time for him to duck or cunningly avoid the hurtling missile. The missile hurtles past the lucky character and hits the unlucky man standing beside or behind him.

If a character is with a unit that is hit by missile fire, artillery, or any kind of shot, roll a D6. On the roll of 1 the character fails to hear the warning and is hit by the missile. Work out damage as normal. On the roll between 2 and 6 the character is alerted to the danger and avoids the missile. The character is not hit and the missile strikes another model instead – transfer the hit to an adjacent model in the unit.

HAND-TO-HAND COMBAT

When a unit closes with its enemies in hand-to-hand fighting character models will inevitably find themselves confronted by enemy troops. When a model is fighting it can strike its blows against any enemy model whose base it is touching. In the case of troopers confronted by character models they will usually have the option of striking at a character or an ordinary enemy, as bases will inevitably overlap slightly as you move the models into combat.

Characters may sometimes come into direct combat against enemy characters, but the same choice applies to them – they may attack any enemy whose base they are touching. The exception to this situation is the Challenge, as described below.

CHALLENGES

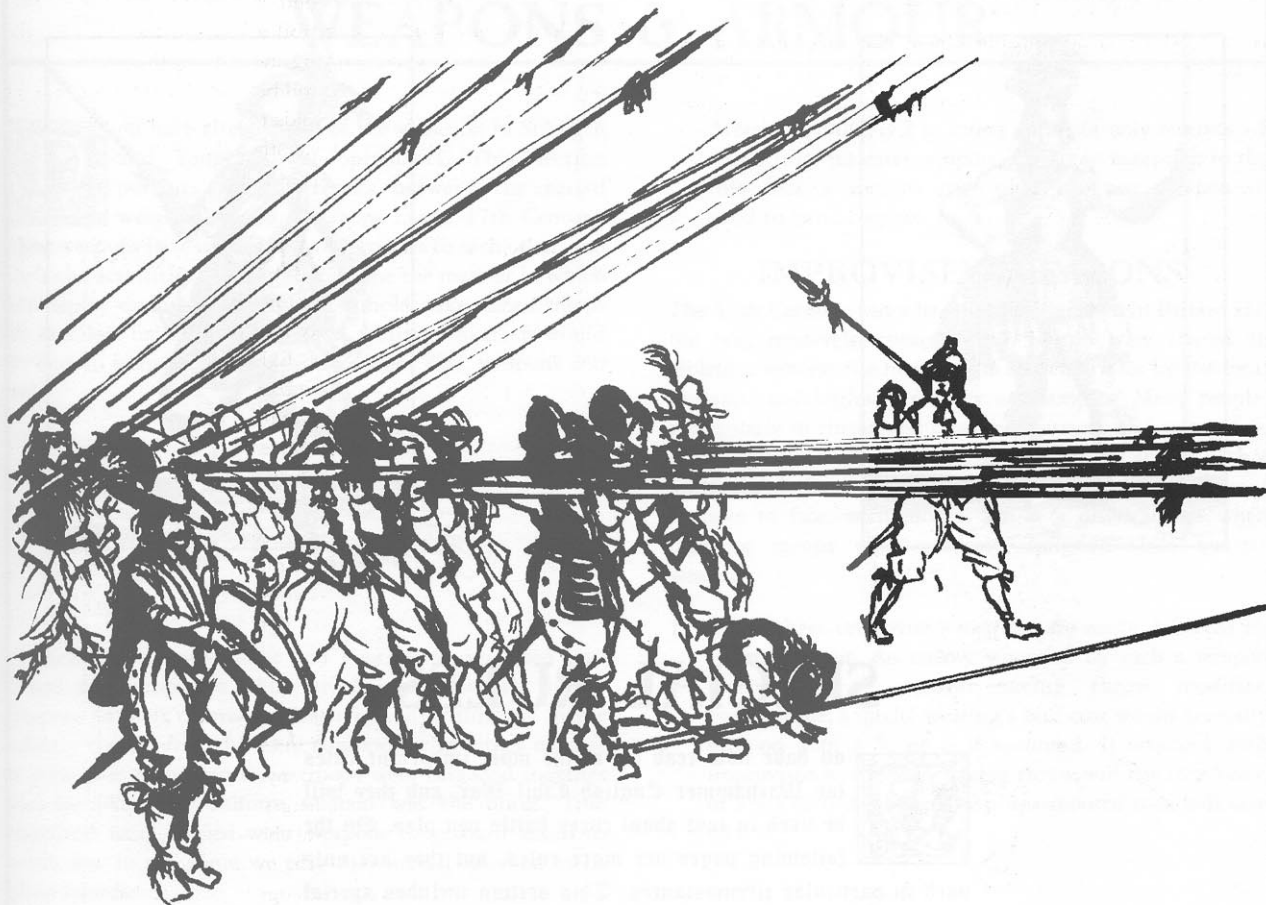
In each turn before working out any hand-to-hand combat, each side is allowed to issue challenges. The challenge represents one-on-one combat between rival characters, the final showdown between mighty adversaries in the midst of battle.

A player may issue one challenge in each combat fought. As you will recall, a single combat can include several units on each side and so may involve several characters – however only one challenge can be made per combat. Where several combats are fought during the turn one challenge can be made in each.

The player whose turn it is has the first opportunity to declare challenges. The player can issue a challenge with one character model from amongst those already engaged in each combat.

His enemy has the option of refusing or meeting the challenge. If he refuses then no challenge takes place, and the refusing player must retire one of his own characters from the combat as described below. The disappointed challenger fights normally in the Hand-to-hand Combat phase. If a player accepts a challenge he selects one of his own characters from those already engaged in the combat to fight the challenger.





If the player whose turn it is does not issue a challenge in any combat then his opponent may issue one himself. This may be accepted or declined in the same way. However, note that a challenge cannot be issued unless there is a character available to fight. Ordinary troopers are not allowed to take up a challenge.

REFUSED CHALLENGES

If a challenge is refused then the declining player must retire one character, which is nominated by his opponent. The retiring character is removed from the engaged rank and placed at the back of the formation. This character may not fight or do anything else that turn. The (so-called) hero has chosen to hide behind his fellows rather than face the challenger one-on-one! The character is returned to a fighting rank once the Hand-to-hand Combat phase is over, ready to fight in the next turn.

FIGHTING CHALLENGES

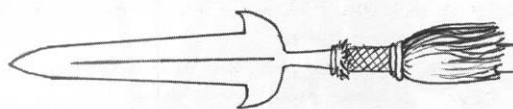
Once a challenge is accepted the two rivals are moved in the ranks so that they are opposite each other. When combat is worked out these two will fight together, no other models may attack them even if their bases are touching, and no other models may shoot at either of them.

Once the challenge is underway no further challenges can be issued in that combat until one character is slain or forced to flee. A challenge might therefore last over several turns of combat.

ARMY GENERALS

An army can be commanded by a unique character known as the General. He is in charge of the whole army and, more than any other model, represents you personally. The General is important because he can inspire others to fight on where otherwise they might turn and flee.

Any unit which is within 12" of the General model may use the General's Leadership value instead of its own when making a Leadership based test. This means that a unit near the General can use the General's superior Leadership when testing for fear, panic and other psychology, or for Break tests in hand-to-hand combat. A unit which is fleeing may use the General's Leadership if he is within 12" when it is attempting to rally itself.



If the General should flee then he loses any influence which he has over his troops whilst he continues to flee. Also, if the General has to take a Panic test (because a nearby friendly unit flees from hand-to-hand combat for example), then he must do so before any other units which have to take a Panic test at the same time. This simply reflects the fact that for other units to benefit from the General's Leadership, he must set an example by standing firm himself!



SPECIAL RULES



ou have now read all of the most important rules for Warhammer English Civil War, and they will be used in just about every battle you play. On the following pages are more rules, but they are only used in particular circumstances. This section includes special rules for weapons, unit psychology and details of the various types of unit you may have under your command.

Because of this you don't really need to learn any of the following rules until you play a game that requires their use – there's not a lot of point learning the rules for artillery if you don't plan to play any games that include them, for example. This being said it's well worth while scanning through the rules in this section so that you get an idea of what is included.

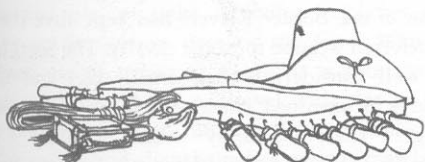


WEAPONS & ARMOUR



ou have already read of the variation in Strength and Toughness of opponents. This section outlines the differences between the varied weapons carried by troops in the 17th Century.

Most weapons have different characteristics to each other, and their characteristics may well determine the manner in which you deploy each troop type. For example, pike armed troops are excellent for holding a position, whilst musketeers would do best to keep their distance from their foes' weapons and units.



Regiments, both Horse and Foot, were organised into troops and companies who carried, on the whole, similar weapons to their comrades. An exception to this was in the infantry companies, who were equipped with either musket or pike, but even then these troops were brigaded together like for like so a uniform weapon was the norm. True Highland units carried what weapons they could afford to bring, but in the game we play they are all assumed to be using swords.

As a general principle, every model in a unit of troops carries the same weapons; eg, a unit of pikemen all carry pikes and swords. All the models in a unit should carry the weapons ascribed to them, except for leaders, musicians and standard bearers who, of course, are more individual.

As wargaming is as much about aesthetics as rolling dice, it is entirely acceptable to include the odd model armed eccentrically, just so long as the unit's appearance is not confusing or misleading.

TWO WEAPONS

Most of your troops will be armed with more than one weapon, eg, dragoons with carbine and sword, or musketeer with matchlock and sword. They are only allowed to use one at any given time, for example, the dragoon either shooting with the carbine in the Shooting phase, or using his sword in mêlée. Similarly the musketeers, though often favouring their muskets as clubs in the Civil War, are assumed to be using either their clubbed musket, or their rather cheap and nasty swords, not both!

HAND WEAPONS

Almost all troops (and many civilians!) are armed with a hand weapon of some type, be it sword, cudgel or farming implement. Though varying wildly in appearance, for our purposes their effect is considered to be the same in terms of use and effect.

1. Some troops may carry a weapon in both hands; eg, some Highlanders, sailors, storming parties and dismounted pistol armed troops. To represent this we allow all double-armed troops to receive an extra attack from this weapon in hand-to-hand combat. It doesn't matter if his

Attack (A) value is 2 or more; a warrior only receives +1 attack from his extra weapon. This is an exception to the rule that a warrior may only use one weapon in hand-to-hand combat.

IMPROVISED WEAPONS

The 17th Century was a hard time to be alive in Britain and life was relatively cheap. Many people were inured to violence, witness the massacre of broken armies by the local peasants, and highway robbery as examples. Many people, particularly in threatened areas went armed, and so any folk unless specified otherwise, are assumed to be armed with a knife, club or handy large brick or bottle. Though unpleasant to have to face, such models are at a disadvantage when fighting troops with properly designed close quarter weapons.

1. All of these improvised weapons are easily deflected by enemy armour. An enemy wounded by such a weapon receives a +1 armour saving throw modifier. For example, a model wearing a buff coat would normally save on a 6; a 5, or 6 if mounted. If attacked with improvised weapons his saving throw will rise to a 5 or 6 or a 4,5 or 6 if mounted. An unarmoured man will save on a 6.



DOUBLE-HANDED WEAPONS

A few of the models in your army and commonly more in skirmish games may be armed with heavy weapons that need to be grasped and wielded with both hands. These may be peasant's axes and double-handed swords. Some are crudely fashioned, others weapons of great craftsmanship, but all share two common properties, they are heavy to wield but their impact is devastating, shattering bones and buckling armour apart.

1. All the double-handed weapons as listed above and similar confer a +2 strength bonus on all hits. If the wielder's strength is the common figure of 3, then all hits he scores are treated as being strength 5. As the enemy's armour save is affected by the strength of the hit, this will be reduced also. For example, in the case of a strength 5 hit, the saving throw drops by -2.
2. Due to their great weight and poor balance, double-handed weapons can be a liability after the initial shock of impact. After the first round of combat, double-handed weapons will always strike last, regardless of Initiative or any other factors. If both sides have double-handed weapons, then their Initiative values are used to decide the attacking order, highest value going first and if it is tied, then roll a dice to decide, highest score goes first!

Pikes

The pike was still seen as the queen of the battlefield, a more noble weapon than the new fangled upstart musket. It was certainly the case that the stronger and taller recruits were drafted into the pike units as much to confer their status as shock troops, as grenadiers became later, as to cope with a 16' Foot pike and potentially heavy armour.

By the 17th century the pike had replaced the bill as the close combat weapon favoured by English armies. Drawn up eight deep, pikemen were to fend off enemy cavalry and repulse infantry attacks by the very real threat of their intimidating sharp tipped 16' long spears. By keeping tightly grouped, many ranks could present their pikes at once, whilst the rear ranks added their weight to the struggle and replaced casualties. Pike fighting was rare; musket gradually controlled the field, intimidation being the pike's greatest contribution to the battle. Cavalry were generally shy of fighting pikes, their horses unwilling to penetrate the hedgehog of points, and musketeers who did not fall back in time or fail to break the pikeman's nerve were lost men!

1. Pikes are very long spears, almost twice as long as a normal spear and even longer than a horseman's lance. Because of the great length of the pike, it can reach over three ranks of soldiers (the men behind level their pikes over the shoulders of, or between, the men in the front). To represent this, four ranks of pikemen may fight in hand-to-hand combat if the unit stands still. If the unit charges, only two ranks may fight because the ranks behind these must lift up their pikes in order to move. In subsequent rounds of combat, four ranks fight because the rear ranks lower their pikes. Pikes outreach other hand-to-hand combat weapons and so troops armed in this way strike first in the initial round of hand-to-hand

combat, regardless of who charges, or relative Initiative values. If opposing troops are both armed with pikes then the unit which charges goes first in the initial turn.

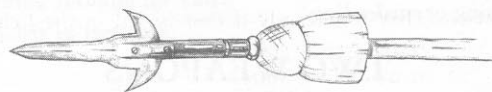
2. When fighting cavalry, pikemen close ranks and form an impenetrable wall of sharp points. Horses are very reluctant to close with this steel hedgehog and are held at bay. To represent this, cavalry attacking pikemen suffer a -1 to hit in all rounds of hand-to-hand combat.

Lance

The lance had passed from use by the time of the Civil Wars, the heavy cavalry and cuirassiers were now more likely to be equipped with pistols and swords, except in Scotland, where the tradition of the Border Rievers had kept alive the light lance as a preferred weapon for some cavalry. The Scots lancers performed well considering their small nags and lack of armour, and a determined charge by lance armed cavalry, outreaching their enemy and thus being psychologically disturbing could be a very frightening affair for most troops.

It was always important for the lancers to initiate the charge as the lance relies on the impetus of the horse for its fearful penetrative powers to take full effect. Caught at the halt or in a prolonged mêlée, the lance loses its benefits of reach and penetration, and in fact becomes an encumbrance and embarrassment to its wielder, something the Scots recognised as they frequently armed only the front rank of troops with the lance, and kept the supports equipped with broadsword and plenty of pistols!

1. Cavalry equipped with the lance receive a +1 Strength bonus when they charge. If the wielder's strength is 3 for example, his total strength will be 4, if he charges. Note this only applies when the unit charges, and only for the first turn of each combat. Any hit at a strength of 4 or more confers the usual modifier on the enemy's saving roll.



Halberds

These weapons were commonly issued to troops during sieges and assaults, and came in a variety of both shapes and sizes, many being hedging bills, converted or adapted especially for military use during the wars. Occasionally, bodyguards and other specialist units may have been equipped with these pole arms.

The combination of a spear tip and an axehead made the halberd a useful weapon for close fighting and assaults, being handier than the clumsy pike, but harder hitting than the sword.

1. Halberds are heavy weapons and a mighty swing can cause considerable damage to its target. Halberds therefore confer a +1 Strength bonus on all hits it makes. A man with a Strength of 3 therefore hits with a Strength of 4 if fighting with a halberd. The Strength of a hit affects the armour save of the target, so this may be reduced as well. In the case of a warrior with a Strength of 3 a halberd hit has a Strength of 4 and is -1 to save.

MISSILE WEAPONS

This section is designed to cover in greater detail the types of missile weapons in use in the 17th century, most of course being early firearms. The rules for these weapons are gathered here to be complete and some additional rules and some historical notes have been added.

Longbow

The longbow, long trusted weapon of England's Yeoman stock had all but disappeared from our period to be superseded by the woefully slow, inaccurate but frightening musket. It lingered Scotland where some Highland units and individuals retained its use throughout our period. There are also some tantalising records and tales of units receiving longbows rather than muskets in the earliest days of the Civil Wars and some confirmed use of arrows at sieges. It is most unlikely that English units were never equipped with this in the field in bulk, if ever, but Scots units definitely fielded them and skirmish games and slightly earlier periods may be enlivened by the addition of the odd individual or unit carrying them.

Weapon	Range	Save Modifier	Strength
Longbow	30"	0	3

1. A longbow may be fired twice per turn if the firers do not move in their Movement phase. Their range is reduced to half (15") if they fire twice. Note that archers cannot fire twice when they stand & shoot or fire & flee against a charging enemy as there is insufficient time.

Grenadoes

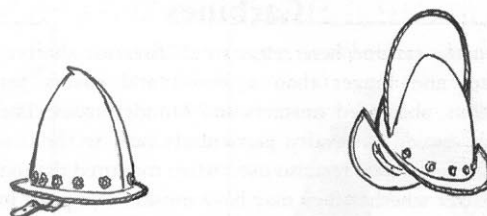
Gunpowder and explosives were of course by no means new to our period. There are plenty of accounts where grenadoes, primitive hand grenades are used in building assaults and at sieges. Iron or more commonly earthenware pots were filled with powder and fused with a match cut close to ensure detonation. They were rarely if ever issued in the field and when issued were given to specialist troops, eg, Forlorn Hope, officers or dismounted cavalry who were in the breaching party. Dangerous to everyone concerned, grenadoes certainly add spice to your game; supporting troops are best not placed too close to their users!

Weapon	Range	Save Modifier	Strength
Grenadoe	4"	-2	4

1. A unit may make one grenadoe attack per model that is armed with grenadoes in the unit. However, no more than one grenadoe attack may be made by a unit in a single Shooting phase. For example, a unit that has three models armed with grenadoes could make three separate grenadoe attacks during the course of the game, but no more than one grenadoe attack in a single Shooting phase.

Keep track on a piece of paper the number of grenadoe attacks a unit has made. Grenadoes may not be used as part of a stand & fire or fire & flee response.

2. The thrower must either be able to see his target or have reasonable certainty that his target is present. If in doubt, throw a dice: 1, 2, 3, he can; 4, 5, 6, he can't.



3. The burst of the grenadoe covers 3" across, use the template from page 144 and place it over the target. The model directly under the middle of the template is automatically hit – only one model can be under the centre hole. Models whose bases lie under the rest of the template are hit on a D6 roll of 4+. You will have to use your judgement to decide exactly which models lie under the template; it is not always easy to judge. As a rule of thumb, if more than half a model's base is under the template, it is a potential hit, if only a fraction is covered then it is best ignored.
4. Once you have worked out which models have been struck then work out the damage as normal. Roll for each model to see if you wound, Strength 4 against the targets Toughness, remembering the -2 saving throw modifier.
5. No 'to hit' roll is made, it is assumed that ranges are so close that the grenadoes will land on target, the templates do the rest.
6. Hurling grenadoes is a dangerous business. Any roll of a 1 on the first To Wound dice will mean the grenadoe is a dud and no further rolls are made. Conversely, any roll of a 6 on the first To Wound dice means the grenadoe has gone off in the thrower's face! Roll to wound as normal with the template placed around the parent model.

Pistol

Pistols during the English Civil War were on the whole wildly inaccurate but cheap and deadly close range weapons, capable of piercing certain armour if at close range. Both wheellock and flintlock varieties were used, largely by the cavalry who frequently packed a brace of pistols for use, early in the war, particularly for skirmishing and later retaining them for brutal close quarter work, often pressing them against their opponent's body before pulling the trigger. Some Foot officers and storming parties would also equip themselves with pistols.

Weapon	Range	Save Modifier	Strength
Pistol	8"	-1	3

1. Cavalry units are always assumed (where points have been paid) to have one pistol loaded. This gives them 2 attacks each turn: the pistol at Strength 3, the other with their sword.
2. They may use the pistol in close combat as a hand-to-hand weapon.
3. Pistols do not suffer the usual to hit penalties for shooting at long range or for moving and shooting.
4. Cavalry units can opt to stand & fire with a pistol.

Carbines

The name carbine here refers to all firearms shorter than a musket and longer than a pistol, and covers petronals, arquebus, shortened muskets and blunderbusses. They were largely carried by cavalry, particularly early in the Civil War, but the same rules are also used when mounted dragoons fire, no matter whether they may have musket equipped models.

Carbines lacked the length of barrel for true accuracy and hitting power and so firing from the saddle was rarely effective. However, it could annoy an enemy and a couple of lucky hits could seriously disrupt an advance.

Weapon	Range	Save Modifier	Strength
Carbine	16"	-1	3

1. Mounted troops (except dragoons) may not move & fire carbines from the saddle, they are simply too cumbersome and the troops are not trained in such manoeuvres.

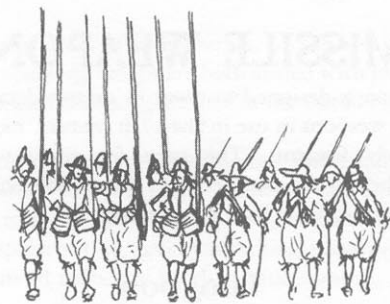
Muskets

The Civil War saw the rise of the musket as the dominant infantry weapon, so much so by the mid and late Civil Wars, whole companies and regiments were wholly equipped with them, relying on firepower to keep enemy Horse and Foot at bay. The vast bulk of the muskets issued were matchlocks, ie, using a saltpetre soaked length of smouldering cord (match) to ignite the charge. Improved muskets, lighter and shorter were increasingly available and the use of musket rests fell into decline, disappearing altogether at the end of the Civil Wars, the more so as firelocks and dog locks (flintlocks) became more popular.

Wildly inaccurate even over the shortest ranges, and subject to the vagaries of poor training and the weather, muskets nevertheless accounted for a vast proportion of deaths and wounds in the 17th Century. Massed fire ensured some hits and the frightening reports and belching of flame coupled with a large bore soft lead bullet meant that few troops were willing to close and led to too much wastage of powder and ball expended at long ranges.

Weapon	Range	Save Modifier	Strength
Musket	24"	-2	4

1. Troops may normally only fire one rank, and no firing is allowed if the unit has march moved.
2. Salvage fire, also called 'Salvee' or 'Swedish fire', is where two ranks fire simultaneously. To fire a salvoe, the musketeers must not have moved that turn and may not fire in the next turn as it takes time to reorganise the firing lines. Any unit that suffers casualties from a salvoe must take a Panic test immediately. If charged, the following turn of the volley, the musketeers may not fire at their attackers. Salvage fire counts as two shots for powder supply purposes.
3. The commonest method of firing at the enemy was by 'introduction', ie, a rank of musketeers advancing past their comrades to give fire, then halting to reload whilst their rear ranks passed through them. To fire and then retire through the ranks was called 'extroduction'. These two methods ensured a steady and careful continuous fire on the enemy. To represent this, when a rank has fired,



you may, if you wish, advance a rank to the front or retire a rank to the back, moving about 1". This will enable a slow advance or retreat, it also looks great and doesn't count as moving for firing purposes. Only one rank can fire in each turn.

4. Mounted troops (except dragoons) may not move & fire muskets or carbines from the saddle. They are simply too cumbersome and the troops not trained in such manoeuvres.

Firelocks

Increasingly throughout the English Civil Wars individuals, companies and whole regiments were equipped with improved muskets, which were lighter and used a flintlock instead to ignite the charge. These were more fragile and less 'soldier proof' than the tried and tested matchlock, but were seen as rather more handy to use on the battlefield. As they were more expensive to produce, and rarely available in huge numbers, the firelock seems to have been issued to the better units in the force, and so in our games they can be given to units which in later years might be termed specialists or elite.

1. Because of their general handiness, troops which are equipped with firelocks can move and fire without the normal -1 penalty to hit suffered by all other troop types. This applies to both Foot and mounted troops equipped with firelocks.

Powder supplies

Britain, not having suffered a serious war for so long, was hard pressed to find weapons and powder for the long struggle ahead. Powder was always in short supply for all armies and the process of manufacture, storage and the inclement British weather frequently led to abandoned campaigns and shortages on the field.

1. Musketeers carry sufficient powder for only four turns of firing no matter how they choose to organise their shooting. After the fourth shot they may not fire again unless they have paid the points for extra powder or the scenario allows it. After this time they must rely on their supporting pike block or their own musket butt-ends to survive the battle.
2. Any regiment of missile-armed troops or artillery may fire a maximum of four times during the game. No matter how many members of the regiment have actually discharged their weapons, the entire unit counts as having fired. This rule applies to long bows as well as gunpowder weapons.

Certain situations or scenarios may permit the inclusion of larger quantities of ammunition.



Guard, blow and open your pan



Present



Give fire



Dismount your musket



March with your rest in your hand



March and with your musket carry your rest



March with your musket



Charge your musket



Prime your pan



Cock your match



Give fire

Some examples of matchlock musket exercises engravings. Notice the absence of rest with the bottom set of drawings.

ARMOUR

The 17th Century saw the end of mass produced armour and its distribution on a large scale. Gunpowder had rendered most armour useless as a defence on the battlefield against massed musketry. Only at the longest ranges would armour stand up to heavy lead bullets, though at the closest ranges even poor quality armour, could deaden a pistol bullet or turn a sword cut or a pike thrust. Our period therefore saw many pikemen and cavalry retaining amounts of defensive armour, despite the expense and clumsiness that ensued in wearing it.

Models wearing more armour than just a helmet have a saving throw which can, with luck, negate some or all of the damage suffered in that turn. We covered this earlier, but here it is again in more detail.

Light Armour

This includes a back and breast on buff coats or leather jacks and was worn by some pikemen, most cavalry and some individual characters.

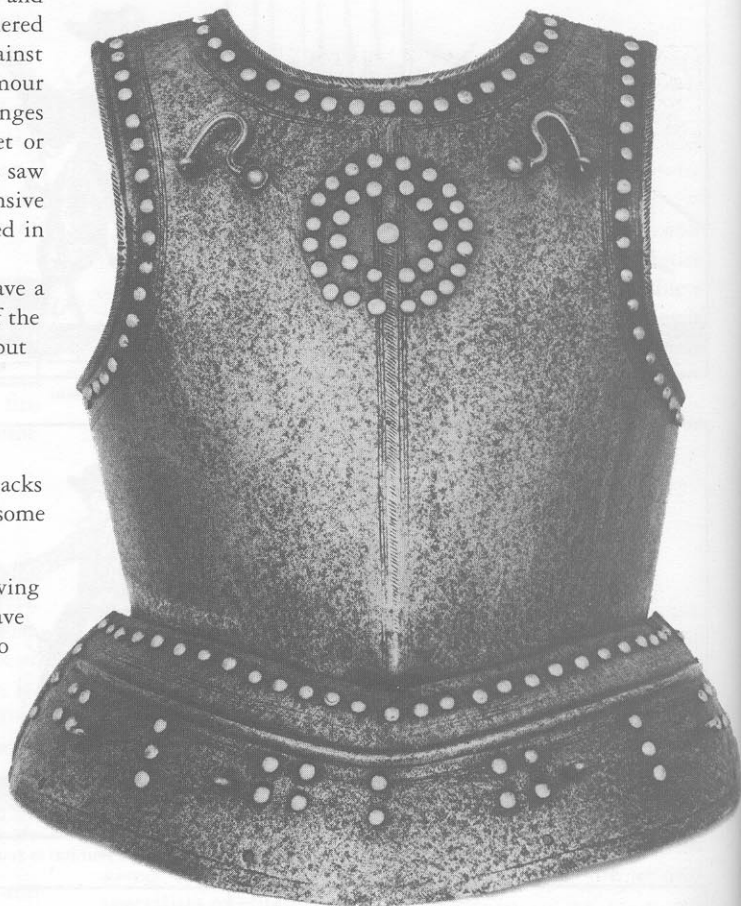
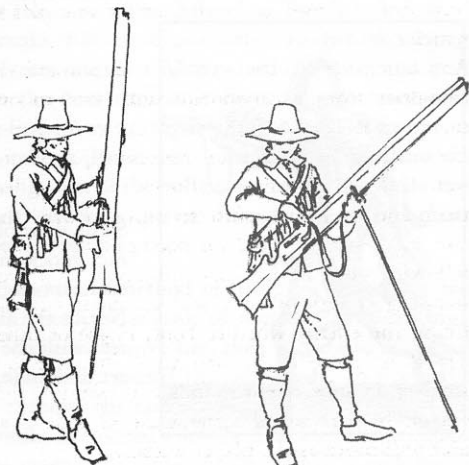
1. Troops wearing light armour receive an armour saving throw of 6+ against any wounds they suffer. This save is increased by +1 for mounted models and may also be increased if the model has a shield.

Heavy Armour

Heavy armour was very rare in the infantry and limited to perhaps the best equipped and wealthy trained bandes, officers and occasionally the front ranks of the pike. It would include helmet, quality back and breast plate, tassets covering the thighs and maybe even a leather coat beneath it all. It had all but disappeared by 1644, no doubt discarded and placed in storage when their owners discovered soldiering was 1% fighting, 99% marching!

In the cavalry, heavy armour was either worn by the richer troops and officers, or the lucky troops whose colonel had purchased quality defensive arms in bulk. For your troopers to count as wearing heavy armour, the models must have helmets, back and breasts, buff coats and maybe even a bridle arm.

1. Troops wearing heavy armour receive a saving throw of 5+ against any wounds that they suffer. The save may be increased as described above.



Breast Plate

Curriasser Armour

Curriasser armour was heavy and exclusive, but very effective. A few units of lifeguard and occasionally full regiments of Horse were equipped with it, particularly early on in the Civil War.

Though heavy and expensive and therefore rare, the tough armour was a difficult nut to crack! It provided extra protection to thighs, arms and shoulders, and it also sometimes included a fully enclosed helmet.

1. Cuirassiers, enclosed in thick full plate armour have a saving throw of 4+ if on foot, and 3+ if mounted.

Targe

This is a small shield favoured by certain atavistic Scots units.

1. The targe confers a +1 save modifier in hand-to-hand combat only. If used on its own it provides an armour saving throw of 6+. This save is increased by +1 for cavalry as described earlier in the rules.



At the beginning of the Civil Wars the majority of people living in the British Isles had little experience of battle. While the records abound with tales of heroic attacks and valiant resistance in the face of overwhelming odds, there were also instances of whole brigades fleeing the field for no apparent reason, mass desertion and even defection to the enemy during a battle.

The stresses of combat can bring out the best and worst qualities of human beings and, in order to include this diversity of behaviour in the game, we have included the following psychology rules. There are six categories of psychology, each with its own special rules, governing the behaviour of affected models on the battlefield. The aspiring General must take these rules into account or risk being defeated before the battle has even begun.

UNIT PSYCHOLOGY AND CHARACTERS

In general, where a psychology test of any kind is required it is taken on behalf of an entire unit of troops. The entire unit is either affected or not at all.

It can happen that a unit is joined by a character who is unaffected by a particular psychology rule – even more confusing, a unit and character may be affected by different psychology rules! Where a character is affected by rules that do not apply to the unit, he takes any necessary tests on his own, and is affected by the psychology rule that applies to him as an individual. This may cause a character to separate from the unit he is with.

For example, if a character is forced to charge because of his rashness, compelled to pursue due to hatred, or obliged to flee as a result of fear.

If a unit is compelled by a psychology rule then any associated character must remain within the unit, moving as it moves or staying put as it halts. He cannot leave the unit whilst it is bound by the rule. However, a character does not benefit or suffer from any bonuses or penalties from a psychological rule unless he is affected by it himself. This means a character does not become rash just because he is with a unit that is, although he must accompany them as they charge.

FEAR

The Civil War was not a war of professional volunteers and veterans; it was a clumsy affair of pressed men, inexperienced but enthusiastic volunteers and the curious and dutiful, all experiencing for the first time the horrors of battle. Many men had never left their town or parish and few had left their county, let alone travelled the British Isles or abroad. Many things therefore caused such men to be fearful.

For example, the crash and impact of a huge cannon ball causes fear in those it is targeted at, as few troops had ever heard such a sound before.

A unit must take a Fear test in the following situations:

1. If a unit is charged by an enemy that it fears then it must test against its Leadership to determine if it overcomes its fear. This test is taken once the enemy declares his charge and is found to be within charge distance.

Roll 2D6 and compare the results to the unit's Leadership value. If the result is less than or equal to the unit's Leadership score, the test is passed and all is well. If the result is greater than the unit's Leadership then the test has been failed.

If the test is failed then the unit will automatically flee if outnumbered by the charging enemy. If not outnumbered, the unit will fight as normal, but must roll 6s to score hits in the first turn of combat.

2. If a unit wishes to charge an enemy that it fears, it must pass a Leadership test as described above to overcome its fear. If the test is failed, the unit may not charge and must remain stationary for the turn.



3. A unit defeated in hand-to-hand combat is automatically broken without a Break test if it is outnumbered by feared enemy. If the feared enemy does not outnumber the unit then a Break test is taken as normal. See the Hand-to-hand Combat section for details of Break tests and fleeing troops. Note that it makes no difference whether a Fear test as described above has been passed or not, a unit is automatically broken if it is defeated by an enemy that causes fear and which outnumbers it.
4. Any unit, except *Veteran* or *Elite*, struck and suffering casualties from a cannonball will have to overcome their fear. Roll 2D6. If the result is less than or equal to the unit's Leadership value the test is passed and all is well. If the result is greater, the unit's courage has failed them and they will refuse to move forward that turn and will have to pass a further Leadership test in the following turn if they wish to advance. If they were standing or retiring they will automatically retire 6", facing the enemy whether Foot, Horse or other. This test is only taken the first time the unit is hit by artillery, in subsequent rounds it is assumed that their officers have regained a modicum of control and the unit will move as the player wishes.

TERROR

Terror applies to those things that are too terrible for mere men to face, in our case – fire and explosion. Artillery was rightly feared for its destructive power, but the explosion of a mortar bomb or a mine is too much for most men. Any units that suffer casualties from the effects of mortars, petards or mines (not hand grenades) must take a Terror test. This happens as follows: as soon as casualties have been taken, the player takes a Fear test (as described previously) but subtracts -2 from his Leadership value. This is to simulate the novelty and horror of the situation, making it less likely that even average troops will stand. The test is only ever taken once for the same unit, any subsequent tests will be taken as Fear tests, as weapons causing terror cause fear too.

RASH

All forces in the Civil War contained units with more dash and vigour than the average troop. Confident in themselves, their officers and their cause, such units would rush headlong into danger in search of victory. This could be a double-edged sword, however, as such rashness sometimes led to a complete breakdown of order. Rupert's cavalry was famous for its rash heroism, but there were many other instances of reckless behaviour in the 17th Century and the following rules apply to them:

1. Rash troops must charge if there are any enemy within charge range when charges are declared. There is no choice in the matter – they automatically go in.
2. The troops in the unit lack any sense of discipline and will tend to advance over confidently in the face of the enemy. Units not otherwise bound by a compulsory movement rule must therefore take a test at the start of each turn. Roll a D6 for each unit. On a 2-6 the unit remains under control and may move normally that turn. On a roll of a 1 however, the unit will surge forward in an undisciplined manner.
3. Rash troops, drunk with success, must always pursue a fleeing enemy whether the player wants to or not.
4. Rash troops never panic and are not affected by other psychology rules. No Panic tests are required for rash troops, although Break tests are still taken normally to decide a hand-to-hand combat.
5. If rash troops are broken in hand-to-hand fighting, their psychological superiority is broken and they flee like other troops. Should they rally they may continue to fight but they are no longer considered rash for the rest of the game. Their exuberant frenzy has been beaten out of them and they will fight on as normal troops, losing their double attack bonus.

HATRED

Despite its name, the Civil War was anything but civil! Regional animosities, religious prejudice and demonising of the enemy led to a deep felt hatred between some troops, fuelled by a constant supply of propaganda. This hatred could lead to bloody hand-to-hand encounters with no quarter given by either side.

1. Troops who hate their hand-to-hand adversaries take any Break tests with a Leadership value of 10. They do not reduce this value regardless of the combat result and how many casualties they have suffered. This means they will not break unless they roll an 11 or more on 2D6 – or unless their enemy causes fear and therefore break them automatically.
2. Troops fighting in hand-to-hand combat against a hated foe may re-roll any misses when they first attack. This bonus only applies in the first turn of each combat and represents the unit venting its hatred on the foe. After the first round of blood-mad hacking they lose some impetus and thereafter fight as normal.
3. Troops who hate their enemy must always pursue them if they flee. They cannot attempt to avoid pursuit by testing their Leadership as other troops can.

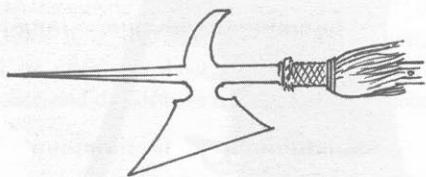




STUBBORN

Some troops are so battle-hardened that they will fight on, long after lesser troops would have surrendered or fled the battlefield. Such units make highly dependable allies and fearsome opponents. The following rules apply to stubborn troops:

1. Stubborn troops do not have to take a Break test the first time they lose a round of battle. They pass the test automatically with no dice being rolled. Having ignored their first Break test, they take all further Break tests normally.



2. If stubborn troops lose a round of combat against an enemy who would automatically break them (eg, a feared unit), roll a D6. On a roll of 1-3 the stubborn troops are broken (the special rules for the enemy troops apply), on a roll of 4-6 they stubbornly hold their ground (the special rule for stubborn troops applies).

Note: Stubborn troops only ignore their first Break test, they do not ignore Panic or other psychology tests.

RABBLE

We have already established that many units in the Civil Wars were little more than armed rabble, with neither skill at arms or much motivation to be on the battlefield at all. These would typically be pressed men, deserters or untried militias and some clubmen, with little loyalty to their officers, regiment or even each other. Because of their ad hoc nature, drill would be minimal and there would be little or no rapport between officers and men. Nevertheless, being part of a large armed mob could bring out the aggressive tendencies of even the most timid folk. The Civil Wars saw many such units performing surprisingly well if the conditions were right, at least until casualties took their toll. These units are known, affectionately, as **rabble**.

1. To represent the safety felt in numbers, rabble add their hand-to-hand combat rank bonus to their Leadership value for all Leadership based tests. This means that a unit of rabble will receive a +1 to their Leadership for every rank after the first up to a maximum bonus of +3. If the mob is fleeing, they lose the rank bonus.
2. To the poorly trained Foot soldier or even the most determined man armed only with a farming implement, there are few things more terrifying than the approach of enemy cavalry. Any unit of rabble that is charged by enemy cavalry or mounted dragoons must make an immediate Panic test on their standard, unmodified Leadership score. Ranks do not count towards modifying their score for this test.

UNITS



Civil War armies were composed of a number of elements which worked together to form an effective fighting force. Pikemen formed a defensive wall against enemy assaults while the supporting ranks of musketeers picked off their enemies at long range. Artillery batteries created bloody holes in the enemy lines, into which sped the cavalry, ready to tear their foes already shaky morale to tatters. This section covers the special rules relating to the various types of unit that you may have under your command.

UNIT EXPERIENCE

The range of experience among the fighting troops of the Civil War varied from the rawest recruits to the battle-scarred veterans of the Thirty Years War. Many of the units in your army will have an experience level, which determines their characteristic scores and may provide additional rules as explained below.

There are four levels of experience: Raw, Steady, Veteran and Elite.

Raw troops

This category represents untrained and untested men who have found service in one of the warring factions. When they finally come face-to-face with the enemy, you cannot be certain whether they will stand and fight or flee the field.

1. Raw troops *fear* the enemy's formed mounted troops. If the Raw unit is mounted, it will still be subject to *fear* unless it outnumbered the enemy cavalry unit by two to one or more.
2. Raw troops also *fear* formed enemy Foot unless they outnumber them by two to one or more.

Steady troops

Units that have some training or experience make up the core of a dependable army. Steady troops are not subject to any special bonuses or penalties.

Veteran troops

Hardened by years of fighting, Veteran units are better able to resist the psychological horrors of the 17th Century battlefield.

1. Once in a battle a Veteran unit may choose to re-roll a failed Leadership test.

Elite troops

Some armies of the Civil War boasted a small contingent of highly experienced troops whose excellent morale and fearsome reputation made them formidable adversaries. Because of their exceptional self-esteem, elite troops will not falter when their less prestigious counterparts lose their nerve and flee.

1. Elite troops have the same advantage as Veterans and, in addition, are immune to all Panic tests.

NEW MODEL ARMY

The Self-denying Ordinance of 1644 removed military command from all politicians, save Cromwell himself, and resulted in the creation of a centrally controlled army that would become the envy of the world. During the Civil War the New Model Army was never defeated in the field.

If you are fielding a Parliamentary army, you may choose to upgrade some of your units to 'New Model'.

The following rules apply to all New Model units:

1. At the start of their movement New Model troops are allowed to turn or change formation by up to two ranks for free. Once they have taken their free turn or formation change they make their move exactly as they ordinarily would. New Model troops that make a free turn or formation change can charge or make a march move in the same turn – although in the case of a charge their target must be visible to them at the start of the turn as usual.
2. New Model troops do not have to take a Leadership test to avoid pursuit of a defeated enemy. They may pursue or not as the player desires.
3. New Model troops are allowed to disengage from combat without taking a Leadership test, as long as they are not fighting enemies with a Movement rate greater than theirs. If any of their enemies are faster than they are, test to disengage as normal.
4. New Model units are subject to the Psychology rules for stubborn troops.



SKIRMISHERS

Troops fighting in skirmish formation do not move or fight in a rigid formation of ranks and files. Instead they fight as a loose group or rough line with open space between each model.

Troops described as skirmishers in their army list must fight in this formation – they cannot form up in a conventional formation. Some troops have the special ability skirmish, and can change between formations in their Movement phase.

2" Apart

Troops in skirmish formation are arranged in a loose group or rough line. Models are positioned up to 2" apart so that they are not touching each other. Should the group be split as a result of casualties, or should individual models become divided from it for some reason, then the player must rectify this in his next Movement phase.

Moving

Skirmishing models are moved individually. The unit does not turn or wheel, and individual models are simply turned about freely as they manoeuvre. This does not reduce the distance they can move in any way. After movement is complete, the unit must still form a cohesive group with models up to 2" apart.

Skirmishing models move around obstacles or over rough ground much more easily than troops in a tight formation. They suffer no movement penalties either for crossing obstacles or for moving over difficult ground.

Double Pace

Because they are unrestrained by the closeness of their formation, skirmishing troops can move at double pace at all times. So a skirmishing unit with a Movement characteristic of 4 moves up to 8" rather than 4".

Skirmishers do not double their 'doubled' move to march or charge. They simply move at double pace all the time. Their standard Move characteristic is still used to resolve pursuit and fleeing.

Shooting and Moving

Skirmishing units that move faster than their standard Movement characteristic value, ie, more than 4" if their Movement value is 4, are assumed to be concentrating on moving and are unable to shoot that turn. They are simply running too fast, and do not have time to stop and shoot at the enemy.

Shooting at Skirmishers

An enemy shooting at skirmishing troops suffers a -1 to hit penalty in the same way as if they were shooting at character models. See the Shooting section for details.

If a character is fighting as part of a skirmishing unit the -1 penalty is applied only once and not twice.

Hand-to-hand Combat

Skirmishing units may charge an enemy that is visible to at least one member of the unit when charges are declared. All models within reach are moved individually towards their foe and arranged into a fighting line.

Any models that are unable to reach their enemy are placed loosely behind or beside those fighting so that the unit remains in a clump or line with models up to 2" apart.

Formation in Combat

Skirmishing troops lack the formation of ranks and files and so lose some of the normal bonuses that apply to such units.

Skirmishing troops receive no advantages for having additional ranks in their formation. Such ranks cannot fight in combat regardless of their armament, and offer no combat bonus when working out which side has won.

Skirmishing units have no flank or rear in combat. This means the enemy cannot receive a bonus for attempting to attack these positions. Similarly the unit cannot be charged in the flank or rear whilst engaged in combat, so no Panic test is required for this.

Engaged Skirmishers

When skirmishing units are engaged in hand-to-hand combat, it is possible that some models will be fighting while others are left out of the combat. In this case any models not fighting the enemy are allowed to move in their Movement phase and shoot at suitable targets in their Shooting phase.

Models not already fighting must move into combat in subsequent turns if they can do so. Models are moved as part of ordinary movement, no charge is declared, and the models do not count as charging.

Shooting at Skirmishers in Combat

Just as individual skirmishers who are not fighting are able to move and shoot, they can also be shot at by the enemy. The enemy is not obliged to randomly allocate hits between friend and foe as is normal when shooting into a combat.

Leadership Tests

Skirmishers are scattered across a broad area and their leaders are unable to see all their troops. Individual troops may be unaware of what is happening to the unit as a whole. This is one of the disadvantages of skirmishing: troops are unable to benefit from the presence of potent leaders, separated as they are by distance and cover.

A unit of skirmishing troops makes any Leadership based test against its own Leadership value. If a character joins the unit then his Leadership value cannot be used to take tests, and the character is bound by the results of any tests taken by the unit as a whole.

Skirmishers cannot test on the General's Leadership value if he is within 12", and cannot re-roll Break tests due to the army's army standard being within 6".

In all these cases the unit of skirmishers is judged to be so dispersed that the chances of all the men seeing or hearing the commands of one individual are virtually non-existent.

Skirmishers and Panic

Troops that are arranged in a normal formation of ranks and files do not have to take a Panic test due to a unit in skirmish formation fleeing, breaking from, or wiped out in hand-to-hand combat. Close order troops expect light troops in open order to be defeated in combat, and so it does not surprise or worry them when they are!

INFANTRY

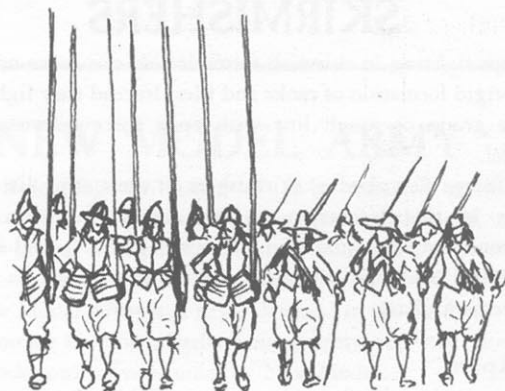
Foot units form the backbone of your army and may range from the lowliest peasant militia to superior trained bandes, resplendent in helmet and back & breast armour. The following rules apply to all infantry unless stated in the army lists:

1. Infantry may not charge enemy cavalry. Exceptions to this rule include rash troops, who will cheerfully attack anything and any unit that is able to counter-charge.
2. Formed infantry benefit from their deep ranked formations. You may add +1 to the combat resolution score for each rank (of four or more models) after the first, up to a maximum bonus of +3.

The majority of your infantry will be pike and shot units as represented by the following profiles. The availability of superior troops varies among the warring factions.

Pike & Shot Regiments

In the game you must form regiments consisting of a parent unit of pikemen, supported by up to two units of shot. Any exceptions to the rule will be found in the army lists. They must be deployed within 2" of each other to count as supporting units. At the start of the Civil War the ideal ratio



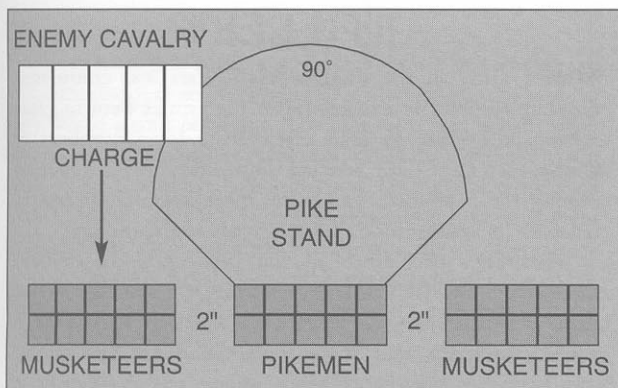
of musketeers to pikemen was reckoned to be two to one. However, as the war progressed, the massive units of pike were gradually replaced by increasing numbers of deadly shot. However, on the open field the pike still had an important part to play, its principal role being to repel enemy cavalry.

Any exceptions to this rule will be found in the army lists. They must be deployed within 2" of each other to count as a supporting unit.

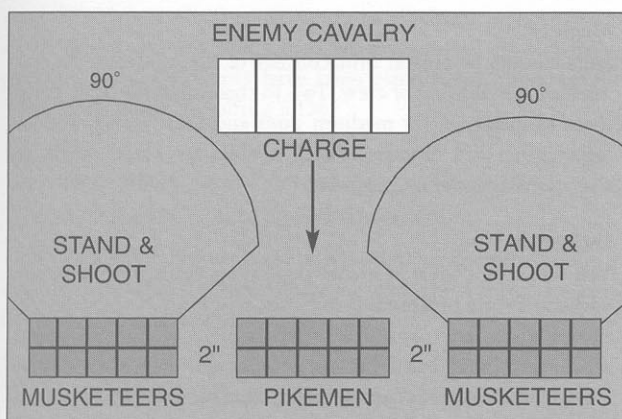
The different units that comprise a regiment were trained and drilled to support each other if they were attacked. In the game this is represented by allowing units from a regiment to make a charge response (see Movement) against an enemy unit that is charging another unit in their regiment. Muskets provide support for pike and vice versa.

1. Regimented units must remain no more than 2" apart to benefit from support. Subunits that are separated by more than 2" are treated as separate individual units for all purposes, including morale and casualties.
2. A regimented unit of shot may use the stand & shoot charge response against an enemy unit charging a supported pike unit, provided that the enemy is within the musketeers' 90° arc of fire. The normal -1 penalty for shooting at chargers applies.
3. A unit of shot supported by a pike block may fire and then fall back to safety behind the pikes. In order to do this the enemy unit charging the shot must be within both the shot unit's and the pikemen's 90° field of vision at the start of the charge. Fire the shot at the charging unit as if they were making a fire & flee charge response. Then move the shot so that it is directly behind the pike block, as shown in the diagrams opposite. The shot must finish their move facing the same direction as the pike block and within 2" of the centre of the rear of the block. If they cannot do this then they may not choose to fire and fall back. After the move has been made the charging unit can either charge the front of the pikes or cancel its charge and remain stationary for the turn.
4. A regimented unit of shot that is within 2" of a supporting pike unit which has a standard or musician receives the benefits of these models, just as if there were a standard and/or a musician in the shot unit as well. Potentially, a single standard or musician could aid up to three units at the same time (a pike block and two supporting units of musketeers from the same regiment).

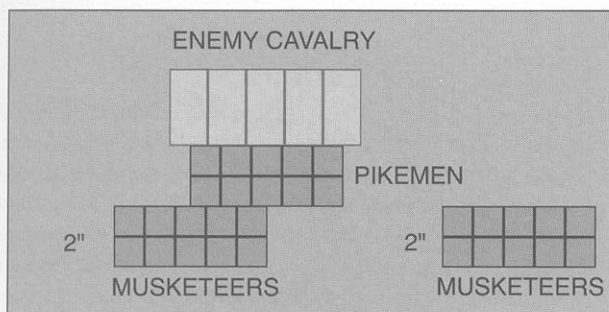




Enemy cavalry charge a regimented unit of musketeers. The supporting unit of pikemen, being 2" or less apart from the supported unit and having the chargers in their 90° field of vision, are permitted to counter-charge the enemy.



Enemy cavalry charge a regimented unit of pike. The two supporting units of musketeers, being 2" or less apart from the supported unit and having the chargers in their 90° arc of fire, are permitted to stand & shoot at the enemy.



After the counter-charge, the pikemen are now positioned between the enemy cavalry and their intended target.

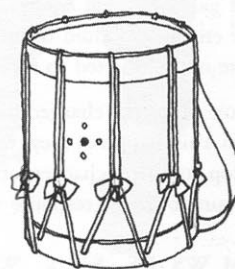
Pike	M	WS	BS	S	T	W	I	A	Ld	Pts
Raw Pike	4	2	2	3	3	1	2	1	6	3
Steady Pike	4	3	2	3	3	1	3	1	7	6
Veteran Pike	4	4	2	4	4	1	4	1	7	10
Elite Pike	4	4	2	4	4	1	4	1	8	12

Shot	M	WS	BS	S	T	W	I	A	Ld	Pts
Raw Shot	4	2	2	3	3	1	2	1	6	5
Steady Shot	4	2	2	3	3	1	3	1	7	7
Veteran Shot	4	3	3	3	4	1	4	1	7	12
Elite Shot	4	4	3	3	4	1	4	1	8	16

Forlorn Hope

Some bodies of shot were formed for particularly difficult or dangerous missions. These 'Forlorn Hopes' (a title which reflected their chances of surviving the battle) were generally deployed in advance of the main force to break up the enemy's initial assault or defences.

1. Before the battle one unit of shot may be formed as a 'Forlorn Hope'.
2. The forlorn hope may be deployed one march move ahead of their army's deployment zone.
3. The forlorn hope are skirmishers – see special rules for skirmishing in this section.
4. Forlorn hopes have an extended arc of fire to 180°.



CAVALRY

As with Foot troops, the quality of horse varied between the two factions. At the start of the Civil War the Royalists enjoyed a superiority of cavalry, as they were able to recruit from the gentry, who required little or no equestrian training. In Warhammer English Civil War, cavalry units will be either trotters or gallopers. Dragoons are also included in this section although, in practice, they were often considered infantry units.

Trotters

The Wars of Religion in Europe saw the evolution of the Reiter and Haquebusier, cavalry which relied almost entirely on their firepower to defeat the enemy. Successive ranks would discharge their weapons at the enemy and retire to the rear; a manoeuvre known as *caracole*. Such tactics required cavalry to trot at a steady pace, and to maintain their ranks and files. When the enemy was sufficiently weakened by this cavalcade of fire, the cavalry could then draw their swords and fall-on. Cavalry that fight in this style are called **trotters**.

1. Trotters benefit from their deep formations in a similar way to infantry. They may add +1 to combat resolution for each rank after the first, up to a maximum bonus of +3.

Trotters	M	WS	BS	S	T	W	I	A	Ld	Pts
Raw Trotter	6	2	2	3	3	1	2	1	6	8
Steady Trotter	6	3	3	3	3	1	3	1	7	10
Veteran Trotter	6	4	3	3	4	1	4	1	8	16
Elite Trotter	6	4	3	4	4	1	4	1	8	20

Gallopers

The Swedish general Gustavus Adolphus changed the way that his cavalry fought by teaching them to engage the enemy at the gallop and not to discharge their pistols until at point blank range. Such shock tactics, when executed by soldiers determined to come to grips with their opponents and prepared to brave the firepower of enemy Horse, could sweep an enemy from the field.

Soldiers who had learnt their craft on the continent brought this tactic to England, the most famous proponent being Prince Rupert of Palatine, the King's nephew. This reckless style of fighting suited the cavalier Prince and his men, and made the initial onslaught of a Royalist Horse charge a thing to be feared. Cavalry that fight in this way are called gallopers.

1. Gallopers will force a decision quickly in mêlée with other Horse. If gallopers beat enemy mounted troops in mêlée then the enemy mounted troops are automatically broken, they are not permitted to take a Leadership test.
2. The very notion of being charged is unthinkable to a galloper. When this happens they will spur their own horses to a gallop and meet chargers at full tilt. Gallopers must use the counter-charge response when charged.

Gallopers	M	WS	BS	S	T	W	I	A	Ld	Pts
Raw Galloper	8	2	2	3	3	1	2	1	6	8
Steady Galloper	8	3	3	3	3	1	3	1	7	14
Veteran Galloper	8	4	3	3	4	1	4	1	8	20
Elite Galloper	8	4	3	4	4	1	4	1	8	24

Note that certain special units and characters may elect to be either gallopers or trotters and benefit from the appropriate rules, even though their characteristics differ from those above.

Dragoons

These were mounted infantry and generally equipped as regular Foot. Sometimes though they would behave as cavalry and take on an enemy at a charge. You may deploy dragoons either on foot, or mounted on (often poor quality) ponies.

1. Mounted dragoons have a 180° arc of fire to their front.
2. Dragoons may not charge formed enemy frontally.
3. As dragoons do not have the same presence as cavalry troopers, infantry units are permitted to charge them.
4. You may deploy dragoons either mounted or dismounted at the start of the game. During the game you may dismount or mount your dragoons at the start of their move. You will need some appropriate infantry models to represent the dragoons and the following rules apply:
5. Dismounted dragoons have a Movement rate of 4".
6. Foot or mounted dragoons may skirmish.
7. All other rules for mounted dragoons apply.

Dragoons	M	WS	BS	S	T	W	I	A	Ld	Pts
Raw Dragoons	8	2	2	3	3	1	2	1	6	8
Steady Dragoons	8	3	3	3	3	1	3	1	7	12
Veteran Dragoon	8	3	3	3	4	1	4	1	8	18

ARTILLERY

No field army in the English Civil Wars was considered complete without its artillery train. The armies went to great expense and effort to field often quite large numbers of cannon, each large piece needing up to a dozen horses to drag it along the poor roads and many more horses and carts to transport its ammunition, powder, tools and crew.

Parliament probably had the best-equipped artillery trains of the English Civil Wars, having access to the major cities' armouries and the Fleet; they regularly fielded large cannon, culverins and many sakers and smaller pieces. Royalist armies, however, were just as keen to deploy artillery, although Parliament's control of the cities and ports meant that the Royalist's artillery trains were frequently smaller and powder available to them was either of poor quality or otherwise in short supply.

Models

Each cannon or mortar unit consists of the model of the gun itself plus a number of crew. Two to three men for light guns, three to four men for medium guns and four to five men for heavy guns and mortars. These models are based singly so that casualties can be removed.

Batteries

You have the choice of either deploying your guns in penny packets, singly or grouped together in a large battery. Singly placed guns may command a better field of fire and select differing targets, but a battery of guns will be better able to concentrate fire, replace casualties and derive benefits from character models. Any cannon of the same type deployed within 5" of each other are assumed to be part of a battery. They must remain within 5" of each other in a rough line or group for the remainder of the game.



Characters

A character model, such as a Master Gunner or General can join an individual artillery piece or a battery, just the same as they would a unit of troops. The unit will then benefit from the associated Leadership values and skills the character has to offer. In the case of batteries, the character must be positioned with a specific gun for purposes of allocating damage from shooting hits. Only crewman can operate the artillery pieces however, the character is there to advise, not get his hands dirty. As a result, the character is never killed or injured should the weapon misfire.

Being Shot At

Artillery pieces and batteries are difficult targets to shoot at because they are often obscured by smoke, while the crew move quickly about their guns in a dispersed order and gain some cover from the guns themselves. When you shoot at a cannon with missile fire, shots are worked out against the entire model and any hits scored are randomised against the gun and crew. Once hits have been established, randomise where they strike by rolling a D6.

D6 Hit

1-4 The artillery piece – roll to wound the machine

5-6 A crewman – roll to wound the man

Once all the crew are slain or have fled, or once the gun is destroyed, further hits are no longer randomised but strike the only available target.

Special dice

To include artillery pieces in your army you will ideally need two special dice: an Artillery dice marked 2, 4, 6, 8, 10 and MISFIRE, and a Scatter dice marked with arrows and HIT symbols. These dice are both available from Games Workshop retail outlets or from their Mail Order service.

Cannons

Although tremendous damage could be caused by an iron or stone cannon ball ploughing through densely packed ranks, it was the psychological effects that they had on the enemy which prompted commanders to invest in such expensive and ponderous machinery. Deployed in the gaps between brigades, cannons generally fired only a few rounds before the armies closed, or smoke obscured their view. Few accounts speak of cannon fire being terribly effective, but many battles feature a furious struggle for possession of the guns, and all of the after-battle reports trumpet the haul of guns captured as a mark of the scale of the victory. Most artillery was manned by civilians, certainly the master gunners saw their trade as an art or science and expert gunners were few and far between. This was another reason why cannons were not the killers of the battlefield that they became in later conflicts.

Cannons are fired in the Shooting phase. To fire a cannon, it must first be turned on the spot so that it points in the direction of the intended target. The player must decide how far the cannon is going to shoot but may not measure the distance until he has declared – eg. 24", 30", 32", etc, up to the weapon's maximum range. The player then rolls the Artillery dice.



The cannonball travels the distance the player has nominated, plus the score from the Artillery dice. It travels this distance towards the target and will either land short, pass straight over or hit depending on how accurately the player guessed the range and what effect the dice has.

Remember the dice will always add at least 2" to an estimate, and can add up to 10", so you should aim a few inches short of the target.

Once it has been estimated where the cannonball hits, place a small coin or other marker directly over the spot. The cannonball does not stop where it hits the ground but bounces straight forward and cuts a line through any targets in the way. To determine how far the cannonball bounces, roll the Artillery dice again and mark the spot where the cannonball comes to land. Any models between the points where the ball strikes the ground and where it eventually comes to land are hit by the flying cannonball. When a cannonball ploughs through a unit, only one model per rank is hit.

Cannons are not permitted to fire at chargers as a charge response.

Hail shot

Instead of firing a normal shot, you can declare at the beginning of the Shooting phase that any of your cannon are firing hail shot. Take a hail shot template (there is one at the back of this book) and place it straight in front of the gun with the narrow end closest to the muzzle. Roll an Artillery dice to determine whether there is a misfire (see overleaf) then roll a D6 and move the template forward this many inches. Any models whose bases are covered by the template during its movement are considered hit and models more than half covered are hit on a D6 roll of 4, 5 or 6. The hits are calculated at Strength 5 and saving throws taken with the normal -2 modifier.

ARTILLERY

Frame Guns

Frame guns, used only in the Scots Covenanter armies, differ slightly from other cannon. Although some were known to fire small cannonballs, for our purposes they will only fire hail shot. Being smaller and far less sturdy weapons than true cannons, their hail shot is less damaging than for bigger ones.

1. Use the rules for artillery hail shot as on previous page. The only difference is that the Strength of the attack is 3, as opposed to 5 for all other cannons.
2. Unlike large artillery pieces, frame guns can uniquely stand & shoot if charged. This represents their general handiness and role in combat, more often in the front line than providing long distance bombardment.

Misfires

The Artillery dice is rolled twice when a cannon is fired, so there are two chances of rolling a Misfire result. However, the two results will be different. If a Misfire result is rolled on the first dice, the cannon has literally misfired and may explode. If a Misfire is rolled on the Bounce roll then this merely indicates that the ball has stuck in the ground and does not bounce.

If a Misfire is rolled as the cannon is shot then consult the Cannon Misfire chart.

Cannon Misfire Chart

- | D6 | Result |
|----|--|
| 1 | Flash in pan! The gun captain lights the touch hole but only the primary powder goes off with a fizz and no bang. The gun does not fire this turn, but may fire normally next turn when it has been re-primed. |
| 2 | Confusion! In their excitement, the crew has botched the complex loading procedure. Until the gun captain has sorted out the muddle, the gun may not fire this turn but may fire normally next turn. You also lose one turn's worth of powder supply. |
| 3 | Get Wind of the Enemy! Smoke from earlier shots or nearby units has blocked your view of any targets, No shot is possible this turn or the next until the smoke has cleared. |
| 4 | Damp Squib! The gun commander finds to his embarrassment that his powder is damp. He ceases fire while he opens a fresh barrel of gunpowder. The gun cannot fire this turn or the next and you lose one turn's worth of powder supply. |
| 5 | Have a Care! Tragically for the crew, one of them is still in the process of loading when the cannon is fired. The gunner is killed and removed from play, the shot is wasted and a Panic test must be taken by the surviving crew. |
| 6 | Disaster! With a mighty crack the gun barrel explodes, showering all the crew with bits of iron, shards of wood and burning powder. The gun is destroyed and the crew too hurt and dazed to continue the battle. Both cannon and crew are removed. |

Profiles

There are four categories of cannon, reflecting their size and power. The Strength value that follows is for cannonball shots, except for Frames which always use hail shot. Cannons

are mobile; provided that they have their minimum contingent of crew they may move up to 4" in the Movement phase. However they may not move and fire in the same turn, except to turn to face a target. These solidly built machines are difficult to destroy, except perhaps with artillery fire. Their profile contains a Toughness value and the number of Wounds that they can sustain before they are destroyed by the enemy.

Artillery	Max. Range	Min. Crew	Str	Toughness	Wds
Frame gun	D6" & template	2	3	4	1
Light gun	30"	2	6	4	1
Medium gun	48"	3	7	5	2
Heavy gun	72"	4	8	6	3

Loss of Crew

If there is less than the minimum number of crew operating the cannon, you will be unable to maintain the normal rate of fire and may only fire it every other turn. Obviously the cannon requires at least one crewman to work it, so the machine becomes useless should they all be slain.

Mortars

These are shorter, heavier weapons than cannons, designed to lob an explosive shell high into the air so that it drops down onto the target. A mortar shell is hollow and filled with gunpowder. The crew must light the fuse before dropping the mortar shell into the mortar. While a cannonball might plough through a line of troops and kill three or four victims, a mortar shell explodes with a tremendous blast, scattering mud and bits of shell over a wide area. A well placed mortar shell can kill a great many victims at one time.

Firing the mortar

To fire a mortar you need the large template (the 5" diameter one), the Artillery dice and the Scatter dice.

First, pivot the Mortar so that it is pointing in the direction you wish to fire. Note that the crew of the mortar does need to see the target. Now declare how far you want to fire the mortar shell. You must do this without measuring, guessing the range as accurately as you can. You must guess a distance between 12" and 48".

After guessing, measure to the distance you guessed and place the centre of the large template directly over the spot. To see where the shell actually lands roll both the Scatter and Artillery dice.

If the Scatter dice rolls a HIT then the shell lands exactly where it was aimed. If it rolls an arrow, the shell will veer off in the direction shown by the arrow.

If you roll a number on the Artillery dice, this is the distance in inches the mortar shell veers off target as shown by the arrow on the Scatter dice. Move the template the distance indicated in the direction shown by the arrow. If a HIT was rolled on the Scatter dice then the numbers are ignored: a number simply indicates that the shot has not misfired.

If the Artillery dice rolls a MISFIRE, something has gone wrong – roll a D6 and consult the Mortar Misfire chart.

Damage

Once you have established where the mortar shell lands, damage can be worked out. All models whose bases lie completely under the 5" template are hit automatically by the blast. Models whose bases are partially under the template are hit on a D6 roll of a 4, 5 or 6.

Each model hit by the shell take a Strength 3 hit with a -1 save modifier, causing one wound if it causes damage. Any single model directly under the template's central hole is always hit, even if its base is not entirely covered. Note that if the central hole covers equal proportions of two or more bases, players will need to roll a dice to determine which model counts as under the hole. The model under the hole has taken a direct hit, which inflicts terrifying damage: Strength 6, D3 wounds and no saving throw allowed!

Profile

Mortars are immobile, but may turn to face a new target and fire.

Artillery	Max. Range	Min. Crew	Str	Toughness	Wnds
Mortar	12"- 48"	3	see below	5	2

	Strength	Wounds	Save Modifier
Blast	3	1	-1
Direct hit	6	D3	no save

Loss of Crew

If you have less than your minimum number of crew operating the mortar, you will be unable to maintain the normal rate of fire and may only fire it every other turn. Obviously the mortar requires at least one crewman to work it, so the machine becomes useless should they all be slain.

Mortar Misfire Chart

D6 Result

- Flash in pan!** The gun captain lights the touch hole but only the primary powder goes off with a fizz and no bang. The mortar does not fire this turn, but may fire normally next turn when it has been re-primed.
- How many yards?** An argument breaks out as to what the precise range is and the opportunity to fire is lost this turn. You may fire normally next turn.
- Too long!** The fuse was cut too long and the mortar shell lands as if a direct hit was scored on the dice. However, the shell does not explode this turn but next turn, giving targeted troops time to move away. On a D6 roll of 5-6, enemy troops pull out the fuse and no explosion takes place next turn.
- Too short!** The fuse was cut too short and the missile explodes high above the battlefield, much to the enemy's relief. You also lose one turn's shot.
- Oops!** Whilst dropping in the next shell, the crewman is caught by a premature discharge, killing him instantly. You also lose one turn's shot.
- Boom!** A thunderous crash signals the end of your mortar and crew. Packed with too much powder, it explodes killing all the crew and delivering a S3 hit to anyone within a 2" radius.

Petards

Petards were an early form of shaped charge designed to breach fortifications. It was usually a metal container filled with gunpowder and lit by a fuse. The entire contraption was heavy and could require more than one person to carry it. The effect of the petard could be devastating, the only drawback being how to place it against the fortification, while it was being defended by the enemy!

Petardiers would have to brave enemy fire as they approached the fortification while struggling with their heavy and dangerous load. If they made it to their destination it still remained to set the charge, light the fuse and make an escape before the petard went off.

A petard crew consists of up to three petardiers. The crew move as skirmishers, they cannot charge enemy troops but can defend their petard. If they suffer any casualties, their Move rate is reduced by -1" for each lost crew member. Any unit within 4" can provide a model to replace the lost petardiers.

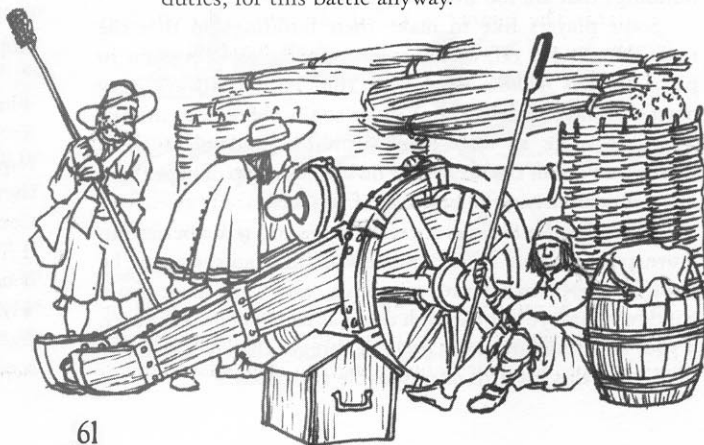
To make an attack with the petard the crew must declare a charge against a building or other structure. If the objective is more than 8" away, the crew may only make a normal move. When the crew charge, any shooters defending the structure suffer a -1 penalty for firing at chargers and a further -1 for shooting at skirmishers.

To stop the assault, all of the petardiers must be eliminated. Otherwise the survivors make it to their target and set the charge. Roll a D6 and consult the following table.

Petard Table

D6 Result

- Fizzle-bang!** The fuse is set incorrectly and the petard explodes prematurely. The crew are all killed automatically. The target suffers no damage.
- Phut.** The fuse extinguishes before igniting the main charge. The crew can roll again next turn, if they survive!
- Pop.** The knocks and bumps that the petard has suffered getting to the target have affected the charge and it explodes unevenly. It causes D6 Strength 6 hits over a 2" diameter from the target point. The crew make it back to the point where their charge started. They are now relieved of all duties, for this battle anyway.
- Hoisted with your own petard!** The petard explodes causing 2D6 Strength 10 hits over a 4" diameter from the target point. The crew make it back to the point where their charge started. They're now relieved of all duties, for this battle anyway.



BUILDINGS AND FORTIFICATIONS

30 November 1642

The Royalists march on Plymouth and defeat a small detachment at Plympton



he Warhammer rules are extremely flexible, and allow you to re-enact close quarter engagements within buildings and full scale assaults against mighty fortresses. However, this goes somewhat beyond the scope of this rulebook where we are concerned with tabletop battles over fairly open territory. The following section therefore provides rules for using buildings on the battlefield, either isolated farmsteads, villages, manor houses, or something else along these lines. Of course, if you want to build a whole city to fight over then it's up to you, the rules that follow certainly allow you to do so.

Buildings provide interesting features on the battlefield. Not only do they look attractive, but they are also important from a tactical point of view, for example, towers may overlook a wide part of the battlefield and provide an excellent vantage point for snipers. Any troops deployed inside a building will be hard to winkle out, and so may be able to defend it against far larger numbers of enemy. But a good general knows it is not always profitable to occupy buildings just because they are there, as it is easy to waste vital time taking a village that the enemy then simply ignores or circumvents. You must weigh up the tactical considerations yourself, and decide if a particular building has any tactical value.

MOVING INTO AND AROUND BUILDINGS

It simply isn't possible for rigid formations of troops to move around a building, and so only troops that are in skirmish formation may enter such terrain (the rules for skirmish formation can be found in the Units section). Although only specified types of troops can skirmish on the battlefield, any troops can skirmish in or around buildings.

Models may enter a building in their Movement phase by moving through an unguarded doorway or window. A unit may be positioned so that some models are inside a building, while the rest of the unit is outside. Models can leave a building through any unguarded doorway or window, but are not allowed to enter and exit a building on the same turn.

The number of models you can get into your buildings will depend on the building's size. As a guide, allow as many models into the building as can fit into its ground area. If the building has several storeys then it will be able to hold more models. You can decide exactly how many models a building can hold before the game begins. Cavalry cannot enter buildings that are too small for them.

Some players like to make their buildings so that the roofs actually lift off, or the storeys divide, allowing you to place models inside. However, this is not always very practical, and you may find it easier to simply remove models from the table as they enter buildings and place them somewhere out of the way. Note down on a scrap of paper how many models are in the building if you wish.

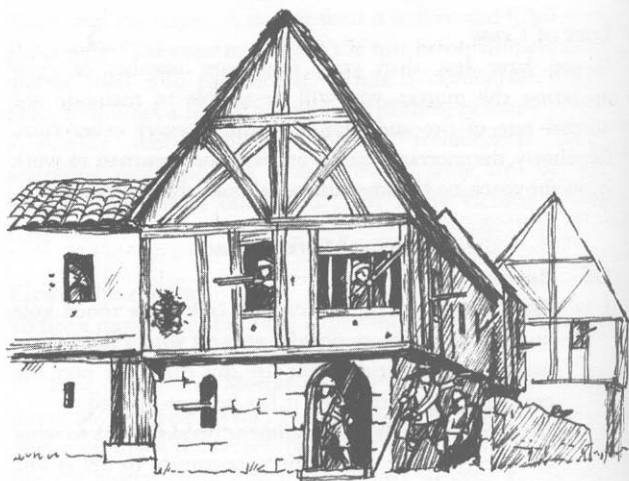
Unless your buildings are really huge you will not need to move troops about inside. Models in the building can be assumed to be wherever you wish, and can shoot from windows or move out through doors as convenient. However, if your buildings are really huge, ie, bigger than 6" along any edge, then this leads to unreasonable situations.

For example, if you have a building that is 48" long it would be silly to allow a model to move into the building at one end and then out the other side moving 48" in the one turn! Should you wish to use buildings of such extreme dimensions then you will have to record movement inside them, noting down where troops are on a piece of paper each turn.

SHOOTING FROM BUILDINGS

Models inside buildings can shoot missiles from arrow-slits, windows or doors. Up to two models may shoot from each opening. Models on flat roofs, parapets, balconies, or such like can also shoot as normal. Troops in buildings do not all have to shoot at the same target, instead they may shoot as individuals, shooting from a particular window at targets they can see.

Models that have shot missiles from windows can be seen and may be shot at by enemy in their turn. Models inside buildings will benefit from the advantage of being behind hard cover (-2 to hit) as well as being in skirmish formation (a further -1 to hit).



FIGHTING INSIDE BUILDINGS

An attacking unit has to be in skirmish formation to assault a building, so that they can move through doors and windows more easily to get inside. Attacking models can enter the building through unguarded doors and windows, but must stop if a defender guards the entrance.

Up to two models per side may fight through each window or door of the building. The defenders count as fighting behind an obstacle, and the attackers will therefore require a 6 to hit, regardless of their Weapon Skill, until they have won a round of combat (see the hand-to-hand Combat rules).

When both sides have models inside the same building it is necessary to have a floor plan, as you need to be able to tell where each side's models are in order to establish who can fight who. Floor plans can be quickly drawn up on a piece of scrap paper, and don't have to be too accurate just so long as



they are about the right size and show the approximate position of important features such as doors, windows and interior walls. Keep the floor plan on a suitable flat surface near the battlefield, and simply transfer models to it as they enter the building. Obviously, if you have a model building with a removable roof you will not need floor plans.

When deciding which side has won a combat in a building, count up the casualties caused, but ignore the usual bonus for fighting in ranks, standards, flank attacks, and so forth.

DESTROYING BUILDINGS

Artillery may be capable of destroying buildings. Buildings therefore have a Toughness value and can sustain a certain number of wounds before they are destroyed. It can be a bit confusing to refer to wounds when describing damage inflicted upon buildings so we shall call it **Damage points** instead. Wounds and Damage points are exactly the same thing.

If a building is very large it may not be appropriate to destroy it all at once. Instead, you could divide it up into several smaller sections, each with its own amount of Damage points.

For example, you might have a manor house with a main section and two separate wings. This could conveniently be divided into three parts for recording Damage points and for moving troops within it.

The chart at the top of the next column lists types of building and suggests values for Toughness and Damage points. As most gamers make their own buildings you may prefer to tailor each building's values to its appearance. This is entirely up to you.

Type of Building	Toughness	Damage Points
Light wooden shacks, outhouses	7	2
Timber, brick or log house	8	5
A heavily reinforced door	6	1
A fortress gate	8	5
Stone house	9	5
Stone tower or fortification	10	10
Mud-brick huts or houses	7	5

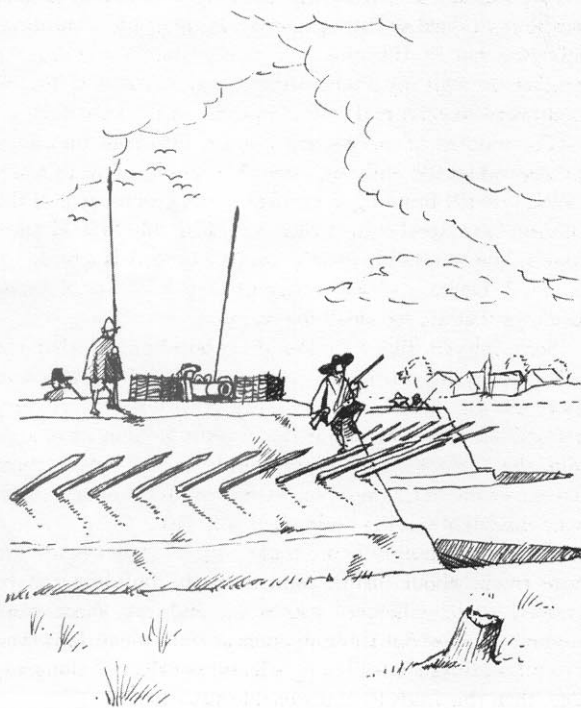
If a building sustains its full quota of Damage points it collapses. Any models inside must make their basic armour saving roll or they are trapped inside and slain. Models that pass may be formed up outside the building.

We have included values for heavy doors and fortress gates, as you may wish to fight games that involve defenders locking shut the doors of their tower or castle while the attackers attempt to batter down their defences. Domestic doors are not sufficiently substantial enough to withstand a determined defender, and so offer no resistance to attack.

SPECIAL RULES

Everybody who makes their own model buildings likes to include features which appeal to them: terraces, balconies, gatehouses, drawbridges, and so on. We can't anticipate every variation of architecture that you might want to design, but this shouldn't stop you making models as varied as you please.

You can invent your own special rules to incorporate unusual buildings into your games. For example, a winding stairway might take half a turn to climb, or a turn if it is very long. A narrow passage might allow room for only four models per turn, a treacherous ledge might reduce movement to half rate with a one in six chance of falling if you move faster, and so forth.





COLLECTING AN ENGLISH CIVIL WAR ARMY



argaming is principally about having fun but all of us dream of huge, beautifully painted collections of military models from which we can select whatever army we desire. Well, all of that will come in time.

This section will help the beginner to get started building up his dream army. You don't need hundreds of models to play Warhammer English Civil War and have an exciting battle. The way the rules work ensures that there is great fun to be had from the tiniest skirmish to the grandest of battles.

My advice is to pick one army and try to stick at it. There is a great temptation to dabble in all armies, a unit of New Model musketeers here, some Scots lancers and Newcastle's Whitecoats there. Tempting but madness! Pick an army and try to stick to it. Pretty soon you will have enough soldiers to run a challenging game, and it is easier than you might imagine to find opponents for your forces.

So saying, variety is the spice of life and if something appeals to you, who am I to stand in your way, come to think of it, those Highlanders look nice...



LET BATTLE COMMENCE!

These pages show a selection of photographs featuring the armies of the Covenant, Montrose, Royalist and Parliamentary forces – the four protagonists of the Civil Wars. Many of these models are from Wargames Foundry, some from Redoubt Enterprises, and the majority from the author's rather large collection. The photography was done by the Games Workshop Studio (thanks guys!) and the buildings are from the Perry's collection. Stuart Thomas has given us his thoughts on painting tips and painted many of the regiments in the photos here.



Dragoons in an ambush, lining a hedgerow



Attack on a baggage park

NEW MODEL ARMY

The 'New Model Army', as it was originally called, was a radical plan to overhaul the many and varied armies that were marching and counter-marching across England in 1644. The re-modelling of the army and the Self-denying Ordinance by members of Parliament, permitted the Rebel faction to organise a force that would become the envy of Europe.

Wearing their famous red coats, the army was well organised, equipped and motivated and went on to crush both the English Royalist armies and the forces of the Scottish Covenanters.

The picture below is a good example of how a field army would have looked in 1645 and onwards, though even more cavalry may have been present and ultimately there would have been more shot than pike. Drawn up and awaiting the enemy, it consists of four Foot regiments, two cavalry regiments, one dragoon regiment and two cannon. Generally, the cavalry would be placed on the wings to overcome any enemy Horse and then be able to turn on the infantry. The artillery would be deployed either in front of the infantry lines or between brigades. Some shot may be taken from one or more regiments and drawn together as commanded shot or a forlorn hope.



New Model Army



A battaillia of Foot drawn and fighting as one unit



Two sleeves of shot flank a stand of unarmoured pikemen, powder cart behind



Solid, well-trained, well equipped cavalry dominate the field

COVENANTERS

The Covenanters Scottish forces fought in so many battles, on so many sides, it is a truly flexible army to collect. Theirs is a certain charm in its solidity and dour look all clothed in government issued Hodden-gray. Its strength is in its numbers, since troops were of very variable quality.

The Covenanters were more than capable of routing the English in the Bishop's Wars of 1639, holding their ground at Marston Moor, but fell apart in the second and third Civil Wars rather too easily.

Below we see, drawn up for battle clearly in the Highlands, the Covenanter army. It is strong in infantry, but weak in cavalry and artillery. Many regiments fielded as many pike as shot. Ranting Ministers lecture anyone who will listen, whilst the General has parked his coach on the hill for a better view. A pack train is visible on the left with ammunition and frame guns.



Covenanter army



Giving fire by rank entire, the Covenanter shot use musket rests while the rear ranks re-load



Many Scots cavalry used the light lance, an effective weapon, though most preferred pistols



A frightening array of Hodden Grey, devastating firepower and solid pike phalanx

PAINTING AN ARMY

There are a thousand ways to paint an army, I should know, I have tried them all in my time! Find something that suits you, it's your army and that's all that's important. If you are learning, check out *White Dwarf*™ magazine from Games Workshop. Although a fantasy magazine, the world's best figure painters contribute to it and will inspire you to greater things.

Here, Stuart Thomas ex-Games Workshop figure painter shows us how he paints his regiments and squadrons. Much greater care is always taken on personalities and generals, they have to look their best!

New Model Army Musketeer

This method uses a black undercoat. It's important to get a good coverage with the black as this will form the darkest shadows in the finished figure. The colours are then built up in layers from dark to light.

1



1. The base colours are applied over the black, these should be fairly dark; grey for areas that will be white; maroon for the red, etc. The wooden stock of the musket is mid-brown.

2



2. The second highlight is added: the tunic is painted red; the musket stock light brown; dark grey is applied as a highlight for the black, etc.

3



3. Final highlights; socks are picked out in white; the skin gets a light flesh colour and the musket stock is washed with thin brown ink to bring out the texture of the wood grain.

4



4. Little details are picked out, such as the fasteners on the tunic; the eyes, and the tassels on the trousers.

Horse

Again this is worked up from dark to light over a black undercoat. The trick with the large flat areas on the horse's flanks is to be bold with the brush stroke, following the shape of the muscles.

1



1. The whole horse, including the bridle, is painted very dark brown. Areas like the cloth and pistols are picked out in dark tones.

2



2. The horse's skin is highlighted with mid-brown, leaving the mane and tail dark. The bridle is picked out in a different shade of brown and the other areas are painted in a lighter shade of the stage 1 colours.

3



3. Small areas of the horse are picked out in a lighter shade. The other parts of the model; bridle, cloth and holsters are finished in the appropriate lighter version of the colours used in stage 2.

4



4. Small details are picked out. Such as the metal work on the bridle, and the socks on the horse's front legs. Finally, the hooves are then painted black.

Cavalier

Again, this is built up from dark to light, but instead of black as an undercoat, we've used a dark wash of the required colours, thinned down and painted over a white undercoat. This forms the darkest shade and a guide to the final colours.



1. The washes are applied in the appropriate areas, Dark green for the coat; dark brown for the flesh and leather; mid-brown for the horse and light brown for the boots and straps.



2. The figure is then painted with lighter versions of the base washes. The highlights should be easy to pick out because of the washes naturally falling into the recesses of the figure.



3. Final highlights are added and small details picked out. Also in this example, the base has been flocked and painted.

BASING MODELS

Wargamers are split on the subject of figure basing. Some base their models individually and move them either one by one or on a movement tray, while others glue several models to a longer base in order to move the whole group.

This is entirely a matter of personal taste and aesthetics, but I know which I prefer! I base all my Foot troops in fours, and my cavalry in twos. I find I get a greater sense of pleasure in moving whole files at a time on the tabletop, rather than individual models. It feels like a company or a troop, component parts of a larger regiment. It also saves so much time during the Movement phase and stops individual figures toppling over in an annoying manner.

I use Games Workshop's 40mm monster slottabases for infantry and 50mm monster bases for my cavalry and dragoons. They are not terribly expensive and can be easily obtained through Games Workshop's Mail Order but you could use plastic card or good quality cardboard equally well.

Simply glue your infantry down using PVA white glue, arranging them in neat blocks of four, ensuring that the models do not impinge on the rank in front or the file next to them. This is particularly important when basing pikemen who have an infuriating habit of stabbing their forward ranks in the back if you get it wrong!

Musketeers look best with firing models at the front and loading figures in the back.

Cavalry look excellent in groups of two on a 50mm base. This enables them to be grouped with other bases to form a line or placed in column to negotiate roads and narrow terrain. Take care with the models as cavalymen have a habit of nudging into each other with their swords and outstretched pistols.

Sadly, unless you are a military genius, you will take casualties in your regiments. Having glued all your models in groups of two and four this could present a problem. The simplest solution is to always have some individual figures in each unit and simply remove them as casualties occur, swapping them over when whole bases have been killed. You only need four pike or shot in each regiment to be based individually and only one stand of horse or dragoons.

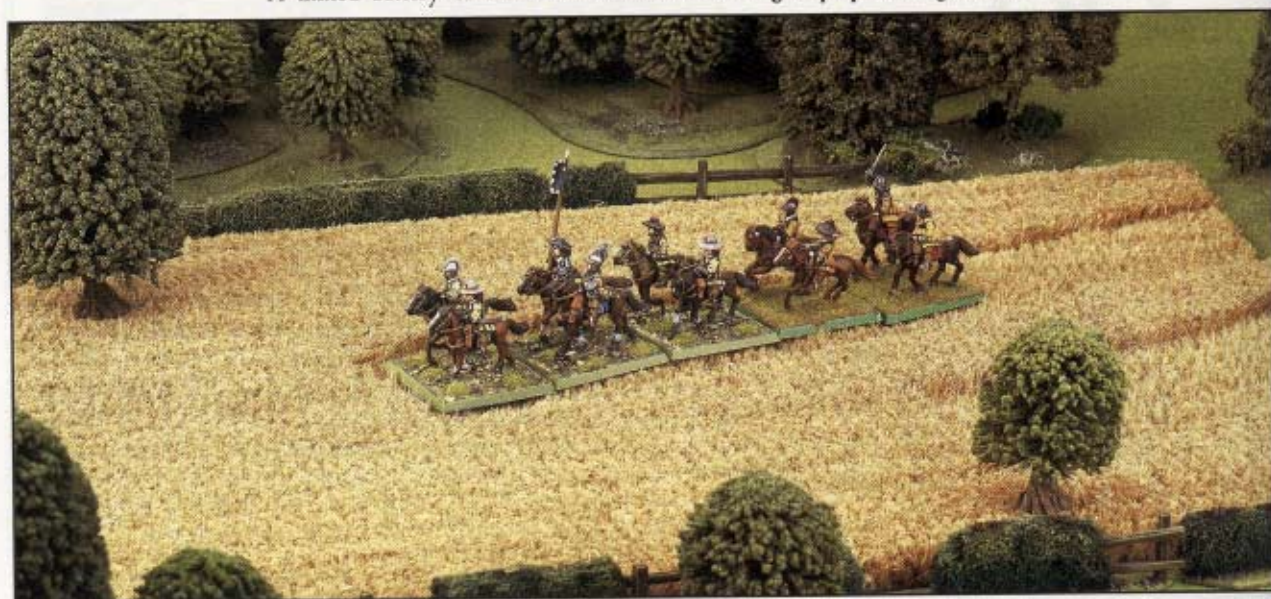
If you run out of single models, either place a marker (such as a dice) by the stand or turn the stand 90° clockwise to show one casualty, 180° to show two and 270° for three casualties.



If using sand or grit on bases, apply the layer of sand before painting the base. Patches of static grass can be applied once this is dry.



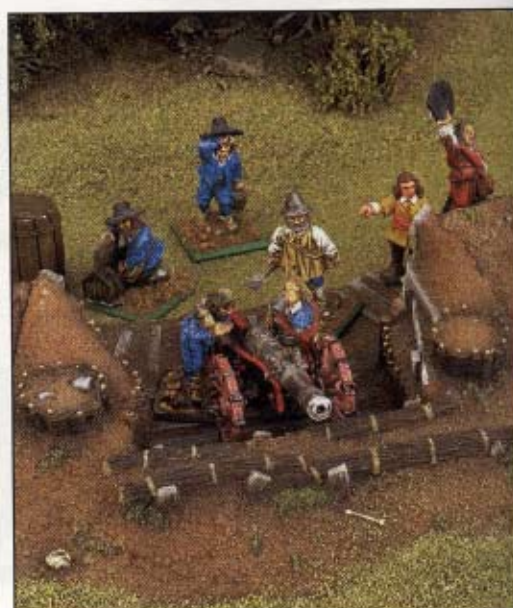
A mixed battery of Falconets and Scots frame gun prepare to give fire



A Royalist regiment traverses a wheat field. Poor farmer...



...Perhaps the same farmer with other booty



A Culverin gives fire at the Siege of Newark



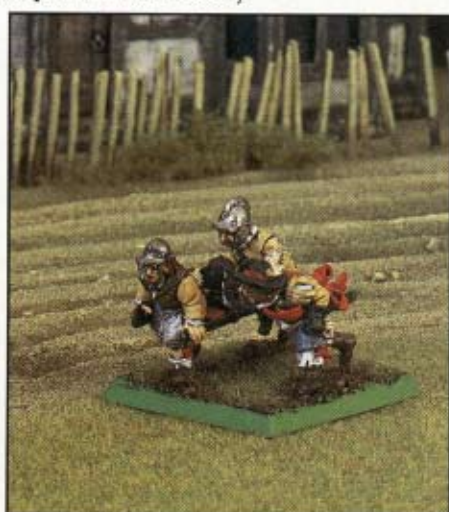
The general orders the advance



The Kings Guard pike advance steadily



A fearsome mortar prepares to lob its deadly ammunition



A Petard crew



A splendid Covenant command stand



Surgeons go about their grisly business



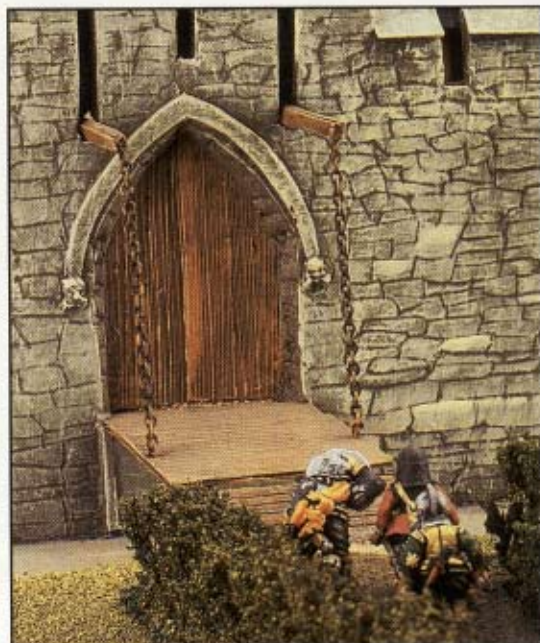
An officer and cornet of cavalry

BUILDINGS

Most large battles of the English Civil War took place in open terrain, but countless smaller encounters were fought in towns, villages, farmsteads, encampments and buildings or ruins of one kind or another.

As well as collecting and painting an army, many gamers find that they get a lot of enjoyment and satisfaction from modelling their own scenery and buildings for their wargames table.

The splendid fortified manor house below is from the Perry twins, models are from the author's collection.



"Triple pay, a tankard of brandy, fire in your belly and run like the devil, they haven't spied us yet!"



All looks peaceful enough, it could be a scene on either side of the Civil War, but the sentry has seen something, even if his officer hasn't



A Royalist command post argues about the dispositions of the day, orderlies, scout-master and dandies look on awaiting results. Command posts frequently used inns and coaching houses as headquarters. What a sensible idea!



Montrose's men form up outside a farm, preparing for a Highland charge to drive back an oncoming enemy





A troop of Cuirassiers prepares to caracol, presenting their pistols before drawing swords at the enemy or retiring to re-load



A small gun park is quartered in a country house.
A puzzled sentinel explains to a Minister that whatever the matter is, it wasn't him



A truly frightening sight if you were a Covenanter soldier. Montrose's Highland Gentlemen drawn up in front of their retainers, rousing them for the charge



A Royalist force of Highlanders bursts over the hills of Scotland to sweep down on a determined Covenant stand



Duke of York's Ensign.
Sealed Knot Society Royalist



Well equipped English pikeman of either
side, 1642-44. Sealed Knot Society



A typical English musketeer of the earlier
period, 1642-45. Sealed Knot Society

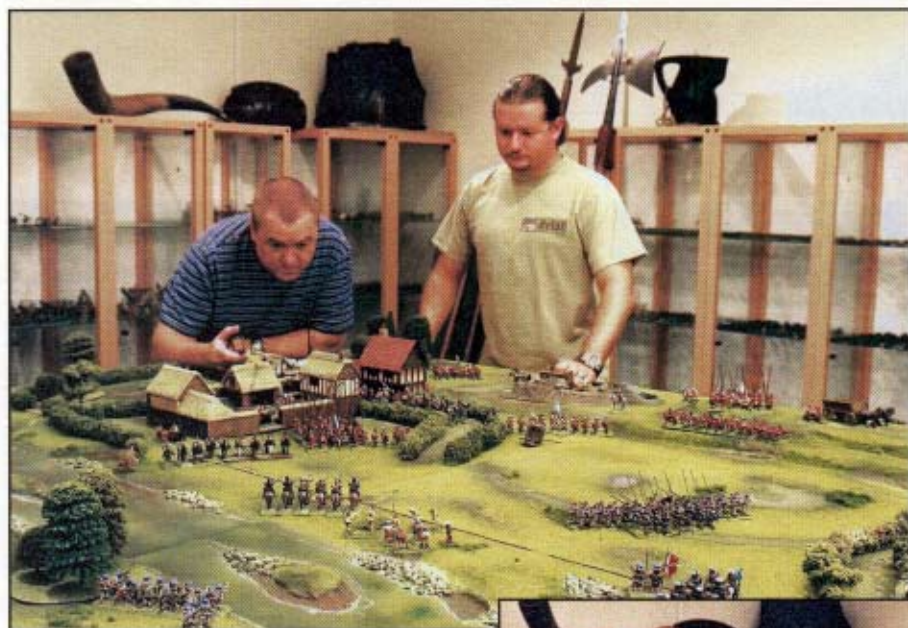
THE GAMES ROOM

Most gamers find that they fight their battles either at a clubhouse or in each other's homes. If a player has a particularly spacious or well equipped games room, then this will provide a focus for organised gaming.

As well as meeting to fight battles, the games room is where players get together to build new scenery, work on modelling projects, organise campaigns, or just talk over ideas and make plans.



Above: This scene is constructed from separate base board sections, each about three feet square. Sections can be arranged to make different layouts from game to game. Buildings, woods, scrub and other features are separate, removable items placed on top of the base boards. Rivers and streams, roads and lanes can be cut into the boards giving a feeling of real depth.



Above: Nothing beats getting down low and looking from a soldier's eye view! The cabinets, from Ikea, hold a surprising amount of troops and cost less than you might think.

Below: This river is made up of individual small sections that can be fitted together to form lots of different shapes. The base of each river section is made of plywood and the banks of the river are shaped from polystyrene. Sand and small pebbles were glued in areas of the polystyrene banks before they were covered in flock.



Below: Chris and Chris argue the finer points of Civil War tactics on the author's splendidly sculpted terrain.



Above: Modular terrain boards are a great way of making large wargames battlefields. They are also easy to dismantle and store away. These consist of a plywood base topped with a thick sheet of polystyrene.

Additional roughly shaped areas of polystyrene were stuck to the base sheet and then sandpapered smooth to form hills and undulations in the terrain. The rivers were cut into the polystyrene all the way down to the plywood base, then painted and given several coats of acrylic varnish. Sheets of model railway grass were then cut to shape and stuck down over the surface.



Top: A painting table situated in a wargames room need never be cleared away and confers the added bonus of being safely out of the way of pets, children and relatives. The occasional tidy up does no harm though!



Top: A typical Covenant musketeer of our period. He has a bandoleer, matchlock, but has abandoned his rest, and has no sword. Photograph courtesy of Sealed Knot Society

Right: Alan and Michael Perry's numerous armies are conveniently stored in drawer units beneath Alan's wargames table. Building a permanent wargames table is a luxury rather than a necessity, so it's important to make the most of the space underneath! Drawer or cupboard units make an ideal base for wargames tables and also provide room for storage.



Royalist Foot Regiments



Parliamentarian Foot Regiments



Royalist Horse Regiments



Parliamentarian Horse Regiments



Scots Regiments



Royalist Foot Regiments

- A1 King's Lifeguard: 1st Captain's
 A2 Queen's Lifeguard: Colonel's Colours
 A3 Rupert's Foot: 2nd Captain's
 A4 Anthony Byerley's
 A5 Charles Gerrard's
 A6 Sir Thomas Tyldesley's
 B1 John Talbot's
 B2 Sir Allan Aspley's
 B3 Conyer Darcy's
 B4 Sir Henry Bard's
 B5 Sir Arthur Aston's
 B6 Lord Percy's

Parliamentarian Foot Regiments

- C1 Earl of Essex's
 C2 John Hamden's
 C3 Sir John Gell's
 C4 Thomas Rainborow's
 C5 Lord Saye and Sele's
 C6 Lord Brooke's
 D1 Charles Fairfax's
 D2 Samuel Jones'
 D3 Sir Arthur Haselrige's
 D4 London Trained Bands (Red Rgmt)
 D5 London Trained Bands (White Rgmt)
 D6 London Trained Bands (Yellow Rgmt)

Royalist Horse Regiments

- E1 King's Lifeguard
 E2 The Queen's Regiment
 E3 Sir Horatio Cary's
 E4 Sir Nicholas Crispe's
 E5 Sir Arthur Aston's
 E6 Unknown
 F1 Essex's Lifeguard
 F2 Sir Arthur Haselrige's
 F3 Sir John Lambert's
 F4 Captain Copley of Doncaster
 (Rgmt Unknown)
 F5 Sir Michael Livesey's
 F6 Philip Twistleton's

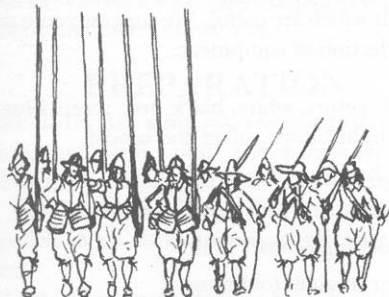
Scots Regiment

- G1 King's Lifeguard of Foot (Lord Lorne's)
 G2 The Royal Standard (Montrose)
 G3 Strathmore's Foot
 G4 Yester's Foot
 G5 Hundly's Foot
 G6 Argyll's Foot
 H1 Scott's Foot
 H2 Lord Sinclair's Foot
 H3 Aberdeen Millitia
 H4 King's Lifeguard of Horse
 H5 Duke of Hamilton's Lifeguard of Horse
 H6 Argyll's Horse

THE WARGAMES ARMY



our wargames army may be of any size, starting from a few companies of troops to a full sized awesome force. Most gamers concentrate on one of the 'big four' Civil War armies: Parliament, Royalist, Covenanter or Montrose, whichever takes their fancy. This is a very sensible idea as it means you reach a critical mass of troops quickly. This choice can be further sub-divided by choosing a campaign or point in the Civil Wars that particularly grabs your attention, eg, West Country Royalist, an Early Parliament army, or even the Scots/English Bishops' Wars of 1639.



Over the three Civil Wars tactics and weapons did change the way the soldiers fought, a hastily raised militia of 1639 was a very different looking beast to the professional New Model Army of 1651. At the extremes, two differing armies may appear mismatched, but the points system we use in the army lists will still even things out and make for an interesting game. Most of your battles will be fought within a historical framework that will feel most appropriate on the tabletop. Although it is very satisfying to field the appropriate regiments and brigades that were say at Cheriton, and refight the battle as you see fit, it is equally absorbing, and historically possible for you to have Montrose's rampaging Highland/Irish troops in the heart of England, or Rupert's dashing Cavaliers marching north into Scotland, both scenarios were scheduled to happen in real life!

That is the joy of gaming, you get the chance to play 'what if' scenarios, it really is up to you. The rules are flexible enough for you to fight much earlier, say, Elizabethan battles, Thirty Years War engagements or you could be re-enacting Sedgemoor near the end of the 17th Century. This helps you to broaden the list of opponents you may have out there and definitely gives you some interesting and new tactical challenges.

MODELS

There are now many thriving manufacturers offering model warriors of the period in different scales in both metal and plastic. Their adverts appear regularly in the wargames press, and readers are referred to the magazines currently available. Old campaigners will need little guidance when it comes to deciding which scale or manufacturer to choose – the chances are that the reader will already have a collection or a favourite scale and preferred make. Prospective players, however, may find the following summary useful.

The most well established of the popular scales is known as 25mm, which simply means the average warrior stands about 25mm tall. This size affords plenty of scope for

accurately modelled detail and rewards careful painting. An army of 25mm models looks spectacular and is the preferred scale for most serious collectors. This size of model is available from many manufacturers.

Almost as long established as 25mm is the smaller 15mm scale. The principal advantage of this is that the individual models are cheaper, and the scale is also popular amongst competition gamers rather than collectors. Large ranges are available from several companies.

Slightly smaller than 25mm models are those in the 20mm range. Most readers will be familiar with this scale as it is the size of Airfix, Revell and Eschi plastic soldiers. This is not a scale used much by adult wargamers these days, which is a pity because the plastic sets combine low cost with availability. Certainly, if anyone wanted to make a start in Warhammer English Civil War they could do worse than to choose 20mm. A small range of metal models is also available in this scale, but there are very few compared to the 15mm or 25mm sizes.

We should at least mention some of the other scales available. These are followed by a minority of gamers who usually have armies in 15mm or 25mm scale as well. 'Micro' scales, such as 2mm and 5mm are used to represent very large forces for sieges, and such like. However, at this size the models have only nominal detail and are really little more than tokens. There is a new scale – 10mm – that aims to combine the ability to represent large forces with sufficient detail to make the models recognisable for what they are. At the other end of the scale, so to speak, are the larger 30mm models, once a popular size but now somewhat neglected.

It would be unfair of me to recommend one scale or manufacturer over another without declaring my own personal bias for 25mm or 28mm models. There is something intrinsically attractive about holding a model soldier that is about an inch high in your hand. They are easy to paint and have a high degree of detail and, in my opinion, a lot of character. All models shown in this book are 25mm, virtually all are from Wargames Foundry, with a few Redoubt models thrown in for good measure. The wonderful Perry twins who designed all the Foundry range in this book also do their own English Civil War range under the guise of Perry Miniatures.



Warhammer English Civil War can be used in conjunction with models of any scale, but the game rules have been devised using our 25mm collections. Although this is the scale favoured by the authors we would recommend any newcomer, and especially youngsters who may not have the means to buy metal models, to begin with an army of 20mm plastics. Even if you switch to metal models of a different scale later, the practice of painting, assembling, and commanding an army will hopefully inspire you to continue wargaming for many years to come.

PAINTING A WARGAMES ARMY

15 April 1643

The Earl of Essex besieges Reading with a force of 1,600 Foot and 3,000 Horse



here is far more to wargaming than winning or losing battles. Each game is also a stirring spectacle. The movement of the armies and unfolding of events amidst the carefully rendered scene is every bit as important as which side wins or loses. This brings us to one of the most important principles of the wargame and one which is almost never said openly because experienced players take it for granted – models need to be painted before they are ready to join your armies.

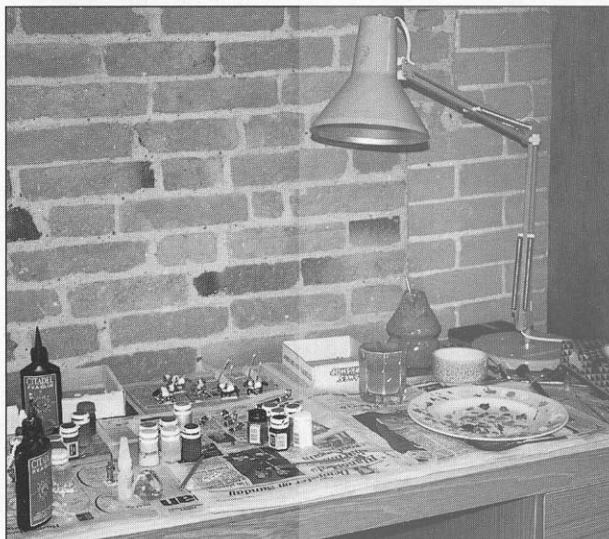
This section of the book aims to describe how to paint a wargames army and is primarily intended to provide beginners with enough information to have a go. It is not a definitive guide, and old hands will undoubtedly have already evolved their own preferred technique and style. Those who wish to know more are referred to the many modelling and wargames magazines available.

Putting the final touches to a unit of newly painted troops is a satisfying moment for the wargames enthusiast. Indeed, there are wargamers who enjoy painting and modelling so much they game rarely if at all, proudly displaying their forces in glass cases or on shelves where they can be admired in all their glory. Certainly, a nicely painted model does make an impressive display, but the main reason for painting is to prepare armies for the even greater spectacle of battle.

SETTING UP A PAINTING TABLE

Before starting to paint anything a minimum of basic equipment is required, as well as paint and brushes. There is also the matter of finding somewhere to paint, ideally a table or desk where projects can be left in place from one day to the next. There is nothing more wasteful or frustrating than having to constantly pack away and set up a work area.

A desk or table by a window is ideal for the daytime. If you want to paint during the evening a desk lamp is essential – preferably with a colour corrected 'daylight' bulb which shows the true colours of the paints. Sufficient space is required for paints, brushes and modelling materials as well as for the models themselves.



A typical painting table

It is a good idea to lay down a good thick layer of newspaper to protect the tabletop beneath your work area. Remember, you will be cutting onto the surface as well as painting, so a layer of card or board might be necessary too. Many people find a sheet of hardboard makes an ideal surface with the added advantage that the whole lot can be picked up and moved.

EQUIPMENT

A minimum selection of paint and modelling equipment is required. Many people find that they already have household items or tools which are useful. We suggest you start with the following selection of equipment:

- Acrylic paints: white, black, red, green, blue, yellow, flesh, light brown, silver and bronze.
- Size 1 brush
- Superglue
- A modelling or craft knife
- Water container (old mug)
- A palette for mixing paint (such as an old plate or ceramic tile)
- Tissues or kitchen towel
- Spray can of matt white or white primer undercoat

To this list it would be sensible to add at least one more brush, a size 0 brush for painting small areas and fine detail. Painting models is very hard on brushes so the brush fibres gradually wear out. Once a brush is too worn for regular work it can still be used for painting bases, scenery, applying glue, and other jobs where a fine point is not necessary. In addition, it is useful to have at least one good file and a pair of clippers for cleaning mould lines from miniatures and removing plastic models from their sprues. Although you can do without either of these tools for a while, it's definitely worth investing in both as soon as you can.

All of the tools which are mentioned above are available from specialist modelling shops or, in the case of brushes, art shops.

PAINT

We recommend water-based acrylic paint for painting models. These paints are thinned with water and brushes are also cleaned in water, so there is no need for turps or white spirit. Several manufacturers produce acrylic paint for modellers, all of which are up to the job.

For the record, the models which are shown in this book were painted using Citadel Colour acrylic paints available from Games Workshop and developed by the authors (amongst others) specifically for painting metal and plastic miniatures.

Some modellers may have already developed a preference for old-fashioned enamel paints, and there is no reason why these cannot be used instead. However, you cannot mix acrylic and enamel paints together, and it is recommended you stick to one or the other.



Citadel has developed a wide range of paints especially for use on plastic and metal miniatures.

PREPARATION

Having decided which army you are going to collect the first step is to buy and paint a unit. The chances are that you will have chosen a unit of core infantry such as Royalist Musketeers or Scots Pikemen, probably about twenty models in all, including a leader, standard bearer and a musician.

Metal models are cast in rubber moulds and consequently you will find a fine line where the mould halves join. This is called a mould line, and it is easily removed using a file or by scraping it lightly with the edge of a modelling knife. You may also find strands of metal or small blips where vents in the mould let out air. These are not a fault but a good sign, as they indicate the mould has filled fully. These strands can also be removed with a knife and the resulting scar scraped or filed flat.

In the case of cavalry models the separate horse and rider can be glued together before painting. Superglue is best for sticking metal to metal. Separate weapons are best omitted until they are painted.

Most people find it convenient to temporarily glue models to a strip of card prior to painting. If you glue four or five models to a strip of stiff card it makes them easier to handle whilst they are being painted and means you can put them down without them falling over. Once complete the models can be prized from their temporary base before the shields and weapons are attached and each model is fastened to its proper base.

UNDERCOAT

Your models are now ready for their first coat of paint which is the white undercoat. The best thing to use for this is a spray can of white primer as sold in Halfords for use on cars. You can also buy a modeller's version of the same thing from model shops. Whatever type you choose, the flat white coating will provide the ideal surface to take paint, and is infinitely superior to the alternative of applying white paint with a brush.

When undercoating with spray paint place the models in a cardboard box or something similar to contain the spray. Go outside to do the actual spraying. A light coating over the entire model is all that is required and to achieve this it is often best to apply a couple of very light coats from different directions.

The undercoat must be thoroughly dry before you begin to paint. Begin by lining up all the models on your painting table. Paint one colour at a time, completing each colour on every model before painting the next colour. For example, you might start with all the flesh, then go on to the main tunic colour which might be red, and so on. You'll find that by the time you've finished the last model of your unit the first will be dry and ready for its next coat of paint.

PAINTING

Many people find it is easier to paint troops from the 'inside out' starting with the flesh, then the layer of clothing next to the skin, then the next layer which might be armour for example, finishing off with weapons and details. In this way any mistakes you make early on are simply painted over later.

Once all the areas on the models have been painted you can add shading or highlighting. Although it is not strictly necessary to shade or highlight models it does enhance their appearance and is worth attempting. Suggestions of how to go about this are discussed separately.

BASES

Models must be mounted on the correct sized base as described in the rules. Models may be mounted on individual bases leaving individual models free to adopt a looser 'skirmish' formation if required. Some players prefer to mount models in multiples to make it easier to move whole units. For example, where infantry are mounted on 20 x 20mm bases you might mount four onto a single 40 x 40mm base. These are available from Games Workshop at a reasonable price. Obviously, sufficient 'singles' must be available to facilitate removing models from the unit when casualties occur.

Bases can be made from thick card or plasticard cut to the required size. Plasticard is best in that it does not warp, whilst card, no matter how thick does tend to distort slightly over time.



Models can be glued to their base using a suitable contact adhesive such as Bostik. To complete the model the base can be textured and painted to represent ground. There are several good ways of doing this, the simplest method being to paint the base green and leave it at that! A more pleasing effect can be obtained by covering the base with flock – green dyed sawdust available from model shops and commonly used by railway modellers. An even better method, although more time consuming, is to cover the base with a textured filler or fine sand which is then painted.

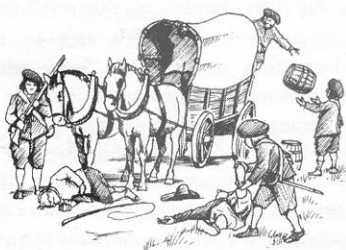
SHADING AND HIGHLIGHTS

ADDING SHADE

Shading is the process of painting darker colours into creases and other recesses to represent shadows. This creates a sense of depth to the model and helps to distinguish adjoining areas from one another. It is not essential to shade your models at all and it certainly requires a little practice to get it right, but painters already confident with the basic process will find it well worth mastering the technique.

Begin by taking or mixing a suitable dark shade of the base colour as shown on the accompanying chart. Thin the paint with water so that it flows freely and carefully paint it into creases and folds. If the paint is sufficiently thin it will run into cracks and crevices considerably aiding the process. If it is too thin it will run right out again! Practice will soon establish the ideal consistency.

Experienced painters will often pay extra attention to edges where hands meet weapons, cuffs meet hands, or where any area butts against another. If the result is highly visible it is worth the few extra seconds it takes to paint a dark coloured or even black line around the join to define the edge. This technique is sometimes called 'lining in' or 'black lining'.



HIGHLIGHTS

Highlights are raised areas where the light catches and brightens a colour. Just as shading deepens the appearance of the model, highlighting accentuates raised creases in clothing and other details. Highlights are painted using a lighter shade of the underlying colour or, if the colour is very pale, with white as indicated on the accompanying chart.

Take or mix the highlight colour on your palette. Apply it to the high points of raised detail. For example, on a heavily folded cloak paint a thin line along the raised part of the crease, on an iron helmet paint a silver highlight around the helmet bowl.

BASES

A unit stands or falls upon the appearance of its bases; troops based neatly in a uniform colour will look pleasing on the tabletop no matter how simply they are painted. Conversely, if bases are poorly finished the army will look disappointing even if the models themselves are painted to a prize winning standard.

The simplest way to finish a base is to paint it all over in one colour such as a mid-green. You can choose whatever colour you want to represent grass, bare ground or whatever. So long as the bases are all the same colour the unit will look like a coherent and purposeful group on the tabletop.

A more satisfying finish can be obtained by applying some kind of texture to represent grass or broken ground. A popular choice is to first paint the base and then glue flock onto the top surface using PVA glue dabbed onto the surface with an old paint brush. This is quick to do and has the advantage that it will cover over the gap between the model's metal base and the card base.

More ambitious painters may texture the bases using either a ready prepared filler such as Tetrion, or a mixture of PVA glue and sand. These finishes must then be painted and, because the surface is irregular, it is easy to apply highlights by gently brushing over the surface with a lighter colour. To apply sand the base top is first painted over with PVA glue and the sand is sprinkled on. A quick shake will remove all the surplus sand leaving a layer on the base itself.

For those prepared to lavish attention on their models small stones can be added to represent rocks, whilst bristles from a brush or broom can be glued on for tufts of grass. Another way of representing grass, either in small patches or as an overall finish is to use artificial 'electrostatic grass'. This consists of short fibres glued on in the same way as flock.

SHADING AND HIGHLIGHTING CHART

This chart provides a handy reference for mixing shades and highlights. Rather than referring to any one manufacturer's range of paints we have described the colours in general terms.

COLOUR	SHADE	HIGHLIGHT
Black	—	Add White and/or Blue
White	Add Black or Light Brown	—
Red	Add Black and/or Red Brown	Add Yellow
Yellow	Add Red Brown	Add White
Blue	Add Dark Blue	Add White
Lt Brown	Add Dark Brown	Add White
Green	Add Dark Green	Add White
Flesh	Add Red Brown	Add White
Silver	Add Black	—
Bronze	Add Dark Brown	Silver

COLLECTING AN ARMY



Deciding which army to collect is the first big decision a new player must make. Only the most strong willed individuals settle upon their ideal army straight away and restrict their collection accordingly. Most players will buy and paint a few models from several armies before finally deciding how to expand their collection into a sizeable force.

Fortunately, most wargamers are only too pleased to talk about their armies, to recommend which troops to buy, and to explain how to use them in battle. It may be possible to sit in on a game or even borrow someone else's army before you commit yourself to a particular force.

When choosing an army one of the most important considerations is the number of models required – both from the point of view of cost and also the effort needed to paint them. An army which consists entirely of poor quality infantry will be a very large army indeed, whilst an army of heavily armoured cavalry will be relatively small. When considering your first army the time it takes to get a playable force together is important because you'll undoubtedly want to begin gaming as soon as possible. Later on, when it comes to expanding your collection, time is less important because you already have a force that can fight whilst reinforcements are underway.

Although the number of models you'll need varies from army to army, you'll probably need to assemble about 100 models before you have a force that can be fielded in battle. There is no real correct size for a regiment of cavalry or infantry. There were theoretical strengths set down for enlistment but these were rarely, if ever, achieved in the field. This means that the size and composition of your army really is up to you. Foot regiments are formed around a core unit of pikemen, which may be a block of 8 to 24 models depending on your whim and army choice. The pike block is supported, normally on each flank, by its sub-units of musketeers, units of 8-16 on each flank would be common.

Cavalry regiments may be of any size, but commonly range from 8 models to 24 for a large unit. Cannons are rarely fielded in great numbers, a small army of two Foot regiments and one Horse would probably only field one heavy gun or perhaps two light guns. Whatever you do, don't forget your general!

It is a self-evident fact that different armies appeal to different players. Inevitably, an army is chosen as much because of the way it looks as the way it plays, but gamers will enjoy more success with armies that suit their tactical preferences. Methodical planners appreciate reliable, steadfast troops like Parliament's New Model Army. For a more reckless approach, you might consider a clan of rampaging Highlanders or perhaps Prince Rupert's impetuous cavaliers.

MUSTERING YOUR FORCES

A good start for any army is to assemble a couple of units of core troops. By this we mean solid fighting troops such as standard pikemen or musketeers. To this solid core you can add one or two units of cavalry or specialists and a general to create a small army.

Aim to have at least 1,000 points complete as soon as possible. A core of, say 25 steady pike and 25 steady shot will provide at least 365 points. In addition you'll definitely need a general to command the army, so it is a good idea to add him as soon as you can.

Once the army has acquired its core troops and essential characters you can start to add some of the more interesting troop types such as a unit of Horse Lifeguard or specialist infantry. A unit of six cuirassier lifeguard would bulk out the force by a further 207 points. Another option is to add some cannon, a fully-manned culverin will add 100 points to the army's value. As you can see an army can grow quite quickly once the bulk of the core troops has been assembled.

ORGANISING AN ARMY

When arriving at a fellow player's house for a game you'll probably find he has the table set out and has already chosen his army. Ideally, visitors will also have worked out their own army, deciding which models will form the 2,000 points, 3,000 points, or whatever total has been set for the game. There is nothing more frustrating than for a player to turn up and then proceed to choose his army before the game can begin. Not only does the host have to wait while his opponent gets ready but precious time is wasted which could otherwise be spent gaming.

It is well worth getting your army's points value properly organised using file cards or something similar. Although this requires some effort you only have to do it once, after which choosing an army to any points total is a doddle. The method described here is one way of organising your army and gamers are welcome to adopt this or use any means they find convenient.

Each unit of troops, characters, and artillery is recorded on a standard file card. All pertinent details are recorded on the file card, including the troops' profile, the points value per model, and the total points value of the unit. If the unit has a standard, musician and leader this is noted as well. An example of a filled out file card is shown below.

Once a card has been prepared for every unit in your army the whole stack can be placed together in a card index holder or simply kept with your army. When you add a new unit it takes a matter of moments to add a new file card.

ROYALIST DRAGOONS												154 PTS.	
10 STEADY DRAGOONS ARMED WITH FIRE LOCK MUSKETS AND SWORDS													
	M	WS	BS	S	T	W	I	A	LD	SAVE			
DRAGON	8	3	3	3	3	1	3	1	7	6			
INCLUDES LEADER, STANDARD & MUSICIAN.													

File cards provide a ready means of keeping track of your forces.

When it comes to choosing your army referring to the card will reveal the total cost of the unit. You may be permitted options which are not necessarily bound to the appearance of models, such as whether to field a unit with or without grenadoes. In cases such as this the option can be noted on the file card as a useful reminder.

The file cards can be used during the game to check characteristic values if you like, but it is better to copy the details over onto a single sheet of paper or roster sheet. This is because the file card has details for the entire unit, but you might want to field the unit without its leader, colour or musician, or you might want to reduce the size of the unit to meet your permitted points total.

Copy over the unit's profile and any other details you need onto the roster sheet. Copy over all the units required to form the army and add up the total to make sure you are within the agreed points limit. If you have gone over the permitted total (and you'll probably find you have) then removing the odd model from your larger units, or sacrificing a musician or colour in favour of an ordinary soldier, will usually bring you back within your limit. You now have a complete list of the army which will serve as a useful crib sheet during the game. If you are particularly successful with an army you can use it over and over again, so the roster sheet is well worth keeping until the next game.

The roster sheet can also be used to make notes and summarise special rules which apply to your army. In addition, you can note down wounds suffered by characters on the roster sheet in pencil so that the sheet can still be used again if you want.



MAKING MOVEMENT TRAYS

Whether to use move trays or not is entirely up to you. Some players find them too cumbersome, others use them all the time, and to an extent it depends upon your army. Move trays are most useful if your army includes big infantry units as they do away with the need to move each model individually.

A move tray is nothing more than a sheet of reasonably stiff green plasticard, card or board cut to a size so that an infantry or cavalry unit will stand upon it when arrayed in its usual fighting formation. For example, imagine a unit of Highland Rabble 40 strong arrayed 4 ranks deep. The formation measures 10x4 models and as the bases are 20mm square the entire unit will fit upon a base 200x80mm. If the models are blue-tacked on to the move tray or secured with double sided tape then they won't fall off but can still be removed as casualties occur. The tray is used during the battle until the unit wishes to break its formation or sustains so many casualties that it is more convenient to abandon the

move tray. The tray can also be used to store the unit simply by placing the entire tray into a box or drawer.

Whilst a single move tray per unit may be convenient for smaller units, it is often a better idea to split a large unit onto several trays. For example, the unit of 40 Highland Rabble occupies a huge tray 200 x 80mm. It could just as easily be fastened to four trays each 100 x 40mm containing ten models in two ranks of five. This is just as easy to move and has the advantage that the formation can be changed without necessarily having to remove all the models from their trays.

STORAGE AND TRANSPORT

As your army grows you will soon discover a need to store it somewhere out of harm's way. Children, pets and confused relatives can have a devastating effect upon your collection if they manage to get their hands, paws or teeth on it. A high shelf will serve to keep the army together, but will not protect the models from dust. This isn't necessarily a problem, as models can be dusted with a soft brush (a make-up brush is ideal) but it is still preferable to put the army in a box or drawer.

Several sturdy lidded boxes probably provide the best and most convenient way of storing your models. They have the added advantage that they can be moved about, stored in a cupboard or on a shelf, and can be stacked on top of each other. Each unit can be blue-tacked down onto its move tray and the whole tray placed inside its box. This enables you to easily remove the unit from storage when required.

Some players keep their armies in transportable tool chests. Old fashioned steel boxes are very heavy, especially when filled to the brim with a metal army. You will also find the internal trays of the steel cases are not very tall and this restricts the type of models you can put inside. A better solution is to obtain a modern style plastic tool box which is not only lighter but also somewhat larger and has more room for taller models.

Foam-lined tool cases are also available. The disadvantage of these foam-filled cases is that the models are held individually, gripped safely within the surrounding foam casing. This means it is necessary to pick each model out one at a time which is rather impractical for a large army. None the less these cases are the safest way of transporting models, and most players use them for their special models, generals, and more delicate conversions.

I have been gaming for thirty years now and have spent many an hour debating the best way to transport models around the country. All the ways I have described on this page are valid and tried and tested ways to move precious, and valuable, armies around. However, thirty years of bitter experience has taught me how best I transport my figures, and for what its worth, here's what I do personally. I use open stiff cardboard boxes, with troops laid on their movement trays and never put a lid on them. I carry them flat in my hands and find that it is the quickest, cheapest, handiest way to move large armies around. My personal bugbear with any other option is:

- i) It takes forever to pack and unpack models.
- ii) Any models with pikes and lances will always get broken unless they remain upright and unrestrained. If moving models by car, place them in boxes on the car floor, emergency stops are so much less damaging that way.

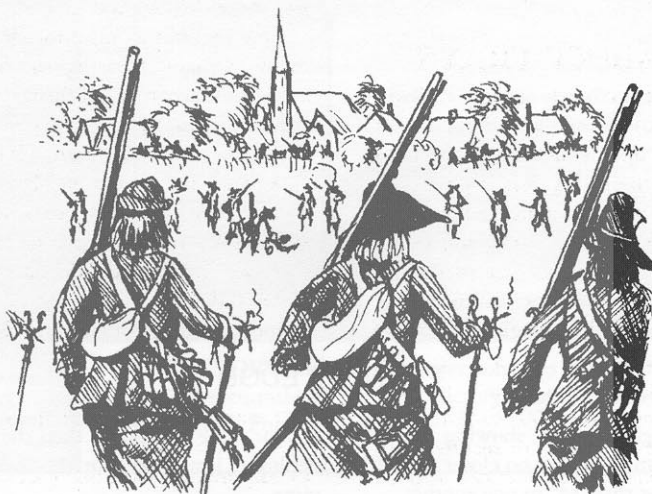


WAGING WAR, 17th CENTURY STYLE



he Civil War saw over two thousand actions, ranging from Marston Moor and Naseby, the largest pitched battles, to the bombardment of Blackburn by clubmen and militia and the defence of Hoghton Tower. The participants ranged from nearly 20,000 a side at the major battles to 30 or 40 in the smaller skirmishes, which gives you huge scope for your wargames scenarios.

The following section is a guide to setting up single battles and for taking your gaming experience to new levels by playing in a campaign.



SCENARIOS

RELIVING THE ENGLISH CIVIL WAR



attles are fought between two opposing armies. For purposes of explanation the rules assume that each army is represented by one player, but there is no reason why several players shouldn't play on the same side, perhaps with one acting as overall commander while the others are allotted portions of the army to control.

Before the battle begins players must select their forces. There are various ways of doing this. Players new to wargaming will probably want to use their entire army against their opponent's, in which case players can either field everything they have or agree to use two armies of roughly equal size.

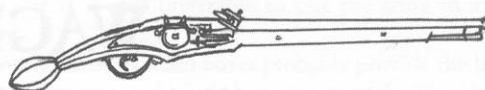
It is clearly useful to have a means of choosing evenly matched armies. By allotting a strict points value to each kind of soldier, character and artillery piece and by choosing armies to a fixed points total, it is possible to ensure armies are as equally matched as possible. At the back of this book are four army lists, covering the four main factions of the English Civil War: the English Parliamentarians, English Royalists, Scots Government and Scots Royalists.

When players arrange to play a game it is necessary to decide what kind of battle to fight. The game rules govern movement, shooting and combat, and can be employed to enact many kinds of conflict from chance encounters and skirmishes to full-blooded battles. In this section you will find options for different battle scenarios. Either pick a scenario to play or randomly select a scenario by rolling a dice.

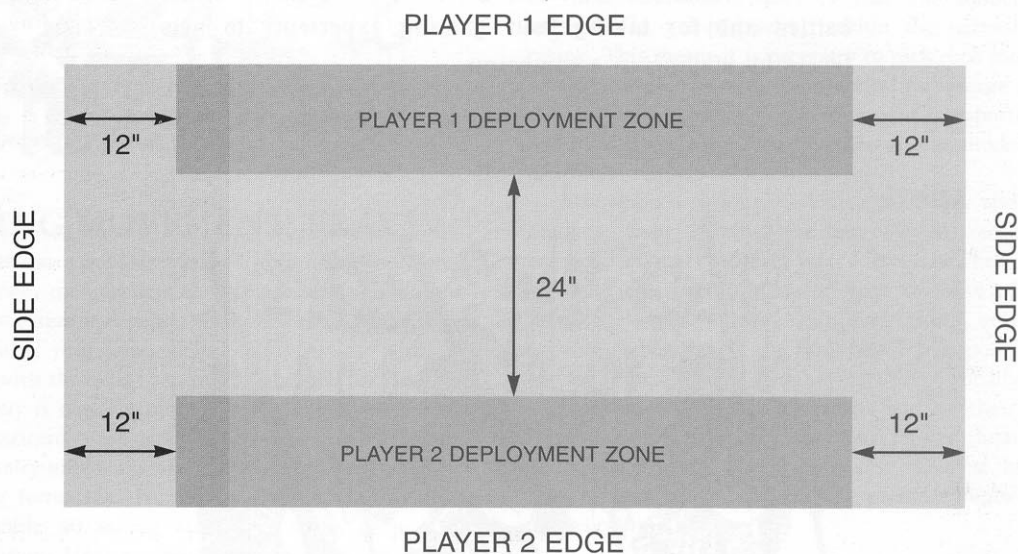
Scenarios

In the English Civil War battles were fought in all kinds of circumstances other than straightforward encounters where both sides drew up in front of each other. Of course, many battles were formal affairs where both sides deployed facing each other and proceeded to fight according to the tactical plans of their commanders.

The following scenarios give different sorts of games of which the most straightforward is the Pitched Battle. Each scenario is intended to be used in conjunction with army lists as the scenarios utilise the points values of the troops as the basis for working out the opposing forces.



1. Pitched Battle
2. Meeting Engagement
3. Surprise Attack
4. Flank Attack
5. Breakthrough
6. Ambush
7. Last Stand
8. Skirmish



Scale diagram of an 8'x4' wargames table, showing standard deployment areas. The two armies deploy no closer than 12" to the side edges, and no closer than 24" to one another.

If your table is smaller, then the space which is available to deploy is less upon, but the indicated distances remain the same.

1. PITCHED BATTLE

In a Pitched Battle armies deploy one unit at a time and the opposing generals can decide how to react to their enemy's dispositions as they go along. This is the quickest way to set up a game.

SCENERY. Players set up the scenery in any mutually agreeable manner.

ARMIES. Armies are chosen from the army lists to an equal points value agreed before the game.

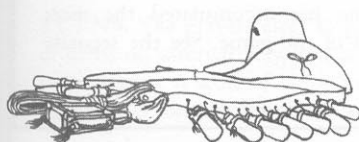
DEPLOYMENT. Armies are deployed no closer than 24" to each other and no closer than 12" to the side edges of the battlefield. See the standard deployment map at the beginning of this section. Players take it in turns to choose and deploy one unit at a time starting with the side which has the most units. All characters are deployed last as a single choice. Once both sides have completed their

deployment, all skirmishers which are deployed in skirmish formation, may be moved 4" further onto the table.

TURNS. The players elect to play for an agreed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST. Both players roll a dice. The first player to complete his deployment adds +1 to his dice roll. The highest scoring player chooses whether to go first or second.

VICTORY. Unless one player concedes beforehand, the winner is the player who has accumulated the most Victory points at the end of the game. See the separate Victory Points schedule.



SECRET DISPOSITIONS

Some players prefer to deploy their armies secretly using a map rather than by simply placing their units one after the other. Each player makes a rough sketch of the battlefield upon which he indicates where his various units will be deployed. Once both players have completed their maps they are revealed to their opponent and the armies are set out as indicated on the map.

Another way of deploying armies in secret is to erect some kind of barrier across the table so that troops can be arranged unseen by the opponent. This doesn't have to be anything fancy, box lids and cereal packets will work just fine.

2. MEETING ENGAGEMENT

In a Meeting Engagement rival armies meet whilst they are still in a column of march. The armies begin to deploy into battle lines and fight immediately. Troops already weary from their long march must attempt to deploy into the best positions as rapidly as possible. This game combines the need to make a good battle plan with placing units one at a time.

SCENERY. In a Meeting Engagement the players set up the scenery in any mutually agreeable manner.

ARMIES. Armies are chosen from the army lists to an equal points value agreed before the game.

DEPLOYMENT. Before the game begins both players make a list of all the units in their army. Each player's list represents his marching order, with the units at the top of the list at the front of the column and units at the bottom of the list at the back. Character models are always listed together as one entry and must be placed last in the column of march (ie, at the bottom of the list).

Once players have completed their marching order the player with the most units places the first unit from his list, then his opponent places the first unit from his list. The players continue to alternate placing units from their list until they reach the last entry which will always be the characters. Units can be placed anywhere on the player's own half of the table but not within 6" of the centre line or within 18" of an enemy unit that has already been placed. When it comes to placing characters these are all placed at once, but models can be positioned in different locations as required.

TURNS. The players elect to play for an agreed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST. The player who completes his deployment first takes the first turn.

VICTORY. Unless one player concedes beforehand, the winner is the player who has accumulated the most Victory points at the end of the game. See the separate Victory Points schedule.

3. SURPRISE ATTACK

A Surprise Attack is a variant of the straightforward Pitched Battle. It differs in that the commander who completes his deployment first is allowed to move troops onto the battlefield whilst his opponent continues to deploy. This enables him to occupy tactically advantageous ground or to set up a devastating attack in the first turn. Where armies are of equal size and capability there is little opportunity for a successful surprise attack, but where a small professional army faces a large force of poor quality rabble a surprise attack by the former can pay dividends.

SCENERY. In a Surprise Attack the players set up the scenery in any mutually agreeable manner.

ARMIES. Armies are chosen from the army lists to an equal points value agreed before the game.

DEPLOYMENT. Armies are deployed no closer than 24" to each other and no closer than 12" to the side edges as shown on the standard deployment map. Each side chooses and deploys a single unit at a time, as described for a Pitched Battle, but starting with the player who rolls the

highest score on a D6. The first side to complete its deployment gains the advantage of surprise and is allowed to advance onto the battlefield whilst the enemy is still deploying. When it is his turn to place troops the player who has completed his deployment can move any one unit a further 4" onto the battlefield. The unit moves 4" regardless of its own Movement rate, but must take into account obstructive terrain and obstacles. Each time it is his turn to 'deploy' the player can move any one unit in this way. He can move different units or he can move the same unit several times if he wants, but no advancing units may be moved within 8" of enemy troops.

TURNS. The players elect to play for an agreed number of turns. Alternatively, roll a D6 to decide how many turns to play: 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST. The player who completes his deployment first takes the first turn.

VICTORY. Unless one player concedes beforehand the winner is the player who has accumulated the most Victory points at the end of the game. See the separate Victory Points schedule.

4. FLANK ATTACK

In a Flank Attack one of the armies comes from two different directions – some deploying to the front as usual whilst others attack from one side. This represents two separate forces converging upon an enemy from different directions, possibly by means of a side valley, pass, bridge, or other route.

SCENERY. In a Flank Attack battle the players set up the scenery they have in a mutually agreeable manner. However, no scenery may be placed within 12" of the short sides of the table edge except for a river that may run off the edge.

ARMIES. Armies are chosen from the army lists to an equal points value agreed before the game.

DEPLOYMENT. The flanking player divides his army into two separate forces: a frontal force and a flanking force. Each force must contain at least a third of his total points, for example in a 3,000 point army each force must contain at least 1,000 points. The flanking player deploys only his frontal force onto the table at the start of the game. Armies are deployed no closer than 24" and no closer than 12" to the side edges – see the deployment map at the start of this section. Both armies are deployed one unit at a time as described for a Pitched Battle. Once both sides have completed deployment, all skirmishers deployed in skirmish formation, may be moved 4" further onto the table.

FLANKERS. Flanking units are placed on the battlefield in the Movement phase of the player's turn three. He can place as many units as he can along one side edge, but no closer than 12" to either player's table edge. Unit formations must not be so deeply arrayed that they intrude more than the depths of two ranks of cavalry onto the table (ie, no more than 100mm or roughly 4"). If there is not enough room to deploy the entire flanking force in one turn, then further units may be brought onto the same flank in the Movement phases of subsequent turns once there is room for them to deploy. Units deploying onto the battlefield at the start of the Movement phase may take a normal turn but may not charge as they will have missed the opportunity to declare charges that turn.

TURNS. The players elect to play for an agreed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes. In a Flank Attack the number of turns played makes a big difference to the outcome of the game with a short game favouring the smaller force and a longer game favouring the flanking player.

WHO GOES FIRST. Both players roll a dice. The highest scoring player chooses to go first or second.

VICTORY. Unless one player concedes beforehand the winner is the player who has accumulated the most Victory points at the end of the game. See the separate Victory Points schedule.

5. BREAKTHROUGH

In the Breakthrough one army attempts to break through the opposing lines whilst the enemy tries to stop them, either to prevent them reaching a vital objective or to contain and destroy them. The defending army sets up as the enemy approaches and braces itself for the attack.

SCENERY. Players set up the scenery in any mutually agreeable manner.

ARMIES. Armies are chosen from the army lists to an equal points value agreed before the game.

DEPLOYMENT. Armies are deployed no closer than 24" to each other and no closer than 12" to the side in the same way as in Pitched Battle. The side that is attempting to stop the break out deploys its entire army first. The side attempting the break out then deploys its entire army. Once both sides have completed deployment, all skirmishers deployed in skirmish formation, may be moved 4" further onto the table.

URNS. The players elect to play for an agreed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-3 = 5 turns, 4-6 = 6 turns. Note that this is longer than most scenarios to give sufficient

time for the army attempting the Breakthrough to reach the opposing table edge. If your table is very wide (more than 4') you may allow longer. The game continues until each side has taken the number of turns indicated, one player concedes, or until the player attempting the breakthrough has successfully moved three units of at least five models, or two units plus the General, off the opposing table edge.

WHO GOES FIRST. Both players roll a dice. The player with the highest score may choose to go first or second.

VICTORY. The game automatically ends and the player attempting the breakthrough wins if he gets three units of at least five models off the opposing player's table edge or two such units plus the General. A unit which reaches the opposing table edge and is not engaged in combat is automatically removed and deemed to have successfully broken through. Otherwise, unless one player concedes beforehand, the winner is the player who has accumulated the most Victory points at the end of the game. The Victory Points schedule explains how these are worked out, but note that no Victory points are awarded for possessing table quarters in a Breakthrough game. In addition, the player attempting the breakthrough receives +30 extra Victory points for each unit of five troops or more which breaks through before the game ends.

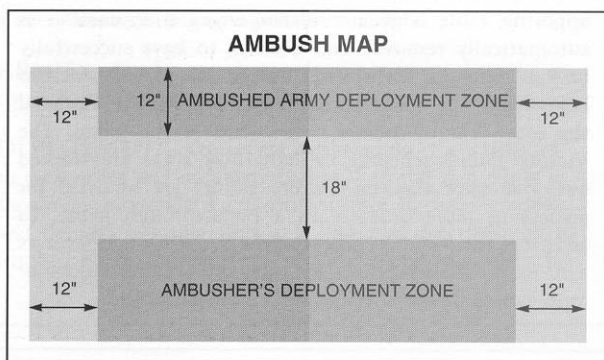


6. AMBUSH

In an Ambush one army is arrayed in column whilst his enemy attacks unexpectedly from prepared positions.

SCENERY. In an Ambush the players set up the scenery in a mutually agreeable manner leaving a clear path 12" wide extending right across the edge of the defender's side of the table. This is the path along which the ambushed army is travelling.

ARMIES. Armies are chosen from the army lists to a points value agreed before the game. The ambushed side is allowed half as many points again as the ambusher – for example, ambusher 2,000 points – ambushed 3,000 points.



DEPLOYMENT. The ambushed army is deployed along the clear path along the edge of the table no further than 12" from the edge and no closer than 12" to the side edges as shown below on the map below.

The ambushed player deploys his entire army first. His units must be formed into columns no more than three models wide, facing in the direction of travel (either to the left or right – roll a dice to determine which). Once the ambushed player has finished his deployment the ambusher deploys his army no closer than 18" to the defender's set-up area and no closer than 12" to the side edges.

TURNS. The players elect to play for an agreed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST. The ambusher takes the first turn of the battle.

VICTORY. Unless one player concedes beforehand the winner is the player who has accumulated the most Victory points at the end of the game. See the separate Victory Points schedule.

7. LAST STAND

In the Last Stand one player is occupying an encampment, small township, fortified hill or similar chosen position which he must defend against overwhelming odds.

SCENERY. In the Last Stand the players set up the scenery in a mutually agreeable manner, except that the defending player can set up scenery as he likes inside his own deployment area. No scenery at all can be placed within a band that extends 6" beyond the defender's deployment area.

ARMIES. Armies are chosen from the army lists to a points value agreed by the players before the game begins. The attacker is allowed twice as many points as the defender – for example attacker 3,000 points – defender 1,500 points.

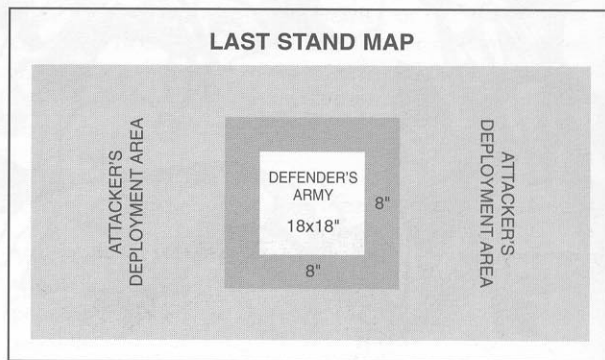
DEPLOYMENT. The defender sets up his entire army within an 18 x 18" square that is centred upon the middle of the table, as shown on the map below. This is the defender's set-up area as described above and all defenders are deployed within it at the beginning of the game. Once the defender has deployed his forces, the attacker deploys his army anywhere on the table that is not within 8" of the defender's set-up area.

SPECIAL RULES. All models in the defending army increase their Leadership score by +1 up to a maximum of 10. This represents their dogged determination to fight to the end.

TURNS. The players elect to play for an agreed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game will continue until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST. The defender takes the first turn of the battle.

VICTORY. Unless one player concedes the winner is the player who has accumulated the most Victory points at the end of the game. The defender has 50 automatic Victory points so long as he has at least one unit of troops still fighting at the end of the game. Otherwise the Victory Points schedule is used as normal.



8. SKIRMISH

A Skirmish is basically a small action, usually between lightly equipped troops. The game might, for example, represent two scouting forces meeting unexpectedly on the battlefield.

SCENERY. Players set up the scenery in any mutually agreeable manner. In a Skirmish it is often more satisfying to set the game up around a building, so that the troops can take full advantage of the cover it affords.

ARMIES. Armies are chosen from the army lists to an equal points value agreed before the game and up to a maximum value of 1,000 points.

DEPLOYMENT. Armies are deployed no closer than 24" to each other and no closer than 12" to the side edges as shown on the standard deployment map at the beginning of this section. To introduce a random element each player rolls a dice and the side with the highest score places one unit, both players roll again and the highest roll places a unit, and so on until one player has placed all of its troops. The other player can then place any remaining units.

TURNS. The players elect to play for an agreed number of turns or, alternatively, play until one player concedes or until all of his units are destroyed or fleeing. Because a skirmish is quite small it is quite feasible to play to the death!

WHO GOES FIRST. The first player to complete his deployment goes first.

SKIRMISH. In a Skirmish all units involved are allowed to skirmish as described in the rulebook. Normally only troops specified as being able to skirmish can do so, but in this game all units can.

VICTORY. Unless one player concedes beforehand, the winner is the player who has accumulated the most Victory points at the end of the game or who annihilates his opponent! See the separate Victory Points schedule for details.

SCENERY

There is no hard and fast rule about how players set up the battlefield, the scenery can be laid out in any way you find agreeable. A method which works well for Pitched Battles or Meeting Engagements is for one player to lay the scenery out while the other player chooses which side he will fight from. This ensures that the scenery is laid out in as even-handed manner as possible. A further advantage is that it is possible for the host to set up the game in advance so that it is ready to play once his opponent arrives.

Many players find it convenient to use a scenery generator system when setting up the battlefield. You may wish to use the chart on page 94, or you might prefer to devise something similar using your own scenery as a basis. If you decide to use the version printed here don't worry if you generate terrain you don't have, just re-roll until you get a result you can use.

Players can make use of the Scenery Generator tables in any way they please. For example, you might decide how much scenery you want and then roll randomly to determine what it is, after which each player chooses and places one item alternately until the table is complete. Another method is for a player to choose a piece of scenery, then both players roll a dice and the highest scorer positions it, after which the lowest

scorer chooses another item, then both dice to see who positions it, and so on. All these are perfectly good methods and there is no reason why players shouldn't experiment until they find a method they like.

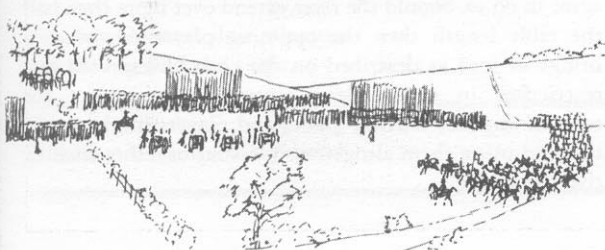
PLACING SCENERY

The author's favoured method is to firstly decide which table edge the armies will start from. Then each player rolls a D6 and the highest scorer starts to place scenery first. To generate a piece of scenery roll 2D6 and consult the Scenery Generator table. The player can either place that piece of scenery or 'pass' and place no scenery at all if he prefers. Unless he passes the player places the scenery somewhere on his own side of the table. Scenery is not placed on the other player's side of the table unless it is a plain hill, in which case it can be placed straddling the dividing line.

Each player continues to lay down scenery one item at a time. Once there is one river or stream on the tabletop any further 'river/stream' results are re-rolled as it would obviously be inconvenient to have a battlefield criss-crossed with rivers! One type of scenery can be placed over another where appropriate to produce, say, wooded hills or hillsides with walls.

Once each player has placed at least one piece, either player may declare he is satisfied with the scenery as it is instead of generating and placing a further piece. The other player then has the option of generating and placing one more piece if he wishes. The battlefield is then complete!

If both players are in agreement scenery can now be moved around or removed if it is felt a better battle will result. For example, you might allow your opponent to remove a wood from his side of the table if he lets you reposition a hill.



SCENERY GENERATOR TABLE (ROLL 2D6)

Score Result

2 A Deep River or Lake

Choose either a deep river or a lake. A river must be placed so that it flows onto the battlefield from one side and out from either the same or another side. It cannot spring from nowhere and it cannot simply end. A river may not extend over more than half the length of the table unless your opponent agrees that it may do so.

A deep river cannot be crossed anywhere along its length except at a ford or bridge. A river must always include at least one bridge or ford somewhere along its length. If it extends over more than half the length of the table it must include two crossing places one of which is chosen and positioned by the opposing player.

A lake is impossible to cross.

3 A Shallow River or Stream

Choose either a shallow river (which can be crossed at quarter speed) or a stream (which may be crossed at half speed). The river or stream must enter and leave at a table edge. Rivers cannot extend over more than half of the table length without your opponent's consent, but this does not apply to streams.

If you place a river it must have at least one bridge or ford. If the river extends over more than half the table length it must include two crossing places one of which is chosen and positioned by the opposing player.

A stream may have a single crossing place along its length if you wish.

4 Difficult Ground

Choose an area of difficult terrain such as a marsh, area of scrub, soft sand, boulder strewn ground, debris, shallow pit or area of loose rocks. Troops move across difficult ground at half their normal speed.

5 A Steep Hill

A steep hill is difficult to move over (troops move at half speed), and may have cliffs on one or more sides.

Cliffs are impossible to move over and act as a barrier to movement.

6 A Wood

Woods slow troops down (to half their normal speed) and they also act as a barrier to sight, preventing shooting.

7 Hill or Wood

Choose either a hill or a wood.

8 A Hill

Hills do not slow down troops but they provide excellent vantage points where you can position archers or station troops. Hills are useful defence points in hand-to-hand combat as it is easier to win a combat if you are uphill of your opponent.

9 Walls/Hedges or Fencing

Up to 12" of continuous walls, hedges, fences, ditches or other linear obstacles. Obstacles can be crossed but troops are slowed down when they do so (losing half of their total Movement distance that turn). Walls and hedges are useful defensive positions as troops may be placed behind them where they will be protected from enemy attack.

10 A Farmhouse or Fortification

A single house or tower that may have up to 6" of adjoining walls or hedges.

11 A Village or Small Settlement

A village is represented by several buildings (two to four is enough). The village may have up to 12" of adjoining walls or hedges.

12 Very Difficult Ground

Choose a feature that is very difficult to cross such as a steep sided quarry, swamp or sheer cliffs, a thick wood or patch of dense briars. Very difficult terrain may be crossed at quarter speed.

Remember the objective of setting up terrain is to provide an interesting and entertaining battle, not to impede movement to the extent where armies are unable to get anywhere. If neither player is satisfied with the terrain once it has been generated then start again. We have not defined the size of hills or woods, as we assume players are going to use scenery they have made themselves. Obviously it would be silly for a wood to extend over the whole table! As a general rule no terrain feature may be bigger than 12" across.

Rivers can be particularly problematic if one side is determined to play a wholly static, defensive game. This makes for a rather dull battle, so a river is never placed over more than half the length of the table unless both players agree to do so. Should the river extend over more than half the table length then the opposing player can place a bridge or ford as described on the chart. Even with this restriction in mind, deep rivers do not make for entertaining fast moving games and players might prefer to avoid using them altogether in favour of either shallow rivers or a lake.

VICTORY

Either agree beforehand for how long you will play or roll a dice as described in the scenarios. As you will notice, the dice rolls are designed to give a battle anywhere between four and six turns. The number of turns affects the way the game plays, and for this reason we suggest players decide the number of turns before the game begins.

Unless one player concedes before the allotted time, determine which side has won at the end of the final turn. Sometimes it will be obvious who has won the battle, with one side decimated or running from the table, but often the result will be in doubt even in the final turn. The usual method of deciding who has won is to calculate Victory points for each side. The Victory Points schedule listed below is used for most games, including the scenarios described above. However, an invented or historic scenario might introduce new victory conditions, or 'sudden death' objectives where the game ends as soon as an objective is met. The Breakthrough scenario is an example of this where the player attempting the Breakthrough automatically wins and the game ends if he gets three units off the opposing table edge.

Once the battle is over both players calculate their Victory points to decide who has won. Refer to the chart below and add up the points gained by each side. The side which has the most Victory points has won. The difference in Victory points is a good indicator of how decisive the victory has been. In a 3,000 point battle a difference of 50 points or less is a marginal win, a victory of 500 or more points is a resounding thrashing for your enemy! If both sides score the same points the result is a draw.



13 July 1643

The Battle of Roundway Down. Waller's fortunes continue to plummet and his army is virtually annihilated

VICTORY CHART

Each enemy unit or character either destroyed, fleeing or having fled from the table.

Victory points equal to the points value of the unit or character

Eg. A unit which costs 325 points is worth 325 Victory points to your enemy. Characters are accounted separately for Victory points even if they join with units of troops during a battle.

Each full table quarter wholly occupied by your own side.

100 Victory points.

Divide the table into four equal quarters through its middle. If a quarter is occupied by at least one of your units of troops and no enemy then you can claim 100 extra Victory points per quarter. A character model cannot occupy a quarter – only a unit of troops may do so.

Enemy General slain, fleeing, or having fled the table.

100 Victory points in addition for any points already for the General as a destroyed, fleeing or fled unit.

Each unit standard captured

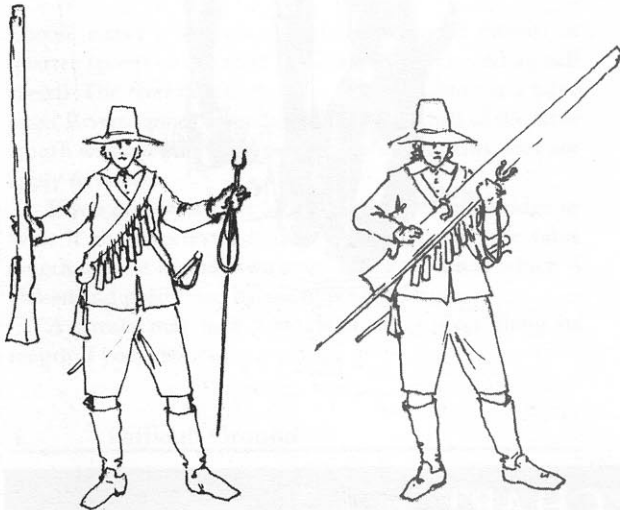
100 Victory points.

CAMPAIGNS



Fighting a single English Civil War battle is very satisfying, but there will come a time when you want to fight a series of battles called a campaign. A campaign will enable you to explore the rich background of the war, and give context and purpose to every battle you play. Every victory will take your faction closer to domination of the British Isles, every defeat will be a set-back, meaning you will have to fight with even greater determination next time. The ultimate campaign challenge is, of course, to attempt to recreate the entire series of events from 1642 to 1651!

Fighting a campaign can be a very rewarding experience, but setting one up can be a struggle, so this section has been put together to give you some useful pointers. This is not intended to be prescriptive, however; when you become a seasoned campaigner, you will doubtless want to introduce your own house rules, or change the system completely.



STARTING A CAMPAIGN

Obviously, before embarking on your path to glory, you will need to get together with some like-minded wargamers who have their own painted English Civil War armies. Most veteran players belong to a regular gaming group, either a formal club or an informal group of friends who routinely get together to fight battles.

There are many advantages to forming an association with other players. For example, you can pool your resources to buy scenery or pay for the hire of rooms to game in. Players can swap troops amongst themselves, and newcomers can come along and learn the skills of generalship, painting and scenery making.

One of the most entertaining group activities is to organise a campaign or league. It would take a fairly substantial book to explore these in any detail, but it's worth taking a look at one way in which such things might be arranged.

MAP CAMPAIGNS

The system included in this section is modelled on Rick Priestley's original territory-based campaign system with the inclusion of a map.

Map campaigns can range from a simple series of linked scenarios to a frighteningly realistic and complex recreation of history – enabling generals to oversee the logistical and strategic elements of the war. In practice complex map campaigns are prone to pitfalls unless played by a small number of particularly dedicated players. Without a high level of participation from all players, the entire campaign can be brought to a grinding halt.

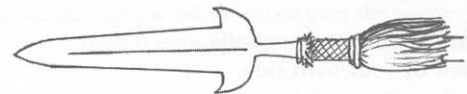
The following system takes a middle way, allowing you to set out on the conquest of the British Isles without depending too heavily on individual battles to decide the final outcome. If players drop out or are unable to participate on a weekly basis, the war will still go on!

SETTING UP

The campaign can be played with just two players but more are recommended. Each player must choose to belong to one of the warring factions, corresponding to the four army lists at the back of this book. If you have a small number of players you should play with just two factions (English Royalist and English Government). Each faction should have a roughly equal number of members.

You will also need a map of the British Isles circa 1642 (such as the one opposite) which should be mounted on a piece of corkboard; and a number of coloured pushpins, representing your faction's garrisons (occupied towns).

Colour	Faction	Headquarters
Red	English Parliament	London
Blue	English Royalist	Nottingham
Yellow	Scots Covenanter	Edinburgh
Green	Scots Royalist	Inverness
Black pins represent towns afflicted by plague (see events)		
White pins represent towns occupied by an independent (non-player) army.		



At the start of the campaign a representative of each faction puts a pin in their headquarters town. As players win battles, they will take control of other key towns and expand their faction's territory. For a faction to claim overall victory, half or more of the towns must be garrisoned by the faction's forces.

If you want to be historically accurate you can align the four factions so that red and yellow play against blue and green or you can have a free-for-all, allowing the perfidious Scots to attempt to impose their own brand of government on their equally conniving southern cousins.



CAMPAIGN ARMIES

Before starting the campaign, the participating players should agree on a suitable points value for their armies. This is the base or starter value of all the armies involved. Depending on the players' experience, and the number of models that each player can field, the starting value could be from 1,000 to 2,000 points.

Each time two players fight a game they choose an army of the agreed points value from the appropriate army list. Forces are chosen afresh at the start of each battle, although you must always choose from the same list.

Army Restrictions

The number and type of troops that you can field is restricted by your prestige as a General. The higher the regard your faction has for you, the greater your access to troops and equipment. This is measured by your Awards (see table opposite).

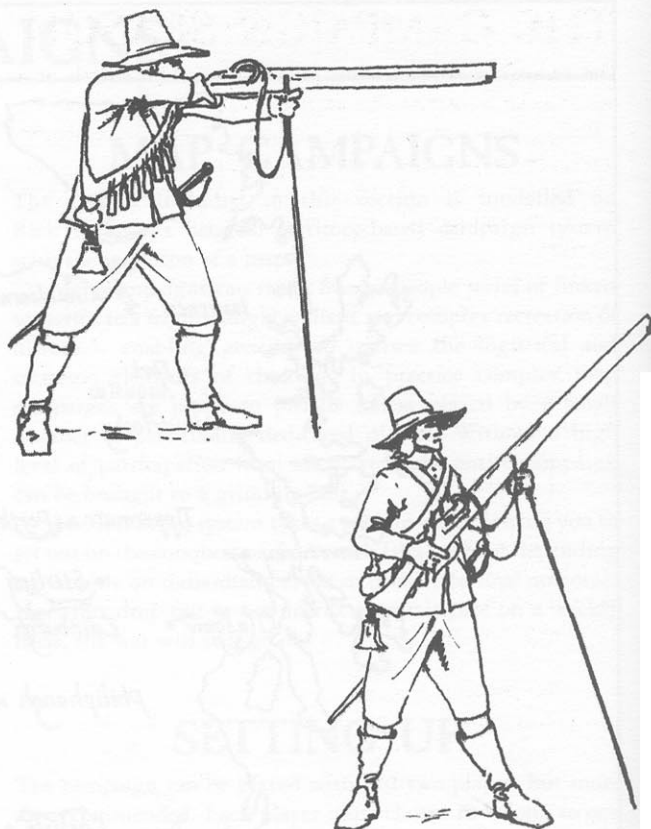
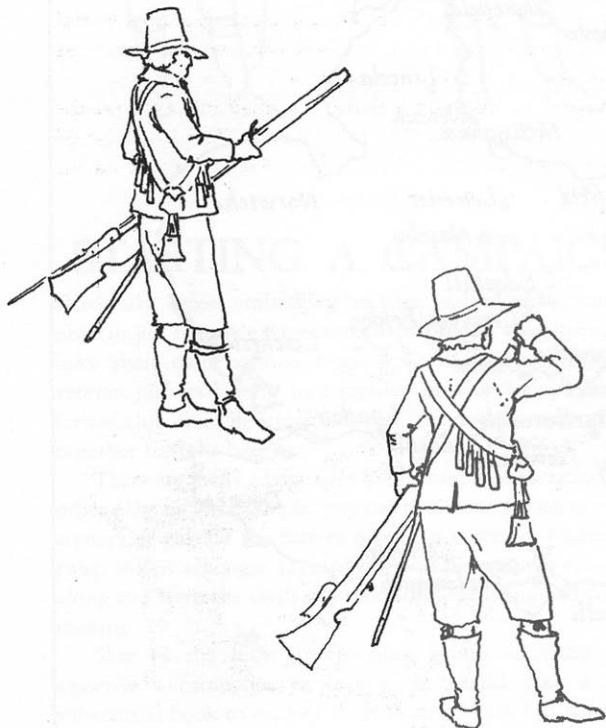
At the start of the campaign you have yet to prove your worth and are restricted in your choices as follows:

Leaders & Officers

An army must be lead by a General. Otherwise you may not include Colonel Generals, Master Gunners, Scout Masters or unit leaders until you are able to recruit or appoint suitable candidates.

Personalities

The player may not field any of their faction's personalities or their entourages, this includes Cromwell, Fairfax, King Charles, Prince Rupert, Montrose, Maccolla (and his lifeguard), Leven or one of the Royal Standards – until you receive the favourable attention of your faction.



If all campaign participants agree, you may create profiles for other noteworthy characters of the Civil War – there are certainly plenty to chose from!

Unit Experience

At the start of the campaign your units may be either Raw or Steady. You will not have access to more experienced units until you have fought some battles or can recruit some professional soldiers.

Cavalry

The quality of your Horse will initially be quite low, your regular cavalry and dragoons may only be Raw or Steady. You may not include Veteran or Elite cavalry or lifeguard of Horse until your troops become hardened or you locate some sympathetic gentry.

Artillery

You may only take a single artillery piece at the start of your campaign. Seizing control of the country's arsenals is the only way to obtain more cannon.

Special Units

Certain special or uncommon units are not permitted at the start of the campaign. Note that this category does not include Montrose's Highland troops.

Ammunition

Your forces will have to be frugal with their powder and shot (as per the main rules – see Weapons section) at the start of the campaign. Only by seizing control of magazines or monopolising the country's ports can you increase your units' supply of ammunition.

THE CAMPAIGN SEASON

The campaign is broken up into seasons. The length of a season must be decided in advance by the players and may be a week, a month or even longer, depending on how frequently you expect to play games of Warhammer.

During a season the players may fight as many battles as they wish. You should only fight players from other factions, however.

At the end of the campaign season at least one representative from each faction should meet to update the map. Each representative must bring the season's battle results from all other players in his faction. The representatives then take it in turns to update the map, using the coloured pushpins.

Depending on your faction's success, you will be entitled to place or remove a number of pins. This provides a visual representation of each faction's victories and resultant territorial gains.

The faction with the most victories goes first and may place or remove four pins on the map. The other factions then take their turns as follows.

1st place	4 pins
2nd place	2 pins
3rd place	1 pin
4th place	Rolls on the Events table

The last place faction gains no territorial advantage but may yet upset the balance of power by rolling on the Events table.

Garrisoning a town (placing a pin)

You may place a pin in the nearest unoccupied town (one without a pin in it) to one of your existing garrisons. Common sense is needed here if there are several options open to you. The other representatives may veto your choice if there is a closer town to the one you intend to garrison.

Sacking a town (removing a pin)

If the nearest town to a garrison is occupied by an enemy faction, you may remove the enemy's push-pin. You do not automatically occupy the town yourself however.

Ports

Any town located on a coast or inlet is a port. If your faction has a single port garrisoned, you may count any other port on the map as 'nearby' for purposes of garrisoning and sacking a town. The control of ports will thus enable you to spread your faction's power further afield more quickly.

The faction which controls the most ports will also have the monopoly on the import of foreign arms. To represent this in the campaign the faction is no longer subject to the restrictions on ammunition supply, any player belonging to the faction has unlimited powder for the duration of a game with no points cost. It was largely Parliament's control of the country's ports and arsenals (combined with their ability to raise taxes) which effectively starved the King out of the war.

For example: In a campaign season lasting one month, the participants fight 20 games. The victories, by faction are: English Royalists eight, Scots Covenanters seven, English Parliamentarians three and Scots Royalists two.



At the end of the season a representative from each faction meets in the pub to update the map. The English Royalist goes first and decides to garrison three unoccupied towns and sack one of the Scots Covenanter garrisons that had encroached on English soil. The Scots Covenanter then garrisons two unaligned towns, and the Roundheads (in a fit of pique) sack a Royalist port in an attempt to break their monopoly on arms imports.

Finally, the poor Scots Royalists roll on the Events table...

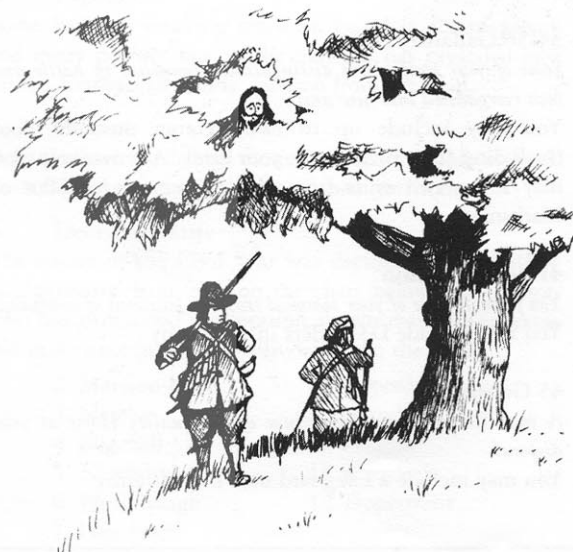
Turncoats

If, for any reason, a player is no longer able to participate in the campaign and this unbalances the number of players in a faction, it is permissible for another player to change sides and redress the balance.

AWARDS

Awards measure an individual player's success, irrespective of how well his faction is doing. The more prestigious a General is, the more important he is to his faction and thus his access to reinforcements and quality units will be increased.

Every time you win a battle you may roll once on the table overleaf to determine your Award. The loser should witness your roll, but sadly gains no Award himself for his defeat. So, try not to look too smug!



AWARDS (D66)

Each player should keep a note book or campaign diary to keep track of his Awards, unit upgrades and anything else you want to remember.

To generate an Award roll two ordinary D6s one after the other. The first dice roll represents 'tens' and the second 'units' to give you a score between 11 and 66. This method of rolling two dice is referred to as a 'D66 roll'.

You may only select units and characters that are normally available from your faction's army list and you must pay the relevant points cost for any units and upgrades that you obtain from Awards.

Awards are cumulative; if you generate the same Award more than once you may add further units and upgrades up to your army list's maximum.

11-14 Muster

Having liberated a town from the oppression of your enemies, scores of enthusiastic supporters rally to your faction.

You may add 50 points to the permitted points total of your army.

15-21 Church (or Chapel)

The word from the pulpit confirms what you have always believed: God is on your side.

You may add 3D6 x 10 points to the permitted points total of your army or, if you are a Covenanter, you may include one Preacher in your army.

22-24 Arsenal

Your troops have captured an arsenal, giving you access to more big guns.

You may include one extra Artillery piece in your army.

25-31 Magazine

A cache of powder and shot alleviates your troops' supply problems.

Up to two units may take ammunition upgrades.

32 Siege Experts

Anticipating a storming action in your next battle, headquarters has sent siege specialists to provide advice and equipment.

You may include one unit of Pioneers in your army.

33 Reinforcements

You have proven yourself to be a competent commander and your masters have decided to put more troops at your disposal.

You may add 100 points to the permitted points total of your army.

34-36 Gallantry

Some of your troops have distinguished themselves in battle and been reorganised into new units.

You may include up to two Veteran units of Foot (including Irish Brigade) in your army. Alternatively, you may select two units from either Commanded Shot or Marksmen.

41-44 Promotion

You promote some of your seasoned troops to positions of command.

You may include D3 leaders in your army

45 Gentry

A local aristocrat puts a retinue of his quality Horse at your disposal.

You may include a Lifeguard unit in your army.

46-52 Tavern

Drinking in this fine local establishment you encounter some gentlemen, eager to add their swords to your cause.

Depending on your faction you may include either a unit of Buffoons, Mossers or Veteran Horse.

53-54 Propaganda

To improve army morale you enlist the help of a professional zealot.

You may include 1 Agitator in your army.

If you are a Royalist, you may count this result as 65: Spy instead.

55-56 Intelligence

A strategic specialist has been put at your disposal.

You may include 1 Scout Master in your army.

If you belong to the Scots Royalists faction, you may count this result as 65: Spy instead.

61-62 Academy

To improve the quality of your army, you are given the resources to set up training facilities for a new military elite. A radical reformation of your unit organisation results in a fighting force that is envied by enemies and allies alike.

One of your units may be upgraded to Elite status or, if you are a Parliamentarian, you may New Model one of your units.

63-64 Officer

An experienced commander is sent to alleviate your workload.

You may include one Colonel General in your army.

65 Spy

You have a well-established network of spies and informers.

Spies do not count as an Award, so if you generate a Spy, generate another award immediately. See the special rules opposite.

66 Esteem

You are held in such high regard by your faction that one of the great and good has come to join (or lead) your army in your next engagement.

You may include one Personality in your army.



SPIES (D6)

Spies represent agents and sympathisers in the enemy's ranks or amongst his people. A player can only ever have one spy network at a time. Should he acquire a second it is ignored. If you have a spy network then you can use it to conduct acts of sneaky espionage before a battle. If you wish you can determine the effect of your spies at the start of a game. Roll a dice before the first turn.

1 Spy Uncovered

Your spy is intercepted and slain, but not until he has revealed details of your entire spy network. Your spy network is uncovered and destroyed.

2 Steals Maps

A treacherous servant in the enemy's camp steals maps belonging to the enemy general, including plans of troop movements and supply lines. If you win the battle you are able to exploit this knowledge by annexing a valuable part of his empire. To represent this the enemy must change the territory he has staked to one of your own choosing.

3 Assassin

A conspirator in the enemy's ranks attempts to slay an enemy character on the eve of battle. Pick any enemy character as the target. Roll a D6 to see whether your assassin gets past his bodyguard: 1-2 the assassin is discovered and killed – no effect; 3-6 you reach the target. If the target is the General deduct -1 from your dice roll because he is better protected.

The assassin strikes D3 automatic hits against the victim at Strength D6. If slain the character is removed from the enemy's army; if wounded he starts the game with the number of wounds inflicted by the assassin.

4 Sabotage

A saboteur in the enemy's camp hamstring the horses and sets fire to the baggage. Roll a D6 for each cavalry model in the enemy's army. On a roll of 6 remove the model. For each model removed in this way the enemy can add one infantry model of no greater value to an existing infantry regiment. Also, roll a D6 for each war machine in the enemy army – on a roll of 6 it is destroyed.

5 Bribery

You have bribed an enemy officer who has a grudge against his General, paying him to hold back from the fight. Nominate one enemy unit as being under the command of the bribed officer. At the start of each turn the enemy must roll a D6, and on the roll of a 1 that unit will do nothing that turn unless it is already engaged in hand-to-hand combat in which case it will fight normally. If the unit is skirmishers or allies it will do nothing on a roll of 1 or 2.

6 Poisons Wells

Your agents have poisoned the wells in the vicinity of the enemy camp. At the start of his first turn the enemy rolls a D6 for each of his units. A unit which rolls a 1 is suffering from the effect of poisoned water and cannot move or shoot in the first turn. Otherwise it is unaffected.

EVENTS (D6)

At the end of the campaign season the representative whose faction had the least number of victories rolls on the following table and applies the result immediately.

1 Plague

The player who controls the most territories must remove one of their garrisons and place a plague marker (black pin) in its place. At the end of the next campaign season the representative with the least victories rolls a D6 for each plague marker in play.

D6 Result

- 1 The plague has spread. The original plague marker stays in play and you may place another in a nearby town (occupied or not)
- 2-3 The plague is contained. The marker stays in play.
- 4-6 The plague is purged. Remove the plague marker from play.

No faction may garrison a town which contains a plague marker.

2 Highwaymen

The faction with the largest number of territories is the victim of this outrage.

A wagon carrying a substantial amount of gold has been intercepted by bandits, as a result there will be insufficient funds to finance the war next season. The representative must inform the rest of his faction that no Awards providing additional points may be used during the next season.

3 Revolt

A garrison has become disillusioned and has formed its own independent militia. Remove any enemy garrison and replace it with a white pin. The town is treated as occupied and must be sacked before any faction can garrison it.

4 Explosion

Some fool was smoking while on guard in the magazine and every powder keg in the garrison has exploded as a result. Remove an enemy garrison from the map.

5 Famine

A bad winter has left all factions in short supply of food. Each faction must remove one of their garrisons.

6 Decisive Battle

The course of the Civil War was decided by certain key engagements. Roll 2D6 on the chart below. The faction who has garrisoned the location shown may put an extra pin in an unoccupied town anywhere on the map.

2 Marston Moor	8 Cropredy Bridge
3 Naseby	9 Roundway Down
4 Edgehill	10 Preston
5 Newbury	11 Aberdeen
6 Philiphaugh	12 Tippermuir
7 Lansdown	

FIGHTING CAMPAIGN BATTLES

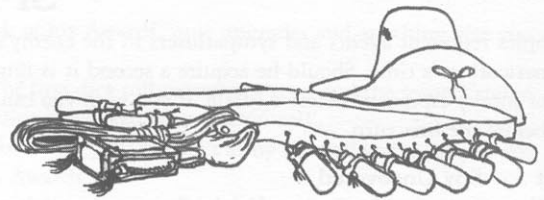
Each player uses his entire army for the battle, even though their points values may be different because the players have received different Awards. If playing one of the battle scenarios which is not evenly matched to begin with, it is suggested that each player's army be reduced in proportion to the points values normally allowed. For example, in a Last Stand the proportions are 2:1 so the attacker uses all his army and the defender uses half his army.

RUNNING A CAMPAIGN

You don't need an umpire or controller to run a campaign as described, but most players would agree things go better if a person is nominated as overall umpire. The umpire can interpret the rules and improvise new ones, keep the players informed about forthcoming battles, and invent special events, spread rumours, and generally keep the campaign going. An umpire can be one of the players, or he can be someone who devotes all his time to running the campaign and does not play himself. Another option is for different players to take it in turns to be umpire, sharing the burden equally.

CAMPAIGN NEWSLETTER

The most useful thing an umpire can do is publish a regular campaign newsletter which summarises the battles fought over the previous week, mocks the defeated, and lists the players and the amount of territory each faction now controls. Victorious players can place notices of their success and ridicule their enemies.



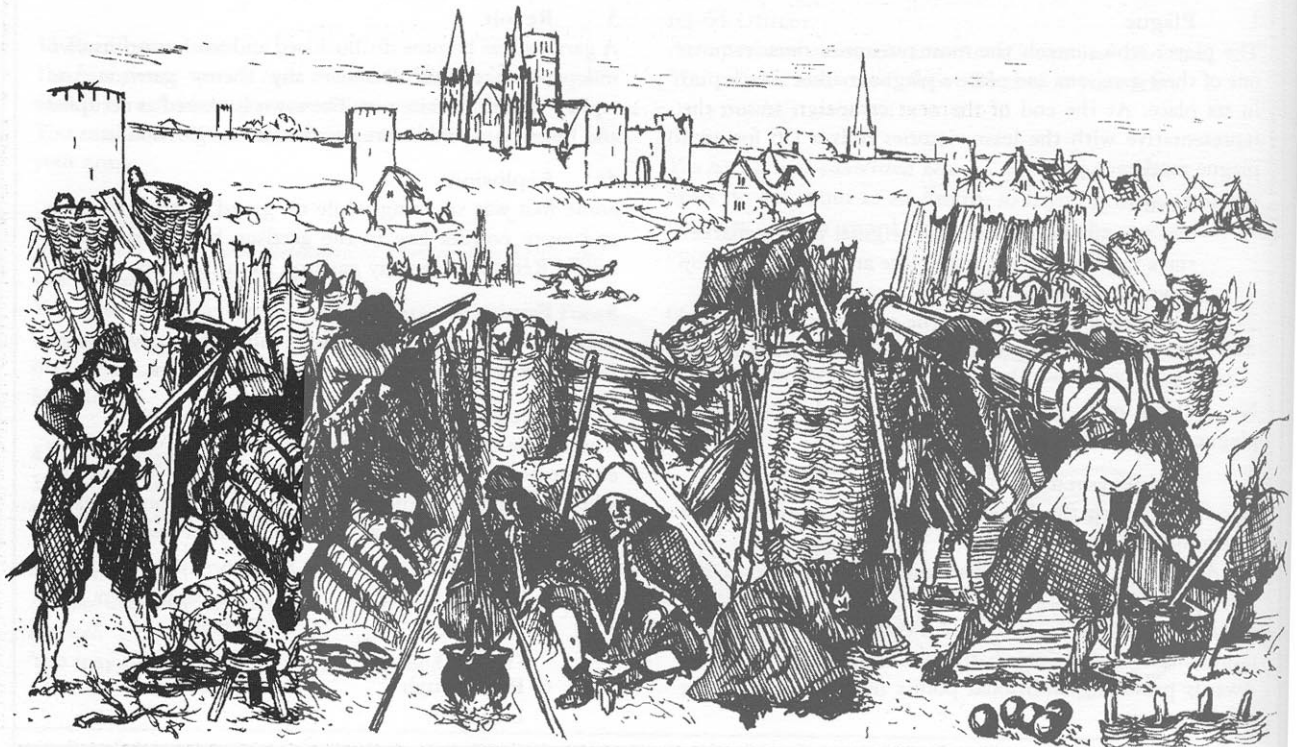
The umpire might also set up special games based on the Civil War's most noteworthy clashes such as Marston Moor and Naseby in which multiple generals can participate. He may even create special Awards – available to the victors of these important battles.

POSITIVE UMPIRING

An umpire can also ensure that players don't deliberately avoid fighting enemies they fear will beat them, and he can impose penalties on players who fail to show up for battles. Perhaps he can remove Awards to represent the General's tarnished reputation.

The umpire can also draw the campaign to a close once the players start to lose interest or one faction gains ascendancy. A good way of doing this is to wait for two factions to win a predetermined number of territories and then have their best generals play a game to decide the overall winner.

Finally, bear in mind the campaign is not wholly fair or perfectly balanced. It isn't and is not supposed to be. The random acquisitions of Awards will inevitably favour one side or another. Undoubtedly the initial restrictions will penalise some armies more than others. This does not matter too much, whilst a good campaign umpire will be able to even things out without displaying blatant favouritism!



ENGLISH CIVIL WAR ARMY LISTS



ver the next few pages you will find army lists that will help you to choose and then organise your army into a fairly accurate representation of one of the four main protagonists of the war: Royalists, Parliamentarians, Covenanters and Scots Royalists.

The armies did not stay the same during our period, the early Parliament army, for example, was a far cry from the New Model army that ultimately won the war.

A little research into the era should enable you to adapt and modify the lists to create forces that are both historically accurate and fun to play.

ENGLISH CIVIL WAR ARMIES

Despite appearing complex and prescriptive, these lists are intended to be guides rather than gospel, to give the flavour of both the army and the period it represents. If you wish to conduct small operations and raids or fight special scenarios, I would encourage you to mix and match your forces to suit your needs. The Civil War period saw a plethora of units, ranging from the well-trained and well-equipped Trained Bands to bizarre units with eccentric equipment and dubious motives.

There is nothing to prevent you from re-writing history and contriving your own army composition. If you really wish to field an army composed entirely of musketeers then good luck to you, it certainly happened, but don't come running to me if you get ridden down by hordes of brutal enemy cavalry!

What is a Good Army Size?

How long is a piece of string? If you are going to fight a field action, I would recommend a minimum of 1,000 points per side which should give you a game and a result in just over an hour. Two thousand points battles are perhaps the most common when time and expense are measured together. However, if your budget and table can stretch to it, and have a whole afternoon or evening to spare, you can't beat a 3,000 points game.

Your total number of points cannot exceed the maximum agreed with your opponent but you can, of course, field less if you don't have the models or you wish to give your opponent an advantage. You will also find that there are agreed proportions that you may spend in each arm of your force so that the unscrupulous player, God forbid, may not field several whole batteries of heavy cannon and no other troops!

How to Form Units

Unless you are fighting a special scenario, your infantry and cavalry units must be made up of more than five models unless specifically stated otherwise in the army list. Most units may also include a leader, colour (or standard) and a musician by paying additional points. These command models are assumed to be armed and equipped as the unit they lead and fight alongside the other troopers. Infantry are formed from a parent unit of pike and up to two bodies of supporting shot. Colours can only be bought for elite units, or dragoon units and cavalry.

Equipment

The usual equipment for the troop's type is listed under its profile; and this equipment is included in the model's points cost. Additional equipment may be taken if indicated in the options list. Unless the list states otherwise, all models in a unit must be equipped in the same way and you may not take extra equipment for some models in a unit and not others.

Saving Throws

The basic saving throw for a unit is provided, assuming that the unit is armoured with standard equipment. If you pay additional points for extra armour, you should note down the unit's enhanced saving throw.

Powder & Shot

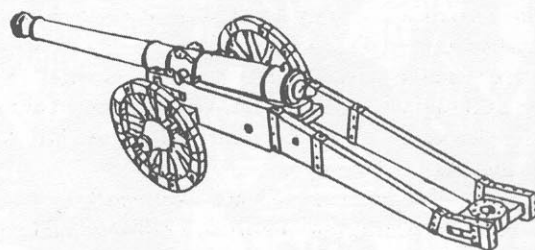
As we have seen, ammunition was often in pitifully short supply during the Civil Wars. However, it is quite possible that your General will have put in a request for additional supplies, or perhaps your army has taken control of one of the country's magazines.

If you desire more ammunition than the standard four turns worth, you must pay additional points for each unit you wish to supply. Paying the points cost given below gives a unit unlimited powder for the duration of the battle.

Unlimited shot for	Points/Model
Pistols	+2
Carbines/longbows	+3
Matchlocks/firelocks	+4
Light gun/frame gun	+20
Medium gun	+40
Heavy gun	+60
Mortar	+80

Troops not covered

Although the lists given in this section are fairly comprehensive for the main protagonists of the English Civil Wars, there may be units of our time period that you wish to include that are not covered here. Most of Europe (and beyond) was ablaze with conflict at the time of the Civil War. The Thirty Years War was still devastating the continent and the rules in this book, with a few twists and modifications, will work nicely to accommodate all aspects of that epic and brutal conflict. Similarly, the first brave colonists had reached the New World so an entertaining evening's skirmish could pit early English settlers against a Native American war party or you could recreate the first clashes between French, Dutch, Spanish and British forces in the Americas. All it needs is some research and a little improvisation.



THE PARLIAMENTARIANS

THE ARMIES OF PARLIAMENT



For almost 250 years the red-coat has been synonymous with the British infantryman. In that time, the British 'Tommy' has fought against almost every other nation, establishing a reputation for toughness and discipline, adaptability and patience that has its roots firmly in the forces that fought against Charles in the Civil Wars.

RECRUITMENT

Parliament, when it realised war was inevitable raised troops in a similar fashion to the King. Volunteers came in and many members of Parliament raised troops and companies themselves to fight what they saw an oppressive tyrant and system. The jewel in the crown for Parliament, however, was the London Trained Bandes, and their auxiliary regiments. These large wealthy units quickly declared for Parliament and secured the capital for their cause. All sorts of men joined the rebel forces, as they were termed by the Royalists, and many young apprentices, labourers and workers joined the colours. It was a time of great social change, with bizarre religious divides which are difficult to understand today. In this upside-down world there were some bold enough to challenge the authority of the King, who fully supposed himself to have been directly appointed to his role by God himself!

The Parliamentary units raised in the first few months of the Civil War were a far cry from Cromwell's hard bitten veterans who later dominated the conflict. Early reverses at Powick Bridge and Worcester led to the myth of Royalist cavalry invincibility that was to dog Parliament for some years. At Edgehill, the inexperienced cavalry were swept from the field leaving their infantry to do rather better, and some units of cuirassiers to cover themselves in all the glory.

THE ARMY LIST

For gamers, there is something appealing about the dour forces of Parliament. Early Rebels forces could be of any coat colour and Associations, as the forces were called, varied in quality and numbers, some containing veteran units, others Trained Bandes, Militia or even clubmen units. Most Parliament players seem to favour the later New Model Army, clothed in their distinctive red or buff coats, a disciplined and well organised force. They were not the supermen we are sometimes led to believe however. Most of their victories over the Royalists were achieved with an overwhelming superiority in numbers and equipment and, though they won each pitched battle against the Scots, this can be attributed to the excellent leadership of their commander, the MP for Huntingdon, Oliver Cromwell.

As a last thought, the bold men who challenged the established regime, who saw politics in a different light and

believed so strongly in one king, King Jesus, ultimately ended up as Rebels within the new regime. The social strife and new ideas of the time saw the Levellers and the Diggers emerge as powerful movements in the army. With Royalist uprisings firmly suppressed, the New Model Army turned on itself and Cromwell himself helped to crush the dissenters. A fun scenario could be a clash between two New Model regiments who see things differently, stranger things happened in those days when the world was turned upside down. Ultimately it was General Monck of the New Modelled Army who marched on London and ensured the restoration of the monarchy, albeit a chastened and wiser one.

ARMY SELECTION

Staff

(Including Horse lifeguards)

Up to a quarter of the points value of the army.

Horse

Up to three quarters of the points value of the army.

Foot

Up to three quarters of the points value of the army.

Special Units

Up to half of the points value of the army.

Train of Artillery

Up to one Artillery piece for every 500 points in the army.

Up to one unit of Train Guards.

Up to one Master Gunner.

Personalities

(If permitted)

Up to a quarter of the points value of the army.

NEW MODEL UNITS

By the later years of the wars, when New Model troops were present on the battlefield the full cuirassier armour had fallen out of favour as being too impractical for gentlemen and common troopers alike. Staff, Lifeguards and Horse units may not have cuirassier armour if there are any New Model units included in your army.

Therefore, any of units of Horse or Foot (but not Lifeguards) may be classed as New Model when paying the points as specified in the lists. An army with just a few units classed as New Model represents an army from the 1645 or 1646 period; mostly newly converted Association units with a few better units, such as the Ironsides or Fairfax's Regiment. Alternatively, an army with a majority of New Model units could represent the army at Worcester, mostly regular units with a few units of less efficient militia.

STAFF

16 November 1643

Prince Maurice is repulsed at Plymouth



he Staff represent the commanders and other

noteworthy characters of the Armies of Parliament. Just as in the Royal armies, these leaders were nobles and gentlemen from all walks of life and from all parts of the country. This section also includes the lifeguards of those generals who were both important and wealthy enough to merit them.

It is possible that for small forces there may be no separate leaders, the leader of one of the regiments involved instead being in overall command.

Important generals may have lifeguards of Horse. These units were often small and made up of the most experienced soldiers. To add a touch of 'dash' it is even acceptable to include one or two 'cuirassier' figures in the unit, even if the whole unit only counts as having light armour. It is also possible to equip the whole lifeguard with heavy armour or cuirassier armour.

The Earl of Essex had a famous Lifeguard regiment which was, for a short period at least, equipped with cuirassier armour. By the time of the New Model Army lifeguard units would be equipped and be of the same standard as the regiments of Horse. Therefore, lifeguards may not be New Model.



0-1 MAJOR GENERAL

100 points/model

The Major General will be the most senior officer in the army and will therefore be in overall command. Such an important individual will be a wealthy member of the gentry and will have the latest in equipment (and fashion!) at his disposal.

	M	WS	BS	S	T	W	I	A	Ld	Points
Major General	8	4	4	4	4	2	4	2	8	100

Equipment: Sword. Mounted on a horse (you can't expect a gentleman to walk!). Saving throw: 6

Options:

The Major General may be a *galloper* or a *trotter* (see Units section). If you elect to make him a *trotter*, his Movement is reduced to 6.

May have light armour (+1 point), heavy armour (+2 points) or cuirassier armour (+3 points). May be armed with a brace of pistols (+2 points).

The Major General may be upgraded to *New Model* (+10 points). If *New Model*, the Major General may not have cuirassier armour.

Special Rules

If nominated as the Army General then any unit in the army within 12" of the Major General may use his Leadership value when it takes a Leadership test.



0-2 COLONEL GENERAL

50 points/model

Colonel Generals may either be included as additional commanders in an army, or may be the Army General if there is no other General character present.

	M	WS	BS	S	T	W	I	A	Ld	Points
Colonel General	8	4	4	3	4	2	4	2	7	50

Equipment: Sword. Mounted on a horse. Saving throw: 6

Options:

May have light armour (+1 point), heavy armour (+2 points) or cuirassier armour (+3 points). May be armed with a brace of pistols (+2 points).

The Colonel General may be a *galloper* or a *trotter* (see Units section). If you elect to make him a *trotter*, his Movement is reduced to 6.

The Colonel General may be upgraded to *New Model* (+10 points). If *New Model*, the Colonel General may not have cuirassier armour.

Special Rules

If nominated as the Army General then any unit in the army within 12" of the Colonel General may use his Leadership value when it takes a Leadership test.



0-1 LIFEGUARD OF HORSE

28 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Lifeguard	8	4	4	3	4	1	4	1	8	28

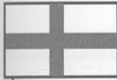
Maximum unit size: 6 figures.

Equipment: Light armour, sword and pistols. Mounted on a horse.

Saving throw: 5+

Options:

- May have heavy armour (+2 points), cuirassier armour (+4 points), and carbines (+2 points).
- Promote one trooper to Leader for +8 points
- Promote one trooper to Cornet (Standard Bearer) for +16 points
- Promote one trooper to Trumpeter (Musician) for +8 points
- The Lifeguard may be *trotters* (Move 6) or *gallopers* (Move 8). If the Lifeguard are in cuirassier armour, they must be *trotters*.
- All Lifeguards should be treated as *elite* in all cases for psychology purposes.



0-1 SCOUT MASTER

20 points/model



very army
needed to
gather
intelligence of

the enemy's strength, dispositions and his likely plans. Sometimes an experienced officer, known as a Scout Master, would be given the job of obtaining information about the enemy; their numbers of Horse, Foot and guns, line of march, disposition etc, and bringing these details back to his generals. The Scout Master would also be responsible for reconnoitring any possible sites of battle so that his generals could take advantage of the terrain.

The Parliament armies also attracted many 'new thinkers', men who were impatient to change the status quo of lord and servant, priest and laity. Whether motivated by Protestant sects, or by the pamphlets of new political groups, such men were able to find much support among the common soldiers.

To represent the influence of these groups an Agitator character may be included in any Foot unit in the army. A unit can only have one Agitator.

9 December 1643

Sir Ralph Hoppon takes Arundel Castle

	M	WS	BS	S	T	W	I	A	Ld	Points
Scout Master	8	3	3	3	3	1	4	1	7	40

Equipment: Light armour, sword and pistols. Mounted on a horse.

Saving throw: 5+

Options: May have a carbine (+2 points).

Special Rules

If an army has a Scout Master it may roll on the following table before the game begins.

D6 Result

- 1 Your opponent must tell you how many figures are in his army.
- 2 Your opponent must tell you either how many units of Horse, or how many units of Foot are in his army, you may chose one or the other.
- 3-4 Your opponent must tell you how many units of Horse, and how many units of Foot are in his army.
- 5 Your opponent must tell you how many units of Horse, how many units of Foot, how many model guns are in his army, and who is commanding it.
- 6 As for 5 plus your opponent must also (honestly!) answer any question you ask about the units in his army.



0-2 AGITATORS

20 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Agitator	4	3	3	3	3	1	3	1	7	20

Equipment: The Agitator must be equipped in the same manner as any other figure in the unit for the same points cost, either pike or shot.

Saving throw: As unit.

Special Rules

For a unit that contains an Agitator, roll a D6 at the start of each turn. If the result is 2-6 then the unit acts as normal. If the result is 1 then the Agitator has inspired his fellow soldiers with his fiery oratory. Roll a further D6 and consult the table below.

D6 Result

- 1 *We're being Repressed!* The Agitator becomes convinced that the Parliament leaders care nothing for the common man. The Agitator and accompanying unit makes a free turn, and then moves 8" toward their own base line each turn until joined by a General (or the easiest route off the table if this is blocked). On being joined by a General the Agitator is removed from play – the dangerous ranter has been silenced and the unit is brought back under control.
- 2-3. *Brothers, let us pray.* The Agitator and accompanying unit decide they must stop for prayers. The unit can take no action for one turn and may not move or shoot. It may only fight in hand-to-hand combat if it is already engaged.
- 4-5. *One King! King Jesus!* The Agitator encourages the unit with stirring words. For this turn only the unit must charge the nearest enemy unit. If no unit is within charge range it must advance a normal move (eg, 4") towards the nearest enemy unit in addition to its normal move.
6. *Death to the Papists!* The Agitator is convinced that the nearest enemy unit is made-up of dangerous Papist heretics. The Agitator and his accompanying unit become subject to *hated* of this unit for the remainder of the game.

HORSE

22 December 1643

The Royalists abandon their siege of Plymouth



Parliament
cavalry as we
have seen were
of mixed

quality. From their early attempts to stand against the King's men they were later well-drilled and superbly equipped and could more than hold their own against Royalist or Scottish Horse. By the mid to late war they were fully capable of closing with sword and pistol rather than relying on the inconclusive skirmishing with which they had started the war. Parliament was unusual also in fielding a few units of Cuirassiers, men entirely covered in armour which, though common in Europe, was a rarity in the British Isles. Normally, only individual units rather than whole regiments were so equipped such as Essex's Lifeguard and William Balfour's troops. Special mention must also be made of Sir Arthur Hesilrige's regiment of Cuirassiers who fought well but were destroyed as a body in the West Country campaign. Cuirassiers were rare as they were expensive to equip and maintain and full plate armour must have been both heavy and unmanageable for man and horse alike.

Dragoons were an attempt to make Foot, in particular musket armed Foot, more mobile. They could be used to ride ahead of the rest of the army to capture and hold prominent pieces of terrain, or to provide fast moving formations of Horse with extra fire support. Later in the wars dragoons could be mounted and equipped to the same standard as units of Horse. They therefore began to show a tendency to remain mounted, and aloof from their foot-slogging compatriots. In these cases, they should be treated as Horse (above) instead of dragoons.



PARLIAMENT REGIMENTS OF HORSE

Trotters	M	WS	BS	S	T	W	I	A	Ld	Points
Raw Trotter	6	2	2	3	3	1	2	1	6	8
Steady Trotter	6	3	3	3	3	1	3	1	7	10
Veteran Trotter	6	4	3	3	4	1	4	1	8	16
Elite Trotter	6	4	3	4	4	1	4	1	8	20

Gallopers	M	WS	BS	S	T	W	I	A	Ld	Points
Raw Galloper	8	3	2	3	3	1	2	1	6	8
Steady Galloper	8	3	3	3	3	1	3	1	7	14
Veteran Galloper	8	4	3	3	4	1	4	1	8	20

Equipment: Sword. Mounted on a horse. Saving throw: 6

Options:

- Promote one trooper to *Leader* for +8 points
- Promote one trooper to *Cornet* (Standard Bearer) for +16 points
- Promote one trooper to *Trumpeter* (Musician) for +8 points
- Any unit may have light armour (+2 pts) or heavy armour (+4 pts), carbines (+2 pts), pistols (+2 pts).
- Up to one unit may have cuirassier armour (+6 points).

Special Rules

See the main rules for *trotters* and *gallopers* in the Units section.

NEW MODEL HORSE

Any unit of Parliamentary Horse can be upgraded to *New Model* for +16 points per figure.

Equipment: Sword, carbine, pistols and heavy armour.

Saving throw: 4+

Special Rules

See the main rules for *New Model* troops in the Units section.



0-2 UNITS OF PARLIAMENT DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Points
Raw Dragoons	8	2	2	3	3	1	2	1	6	8
Steady Dragoons	8	3	3	3	3	1	3	1	7	12
Veteran Dragoons	8	3	3	3	4	1	4	1	8	18

Equipment: Matchlock musket and sword. Mounted on a horse. Saving throw: 6

Options:

- Promote one trooper to *Leader* for +8 points
- Promote one trooper to *Cornet* (Standard Bearer) for +16 points
- Promote one trooper to *Drummer* (Musician) for +8 points
- Any *Steady* or *Veteran* unit may have firelock muskets (+2 points).

Special Rules

See the main rules for Dragoons in the Units section.

NEW MODEL DRAGOON

One unit may be upgraded to *New Model* for +10 points.

Equipment: Firelock musket, sword & horse.

Saving throw: 6+

Special Rules

See the main rules for *New Model* units in the Units section.

FOOT

REGIMENTS OF PARLIAMENT FOOT

Pike	M	WS	BS	S	T	W	I	A	Ld	Points
Raw Pike	4	2	2	3	3	1	2	1	6	3
Steady Pike	4	3	2	3	3	1	3	1	7	6
Veteran Pike	4	4	2	4	4	1	4	1	7	10
Elite Pike	4	4	2	4	4	1	4	1	8	12

Shot	M	WS	BS	S	T	W	I	A	Ld	Points
Raw Shot	4	2	2	3	3	1	2	1	6	5
Steady Shot	4	2	2	3	3	1	3	1	7	7
Veteran Shot	4	3	3	3	4	1	4	1	7	12
Elite Shot	4	4	3	3	4	1	4	1	8	16

Equipment: Sword, pike or matchlock musket (depending on troop type).

Options:

- Promote one soldier to *Leader* for +5 points
- Promote one soldier to *Ensign* (with the Colour) for +10 points
- Promote one soldier to *Drummer* (Musician) for +5 points.
- Up to three units of Pike may have heavy armour (+2 points).
- Any unit may be upgraded to *New Model* (+8 points).
- Up to one unit of *New Model* shot may have firelock muskets (+2 points).

Special Rules

Up to two units of shot and a unit of pike may be put together to form a regiment (see Units section).

FORLORN HOPE

Sometimes bodies of shot were formed for dangerous or difficult missions. Before the battle, any unit of shot from the army may be designated as the Forlorn Hope. The following special rules apply to this unit.

Options: If the scenario involves a siege or assaulting a fortification, the Forlorn Hope troopers may be equipped with grenades (+60 points).

Special Rules

The Forlorn Hope are *skirmishers*.

The Forlorn Hope may be deployed one march move ahead of the army's deployment zone. Generals would place a body of shot in front of their main position to help break up the enemy's initial assault.



nits were organised along the same lines as the Royalists regiments with ten or more companies each composed of musket and pike. Although on the whole better supplied, armour was a rarity in the Parliament ranks, and Lord Wharton's regiment for instance had to field equal numbers of pike and shot in its formation. The Rebel forces held more of the state armouries and factories, controlled the Fleet and generally had more money to spend. Soon Parliament was fielding relatively well clothed and armed brigades, often bolstered by the London Trained Bandes.

As with all armies fielded in the Civil Wars, performance varied wildly. Even the famed London Trained Bandes managed to shoot some of its own leading files by mistake at Basing House, and Captain Starkies' men blew themselves to kingdom come when searching Hoghton Tower by candlelight, unfortunately finding the gunpowder store. By 1645 Parliament's fortunes were on the up and the 'New Modelled' army, well clothed, paid, equipped and brilliantly led took the field. New Model regiments of Foot were clothed uniformly in a 'Venice red' coat, each regiment distinguished by its colours and turnbacks. The shot, comprising at least two thirds of the unit were using muskets with no rests, and even dog-locks were issued to some units when available. Pike units were now unencumbered by armour, only having a helmet for defence. Well led, highly motivated by political and religious doctrine, the New Model infantryman would later evolve into the famous British redcoat of later conflicts.

In times of emergency, the local peasantry would form into irregular bands, often known as clubmen. Strange but true, this was not due to the fact that they all wielded clubs, but because they belonged to 'clubs'. Such bands would frequently fight for their own interests rather than one of the warring factions.

0-1 BAND OF CLUBMEN

2 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Clubmen	4	2	2	3	3	1	2	1	5	2

Equipment: Improvised weapons.

Options:

- Promote one clubman to *Leader* for +5 points

Special Rules

Clubmen *fear* all formed enemy units. They are classed as *Raw* troops and are subject to the psychology rules for *rabble*.

These troops may also be made available to Royalist armies

SPECIAL UNITS



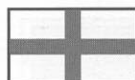
pecial units are extremely specialised troops that

appear on the battlefield less often than basic regiments.

For the most difficult and dangerous tasks small units of the best musketeers would be formed. These units would be armed with the latest in musket technology, the firelock. These weapons removed the need for troops to carry large amounts of match. The latest muskets would also be lighter and therefore much handier weapons.

The very best marksmen acted independently to pick off important individuals and leaders, thus sowing terror and confusion in the enemy ranks.

The army also included groups of pioneers, specialising in the creation of field defences and clearing obstacles. For the purpose of our games they form independent units.



0-1 FIRELOCK COMPANY

16 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Firelock Company	4	4	3	3	3	1	4	1	8	16

Equipment: Sword and Firelock musket.

Saving throw: None

Options:

- Promote one soldier to *Leader* for +5 points
- Promote one soldier to *Drummer* (Musician) for +5 points

Special Rules

A Firelock Company can change formation to *skirmish* and may reform if they include a Drummer.



0-1 MARKSMAN

60 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Marksmen	4	3	4	3	3	1	3	1	7	60

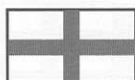
Equipment: Rifled musket (treat as Firelock with range 30").

Saving throw: None

Special Rules

Marksmen are always *Skirmishers* and cannot charge.

Marksmen are allowed to target enemy characters and other individuals, when they are more than 1" away from a friendly unit.



0-2 PIONEERS (Up to 1 figure per 10 figures of Foot)

	M	WS	BS	S	T	W	I	A	Ld	Points
Pioneers	4	2	2	3	3	1	2	1	6	5

Equipment: Swords, axes, spades, picks, etc. (all count as swords).

Saving throw: None

Options:

If the enemy have any form of permanent fortification or are defending a built-up area Pioneers may wear *Siege Armour* (+3 points, counts as cuirassier armour).

Special Rules

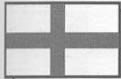
For every five Pioneers in the army up to one Artillery piece can be protected by gabions or similar field defences when deployed at the start of the battle.

Pioneers are not well equipped or prepared for hand-to-hand combat. Pioneers are treated as *Raw* troops.

During the battle, if Pioneers remain in contact with an obstacle for one whole turn they may then attempt to remove the obstruction. Roll 2D6, if the score is equal or more than shown in the table then the Pioneers have removed the equivalent of their own frontage of the obstacle. For each turn after the first the pioneers may add +2 to the score of the dice.

Easy	A low hedge, fence or wall.	4 or more
Medium	A high wall fence or wall.	7 or more
Hard	Specially prepared fortifications.	9 or more

TRAIN OF ARTILLERY



0-1 MASTER GUNNER

40 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Master Gunner	4	3	3	3	3	1	3	1	7	40

Equipment: Sword.

Saving throw: None.

Options: May have light armour (+1 point) and pistols (+1 point).

Special Rules

The only character that can join a gun crew is a Master Gunner. Gunners will ignore all other generals, even the Army General.

Any battery led by a Master Gunner may re-roll one Fire dice once per turn.



gunners were often civilians, practising a specialised trade

in cooperation with ordinary soldiers. The Train of Artillery was a separate part of each army under its own commander. In addition to managing their artillery pieces, the Train was also responsible for repairing and providing arms, overseeing the baggage camp and many other sundry tasks absolutely vital to the smooth running of the army.

Gunners needed to be skilled artisans to load, lay and fire artillery pieces to the best effect. The very best gunners were in great demand and could sell their skills to the highest bidder.

The artillery park and baggage camp could be guarded by specialist units of troops. Obviously when guarding large amounts of black powder it would be advantageous to not be required to carry a burning match!



0-1 UNIT of TRAIN GUARDS

16 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Train Guard	4	4	3	3	3	1	4	1	8	16

Equipment: Swords and firelock muskets.

Saving throw: None.

Special Rules

Train Guards must stay within 6" of the baggage camp or a battery of artillery. Figures can be detached from the Train Guards unit to replace up to half of each guns crew if losses are sustained during the battle.



0-2 CULVERINS, etc

80 points + 5 points per crew

Large pieces of artillery were most common in sieges but could occasionally be used in open battles.

	M	WS	BS	S	T	W	I	A	Ld	Points
Crew	4	2	3	3	3	1	3	1	5	5
Heavy Gun	—	—	—	—	6	3	—	—	—	80

Crew: Each machine has a crew of four or five.

Equipment: The crew are armed with swords.

Saving throw: None.

Special Rules

Heavy Gun (see the main rules). Range = 72", Strength = 8, no save.



0-3 SAKERS, etc

60 points + 5 points per crew

These were the standard field pieces. They would seldom be moved during a battle, instead usually being set up in prepared earth works to bombard the enemy lines.

	M	WS	BS	S	T	W	I	A	Ld	Points
Crew	4	2	3	3	3	1	3	1	5	5
Medium Gun	—	—	—	—	5	2	—	—	—	60

Crew: Each machine has a crew of three or four.

Equipment: The crew are armed with swords.

Saving throw: None.

Special Rules

Medium Gun (see the main rules). Range = 48", Strength = 7, no save.

HISTORY OF THE PARLIAMENT ARMIES

1642 Earl of Essex is defeated by the King at Edgehill but manages to retreat to the safety of London.

1643 Parliament Associations beaten in the North and West. Essex relieves Gloucester but the action at Newbury is inconclusive.

1644 Lord Fairfax with a Scottish army under Leven defeat the Marquis of Newcastle and Prince Rupert at Marston Moor. This is a major turning point for Parliament in the north. However in the south west Parliament's armies are uninspired and fail to bear the outnumbered Royalists. This lack of success leads to the New Modelling of the army.

1645 Sir Thomas Fairfax's New Model Army defeats the major remaining Royalist force under the King at Naseby. He pursues Goring in to the south west.

1646 Royalist strongholds are slighted one by one. The King surrenders to the Scots at Newark.

1647 The last Royalist stronghold on the mainland of Britain, Harlech, falls.

1648 Parliament soldiers, roused by lack of pay and the new politics of equality, rebel but are put down by loyal regiments. Royalist uprisings are put down in Kent and Wales. In the north the Scots change allegiance but a combined force of Scots and English Royalists is beaten by Cromwell at Preston.

1649 The King is put on trial by Parliament, found guilty, and executed by beheading. Cromwell's campaigns in Ireland begin.

1651 Charles, the eldest son of King Charles, lands in Scotland, is crowned Charles II and raises an army. He marches south but is defeated by Cromwell at Worcester and flees the country.

1658 Cromwell, head of the Commonwealth, dies.

1659 Royalists rise in Cheshire but fail to raise support and are easily beaten.

1660 Restoration of Charles II.



0-4 FALCONETS, etc 40 points + 5 points per crew

These smaller field pieces were mobile enough to keep up with the infantry.

	M	WS	BS	S	T	W	I	A	Ld	Points
Crew	4	2	3	3	3	1	3	1	5	5
Light Gun	-	-	-	-	4	1	-	-	-	40

Crew: Each machine has a crew of two or three.

Equipment: The crew are armed with swords.

Saving throw: None.

Options:

Up to one Light Gun may be given a packhorse at a cost of 5 points. It takes half a turn to pack the Light Gun on to, or off, the packhorse. It can move at normal (4") speed when mounted on its packhorse with at least one crew.

The crew can be mounted on nags for +5 points per crewman. The whole crew and gun can then move 8" instead.

Special Rules

Light Gun (see the main rules). Range = 30", Strength = 6, no save.



0-2 MORTARS 80 points + 5 points per crew

Very rarely used in open battle these pieces were best suited to sieges.

	M	WS	BS	S	T	W	I	A	Ld	Points
Crew	4	2	3	3	3	1	3	1	5	5
Mortar	-	-	-	-	5	2	-	-	-	60

Crew: Each machine has a crew of three or four.

Equipment: The crew are armed with swords.

Special Rules

Mortar (see the Units section).



0-2 PETARDS 20 points + 5 points per petardier

If you are assaulting a structure or fortification, you may include up to two petard teams.

	M	WS	BS	S	T	W	I	A	Ld	Points
Petardier	4	2	3	3	3	1	3	1	5	5

Crew: Each petard team consists of up to three petardiers.

Equipment: Swords.

Special Rules

Petardiers are *skirmishers*.

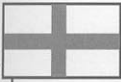
See rules for Petards in the Units section.



PERSONALITIES

6 February 1644

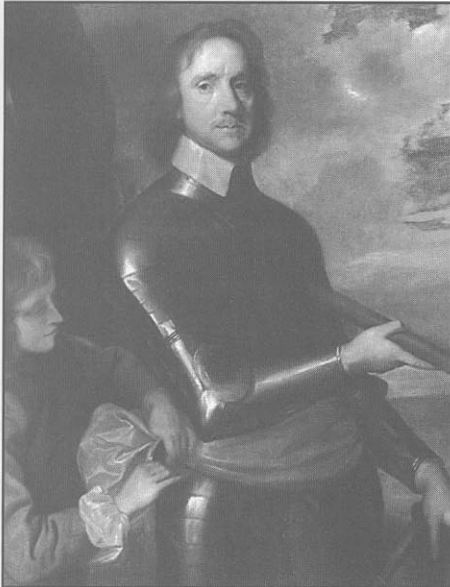
Baron Langdale, an experienced cavalry officer, hammers the Scots at Corbridge



OLIVER CROMWELL

150 points

Sometime MEMBER OF PARLIAMENT, LORD GENERAL and LORD PROTECTOR



ne of the most outstanding historical figures in British history, Cromwell rose from a gentleman and Member of Parliament to becoming the head of the English State. A self-taught strategist and tactician, Cromwell was a very capable general and an even shrewder politician. At the start of the wars, he raised a regiment of Horse nicknamed the 'Ironsides' for their indomitable character. He commanded a 'wing' of the army at Marston Moor and Naseby and, as Lord General, was never defeated in a major battle, his most notable victories being at Dunbar and Worcester.

	M	WS	BS	S	T	W	I	A	Ld	Points
Cromwell	8	5	4	4	4	3	4	2	10	150

Equipment: Light armour, pistols and sword. Mounted on a horse.

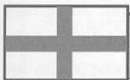
Saving throw: 5+

Options: May have heavy armour (+2 points)

Special Rules

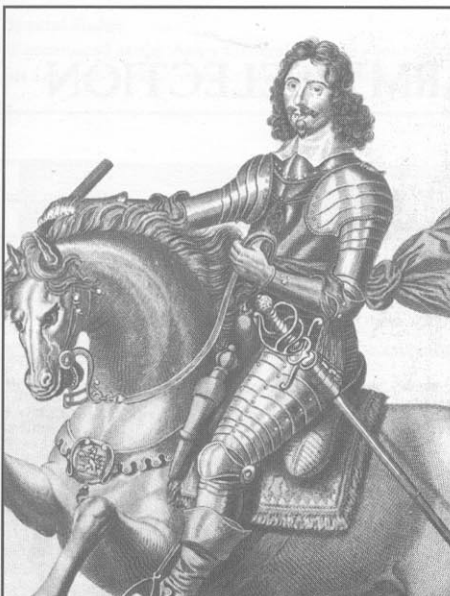
If he is present, he may act as the Army General and any unit within 12" of Cromwell may take Leadership tests using his Leadership value.

In combat, Cromwell was described as 'ferocious', almost out of his senses with fury. In the first round of a combat his attacks count as +1 Strength.



SIR THOMAS FAIRFAX

120 points



ir Thomas Fairfax, later 3rd Baron Fairfax of Cameron, fought for the Parliament forces in the north of England, finally being victorious at Marston Moor in 1644. He was a brave leader, a capable tactician, as well as popular with his men who nicknamed him 'Black Tom'. He was selected as the first commander of the New Model Army and led it to victory at Naseby in 1645. He was instrumental in moulding the New Model into the efficient fighting machine it was to become.

Far more a soldier than a politician, Sir Thomas played no part in the trial of Charles and was replaced by his subordinate, Cromwell, when he refused to march against the Scottish forces in 1650.

	M	WS	BS	S	T	W	I	A	Ld	Points
Sir Thomas Fairfax	8	5	4	4	4	3	4	2	9	120

Equipment: Light armour, pistols and sword. Mounted on a horse.

Saving throw: 5+

Options: May have heavy armour (+2 points)

Special Rules

If he is present, he may act as the Army General and any unit within 12" of Fairfax may take Leadership tests using his Leadership value.

THE ROYALISTS

THE KING'S ARMIES



he image of the dashing, dandified Cavalier is an enduring one, handed down to us principally by the Victorians and latterly by the film industry. The truth is, as usual, somewhat less romantic. In fact there was very little and often no difference between the opposing English forces of the Civil War. Foot and Horse dressed identically on both sides, leading to terrible confusion on the battlefield. Even the addition of scarves and sashes, often scarlet for the Royalists, or field signs such as sprigs of greenery or paper worn in hats, did not prevent friend from fighting friend in the heat of action.

RECRUITMENT

The Royalist forces were made up of men from all classes and walks of life. At the start of the Civil War Charles found it easier to recruit volunteers to fill the ranks of his new regiments rather than command the local militias and Trained Bandes. The latter were initially reluctant to declare for either side and certainly not keen on marching out of their county. Much of the Royalist's strength was drawn from the West Country and Wales, parts of the Midlands, Oxford, which became the Royalist capital, and the north, particularly around York where the Marquis of Newcastle raised strong Royalist forces.

The local Lieutenants, Sheriffs, Magistrates and gentry went out to raise regiments from their tenants, workers and neighbours, the resulting forces ranged from the superbly equipped and trained to lamentable ill-armed rabble. Money, equipment and training were always lacking, as was a set of prescribed regulations and drill. Troops were infrequently paid, particularly in the Royalist army and desertion was rife. Companies, nominally supposed to be composed of around one hundred men could have half that number, and sometimes barely reached double figures. 'Regiments' were often only that in name, fielding perhaps only a hundred or so men, of which many were officers reduced to fighting in the ranks with pike or musket.

At the onset of war, the Royalists forces were notoriously ill-equipped. No doubt recruits brought their own weapons or improvised wherever possible, but it seems clear that a well equipped, full strength regiment was rarely achieved for long in the field.

"The foot (all but three or four hundred who marched without any weapon but a cudgel) were armed with muskets, and bags for their powder and pikes; but in the whole body there was not one pikeman who had a corselet, and very few musketeers who had swords."

Earl of Clarendon.

The Royalists suffered greatly in obtaining arms and powder for their forces although the storming of Bristol gave them access to arms factories and powder mills were set up in Oxford. They had to rely on captured weapons, imported arms from the Continent and borrowing or seizing private weapons from the hands of militias or local magnates.

Similarly, clothing was a hit and miss affair. Although there are examples of well dressed units, such as the Oxford army who were issued with blue or red suits and caps, many units must have fought

in their everyday clothes. The luckier ones were issued a uniform coat of a colour dictated by their colonel's whim or local availability.

Because of the vagaries of supply and the constant breaking up and reorganisation of companies, regiments rarely presented a uniform sight. So when organising your wargames units, you can field a variety of coat colours in a regiment if you so wish.

Britain had not been involved in a serious shooting war for a century prior to the Civil Wars, and experienced units of soldiers were virtually impossible to find. Many officers had served overseas and brought back the basics of drill and tactics being used on the Continent, but books and drill manuals of the period were few and far between, sometimes contradictory and frequently, baffling. It is likely that most troops were taught the basics of how to manoeuvre and handle their arms, and very little else.

THE ARMY LIST

Excellent cavalry, solid infantry, a noble but doomed cause, these are just some of the reasons why gamers choose a Royalist army. It is also a very colourful one, with such personalities as Charles, Rupert, Maurice and a host of gentry to lead your troops. The Royalists never got even close to re-modelling their forces as did Parliament, and had no standard issue clothing as did the Scots' Government forces. The result was a myriad of colours for their Foot regiments, and whilst red and blue may have been dominant colours, there were plenty of green coats, grey coats particularly in the north, white, yellow, and even purple coats. Your force can look very colourful indeed, and it is difficult to get bored painting unit after unit – spare some sympathy for the Scots' Government players!

This list allows you to recruit your own force to do battle with the rascal rebel forces of the London Parliament. Your force may represent any Royalist force from the King's army in Oxford, to the local trained bands of a county nobleman. For the purpose of this list the force will be called 'the army'.

ARMY SELECTION

Staff

(Including Horse Lifeguards)

Up to a quarter of the points value of the army.

Horse

Up to three quarters of the points value of the army.

Foot

Up to three quarters of the points value of the army.

Special Units

Up to half of the points value of the army.

Train of Artillery

Up to one Artillery piece for every 600 points in the army.

Up to one unit of Train Guards.

Up to one Master Gunner.

Personalities (If permitted)

Up to a quarter of the points value of the army.

STAFF



0-1 MAJOR GENERAL

100 points/model

The Major General will be the most senior officer in the army and will therefore be in overall command. Such an important individual will be a wealthy member of the gentry and will have the latest in equipment (and fashion!) at his disposal.

	M	WS	BS	S	T	W	I	A	Ld	Points
Major General	8	4	4	4	4	2	4	2	8	100

Equipment: Sword. Mounted on a horse (you can't expect a gentleman to walk!).

Saving throw: 6

Options:

The Major General may be a *galloper* or a *trotter* (see Units section). If you elect to make him *trotter*, his Movement is reduced to 6.

May have light armour (+1 point), heavy armour (+2 points) or cuirassier armour (+3 points). May be armed with a brace of pistols (+2 points).

Special Rules

If nominated as the Army General then any unit in the army within 12" of the Major General may use his Leadership value when it takes a Leadership test.



he Staff represent the commanders and other

noteworthy characters of the Royalist forces. These leaders were nobles and gentlemen from all walks of life (even royalty!) and from all parts of the country. This section also includes the lifeguards of those generals who were both important and wealthy enough to merit them.

It is possible that for small forces there may be no separate leaders, the leader of one of the regiments involved instead being in overall command.

Important generals may have Lifeguards of Horse. These units were often small and made up of the most experienced soldiers. To add a touch of 'dash' it is even acceptable to include one or two 'cuirassier' figures in the unit, even if the whole unit only counts as having light armour. It is also possible to equip the whole lifeguard with heavy armour or cuirassier armour.



0-2 COLONEL GENERAL

50 points/model

Colonel Generals may either be included as additional commanders in an army, or may be the Army General if there is no other General character present.

	M	WS	BS	S	T	W	I	A	Ld	Points
Colonel General	8	4	4	3	4	2	4	2	7	50

Equipment: Sword. Mounted on a horse.

Saving throw: 6

Options:

May have light armour (+1 point), heavy armour (+2 points) or cuirassier armour (+3 points). May be armed with a brace of pistols (+2 points).

The Colonel General may be a *galloper* or a *trotter* (see Units section). If you elect to make him a *trotter*, his Movement is reduced to 6.

Special Rules

If nominated as the Army General then any unit in the army within 12" of the Colonel General may use his Leadership value when it takes a Leadership test.



0-1 LIFEGUARD OF HORSE

28 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Lifeguard	8	4	4	3	4	1	4	1	8	28

Maximum unit size: 6 figures.

Equipment: Light armour, sword and pistols. Mounted on a horse. Saving throw: 5+

Options:

- May have heavy armour (+2 points), cuirassier armour (+4 points), and carbines (+2 points).
- Promote one trooper to *Leader* for +8 points
- Promote one trooper to *Cornet* (Standard Bearer) for +16 points
- Promote one trooper to *Trumpeter* (Musician) for +8 points
- The Lifeguard may be *trotters* (move 6) or *gallopers* (move 8). If the Lifeguard are in cuirassier armour, they must be *trotters*.
- Lifeguard are *elite*.



very army needed to gather intelligence of the enemy's strength, dispositions and his likely plans. Sometimes an experienced officer, known as a Scout Master, would be given the job of obtaining information about the enemy; their numbers of Horse, Foot and guns, line of march, disposition, etc, and bringing these details back to his generals. The Scout Master would also be responsible for reconnoitring any possible sites of battle so that his generals could take advantage of the terrain.

There were often quite a few wealthy and important 'gentlemen' who attended battles even though they held no command. Other than adding a bit of colour and dash, they were of little or no use. In our games, Buffoons will possibly confuse the enemy as to which figures are generals, and therefore important to the battle, and which are merely nicely dressed bystanders.



0-1 SCOUT MASTER

20 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Scout Master	8	3	3	3	3	1	4	1	7	40

Equipment: Light armour, sword and pistols. Mounted on a horse.

Saving throw: 5+

Options: May have a carbine (+2 points).

Special Rules

If an army has a Scout Master it may roll on the following table before the game begins.

D6 Result

- 1 Your opponent must tell you how many figures are in his army.
- 2 Your opponent must tell you either how many units of Horse, or how many units of Foot are in his army, you may choose one or the other.
- 3-4 Your opponent must tell you how many units of Horse, and how many units of Foot are in his army.
- 5 Your opponent must tell you how many units of Horse, how many units of Foot, how many model guns are in his army, and who is commanding it.
- 6 As for 5 plus your opponent must also (honestly!) answer any question you ask about the units in his army.



0-3 BUFFOONS

20 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Buffoons	8	3	3	3	3	1	3	1	7	20

Equipment: Light armour, sword and pistols. Mounted on a horse. Such an 'important' gentleman would obviously be dressed in the latest high fashion; big hats, feathers and lace were all popular.

Saving throw: 5+

Options: May have heavy armour (+2 points).

A Buffoon may be either a *galloper* (Movement 8) or a *trotter* (Movement 6).

Special Rules

A Buffoon may only shoot or enter combat if he has joined a unit. It is not necessary to reveal him as a Buffoon until he fights.

HISTORY OF THE ROYALIST ARMIES

- 1639 First Bishop's Wars
- 1640 Second Bishop's Wars
- 1642 The King defeats the Earl of Essex at Edgehill, but fails to take London.
- 1643 Victories in the north and west for the Royalists. Inconclusive action at Newbury.
- 1644 Defeat for the Marquis of Newcastle and Prince Rupert at Marston Moor. Victories for the King who defeats Waller and Essex in the south west.
- 1645 The King with Prince Rupert are defeated by Fairfax and the 'New Model' army at Naseby. The last Royalist army under Goring is pursued into Cornwall.
- 1646 Royalist strongholds are slighted one by one. The King surrenders to the Scots at Newark.

HORSE

THE ROYALIST REGIMENTS OF HORSE

Trotters	M	WS	BS	S	T	W	I	A	Ld	Points
Raw Trotters	6	2	2	3	3	1	2	1	6	8
Steady Trotters	6	3	3	3	3	1	3	1	7	10
Veteran Trotters	6	4	3	3	4	1	4	1	8	16
Elite Trotters	6	4	3	4	4	1	4	1	8	20

Gallopers	M	WS	BS	S	T	W	I	A	Ld	Points
Raw Gallopers	8	2	2	3	3	1	2	1	6	8
Steady Gallopers	8	3	3	3	3	1	3	1	7	14
Veteran Gallopers	8	4	3	3	4	1	4	1	8	20
Elite Gallopers	8	4	3	4	4	1	4	1	8	24

Equipment: Sword. Mounted on horse.

Saving throw: 6

Options:

- Promote one trooper to *Leader* for +8 points
- Promote one trooper to *Cornet* (Standard Bearer) for +16 points
- Promote one trooper to *Trumpeter* (Musician) for +8 points
- May have light armour (+1 points), pistols (+2 points). Up to two units may have carbines (+2 points). Up to two units may have heavy armour (+2 points).

Special Rules

See the main rules for *trotters* and *gallopers* in the Units section.Up to two units of Horse may be *rash* for +4 points per model.

oyalist Horse,
under the
tutelage of the
dashing Prince

Regent, quickly gained a reputation for dash and vigour which remains with us to this day. Relying on a vigorous charge with cold steel rather than carbine or pistol, the Cavaliers, as they came to be called disparagingly (it was a Continental term implying a ruffian), swept all before them in the opening moves of the war.

Ultimately, like their infantry, they were outnumbered and later outclassed by the Parliamentary Horse. Although well led and scoring many victories, the Royalist Horse threw away opportunities for complete victory by the failure of its commanders to impose their will and rally the troopers once an initial breakthrough had been achieved. All too often, Rupert's Cavaliers smashed the opposing wing only to disappear behind the Parliamentary lines in a frenzied pursuit, something more akin to a fox hunt, rather than rally on the ground taken and turn to face the Roundhead Foot. It could be argued that this fatal flaw in the character of the Horse ultimately cost Charles his throne and his life.

Royalist Horse were equipped similarly to their foes, wherever possible in buff coat, armour if available, and a helmet, frequently of the 'lobster-pot' variety which became the trademark of the Roundhead Horse. Carbines were issued where available and pistols commonly carried in holsters on the saddle front.

Royalist dragoons differed little from those of other armies. Essentially mounted musketeers, they would be used for raiding, liaison, scouting and outpost duties. Although capable of taking their place on the battlefield, it was in the specialised roles mentioned above that dragoons excelled.

0-2 UNITS OF ROYALIST DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Points
Raw Dragoons	8	2	2	3	3	1	2	1	6	8
Steady Dragoons	8	3	3	3	3	1	3	1	7	12
Veteran Dragoons	8	3	3	3	4	1	4	1	8	18

Equipment: Matchlock musket and sword. Mounted on a horse.

Saving throw: 6

Options:

- Promote one trooper to *Leader* for +8 points
- Promote one trooper to *Cornet* (Standard Bearer) for +16 points
- Promote one trooper to *Drummer* (Musician) for +8 points
- Any *Steady* or *Veteran* unit may have Firelock muskets (+2 points)

Special Rules

See the main rules for Dragoons in the Units section.

- 1647 The last Royalist stronghold on the mainland of Britain, Harlech falls.
- 1648 Royalist uprisings are put down in Kent and Wales. In the north the Scots change ... allegiance but a combined force of Scots and English Royalists is beaten at Preston.
- 1649 The traitorous machinations of Cromwell and Ireton lead to a 'show trial' of the King. He is sentenced to death and Martyred.
- 1651 Charles, eldest son of the Martyred King lands in Scotland, is crowned Charles II and raises an army. He marches south but is defeated by Cromwell at Worcester and flees the country.
- 1659 Royalists rise in Cheshire but fail to raise support and are easily beaten.
- 1660 Restoration of Charles II.

FOOT



oyalist Foot varied hugely in quality. Renowned

regiments such as Rupert's Foote, Newcastle's Whitecoats and the fearsome Cornish Foote have passed into legend, but for every famous unit there were ten or more undistinguished units that melted away as the long wars progressed.

Although initially poorly equipped and probably relying more heavily on pike than they would have liked, the Royalist infantry achieved some notable victories against unlikely odds. Even when overwhelmed and outnumbered as at Naseby and Marston Moor, they sold their lives dearly in defence of their monarch.

Throughout the wars, and especially at the beginning, the Royalists suffered shortages of suitable military equipment. This led to some regiments being turned out in a very poor state. Such units are represented by figures with a mixture of weapons, spears, pikes, swords and the occasional musket.



REGIMENTS OF ROYALIST FOOT

Pike	M	WS	BS	S	T	W	I	A	Ld	Points
Raw Pike	4	2	2	3	3	1	2	1	6	3
Steady Pike	4	3	2	3	3	1	3	1	7	6
Veteran Pike	4	4	2	4	4	1	4	1	7	10
Elite Pike	4	4	2	4	4	1	4	1	8	12

Shot	M	WS	BS	S	T	W	I	A	Ld	Points
Raw Shot	4	2	2	3	3	1	2	1	6	5
Steady Shot	4	2	2	3	3	1	3	1	7	7
Veteran Shot	4	3	3	3	4	1	4	1	7	12
Elite Shot	4	4	3	3	4	1	4	1	8	16

Equipment: Sword, pike or matchlock musket (depending on troop type).

Saving throw: None.

Options:

- Promote one soldier to *Leader* for +5 points
- Promote one soldier to *Ensign* (with the Colour) for +10 points
- Promote one soldier to *Drummer* (Musician) for +5 points
- Up to two units of Pike may have heavy armour (+2 points).

Special Rules

Up to two units of shot and a unit of pike may be regimented together (see Units section).

FORLORN HOPE

Sometimes bodies of shot were formed for dangerous or difficult missions. Before the battle, any unit of shot from the army may be designated as the Forlorn Hope. The following special rules apply to this unit.

Options: If the scenario involves a siege or assaulting a fortification, the Forlorn Hope may be equipped with grenades (+60 points).

Special Rules

The Forlorn Hope are *skirmishers*.

The Forlorn Hope may be deployed one march move ahead of the army's deployment zone. Generals would place a body of shot in front of their main position to help break up the enemy's initial assault.



ILL-ARMED RECRUITS

3 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Recruit	4	2	2	3	3	1	2	1	5	3

Equipment: Various hand weapons. Half of the recruits in each unit are armed with poor muskets (counting as carbines).

Saving throw: None.

Options:

- Promote one soldier to *Leader* for +5 points
- Promote one soldier to *Ensign* (with the Colour) for +10 points
- Promote one soldier to *Drummer* (Musician) for +5 points

Special Rules

Ill-armed recruits are counted as *raw* troops.

SPECIAL UNITS



0-1 FIRELOCK COMPANY

16 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Firelock Company	4	4	3	3	3	1	4	1	8	16

Equipment: Sword and Firelock musket.

Saving throw: None

Options:

- Promote one soldier to *Leader* for +5 points
- Promote one soldier to *Drummer* (Musician) for +5 points

Special Rules

A Firelock Company can change formation to *skirmish* and may reform if they include a Drummer.

0-1 MARKSMAN

60 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Marksmen	4	3	4	3	3	1	3	1	7	60

Equipment: Rifled Musket (treat as firelock with range 30"). Saving throw: None

Special Rules: Marksmen are always *skirmishers* and cannot charge.

Marksmen are allowed to target enemy characters and other individuals, when they are more than 1" away from a friendly unit.



0-2 PIONEERS (Up to 1 figure per 10 figures of Foot)

	M	WS	BS	S	T	W	I	A	Ld	Points
Pioneers	4	2	2	3	3	1	2	1	6	5

Equipment: Swords, axes, spades, picks etc. (all count as swords). Saving throw: None

Options:

If the enemy have any form of permanent fortification or are defending a built-up area, Pioneers may wear siege armour (+3 points counts as cuirassier armour).

Special Rules

For every five Pioneers in the army up to one Artillery piece can be protected by gabions or similar field defences when deployed at the start of the battle.

Pioneers are not well equipped or prepared for hand-to-hand combat. They are treated as *raw* troops.

During the battle, if Pioneers remain in contact with an obstacle for one whole turn they may attempt to remove it. Roll 2D6. If the score is equal or more than shown in the table below they have removed the equivalent of their own frontage. For each turn after the first they may add +2 to the score of the dice.

Easy	A low hedge, fence or wall.	4 or more
Medium	A high wall fence or wall.	7 or more
Hard	Specially prepared fortifications.	9 or more



0-1 MASTER GUNNER

40 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Master Gunner	4	3	3	3	3	1	3	1	7	40

Equipment: Sword. Saving throw: None.

Options: May have light armour (+1 point) and pistols (+1 point).

Special Rules: The only character who can join a gun crew is a Master Gunner. Gunners will ignore all other generals, even the Army General.

Any battery led by a Master Gunner may re-roll one Fire dice once per turn.



pecial units are extremely specialised troops that appear on the battlefield less often than basic regiments.

For the most difficult and dangerous tasks small units of the best musketeers would be formed. These units would be armed with the latest in musket technology, the firelock. These weapons removed the need for troops to carry large amounts of match. The latest muskets would also be lighter and therefore much handier weapons.

Occasionally marksmen were deployed, especially in sieges, to pick off enemy officers with rifled muskets or long fowling pieces.

The army also included groups of pioneers, specialising in the creation of field defences and clearing obstacles. For the purpose of our games they will form independent units.

TRAIN OF ARTILLERY

21 April 1644

The combined forces of Fairfax and Leven prepare to besiege York



gunners were often civilians, practising a specialised

trade in co-operation with ordinary soldiers. The Train of Artillery was a separate part of each army under its own commander. In addition to managing their artillery pieces, the Train was also responsible for repairing and providing arms, overseeing the baggage camp and many other sundry tasks absolutely vital to the smooth running of the army.

Gunners needed to be skilled artisans to load, lay and fire artillery pieces to the best effect. The very best gunners were in great demand and could sell their skills to the highest bidder.

The artillery park and baggage camp could be guarded by specialist units of troops. Obviously when guarding large amounts of black powder it would be advantageous to not be required to carry a burning match!

Many gunners in all of the armies came from foreign lands, Dutchmen and Germans were a common sight in many armies.



0-1 UNIT of TRAIN GUARDS

16 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Train Guard	4	4	3	3	3	1	4	1	8	16

Equipment: Swords and firelock muskets.

Special Rules

Train Guards must stay within 6" of the baggage camp or a battery of artillery. Figures can be detached from the Train Guards unit to replace up to half of each guns crew if losses are sustained during the battle.



0-2 CULVERINS, etc

90 points + 5 points per crew

	M	WS	BS	S	T	W	I	A	Ld	Points
Crew	4	2	3	3	3	1	3	1	5	5
Heavy Gun	—	—	—	—	6	3	—	—	—	80

Crew: Each machine has a crew of four or five.

Equipment: The crew are armed with swords.

Special Rules: Heavy Gun (see the main rules). Range = 72", Strength = 8, no save.



0-3 SAKERS, etc

70 points + 5 points per crew

	M	WS	BS	S	T	W	I	A	Ld	Points
Crew	4	2	3	3	3	1	3	1	5	5
Medium Gun	—	—	—	—	5	2	—	—	—	60

Crew: Each machine has a crew of three or four.

Equipment: The crew are armed with swords.

Special Rules: Medium Gun (see the main rules). Range = 48", Strength = 7, no save.



0-4 FALCONETS, etc.

50 points + 5 points per crew

	M	WS	BS	S	T	W	I	A	Ld	Points
Crew	4	2	3	3	3	1	3	1	5	5
Light Gun	—	—	—	—	4	1	—	—	—	40

Crew: Each machine has a crew of two or three.

Equipment: The crew are armed with swords.

Options: Up to one Light Gun may be given a pack-horse at a cost of 5 points. It takes half a turn to pack the Light Gun on to, or off, the pack-horse. It can move at normal (4") speed when mounted on its pack-horse with at least one crew. The crew can be mounted on nags for +5 points per crewman. The whole crew and gun can then move 8" instead.

Special Rules: Light Gun (see the main rules). Range = 30", Strength = 6, no save.



0-1 MORTARS

90 points + 5 points per crew

	M	WS	BS	S	T	W	I	A	Ld	Points
Crew	4	2	3	3	3	1	3	1	5	5
Mortar	—	—	—	—	5	2	—	—	—	60

Crew: Each machine has a crew of three or four.

Equipment: The crew are armed with swords.

Special Rules: Mortar (see the main rules).



0-2 PETARDS

60 points + 5 points per petardier

	M	WS	BS	S	T	W	I	A	Ld	Points
Petardier	4	2	3	3	3	1	3	1	5	5

Crew: Each machine has a crew of three or four.

Equipment: The crew are armed with swords.

Special Rules: Petardiers are *skirmishers*.

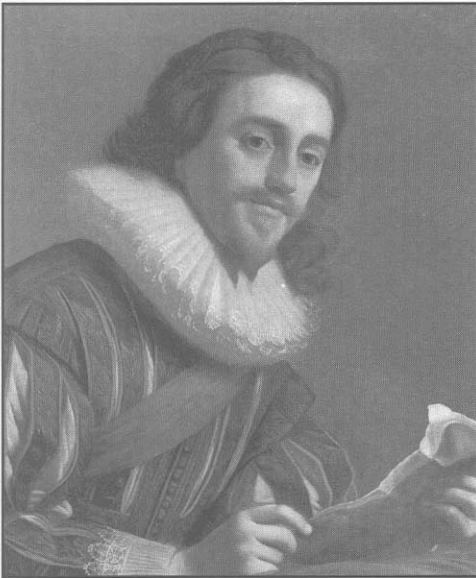
PERSONALITIES



HIS MAJESTY, CHARLES

100 points

KING OF GREAT BRITAIN AND IRELAND, VIRGINIA, NEW ENGLAND, MARYLAND, NOVA SCOTIA, BERMUDA, AND FIVE CARIBBEAN ISLANDS.



Although perhaps not the most popular or charismatic monarch to sit on the throne, Charles was a brave and resolute king. Despite the enormous risk of his death or capture, the King was more than willing to take to the field of battle.

	M	WS	BS	S	T	W	I	A	Ld	Points
The King	8	3	4	3	4	2	4	1	10	100

Equipment: Sword and mounted on a horse.

Saving throw: 6

Options: May have light (+1 point), heavy (+2 points) or cuirassier (+3 points) armour. May carry pistols (+2 points).

Special Rules

If he is present he must act as the Army General and any unit within 12" of the King may take Leadership tests using his Leadership value.

He may not join any unit other than his Gentlemen Pensioners.

The King is the figurehead of the whole Royalist cause. If he is killed or captured, the Royalist forces automatically lose the battle. A campaign could carry on of course, perhaps a daring rescue would ensue if he had been captured, or one of the King's surviving sons succeed to the throne if he were killed.



THE ROYAL STANDARD

100 points



On 22nd of August 1642 the King raised his Royal Standard in Nottingham in the hope that this act would rally his loyal subjects against the forces of the Parliament in London. The Standard therefore had an important effect on the King's men. This gonfalon was a tempting target for enemy soldiers and the standard bearer had to be a tough and resilient fighter, such as Sir Edward Verney.

	M	WS	BS	S	T	W	I	A	Ld	Points
Royal Standard Bearer	8	4	4	3	4	2	4	2	8	100

Equipment: Sword and mounted on a horse.

Saving throw: 6

Options: May have cuirassier armour (+3 points) or light armour (+1 points) and pistols (+2 points).

Special Rules: The Royal Standard may only be used if the King is the Army General.

Any unit within 6" of the Army Standard may re-roll any failed Leadership tests.

If the Royal Standard is captured then any Royalist unit within 6" must take an immediate Panic test.

The Royal Standard Bearer may be a *galloper* (Movement 8) or a *trotter* (Movement 6). It is your choice.



GENTLEMEN PENSIONERS (5 models only)

No cost

If the King is present, he may be accompanied by a bodyguard of Gentlemen Pensioners, the inner circle of the Knights of the Realm and other nobles. Their only objective is to protect their Liege.

	M	WS	BS	S	T	W	I	A	Ld	Points
Lifeguard	8	4	4	3	4	1	4	1	8	No cost

Equipment: Heavy armour, sword and pistols, mounted on a horse.

Options:

- Promote one trooper to *Leader* for +8 points
- Promote one trooper to *Cornet* (Standard Bearer) for +16 points
- Promote one trooper to *Trumpeter* (Musician) for +8 points
- May have cuirassier armour (+1 point).

Special Rules

If the Gentlemen Pensioners are in cuirassier armour, they are *trotters* (Movement 6).

If the Gentlemen Pensioners are not in cuirassier armour, they are *gallopers*.

Gentlemen Pensioners must stay within 6" of the King. The King is the only character who may join this unit. They can never charge but if they are present, the King can always make a free move (out of sequence, if necessary) to get behind them, representing the Gentlemen Pensioners rushing to the King's aid.



PRINCE RUPERT

150 points



he Prince was one of the most outstanding Royalist leaders of the wars. He was a young, dashing cavalry commander, the very essence of a 'Cavalier'. He was justifiably feared by the armies of Parliament who would attribute his successes to anything from the Devil to his dog, Boy. He believed in leading from the front, battering through the enemy Horse at the head of his Lifeguard.

Despite his many victories, his defeat at Marston Moor lost the north for his uncle, the King, and made the First Civil War unwinnable for the Royalists.

	M	WS	BS	S	T	W	I	A	Ld	Points
Prince Rupert	8	5	4	4	4	3	4	3	10	150

Equipment: Sword, rifled pistols, heavy armour and mounted on a horse.

Options: May carry a carbine (+2 points). May be accompanied by his dog Boy (+2 points): if Rupert receives a wound while accompanied by Boy then roll 1D6, if a '1' is rolled, Boy is hit and killed instead.

Special Rules

If he is present, he may act as the Army General and any unit within 12" of the Prince may take Leadership tests using his Leadership value.

Prince Rupert is a *galloper* and will only accompany a unit of *galloper* cavalry. His Lifeguard were almost as famous the Prince himself and, if included in your army list, are treated as *elite* troops.

His Royal Highness is *rash* and any unit joined by the hot-blooded Prince becomes *rash*.

Once in a game the Prince may re-roll any to hit dice when using his famous Rifled Pistols.

THE SCOTS

GOVERNMENT FORCES



he Scots Government's army, also known as 'the Covenantors', was one of the main political forces in Scotland. Throughout the period 1639-51 it was Scotland's national army, whichever political faction was in power the army continued to fight for their paymasters; the Scottish Government. Although there were Royalist rebel uprisings during the Civil Wars, their forces never had an administration, controlled a territory, or had a centre of government.

This Government army saw action throughout the period of the Civil Wars in Scotland, England and in Ireland. It is perhaps this fact that makes it such a popular army with wargamers, with a Scottish Government force you can fight English Royalist, Rebels, Irish, Scots Rebel and even other Scottish Government forces!

RECRUITMENT

The Scottish Government's main method of recruiting fighting men was conscription. Each sherrifffdom (shire) had a committee of war. This was responsible for holding musters of all the fit men (or fencibles) in the area. When new recruits were required then the necessary number of men would be chosen from the muster. This number was usually one in four, or one in eight, depending on the demand for manpower.

Ideally the most suitable men would be chosen, but corruption was rife. Those with the means could bribe the committee to avoid being picked and the gentry, not wishing to lose their best retainers, could also influence matters. There was also much pressure on the committees to take all of the undesirables from an area as a means of 'emptying the jails'.

The Committee of War was then responsible for clothing and equipping these men and providing pay for their first 40 days of service. After this time, it was the central Government's responsibility. The recruits could be split into drafts of reinforcements for other regiments or formed into new regiments. Such regiments of new, untried men often proved unenthusiastic and unreliable.

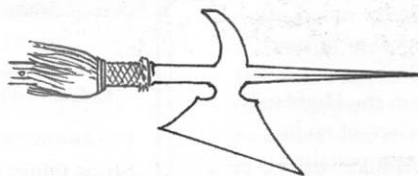
There were some who volunteered for service. This was most common during the 1639 and 1640 period when there was much popular support for the Government. There were always more volunteers for regiments of Horse from among the lesser gentry.

Many Scots had seen service on the Continent in the 30 Years War. These professionals provided a useful pool of officers for the Government and many of these men were willing to seek employment closer to home. However, as well as their experience of warfare, these men also brought the mercenary habits of mainland Europe with them. They were motivated primarily by pay, the ideals and politics of their paymasters were unimportant. This overly pragmatic attitude sometimes led to a lack of zeal in the Government's eyes. The appointment of officers was by the Committees of War, which usually staffed regiments half with professionals and half with political appointments from the nobility and gentry.

Troops were expected to be issued with a coat, breeches, socks, hose, shoes and a bonnet. Early in the Civil Wars coats and breeches were ordered in bulk by the Government in hoddan grey. This led to Scottish units wearing a 'national uniform' in this colour, somewhere between grey and brown. It was a cheap colour to produce and many poorer civilians' clothes would have been in a similar shade.

As the war progressed it became more difficult to provide all of the necessary clothing for troops. Where no issue of clothing was forthcoming, civilian clothes would have been substituted. There was also more variety of coat colours, the most popular alternative being red. As well as being the most popular coat colour in the English armies, this was also the colour of the English Parliament's New Modelled army.

Ribbons were also sometimes issued to the troops in the regimental colours. They were worn as bunches in bonnets and records show that they were also used to secure the wheel-lock key for cavalrymen's pistols. Despite recruitment taking place on a regional basis, regiments were named and carried colours (their flags and standards) based on their colonel and his coat of arms.



ARMY SELECTION

Staff

(Including Personalities and Horse Lifeguards)

Up to a quarter of the points value of the army.

Horse

Up to half of the points value of the army.

Foot

At least a third of the points value of the army.

Special Units

Up to half of the points value of the army.

Train of Artillery

Up to one model gun for every 500 points in the army.

Up to one unit of Train Guards.

Up to one Master Gunner.

Personalities

(If permitted)

Up to a quarter of the points value of the army.

Allies

Up to one quarter of the points in the army may be taken from the English Parliamentarian army list.

STAFF



he staff represent the commanders and other noteworthy characters of the army, generals such as David Leslie and Hamilton, or the leaders of smaller forces such as local garrisons. Generals were usually important members of the nobility. Many Scottish generals had seen service on the Continent. However political acceptability to the Government was always more important than ability.

Leaders of smaller forces, although often wealthy and gentrified, were more likely motivated by the availability of loot and settling old scores than by obeying the orders of their political or military masters. This was especially prevalent in the Highlands where the 'art' of raiding for profit was practised with zeal!

It is possible that for small forces there may be no separate leaders, the leader of one of the regiments involved being in command but having no special characteristics.



0-1 MAJOR GENERAL

100 points/model

The Major General will be the most senior officer in the army and therefore be in overall command. Such an important individual will be a wealthy member of the gentry and has the latest in equipment (and fashion!) at his disposal.

	M	WS	BS	S	T	W	I	A	Ld	Points
Major General	8	4	4	4	4	2	4	2	8	100

Equipment: Sword and horse (you can't expect a gentleman to walk!).

Saving throw: 6

Options:

The Major General may be a *galloper* or a *trotter* (see Units section). If you elect to make him a *trotter*, his Movement is reduced to 6.

May have light armour (+1 point), heavy armour (+2 points) or cuirassier armour (+3 points). May be armed with a brace of pistols (+2 points).

Special Rules

If nominated as the Army General then any unit in the army within 12" of the Major General may use his Leadership value when it takes a Leadership test.



0-2 COLONEL GENERAL

50 points/model

Colonel Generals may either be included as additional commanders in an army, or may be the Army General if there is no other General character present.

	M	WS	BS	S	T	W	I	A	Ld	Points
Colonel General	8	4	4	3	4	2	4	2	7	50

Equipment: Sword and horse.

Saving throw: 6

Options:

May have light armour (+1 point), heavy armour (+2 points) or cuirassier armour (+3 points). May be armed with a brace of pistols (+2 points).

The Colonel General may be a *galloper* or a *trotter* (see Units section). If you elect to make him a *trotter*, his Movement is reduced to 6.

Special Rules

If nominated as the Army General then any unit in the army within 12" of the Colonel General may use his Leadership value when it takes a Leadership test.



0-1 LIFEGUARD OF HORSE

28 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Lifeguard	8	4	4	3	4	1	4	1	8	28

Maximum unit size: 6 figures. Equipment: Light armour, sword and pistols, mounted on a horse.

Saving throw: 5+

Options:

- May have heavy armour (+2 points), cuirassier armour (+4 points), and carbines (+2 points).
- Promote one trooper to *Leader* for +8 points
- Promote one trooper to *Cornet* (Standard Bearer) for +16 points
- Promote one trooper to *Trumpeter* (Musician) for +8 points
- The Lifeguard may be *trotters* (move 6) or *gallopers* (move 8). If the Lifeguard are in cuirassier armour, they must be *trotters*.
- Lifeguard are *elite*.



0-1 SCOUT MASTER

20 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Scout Master	8	3	3	3	3	1	4	1	7	40

Equipment: Light armour, sword and pistols, mounted on a horse.

Saving throw: 5+

Options: May have a carbine (+2 points).

Special Rules

If an army has a Scout Master it may roll on the following table before the game begins.

D6 Result

- 1 Your opponent must tell you how many figures are in his army.
- 2 Your opponent must tell you either how many units of Horse, or how many units of Foot are in his army, you may choose one or the other.
- 3-4 Your opponent must tell you how many units of Horse, and how many units of Foot are in his army.
- 5 Your opponent must tell you how many units of Horse, how many units of Foot, how many model guns are in his army, and who is commanding it.
- 6 As for 5 plus your opponent must also (honestly!) answer any question you ask about the units in his army.



0-2 MINISTERS

20 points

	M	WS	BS	S	T	W	I	A	Ld	Points
Minister	4	2	2	3	3	1	3	1	8	20

Equipment: A dour expression and a large Bible (improvised weapon!).

Saving throw: None

Special Rules

A Minister cannot join a Horse or Highland unit.

Any unit with a minister in it may take tests using his Leadership value. However, it will also be subject to the following tactical 'advice'.

At the beginning of each turn a unit with by a Minister in it must roll 1D6. If it rolls a '1' then it must roll a further dice and consult the following table. The result in the following table applies for one turn only.

D6 Result

- 1-2 *We're Doomed!* The unit is persuaded that all is lost. It takes a free turn, and then moves 8" toward its own base line (or the easiest route off the table if this is blocked) each turn until joined by a General. On being joined by a General the Minister is removed from play – the dangerous ranter has been silenced and the unit is brought back under control.
- 3-4 *We will stand like a rock!* The Minister is sure that a static strategy will win the day. The unit must remain stationary for the turn, it may fire however, and is immune to Panic tests for this turn.
- 5-6 *Forward to Glory boys!* The Minister encourages the unit with stirring words. For this turn only the unit must charge the nearest enemy unit. If no unit is within charge range, it must make an additional normal move (eg, 4") towards the nearest unit before taking its normal Movement phase.



very army
needed to
gather
intelligence of

the enemy's strength, dispositions and his likely plans. Sometimes an experienced officer, known as a Scout Master, would be given the job of obtaining information about the enemy; their numbers of Horse, Foot and guns, line of march, disposition, etc, and bringing these details back to his generals. The Scout Master would also be responsible for reconnoitring any possible sites of battle so that his generals could take advantage of the terrain.

The Scottish Church was a powerful political force during the Civil Wars. Churchmen were keen to maintain their influence with the military, even expecting to advise commanders on strategy and tactics. As with other Protestant forces in the Civil Wars individual preachers were not adverse to joining regiments to encourage the troops and to ensure that their own brand of religious discipline, as well as military doctrine was kept. To represent these factors Minister characters may accompany units.

HORSE

16 July 1644

Parliamentary forces seize York



he Scottish Horse were clothed in a similar manner to the Foot with the addition of boots and a helmet. Other forms of metal armour were rare although buffcoats would have been more common.

Probably due to the poor standard of horseflesh, Scottish Horse tended to favour firepower to cold steel and were sometimes armed with as many as four or more pistols and a carbine! However, a pair of pistols was considered adequate.

The main distinguishing feature of Scottish Horse was their use of the lance. This was more like a spear than the lance used by medieval knights. Early in the war it was seen as an alternative to pistols if these were in short supply. In such cases, half of a regiment (a squadron) would be equipped with lances and the other half with pistols. Later in the Civil Wars lances were ordered for all Horse regiments but how fully this was implemented is not known, or if this was only in the absence of pistols.

Regiments of Horse were also commanded by a colonel. A regiment was made up of eight troops, each commanded by a captain, except the first troop which was led by a major. The major would also command one of the squadrons should the regiment be split. Regiments, usually three, were grouped into brigades.

As acceptable horses were so difficult to come by for the Horse regiments, dragoons were always rare in the Scottish armies although they did occasionally appear as individual troops within regiments of Horse.

They were expected to perform as mounted shot, supporting Horse regiments with their firepower. They were clothed and equipped in the same way as the Scottish Foot.



HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Raw Trotters	6	2	2	3	3	1	2	1	6	8
Steady Trotters	6	3	2	3	3	1	3	1	7	10

Equipment: Sword.

Saving throw: 6

Options:

- Before 1650 up to half of *raw* Horse should be armed with lances (+1 point). From 1650 (and in Ireland) all Horse may be armed with lances (+1 point).
- Any unit may pistols (+2 points) and carbines (+2 points). Any unit may have light armour (+1 points). Up to one unit without lances may have heavy armour (+2 points).
- Promote one trooper to *Leader* for +8 points
- Promote one trooper to *Cornet* (Standard Bearer) for +16 points
- Promote one trooper to *Trumpeter* (Musician) for +8 points

Special Rules

All Scottish Horse are *trotters* (see Units section).



0-1 UNIT OF DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Raw Dragoons	8	2	2	3	3	1	2	1	6	8
Steady Dragoons	8	3	3	3	3	1	3	1	7	12

Equipment: Mounted on a horse with a dirk (or sword) and a musket.

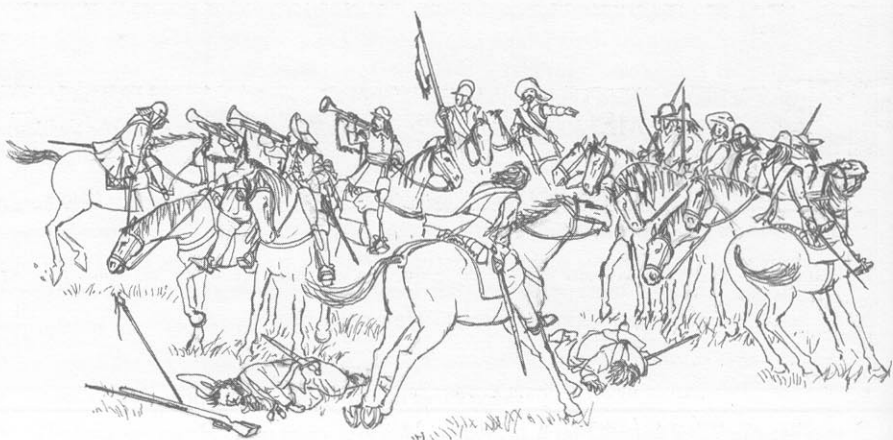
Saving throw: 6

Options:

- Up to one unit may have pistols (+2 points).
- Promote one trooper to *Leader* for +8 points
- Promote one trooper to *Cornet* (Standard Bearer) for +16 points
- Promote one trooper to *Drummer* (Musician) for +8 points

Special Rules

See the main rules for Dragoons in the Units section.



FOOT



FOOT



cottish Foot were equipped with either pikes or muskets. They

were also supposed to be issued with swords but if these were lacking, the pikemen would have the first priority and dirks (large knives) would have to do for the rest.

It is very unlikely that any pike units were given back and breast armour. Including the odd armoured pikeman will help to add visual variety to wargames units though the whole unit will still count as unarmoured.

As with other armies of the period a ratio of two muskets to every pikemen was the desired proportion in a unit of Foot. Muskets were obviously more expensive and therefore more difficult to come by. This led to some units having to do with three pikes for every two muskets. Some regiments were so short of equipment they had to make do with what ever they could find, even demanding weapons from the local populace by force – an interesting prospect!

When the Scots Army was 'New Modelled' in 1647 each regiment was meant to have a contingent of halberdiers. As these units were expected to perform more hazardous tasks they would be formed from the toughest men in the regiment. To determine the number of halberdiers you can have in the army total the number of pike models. For every eight models you may include one halberdier. Remember you need a minimum of five to make a unit. halberdiers may be split into smaller units or kept together in one unit. They may be regimented in the same way as pike units.

Pike	M	WS	BS	S	T	W	I	A	Ld	Pts
Raw Pike	4	2	2	3	3	1	2	1	6	3
Steady Pike	4	3	2	3	3	1	3	1	7	6
Veteran Pike	4	4	2	4	4	1	4	1	7	10

Shot	M	WS	BS	S	T	W	I	A	Ld	Pts
Raw Shot	4	2	2	3	3	1	2	1	6	5
Steady Shot	4	2	2	3	3	1	3	1	7	7
Veteran Shot	4	3	3	3	4	1	4	1	7	12

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	2	4	4	1	4	1	7	12

Equipment: Dirk (sword), pike or matchlock musket (depending on troop type).

Halberdiers have heavy armour and are armed with a Lochaber axe (halberd), a fearsome pole weapon with an axe blade, a spear point and a hook to dislodge mounted enemies.

Saving throw: None (Halberdiers: 5+)

Options:

- Promote one soldier to *Leader* for +5 points
- Promote one soldier to *Ensign* (with the Colour) for +10 points
- Promote one soldier to *Drummer* (Musician) for +5 points
- Up to one unit of Pike may have heavy armour (+2 points).

Special Rules

Up to two units of shot and a unit of pike/halberdiers may be regimented together (see Units section).

You may include one Halberdier for every eight pike/shot models in your army.

All Halberdiers are *Veteran* units.

Forlorn Hope

Sometimes bodies of shot were formed for dangerous or difficult missions. Before the battle, any unit of shot from the army may be designated as the Forlorn Hope. The following special rules apply to this unit.

Options: If the scenario involves a siege or assaulting a fortification, the Forlorn Hope may be equipped with grenades (+60 points).

Special Rules

The Forlorn Hope may *skirmish*.

The Forlorn Hope may be deployed one march move ahead of the armies deployment zone. Generals would place a body of shot in front of their main position to help break up the enemy's initial assault.



ILL-ARMED RECRUITS

3 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Recruit	4	2	2	3	3	1	2	1	5	3

Equipment: Various hand weapons. Half of the recruits in each unit are armed with poor muskets (counting as carbines).

Options:

- Promote one soldier to *Leader* for +5 points
- Promote one soldier to *Ensign* (with the Colour) for +10 points
- Promote one soldier to *Drummer* (Musician) for +5 points

Special Rules

Ill-armed recruits are counted as *raw* troops.

SPECIAL UNITS



he Scottish Government made great efforts to include

drafts of Highlanders into standard Foot regiments where they would have been equipped and deployed like their lowland cousins. Highlanders outside of Scotland always seem to have been equipped and clothed in the same manner as other Scottish troops.

In times of urgent need units of Highlanders may have been recruited as a tribal levy, fighting under their feudal clan leaders. Such units were always motivated more by the opportunity to capture loot than to fight prolonged campaigns. Once they had their booty the canny Highlanders considered it entirely honourable to flee back home to the hills, thus deserting their exasperated commanders. This problem was to plague rebel leaders such as Montrose who came to rely on these troops.

Moss Troopers, commonly known as Mossers, were independent units of horsemen who became most prevalent in the 1650s after the Government's army defeat by Cromwell at Dunbar. The Mossers harassed the English troops by waylaying isolated troops and disrupting supplies and communications. In the formalised military atmosphere of the 17th Century the English considered Mossers little more than bandits. They were seen by the Scottish populace as heroic figures, confounding the foreign invader in much the same way as Spanish guerrillas in the Napoleonic wars.

Mossers were formed as independent troops commanded by a Captain. Their bands of horsemen operated on the fringes of the regular army, acting as light cavalry scouts and mounting daring raids behind enemy



HIGHLAND SHOT

5 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Highland Shot	5	2	2	3	3	1	2	1	7	5

Equipment: Dirk or sword and musket.

Saving throw: None

Options:

- Promote one soldier to *Leader* for +5 points
- Promote one soldier to *Piper* (Musician) for +5 points

Special Rules

Highland Shot are *Steady* troops.

Designer's Note: If you prefer a more colourful interpretation of Highlanders, you may substitute the Highlanders described here for the Highland Clans described in the Scottish Royalist army list. This may be especially appropriate for the Campbell clans, and their allies, who fought for Argyll in the Highland campaigns against Montrose.



0-1 COMMANDED SHOT

9 points/model

These units represent bodies of infantry entirely armed with firearms (eg, Fraser's Firelocks).

	M	WS	BS	S	T	W	I	A	Ld	Points
Commanded Shot	4	2	3	3	3	1	3	1	7	7

Equipment: Dirk or sword and musket.

Saving throw: None

Options:

- Promote one soldier to *Leader* for +5 points
- Promote one soldier to *Drummer* (Musician) for +5 points
- One unit may replace musket with firelock muskets (+2 points).



0-1 UNIT OF MOSS TROOPERS

7 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Mossers	8	2	3	3	3	1	2	1	5	7

Equipment: Sword and Carbine. Mounted on a horse.

Saving throw: 6

Options:

- May have pistols (+2 points).
- Promote one trooper to *Leader* for +8 points

Special Rules

Mossers are *Raw* troops and should only appear in Government armies of 1650 or after.

Instead of being deployed with the rest of the army, a unit of Mossers may be sent on a flank march. At the start of the game, before the first turn, write down on which flank you want your Mossers to appear. At the start of each turn, throw 1D6. You must show your opponent the result of the score but you do not have to say what the dice throw is for. If you roll a 5 or 6 then your Mossers may move onto the table in your Movement phase. They move to the table anywhere on the flank you wrote down at the start of the game. They may not charge in their first move on to the board.

0-1 MARKSMAN

60 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Marksmen	4	3	4	3	3	1	3	1	7	60

Equipment: Rifled musket (treat as firelock with range 30").

Saving throw: None

Special Rules

Marksmen are always *Skirmishers* and cannot charge.

Marksmen are allowed to target enemy characters and other individuals, when they are more than 1" away from a friendly unit.

0-2 PIONEERS (Up to 1 figure per 10 figures of Foot)

	M	WS	BS	S	T	W	I	A	Ld	Points
Pioneers	4	2	2	3	3	1	2	1	6	5

Equipment: Swords, axes, spades, picks etc. (all count as swords).

Saving throw: None

Options:

If the enemy have any form of permanent fortification or are defending a built-up area Pioneers may wear Siege Armour (+3 points counts as cuirassier armour).

Special Rules

For every five Pioneers in the army up to one Artillery piece can be protected by gabions or similar field defences when deployed at the start of the battle.

Pioneers are not well equipped or prepared for hand-to-hand combat. Pioneers are treated as *raw* troops.

During the battle, if Pioneers remain in contact with an obstacle for one whole turn they may then attempt to remove the obstruction. Roll 2D6, if the score is equal or more than shown in the table then the Pioneers have removed the equivalent of their own frontage of the obstacle. For each turn after the first the pioneers may add +2 to the score of the dice.

Easy	A low hedge, fence or wall.	4 or more
Medium	A high wall fence or wall.	7 or more
Hard	Specially prepared fortifications.	9 or more

lines. A classic example was Captain Augustine (actually a German!) who reinforced Edinburgh Castle and made his escape while the city was still under siege.

Men drafted from the Highlands would usually have been included in existing Government regiments, and therefore would have undergone the 'civilising' effects of having lowland officers and training. Some regiments were known as 'Highland' but, certainly when serving in England, these seem to have been indistinguishable from other Scots.

For the most difficult and dangerous tasks small units of the best musketeers would be formed. These units would be armed with the latest musket technology, the firelock. These weapons removed the need for troops to carry large amounts of match. The latest muskets would also be lighter and thus handier weapons.

The very best marksmen were designated as snipers, who acted independently to pick off important individuals and leaders, thus sowing confusion in enemy ranks.

The army also included groups of pioneers, specialising in the creation of field defences and clearing obstacles. For the purpose of our games they will form independent units.



TRAIN OF ARTILLERY

0-1 MASTER GUNNER

40 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Master Gunner	4	3	3	3	3	1	3	1	7	40

Equipment: Sword. Saving throw: None.

Options: May have light armour (+1 point) and pistols (+1 point).

Special Rules

The only character that can join a gun crew is a Master Gunner. Gunners will ignore all other generals, even the Army General.

Any battery led by a Master Gunner may re-roll one Fire dice once per turn.



he Government's forces had access to a large number of artillery pieces, ranging in calibre from large siege pieces to the small guns known as frames after the unusual structure on which they were supported. Frames were highly manoeuvrable and could be packed onto a horse or mule allowing them

HISTORY OF THE SCOTS GOVERNMENT ARMIES

- 1639 First Bishop's Wars
1640 Second Bishop's Wars
1642 First regiments sent to Ulster
1643 Army mobilised for war in England
1644 Battle of Marston Moor, Storming of Newcastle, In Scotland first actions against Montrose
1645 After a series of victories, Montrose's forces are scattered by Scots under Leslie
In England Scots army reach the Severn Valley and Hereford
1646 Montrose raises new forces, but later disbands and flees Scotland
King Charles I surrenders to Scots at Newark
1647 Scots army 'New Modelled'
Scots government change allegiance to support the King
1648 Scots invade England but are repeatedly beaten and surrender
1649 Following execution of Charles I the Scots proclaim Charles II
1650 Montrose raises new forces but is captured and executed
Charles II lands in Scotland and Scots army is raised
Cromwell invades and defeats Scots at Dunbar
1651 Charles' army moves into England but is caught and defeated at Worcester
1652 End of Civil Wars



0-1 UNIT of TRAIN GUARDS

16 points/model

	M	WS	BS	S	T	W	I	A	Ld	Points
Train Guard	4	4	3	3	3	1	4	1	8	16

Equipment: Swords and Firelock muskets.

Saving throw: None.

Special Rules

Train Guards must stay within 6" of the baggage camp or a battery of artillery. Figures can be detached from the Train Guards unit to replace up to half of each guns crew if losses are sustained during the battle.



0-2 CULVERINS, etc

80 points + 5 points per crew

Large pieces of artillery were most common in sieges but could occasionally be used in open battles.

	M	WS	BS	S	T	W	I	A	Ld	Points
Crew	4	2	3	3	3	1	3	1	5	5
Heavy Gun	—	—	—	—	6	3	—	—	—	80

Crew: Each machine has a crew of four or five.

Equipment: The crew are armed with swords.

Special Rules: Heavy Gun (see the main rules). Range = 72", Strength = 8, no save.



0-3 SAKERS, etc

60 points + 5 points per crew

These were the standard field pieces. They would seldom be moved during a battle, instead usually being set up in prepared earth works to bombard the enemy lines.

	M	WS	BS	S	T	W	I	A	Ld	Points
Crew	4	2	3	3	3	1	3	1	5	5
Medium Gun	—	—	—	—	5	2	—	—	—	60

Crew: Each machine has a crew of three or four.

Equipment: The crew are armed with swords.

Special Rules: Medium Gun (see the main rules). Range = 48", Strength = 7, no save.



0-4 FALCONETS, etc

40 points + 5 points per crew

These smaller field pieces were mobile enough to keep up with the infantry.

	M	WS	BS	S	T	W	I	A	Ld	Points
Crew	4	2	3	3	3	1	3	1	5	5
Light Gun	—	—	—	—	4	1	—	—	—	40

Crew: Each machine has a crew of two or three.

Equipment: The crew are armed with swords.

Options: Up to one Light Gun may be given a pack-horse at a cost of 5 points. It takes half a turn to pack the Light Gun on to, or off, the pack-horse. It can move at normal (4") speed when mounted on its pack-horse with at least one crew. The crew can be mounted on nags for +5 points per crewman. The whole crew and gun can then move 8" instead.

Special Rules: Light Gun (see the main rules). Range = 30", Strength = 6, no save.

to easily keep up with the Foot regiments in all conditions.

Despite their large arsenal, Scots commanders often failed to take full advantage of their guns, even during sieges. In several sieges bombardments were only started after breaches had been made by the use of mines and then proved surprisingly effective. Perhaps this shows that the Scots' artillery commanders were just being careful to avoid excessive use of powder!

0-5 FRAMES**25 points + 5 points per crew**

The Scots used a large number of these light guns. They came in several varieties. Some were multi-barrelled pieces. They were too light to fire solid shot.

	M	WS	BS	S	T	W	I	A	Ld	Points
Crew	4	2	3	3	3	1	3	1	5	5
Frame Gun	-	-	-	-	4	1	-	-	-	30

Crew: Each machine has a crew of two or three.

Equipment: The crew are armed with dirks or swords.

Special Rules: Frame Gun (see the main rules). Strength = 3. Frames may only fire hail shot. Due to their increased manoeuvrability frames may fire when charged.

0-1 MORTARS**80 points + 5 points per crew**

Very rarely used in open battle these pieces were best suited to sieges.

	M	WS	BS	S	T	W	I	A	Ld	Points
Crew	4	2	3	3	3	1	3	1	5	5
Mortar	-	-	-	-	5	2	-	-	-	60

Crew: Each machine has a crew of three or four.

Equipment: The crew are armed with swords.

Special Rules: Mortar (see the main rules).

0-2 PETARDS**20 points + 5 points per petardier**

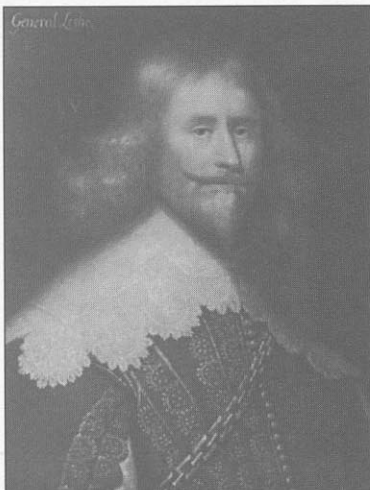
If you are assaulting a structure or fortification, you may include up to two petard teams.

	M	WS	BS	S	T	W	I	A	Ld	Points
Petardier	4	2	3	3	3	1	3	1	5	5

Crew: Each petard team consists of up to three petardiers.

Equipment: Swords.

Special Rules: Petardiers are *skirmishers*. See rules for Petards in the Units section.

PERSONALITIES**ALEXANDER LESLIE (EARL OF LEVEN) (1582 - 1661)****120 points**

vastly experienced general who saw extensive service, fighting for Gustavus Adolphus in the 30 Years War, he was the overall commander of the main Government army in England between 1644 and 1646. Also present at Dunbar, he survived capture and lived out his days on his estate.

	M	WS	BS	S	T	W	I	A	Ld	Points
Leslie	8	4	4	4	4	3	5	2	9	120

Equipment: Sword and horse.

Options: May have light armour (+1 point) or heavy armour (+2 points). May have pistols.

Special Rules

If Leven is nominated as the Army General then any unit in the army within 12" may use his Leadership value when it takes a Leadership test.

Due to his years of experience Leven can judge the ebb and flow of battle and always seems to be in the right place at the right time. At the end of his side's turn he may take an extra move, although he may not use this to charge or if he is already fleeing.

THE SCOTS

ROYALIST FORCES



Like their English cousins, the Scots were divided between King and Parliament in all of the outbreaks of armed conflict between 1639 and 1650. Unlike the Royalists south of the border, the Scottish Royalists were always a small force and therefore only able to control small areas of the country. They never had a capital or rival government as the English had at Oxford, or a standing army. Instead powerful landowners raised ad hoc forces and led, often short-lived, campaigns against the Covenanters of the Scottish Government.

Alliances were made and broken as the nobility and other great men of Scotland manoeuvred to take advantage of the instability of the King and the English Parliament. The majority of Scots forces who fought for Charles should use the Scots Government army list, their troops and styles of fighting being little different.

One force however was different. The Marquis of Montrose managed to lead a disparate collection of regulars, irregulars, and foreign mercenaries, in a series of campaigns in which he won a succession of victories over more professional forces and commanders.

This army list is designed to reflect the forces of Montrose and his subordinates such as MacColla between August 1644 and July 1647.

MONTROSE

James Graham, the fifth Earl, and later the first Marquis of Montrose, is one of the most remarkable characters of the Civil Wars. He is to some the 'hero cavalier', to others a turncoat villain, and murderer.

In 1639 he fought for the Covenant Government against the King's supporters in Scotland. From 1640 he became more concerned by the growing power and arrogance of the Kirk, and the machinations of the then Earl of Argyll. Both sides became suspicious of his intentions. Argyll did everything in his power to discredit Montrose and prevent him gaining the King's trust and the King's advisors were wary of this turncoat who had so recently fought against His Majesty's supporters. They preferred to rely on the Duke of Hamilton, another powerful Scot, instead.

When Montrose rode south to warn the King in 1643 of the Scottish Government's likely intention to join the Rebel English Parliament he was ignored. Not until the autumn of 1643 with the Scottish army crossing the border in support of Fairfax did Charles realise his mistake and turn to Montrose to help his Scottish cause.

The Earl of Antrim, the King's newly negotiated ally in Ireland, offered a plan to form an army to subdue the Covenant Parliament. The plan was for three forces, from Antrim in Ireland, from England under Montrose, and from other loyal Scots under Huntly, to join together in Scotland. The plan was highly ambitious and perhaps doomed to failure from the start. However, in 1644 Montrose set off northwards, the King's Lieutenant General in Scotland.

THE IRISH BRIGADE

The Earl of Antrim raised a brigade of regular Foot as the Irish contingent of his planned three pronged attack on Scottish Parliament forces. The brigade was raised from available men in Ulster: Scots-Irish, Anglo-Irish and Hebrideans, but the main were probably Irish from Ulster and Connaught. Most would have been veterans from the wars in Ireland & Flanders.

The brigade was made up of three regiments, led by Colonels MacDonnell and O'Cahan, and Major Laghtman. The brigade itself was led by the colourful Highlander, Alasdair MacDonald. This brigade of regular troops was the cornerstone of Montrose's force, and an important part of his victories. Without reinforcements, and rapidly dwindling numbers, their destruction at Philiphaugh meant the end of Montrose's force.

As regular troops they would have been clothed and fought in the same manner as other pike and shot armed Foot. The only exceptions would be that some of the Irish wore trews rather than breeches, and that the habit of cutting down pikes to a more handy length would appear to have been prevalent.

As well as the Irish Brigade there were other regular regiments of Foot, such as the marvellously named Strathbogie regiment, that were mustered as part of Montrose's force.

SPECIAL RULES

As you will see, Scots Royalist forces are somewhat unorthodox compared to the other three army lists. The following special rules reflect the unique character (and hardships) of Montrose's troops.

AMMUNITION SUPPLY

Montrose's forces were often short of equipment. Whether they possessed, as is often quoted at Tippermuir, "only a single round of ammunition a piece" they were certainly always short of powder. All shot in this army may only fire twice (unlike other shot, who can fire four times) before needing re-supply.

SUPPORT OF FRIENDLY HORSE

Any Irish Brigade Foot or Highlanders from this army list, unlike regular infantry, may charge enemy cavalry. Due to their dire shortage of Horse, Montrose's forces often had to closely support their own Horse with Foot. This doesn't mean this is necessarily a good idea, just that they were desperate enough to do it!

ARMY SELECTION

Staff

(Including Personalities and Lifeguards)

Up to a quarter of the points value of the army.

Horse

Up to half of the points value of the army.

Foot

At least a third of the points value of the army.

Special Units & Highlanders

Up to half of the points value of the army.

Train of Artillery

Up to one model gun may be used in the army.

Personalities (If permitted)

Up to a quarter of the points value of the army.

HISTORY OF MONTROSE'S CAMPAIGNS

1644

- August The Marquis of Montrose crosses the border in secret and .. raises the Royalist standard at Blair Castle.
- September Montrose wins the Battle of Tippermuir and takes Perth. Marching northwards Montrose wins the Battle of Justice Mills outside Aberdeen, and takes the town.
- October Argyll brings Montrose to bay at Fyvie, but can not finish his wily opponent who escapes northwards for the winter.

1645

- February Montrose wins a decisive victory over Argyll at Inverlochy after marching his forces over highland passes in the snows of winter.
- April After failing to take Dundee, Montrose is pursued back in to the hills by Baille.
- May Hurry is defeated by Montrose at Auldearn.
- July Baille defeated by Montrose at Alford.

August

Montrose defeats Baille again, effectively dispersing his forces at Kilsyth.

September

David Leslie catches Montrose at Philiphaugh, and destroys what remains of his tiny army. Montrose and his few remaining companions flee into the Highlands once more.

1646

July

Montrose failing to raise new support, and ordered to surrender by the King, disbands his remaining forces and leaves Scotland.

1647

May

MacColla and the remaining Irish are defeated and scattered by Leslie in the West Highlands.

July

The surrender of the garrison at Dunyveg castle effectively ends the campaigns of Montrose's forces.

1650

May

Landing in the far north of Scotland in support of Charles II, Montrose is captured and executed as a traitor.

STAFF



0-1 MAJOR GENERAL

100 points/model

The Major General will be the most senior officer in the army and will therefore be in overall command. Such an important individual will be a wealthy member of the gentry and will have the latest in equipment (and fashion!) at his disposal.

	M	WS	BS	S	T	W	I	A	Ld	Points
Major General	8	4	4	4	4	2	4	2	8	100

Equipment: Sword. Mounted on a horse (you can't expect a gentleman to walk!).

Saving throw: 6

Options:

The Major General may be a *galloper* or a *trotter* (see Units section). If you elect to make him *trotter*, his Movement is reduced to 6.

May have light armour (+1 point), heavy armour (+2 points) or cuirassier armour (+3 points). May be armed with a brace of pistols (+2 points).

Special Rules

If nominated as the Army General then any unit in the army within 12" of the Major General may use his Leadership value when it takes a Leadership test.



he Staff represent the senior of commanders of Montrose's army.

Leaders of smaller forces, although often wealthy and gentrified, were often motivated more by the availability of loot and settling old scores than by obeying the orders of their political or military masters. This was especially prevalent in the highlands where the 'art' of raiding for profit was practised with zeal!

It is possible that for small forces there may be no separate leaders, the leader of one of the regiments involved being in command but having no special characteristics.



0-2 COLONEL GENERAL

50 points/model

Colonel Generals may either be included as additional commanders in an army, or may be the Army General if there is no other General character present.

	M	WS	BS	S	T	W	I	A	Ld	Points
Colonel General	8	4	4	3	4	2	4	2	7	50

Equipment: Sword. Mounted on a horse.

Saving throw: 6

Options:

May have light armour (+1 point), heavy armour (+2 points) or cuirassier armour (+3 points). May be armed with a brace of pistols (+2 points).

The Colonel General may be a *galloper* or a *trotter* (see Units section). If you elect to make him a *trotter*, his Movement is reduced to 6.

Special Rules

If nominated as the Army General then any unit in the army within 12" of the Colonel General may use his Leadership value when it takes a Leadership test.

HORSE

3 April 1645

The Self-Denying Ordinance is passed by the Commons



At the start of his campaign Montrose had no units of Horse whatsoever. This would have been a crippling deficiency in the lowlands or in England. In the rougher terrain of the north of Scotland the lack of Horse was less serious but still a concern for Montrose and his commanders.

Some troops of Horse did join Montrose later but it was the defection of Lord Gordon's Horse, from the Scottish Government's army to Montrose, that provided the major mounted contingent.

Units of Horse would have suffered the same shortages of equipment and suitable horseflesh as their Government counterparts. They would have been equipped and fought in the same manner as other Horse units in the wars.

Montrose was lucky if his forces could muster any Horse at all. Even when joined by the regular squadrons of Lord Gordon's regiment, the Royalist Horse were usually outnumbered. Other units of Horse were seldom more than independent troops of volunteers. One such troop was commanded by a Captain Blackadder (who was doubtless accompanied by a smelly sidekick with a cunning plan!).

Mobility was as important for Montrose as for other commanders and some small units of mounted shot were formed. In some instances troops from the Irish Brigade fought as dragoons.

Montrose sometimes had regular Scottish regiments at his disposal such as the famous Strathbogie regiment. Such units were equipped and fought in the traditional manner for 17th Century Foot.

On rare occasions there were sufficient horses to mount small units of shot. These were often used in operations in support of the Horse, when mobility and firepower were required. The horsemen of the Irish Brigade also fall into this category.



HORSE

	M	WS	BS	S	T	W	I	A	Ld	Points
Royalist Troopers	6	3	3	3	3	1	3	1	7	10
Gordon Horse	8	4	3	3	3	1	4	1	8	16

Equipment: Sword. Mounted on horse.

Saving throw: 6

Options:

- Promote one trooper to *Leader* for +8 points
- Promote one trooper to *Cornet* (Standard Bearer) for +16 points
- Promote one trooper to *Trumpeter* (Musician) for +8 points
- Any unit may have pistols (+2 points). Up to one unit may have carbines (+2 points). Any unit not armed with pistols may have lances (+1 point).
- Gordon Horse may have light armour (+2 points).

Special Rules

Royalist Troopers are *Steady trotters*.

Gordon Horse are *Veteran gallopers*.



0-1 DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Points
Raw Dragoons	8	2	2	3	3	1	2	1	6	8
Mounted Irish	8	4	3	3	4	1	4	1	8	18

Equipment: Dirk or sword, and musket. Mounted on a horse.

Saving throw: 6

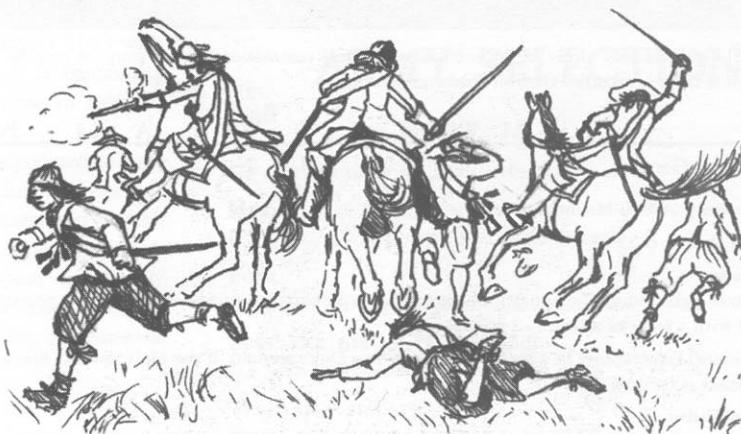
Options:

- Promote one Dragoon to *Leader* for +8 points
- Promote one Dragoon to *Cornet* (Standard Bearer) for +16 points
- Promote one Dragoon to *Drummer* (Musician) for +8 points

Special Rules

See the main rules for Dragoons in the Units section. Note that standard Dragoons are *raw* troops.

Mounted Irish are *Veteran* troops, they are also *stubborn* and *bate* any unit accompanied by Ministers.



FOOT



THE IRISH BRIGADE

	M	WS	BS	S	T	W	I	A	Ld	Points
Irish Pike	5	4	3	3	4	1	4	1	8	12
Irish Shot	5	4	3	3	4	1	4	1	8	16

Equipment: Sword or dirk. Pike or musket (depending on troop type).

Options:

- Promote one soldier to *Leader* for +5 points
- Promote one soldier to *Ensign* (with the Colour) for +10 points
- Promote one soldier to *Drummer* (Musician) for +5 points

Special Rules

Up to two units of shot and a unit of pike may be regimented together (see Units section).

The Irish Brigade are *Veteran* troops. The Irish are *stubborn* and *bate* any unit accompanied by Ministers.



Montrose's ability to begin his campaign, let alone have any success, was in part due to the solid cadre of professional soldiers known as the Irish Brigade.

When they had been formed in Antrim they would have most probably been equipped, like all regular units of Foot of this period, as pike and shot. In the more rugged terrain north of the Clyde, with less likelihood of facing mounted troops in the open, the musket would have become the preferred weapon. However, there is plenty of evidence to support the continued use of pikes as well.

Cut off from easy retreat and friendly territory, the Irish Brigade were desperate men, expecting execution if captured by the Calvinist Government forces who loathed these 'Catholic mercenaries'.

Montrose sometimes had regular Scottish regiments at his disposal such as the famous Strathbogie regiment. Such units were equipped and fought in the traditional manner of 17th Century Foot.



SCOTS FOOT

Pike	M	WS	BS	S	T	W	I	A	Ld	Points
Raw Pike	4	2	2	3	3	1	2	1	6	3
Steady Pike	4	3	2	3	3	1	3	1	7	6
Shot	M	WS	BS	S	T	W	I	A	Ld	Points
Raw Shot	4	2	2	3	3	1	2	1	6	5
Steady Shot	4	2	2	3	3	1	3	1	7	7

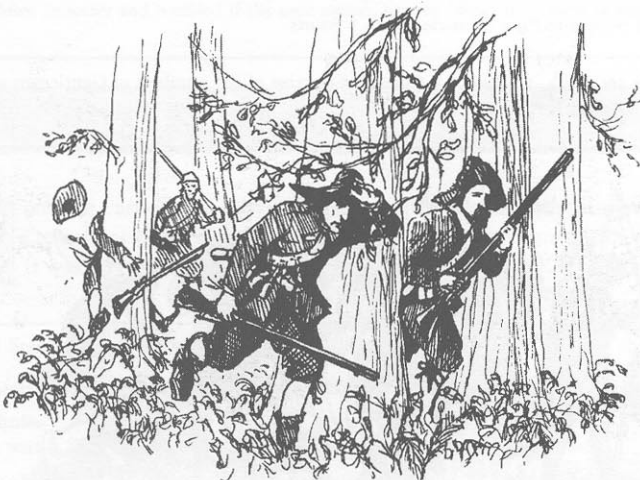
Equipment: Sword or dirk. Pike or musket (depending on troop type).

Options:

- Promote one soldier to *Leader* for +5 points
- Promote one soldier to *Ensign* (with the Colour) for +10 points
- Promote one soldier to *Drummer* (Musician) for +5 points

Special Rules

Up to two units of shot and a unit of pike may be regimented together (see Units section).



HIGHLANDERS

9 May 1645

The Battle of Auldearn. Montrose's Gordon Horse smash Urry's Covenantors



he part of
Montrose's
nomadic army
that most often

captures the imagination are the units of Highlanders. However, during the wars both sides made great efforts to recruit regular regiments, or to form companies of Highlanders into existing regular regiments, rather than trust to the irregular Highland forces.

Montrose's readiest means of new recruits during his campaigns were from the Highland Clans. These were not regular soldiers but irregular feudal levies, called up by their Clan Chiefs. They were sometimes poorly equipped and often motivated more by the chance of plunder and settling old scores than by grand strategy. These troops were despised and feared by their lowland cousins.

To add a little extra atmosphere, Highlanders are formed into Clans rather than units or regiments. Highland Gentlemen, if present, are always taken off as casualties before Clansmen, simulating the fact that they were placed in the front ranks and exposed themselves, by example, to greater danger!



HIGHLAND GENTLEMEN

14 points/model

These are the Clan Chiefs, their families, relations and closest, faithful retainers. Armed with an eclectic mix of weapons from the 17th and earlier centuries, they are fearsome opponents, but difficult to control in the heat of battle.

	M	WS	BS	S	T	W	I	A	Ld	Points
Highland Gentlemen	5	4	3	3	4	1	4	1	8	14

Equipment: Dirk or broadsword, musket.

Options: Any unit may have targes (+1 point), claymores (two-handed sword) (+2 points), lochaber axes (halberds) (+2 points). Any unit may exchange their muskets for longbows at no points cost.

- Promote one trooper to *Piper* (Musician) for +5 points

Special Rules

Highland Gentlemen are *Steady* troops and subject to *rash* behaviour.

If more than half the Clan are Highland Gentlemen then the whole Clan will take any Leadership test using the Gentlemen's Leadership value and are treated as *Steady*. Otherwise the whole Clan use the Rabble's Leadership and are treated as *Raw*.

A Clan with more than eight Highland Gentlemen causes *fear* in any troops with a Leadership less than 7.

Highland Gentleman may employ a Highland Charge (see below).

Highland Charge

This takes the place of one round of firing for the sake of ammunition usage. The unit declares a charge as normal, but before any troops are moved, and before the target of the charge responds, the Clan may fire a volley. This shooting is worked out outside of the normal turn sequence, and it ignores the normal restriction of moving and firing. Any wounds caused count toward the final mêlée result, assuming of course that the target of the charge stands for the mêlée, and that the Clan themselves charge home. There is the normal -1 to hit for moving and firing.

If, following a Highland Charge, the Clan win the first round of combat then the enemy units automatically break. If the enemy is *stubborn* roll 1D6: on a 1-3 they are broken, on a 4-6 they fight next turn.

A Clan can only use a Highland Charge for their first charge in a battle.



HIGHLAND RABBLE

4 points/model

The majority of Highlanders were poorly equipped levies following, with a varying degree of enthusiasm, their feudal masters.

	M	WS	BS	S	T	W	I	A	Ld	Points
Highland Rabble	5	2	2	3	3	1	2	1	6	4

Equipment: Mixed highland weapons. The Rabble are best represented with figures carrying a variety of weapons. Once in a battle the rabble may fire a single volley counting half the figures in the unit as using carbines.

Options: Up to one unit of Rabble may have longbows (+2 points).

- Promote one trooper to *Piper* (Musician) for +5 points

Special Rules

Highland Rabble are *rabble* and *Raw*. All Clans, irrespective of the numbers of Gentlemen and Rabble, have a Highland Charge.



TRAIN OF ARTILLERY



0-1 FALCONETS, etc

40 points + 5 points per crew

These smaller field pieces were mobile enough to keep up with the infantry.

	M	WS	BS	S	T	W	I	A	Ld	Points
Crew	4	2	3	3	3	1	3	1	5	5
Light Gun	—	—	—	—	4	1	—	—	—	40

Crew: Each machine has a crew of two or three.

Equipment: The crew are armed with dirks or swords.

Options: The Light Gun may be given a pack-horse at a cost of 5 points. It takes half a turn to pack the Light Gun on to, or off, the pack-horse. It can move at normal (4") speed when mounted on its pack-horse with at least one crew.

The crew can be mounted on nags for +5 points per crewman. The whole crew and gun can then move 8" instead. It cannot move and fire.

Special Rules

Light Gun (see the main rules). Range = 30", Strength = 6, no save.



Montrose's forces were rarely able to muster all of the necessary experts and materials to run an artillery train. At best his forces were able to field the occasional light field piece. This made it nearly impossible for Montrose's forces to lay siege to enemy fortifications.

PERSONALITIES



JAMES GRAHAM

140 points

(FIFTH EARL, and later FIRST MARQUIS OF MONTROSE) (1612-1650)

"One of the most illustrious persons of the age in which he lived". Clarendon



Montrose was one of the remarkable leaders of the Civil Wars. He managed to lead a hotch-potch force of Irish regulars and feudal irregulars throughout Scotland, defeating the Government forces time and again until finally brought to book at Philiphaugh.



	M	WS	BS	S	T	W	I	A	Ld	Points
Montrose	8	5	4	4	4	3	5	3	10	140

Equipment: Sword and horse.

Options: May have light armour (+1 point). May have pistols (+2 points).

Special Rules

As the Army General, any unit in the army within 12" may use his Leadership value when it takes a Leadership test.

Montrose was a master of taking advantage of the terrain available. Before the battle starts you may move or remove any one piece of terrain anywhere on the battlefield. Also, up to one unit may be hidden out of sight on the enemy's side of the board during deployment. This must be written down in secret and revealed if the unit moves, fires or comes in to view of any enemy unit.



0-1 ROYAL STANDARD

100 points



Montrose carried the Royal Standard of Scotland with him when he left Oxford after being made the King's Lieutenant General in Scotland. It was raised on August 30th 1644 on a small hill called Truidh near Blair Castle. It was a symbol of the Royalist force's loyalty to the King and their defiant intent to fight for His Majesty's cause.

	M	WS	BS	S	T	W	I	A	Ld	Points
Royal Standard	8	4	4	3	4	2	4	1	8	100

Equipment: Sword and horse. Options: May have light armour (+1 point). May have pistols (+2 points).

Special Rules

Any unit within 6" of the Royal Standard may re-roll any failed Leadership tests.

If the Royal Standard is captured then any Royalist units within 6" must take an immediate Panic test.



ALASDAIR MACDONALD (MacCOLLA, The 'Devastator')

120 points



Alasdair was the younger son of Colkitto of Iona and Colonsay, a cadet of the Clan Donald of Islay and Dunyveg. He was a large and courageous war leader, the epitome of the Highland hero. He learnt his trade in war in the raid and counter-raid of the Highlands, as well as in the Ulster wars, where he gained a fearsome reputation. MacColla, as he was known, held a commission from the King to raise the Clans in the west of Scotland, the Highlands and Islands, for the Royal cause. He was the actual commander of the Irish Brigade, it's titular commander being Alexander MacDonnell, the brother of Ragnald Og MacDonald, Marquis of Antrim who had raised the force.

	M	WS	BS	S	T	W	I	A	Ld	Points
MacColla	8	6	6	5	5	3	5	3	9	120

Equipment: Sword and horse.

Saving throw: 6

Options: May have light armour and targe (+2 points). May have pistols (+1 point) and claymore (two-handed sword) (+2 points).

Special Rules

If Montrose is not present then, as the Army General, any unit in the army within 12" of MacColla may use his Leadership value when it takes a Leadership test.

May fight dismounted with a Movement rate of 5".

MacColla causes *fear* in any troops with a Leadership value less than 7.



0-1 MACCOLLA'S LIFE GUARD

18 points/model

A small part, perhaps no more than two companies, of the Irish Brigade were styled as MacColla's Lifeguard; his most trusted followers from the Hebrides and Highlands.

	M	WS	BS	S	T	W	I	A	Ld	Points
Lifeguard	5	4	4	3	4	1	4	1	8	18

Maximum unit size: 6 figures.

Saving throw: None

Equipment: Dirk or broadsword, musket.

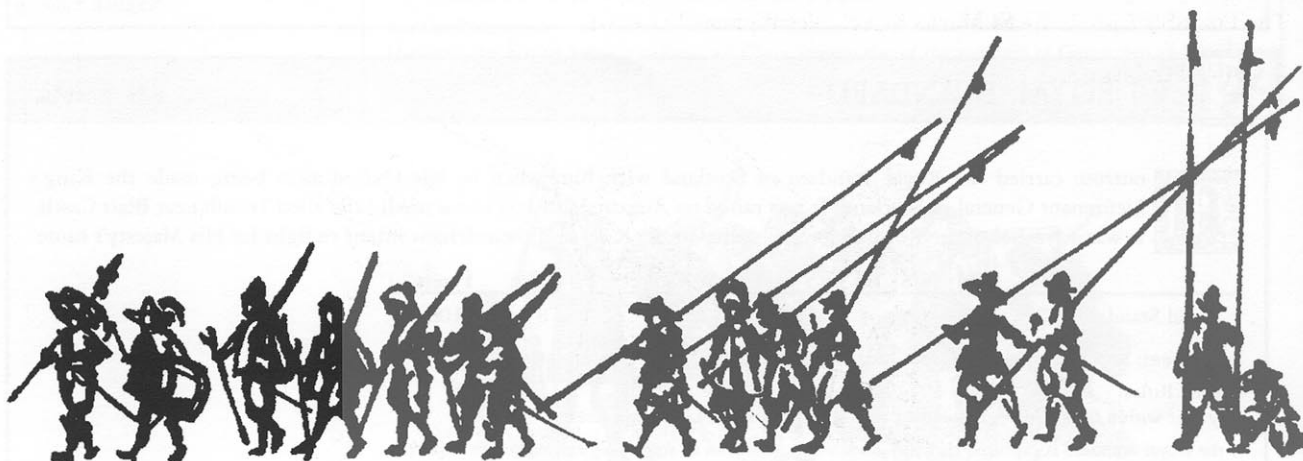
Options:

- May have targe (+1 point) or claymore (two-handed sword) (+2 points).
- May have Ensign for +10 points
- Promote one Lifeguard to *Leader* for +8 points
- Promote one Lifeguard to *Piper* (Musician) for +8 points

Special Rules

MacColla's Lifeguard are *Elite* troops and can only be used if MacColla is present in the army.

Like the rest of the Irish Brigade they are *stubborn* and *bate* any unit accompanied by Ministers.



FURTHER INFORMATION

BIBLIOGRAPHY

- Carlton, Charles *Going to the Wars*. Routledge.
- Hibbert, Christopher *Cavaliers and Roundheads*. Harper Collins.
- Priestley, Rick *1644*. Wargames Foundry.
- Young, Brigadier Peter *Marston Moor*.
- Young, Brigadier Peter *The Royalist Army*.
- Young, Brigadier Peter *The English Civil War*. Methuen.
- Reid, Stuart *All the King's Armies*. Spellmount.
- Reid, Stuart *Scots Armies of the Cavalry*. Osprey.
- Reid, Stuart *Gunpowder Triumphant*. Partizan Press.
- Haythornthwaite, Phillip *Civil War Diary*.
- Reid, Stuart *Gunpowder Triumphant*. Partizan Press.
- Innumerable awesome pamphlets. Partizan Press.
- Seed, Mike & Bull, Stephen *Bloody Preston*. Carnegie.
- Kitson, Frank *Prince Rupert*. Constable.

SOCIETIES

The English Civil War Society, 70 Hailgate, Howden DN14 7ST

The Sealed Knot Ltd, PO Box 2000, Nottingham NG2 5LH

Re-enacting the English Civil War in miniature is great fun. Doing it live in battle re-enactment is an excellent way of getting a feel for the period. My own experience has been with Hoghtons Regiment in the Marquis of Newcastle's Tercio of the Sealed Knot Society. There are many other fine regiments in the Society to join, but I can vouch for that brigade as a home for many wargamers too! Be warned, they are Royalist!

ACKNOWLEDGMENTS

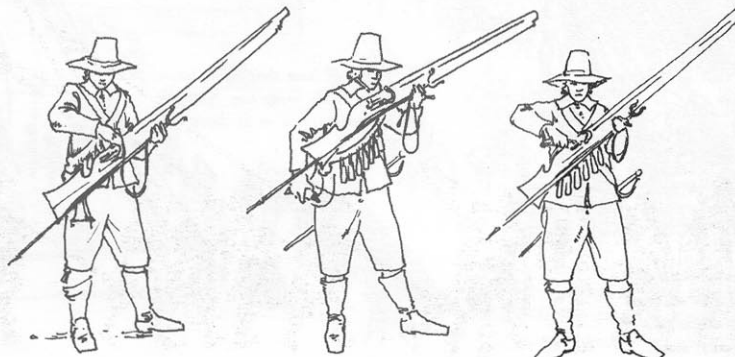
Many people kindly rallied round to get this book finished as my typing skills are less than good, and my drawing skills below zero. Thanks go to Kevin Dalamore, Tom at Games Workshop Dublin, Paul Robins, Chris Bone, John Moore, Wolfrik & Gavin, Talima Fox, Simon Smith, Rowland Cox, Dan Ebeck, Mary, Cheryl Healey, Helen and Sue.

MINIATURES COMPANIES

Perry Miniatures, PO Box 6512, Nottingham NG7 1UJ

The Foundry Ltd, 24-34 St Marks Street, Nottingham NG3 1DE

Redoubt Miniatures



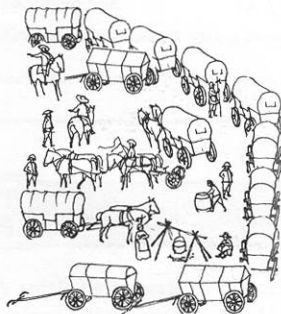
ENGLISH ARMY (mid war)

This army could be either Parliament or Royalist, both fought against the Covenanters. There was little to distinguish the two forces until near the end of the Civil wars. The Foot are drawn up in what was termed the 'Swedish style'.

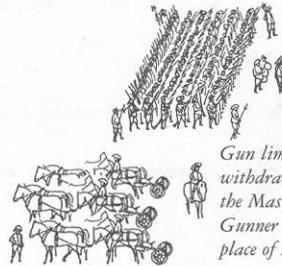


Horse, supported by commanded Shot, form the left rear of the army.

The baggage park in reality could have been placed further to the rear and was frequently guarded, as here, by musketeers and firelocks.



Camp followers and civilians inhabit the baggage and will shortly be treating the wounded.



Gun limbers are withdrawn by the Master Gunner to a place of safety.

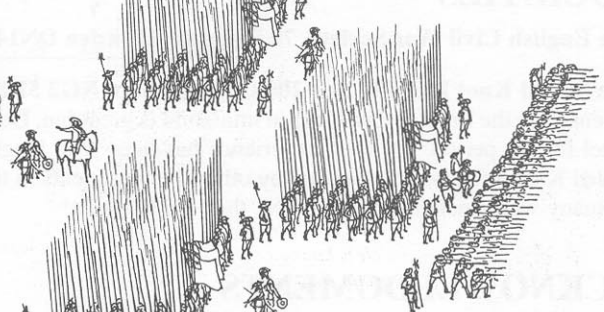
The General encourages his men with a 'Huzzah!' His bodyguard stand ready.



The army's Scoutmaster gallops to report new information to headquarters.

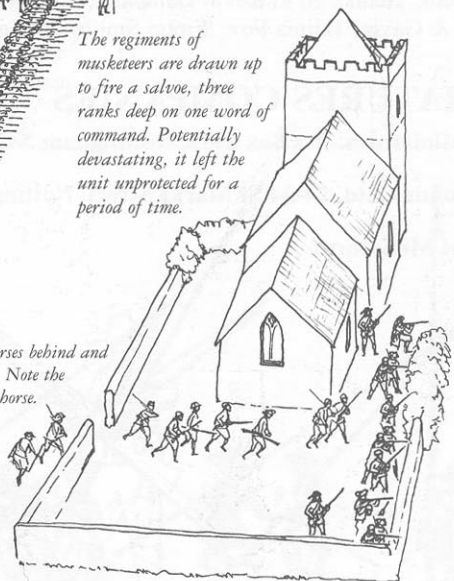


Medium artillery fill in the gaps between tercio.

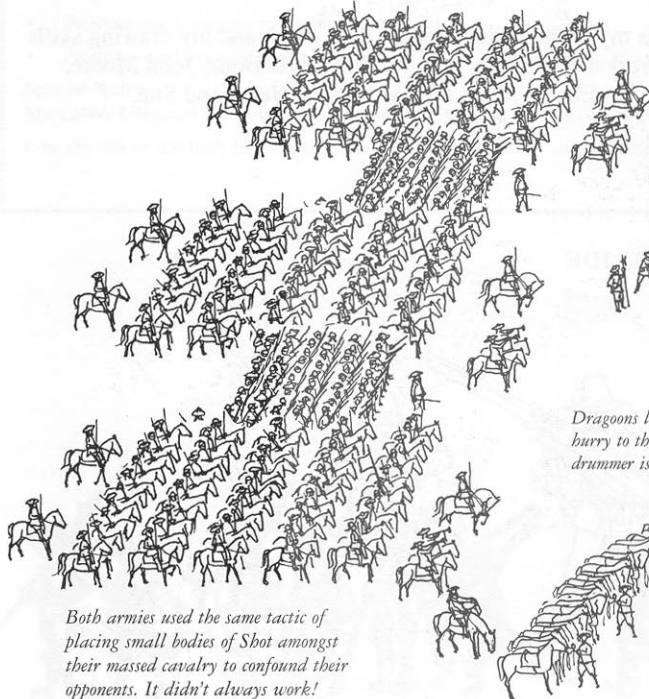


The regiments of musketeers are drawn up to fire a salvoe, three ranks deep on one word of command. Potentially devastating, it left the unit unprotected for a period of time.

Dragoons leave their horses behind and hurry to the firing line. Note the drummer is still on his horse.



Both armies used the same tactic of placing small bodies of Shot amongst their massed cavalry to confound their opponents. It didn't always work!



SCOTS COVENANTERS (1644 – 1651)

Covenanter armies relied on pike heavy regiments of infantry, supported by smaller units of cavalry, some of them lance armed. The Foot are drawn up here in a 'Dutch formation', two regiments forward, one in reserve.

Frame guns are placed forward, ready to engage with case shot at close range.

The regiments' officers are drawn up in front of the files, the colours are massed in the pike stand, a place of honour and safety.

The Covenant General and his staff were sometimes accompanied by a bodyguard.

Four squadrons of Horse, equipped with sword and pistols comprise the right flank.

Heavier guns are placed on a rise to fire over the heads of their supports. They will be firing ball.

The Tercio or brigade commander has stayed mounted to remain visible to his men and to retain mobility.

A Scots regiment drawn up for battle, with the company's pikes massed in the centre and two 'sleeves' of musketeers on the flanks.

A Folorn Hope moves forward to slow and harass the enemy, taking advantage of the cover offered by the fences and buildings.

A colonel, most dismounted for action.

Sergeants, identified by their balberds, steady the ranks and direct the fire of the Shot.

A lieutenant encourages his men.

Two strong troops of lances hold the left flank of the Scots line. They are poorly positioned for a charge and will shortly rally back. Their officers are deployed both in the lead and at the back, Scots cavalry was of variable quality.

WARHAMMER ENGLISH CIVIL WAR SUMMARY

TURN SEQUENCE

1 START OF TURN

2 MOVEMENT

3 SHOOTING

4 CLOSE COMBAT

MOVEMENT

The player whose turn it is moves his troops in the following order.

- 1 DECLARE CHARGES
- 2 RALLY FLEEING TROOPS
- 3 COMPULSORY MOVES
- 4 MOVE CHARGERS
- 5 REMAINING MOVES

CHARGE AND REACTIONS

Charge! – Charge at double normal move rate. If unable to reach its target the unit moves a normal move. Once a charge has been declared the enemy declares its reaction. A charging unit may not manoeuvre except to make an initial wheel to bring it into line with its target.

Stand & Shoot – You may stand & shoot if the chargers come from more than half their charge move away. Work out casualties immediately.

Hold – The unit stands and takes the charge.

Flee! – The unit turns tail and runs. The unit is immediately moved its standard flee distance (2D6"/3D6") away from the chargers. Fleeing troops may not shoot.

Fire & Flee! – Combines Stand & Shoot with Flee. A unit can stand and shoot and then flee – reducing distance fled to D6"/2D6".

Counter charge – The unit may charge its chargers if it possesses this ability.

MANOEUVRES

Wheel – A unit may wheel as many times as you wish except in a charge, where the unit may wheel once to line itself up with the enemy. The distance moved is the longest distance covered by the model on the outer edge of the wheel.

Turn – A unit can turn during its movement. All the models remain in place but turn either 90° to their left or right, or 180° to face the rear. A unit must surrender a quarter of its movement to turn.

Change Formation – A unit may add or reduce number of ranks in which it is deployed by 1 by surrendering half its movement. A unit may add or reduce the number of ranks by 2 by surrendering all of its movement.

Reform – A unit can reform during its movement by adopting a new formation facing whatever direction you wish. Reforming troops cannot move further or shoot that turn.

TERRAIN AND OBSTACLES

Troops cross difficult ground at half rate. This includes woods and most scenery including steep hills. Ordinary hills are not considered to be difficult ground and may be moved over at normal rate.

Troops move across very difficult ground at a quarter of normal rate. Very difficult ground such as sheer slopes or very thick woods is unusual in games.

Obstacles – Includes fences, walls, hedges and other linear features. Troops surrender half their movement to pass over an obstacle.

MARCHING

Marching troops move at double pace with their weapons shouldered. A unit may not march if there are enemy within 8" at the start of the turn. A marching unit may not turn, change its formation, or reform, but it may wheel normally. A marching unit may not shoot with missile weapons.

FLEEING TROOPS

Troops fleeing during their Movement phase move towards the nearest table edge, avoiding enemy and obstructive terrain where possible. Infantry units move 2D6" all mounted units move 3D6". Fleeing units do not have a strict formation – they are arranged into a rough mass of models and moved as a single confused and tangled body.

PANIC

Roll 2D6. If you score equal to or less than the unit's Leadership value you have passed. If you roll more than its Leadership you have failed. A unit that fails a Panic test will flee in the same way as a unit broken in hand-to-hand combat or a unit which flees when charged.

- 1 – Test at start of your turn if there are fleeing friends within 4".
- 2 – Test if friendly unit within 12" is broken in hand-to-hand combat.
- 3 – Test if charged in the flank or rear whilst engaged in combat.
- 4 – Test if fleeing friends are destroyed by charging enemy within 4".
- 5 – Test if General is slain.
- 6 – Test if you suffer 25% casualties from shooting in a single Shooting phase.

GENERAL AND BATTLE STANDARD

General Any unit within 12" of the General may test using his Leadership value.

Royal Standard Any unit within 6" of the standard may re-roll a failed Leadership test.

HAND-TO-HAND COMBAT

All models whose base touches an enemy model's base may fight. A model may make as many attacks as shown on its profile. If the model carries a weapon in each hand, it may make +1 extra attack.

Order of Attack. Models who charged that turn fight first. Otherwise models attack in order of descending Initiative value.

Roll to Hit. Determine the D6 score required to hit using the To Hit chart. Roll a D6 for each attack. Pick out the dice which have scored hits.

Roll to Wound. Determine the D6 score required to wound using the Wound chart. Roll a D6 for each hit scored. Pick out the dice that have scored wounds.

Roll to Save. If opposing troops have a saving throw then this is taken before models are removed. Roll a D6 for each wound suffered. The score needed for a successful save is shown on the Saving Throw chart.

Resolve Combat. Once all troops involved have fought determine who has won. See *Combat Results*.



TO HIT CHART

Compare attacker's WS with defender's WS to find the basic D6 roll needed to hit.

		DEFENDER'S WEAPON SKILL									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S WEAPON SKILL	1	4	4	5	5	5	5	5	5	5	5
	2	3	4	4	4	5	5	5	5	5	5
	3	3	3	4	4	4	4	5	5	5	5
	4	3	3	3	4	4	4	4	4	5	5
	5	3	3	3	3	4	4	4	4	4	4
	6	3	3	3	3	3	4	4	4	4	4
	7	3	3	3	3	3	3	4	4	4	4
	8	3	3	3	3	3	3	3	4	4	4
	9	3	3	3	3	3	3	3	3	4	4
	10	3	3	3	3	3	3	3	3	3	4

If enemy is behind a **defended obstacle** you need a 6 to hit.

COMBAT RESULTS

Each side adds up the number of wounds it caused and adds any of the following bonuses that apply. The side with the highest score wins.

- +1 **Infantry rank bonus** +1 for each rank of infantry behind first to a maximum of +3
- +1 **Standard** If any units in the combat have standards
- +1 **High Ground** If you are uphill of your enemy
- +1 **Flank Attack** If attacking an enemy in the flank
- +2 **Rear Attack** If attacking an enemy in the rear
- +1 **Outnumbering** If you outnumber the enemy

Break Test. The loser must take a Break test for each unit involved in the combat. The test is taken on the unit's Leadership value minus the difference in the combat results score. Roll 2D6. If the result is equal to or less than the number required the unit has passed. If the score is more than that required the unit has failed and is broken.

Broken units turn and flee directly away from their enemy once all combats have been resolved. Friendly units within 12" of a unit that breaks must take a Panic test to see if they flee as well. These tests are taken when all combats are resolved, but before broken units flee. Units reduced to less than five models are broken automatically.

BREAK AND FLEE

Troops who break and flee move 2D6" away from the enemy if they are infantry, or 3D6" if they are mounted units. Fleeing units are destroyed if caught by their pursuers.

Fleeing troops continue to move 2D6" or 3D6" in their own Movement phase towards the nearest table edge. Fleeing troops can do nothing else. If they leave the table they are removed. If charged they must flee and are destroyed if caught.

A fleeing unit may attempt to rally in its Movement phase. Roll 2D6. If the score is equal to or less than the unit's Leadership it has rallied, otherwise it continues to flee. A rallied unit may reform but may do nothing else that turn. A unit must have at least five models to rally.

PURSUIT

Troops who win a combat must pursue their foes if they flee. Once fleeing troops have moved the pursuers roll to see how far they pursue. Infantry units move 2D6", mounted units move 3D6". If the pursuers move further than the fleeing troops they have run down their foe and the fleeing troops are destroyed. Pursuers are moved forward the full distance indicated.

If pursuers clash with fresh enemy then hand-to-hand combat is fought in the following turn as normal – the pursuers count as charging. Troops may avoid pursuit by testing against their Leadership. If the player rolls equal to or less than the unit's Leadership it does not have to pursue.

SHOOTING CHART

The player whose turn it is shoots with troops which have missile weapons. The player nominates and shoots with one unit at a time.

WEAPON	RANGE	STR	NOTES
Pistol	8"	3	Save -1
Carbine	16"	3	Save -1
Musket	24"	4	Save -2
Longbow	30"	3	–
Grenadoes	4"	4	3" template

TO HIT CHART

BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

- 1 Shooting at a charging enemy
- 1 Shooting at long range (over half range)
- 1 Shooting while moving
- 1 Shooting at a single character
- 1 Target is behind soft cover – such as a hedge or wood
- 2 Target is behind hard cover – such as a wall or building
- +1 Shooting at a large target
- 1 Shooting at skirmishers
- 1 Shooting at a small target
- +1 First time unit has fired



TO WOUND CHART

		TARGET'S TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S STRENGTH	1	4	5	6	6	–	–	–	–	–	–
	2	3	4	5	6	6	–	–	–	–	–
	3	2	3	4	5	6	6	–	–	–	–
	4	2	2	3	4	5	6	6	–	–	–
	5	2	2	2	3	4	5	6	6	–	–
	6	2	2	2	2	3	4	5	6	6	–
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

SAVING THROW CHART

ARMOUR	INFANTRY	CAVALRY
None	None	6
Light	6	5 or 6
Heavy	5 or 6	4, 5 or 6
Cuirassier	4, 5 or 6	3, 4, 5 or 6

A target adds +1 in hand-to-hand combat only.

SAVING THROW MODIFIERS

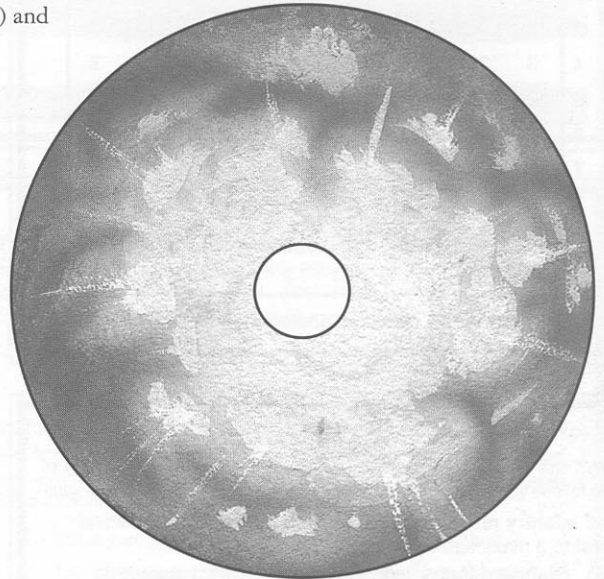
STRENGTH	4	5	6	7	8	9	10
MODIFIER	-1	-2	-3	-4	-5	-6	-7

BLAST MARKERS

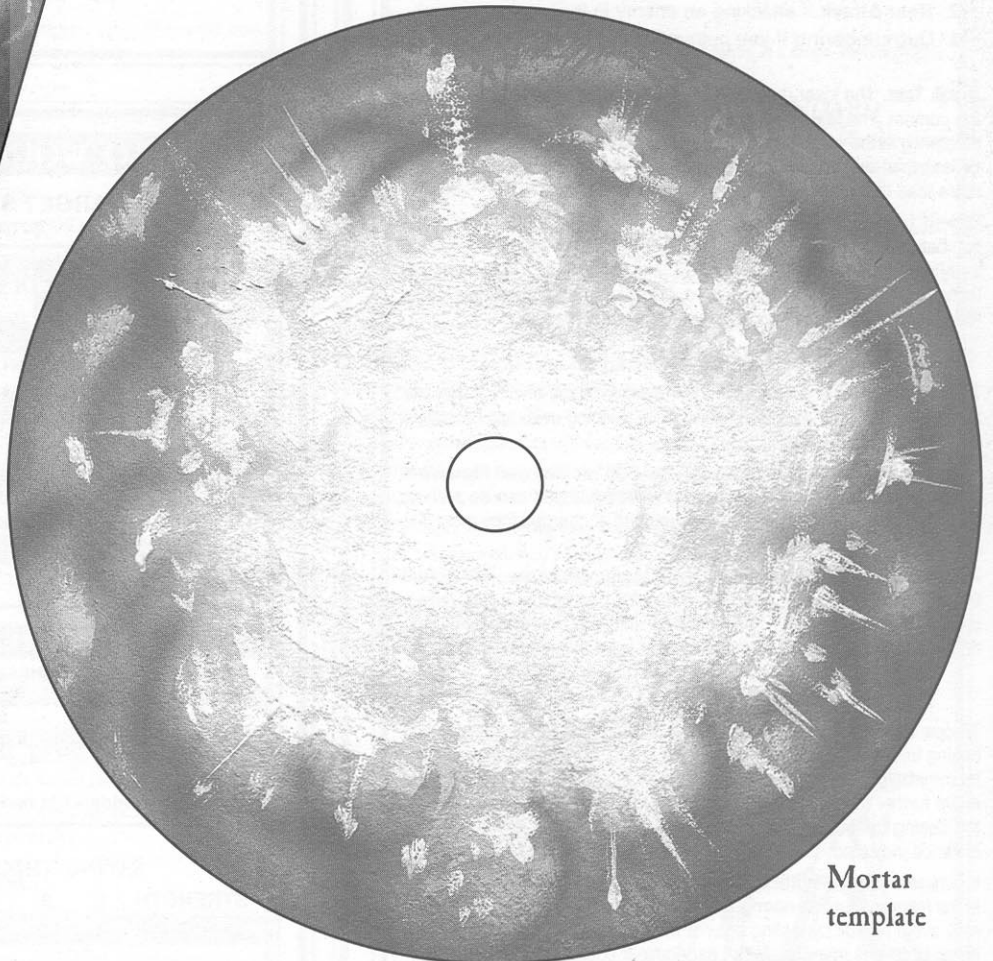
To use these templates simply photocopy them, stick them to a piece of scrap card (old cereal packets are ideal) and cut them out.



Hail shot template



Grenade template



Mortar
template

ENGLISH CIVIL WAR PRINTS



*Musketeer,
Lord Roberts's Regiment of Foot - 1643*



*Musketeer,
Colonel Charles Essex's Regiment of Foot - 1642*



*Officer,
Irish Foot - 1644*



*Musketeer,
Strathbogie's Regiment of Foot - 1644*



*Pikeman,
Strathbogie's Regiment of Foot - 1644*



*Musketeer,
Irish Foot - 1644*

Military Archive & Research Services are delighted to offer six magnificent prints of soldiers of the English Civil War era, by the renowned military illustrator Rick Scollins, for only £14 per set, including postage and packing within the UK.

Each print, on good quality art paper, measures 9"x12", and is ready for framing. Each is captioned with the name of the regiment and the soldier's rank.

Within the UK, cheques/postal orders should be for £14, made payable to Military Archive & Research Services and must include a return address with post code.

Outside the UK, International money orders or cheques drawable on a UK bank should be for £16, made payable to Military Archive & Research Services and must include a return address with zip code.

All orders should be sent to:

ECW Prints Offer, Military Archive & Research Services,
Main Street, Braceborough,
Lincolnshire PE9 4NT. UK

Orders will normally be dispatched within 48 hours of receipt,
but please allow 28 days for delivery.



*Musketeer,
Colonel Charles Essex's Regiment of Foot - 1642*

WARHAMMER

English Civil War

In England 1642 the land is torn by internal conflict. All men must rally to the banner of the righteous.

Will you be for King, Covenant or Cromwell? "In this Warr Without an Enemy".

- Complete rules for fighting English Civil War tabletop battles.
- Comprehensive campaign system, including a map of 17th Century Britain.
- Painting and Collecting your Civil War Army.
- Army lists for Covenanters, Montrose, Parliamentarians and Royalists.
- Illustrated with artwork and photographs, including live action shots of the Sealed Knot Society.

PRODUCED BY
WARHAMMER HISTORICAL WARGAMES

ISBN: 1-84154-145-1



5 011921 951024 >

With thanks to all our friends at Games Workshop for their help and encouragement.

Games Workshop & Warhammer are UK registered trademarks of Games Workshop Ltd and are trademarks of Games Workshop Ltd in other countries around the world.



MADE IN
THE U.K.

PRODUCT CODE
60 04 02 99 008