

VICTORY WITHOUT QUARTER

*Being a Set of Quick Play Rules for the English Civil War
by Clarence Harrison*



Forward

Having been through nearly every set of commercial rules for the period I could find, I decided to take a stab at writing my own. It's not that I found anything wrong with the rules available, but they didn't fit exactly what I was looking for. I wanted a card based system with simple mechanics that would allow me to play battles with eight to twelve units per side in an evening. I also wanted to be able to field my units on multi-figure stands and have a way to keep track of battlefield losses without resorting to rosters or figure removal. What follows are the results of my efforts. There is nothing revolutionary about these rules - they have been inspired by many contemporary rule sets on the market, as well as traditional authors like Featherstone and Grant.

These rules are not designed for competition play and not every situation that could arise is covered. If questions come up use common sense to work them out or, failing that, choose two likely results (usually your interpretation and that of your opponent) and roll a die to decide the outcome. These rules have not benefitted from exhaustive play testing, but the games I've run so far have worked well and seem to capture the feel of the period. Feedback would be welcome! Nothing is set in stone at this point.

The rules are designed for 28mm figures although they should be easy enough to adapt to 15mm by halving the base sizes and replacing all references to "inches" with "centimeters".

The title for the rules was the field word for William Waller's army at the Battle of Cropredy Bridge.

1 - Organizing Your Army

These rules assume a scale of 20 to 30 men per figure. ECW regiments vary wildly in size so some abstraction and standardization was necessary for my purposes. I have also assumed a standard 2:1 shot to pike ratio for foot regiments. There are suggestions in the Optional Rules for foot regiments with two to four stands in other ratios. At this time, I use the conventions shown in chart 1.1.

If your army is based in a different manner, I doubt it will have an adverse effect on the rules as long as both sides are based the same.

In addition, at several points the rules refer to "markers". These could be chits of paper but I use single figures of an appropriate type on 30mm round bases.



Casualty Marker

Horse units may be fielded in regiments of two to four squadrons. The Order Deck (see below) contains only one card for the unit. If squadrons are detached (moved more than four inches from the other squadrons in the regiment), they still all act on the same card. An Officer card may be used to give orders to the regiment, but only if the squadrons are within four inches of each other and only if all of the squadrons are given the same order. Otherwise, an Officer card may only be used to issue orders to one squadron. Each squadron is treated as an individual unit for purposes of casualties, morale, etc



Reload Marker

As this set is not intended for competitive play, there are no army lists, point values, or army composition tables. The best armies are those

modeled after a particular battle or campaign. My own Parliamentary army is based on William Waller's army at the Battle of Cropredy Bridge.

2 - The Order Deck

A card driven turn system is the central feature of the game.

You will of course have to make your own set of cards. The ones I used when play testing were just printed on paper, but I recommend that you glue these to squares of card. Spraymount, as used by paste-up artists, is good for this. You might like to glue each paper square to in the middle of a playing card and shuffle and deal them just as if you were playing a card game.

(Alternatively, you can just make up simple cards or chits with the name of your units and officers marked on them; the smallest size of file card from an office supplier is very convenient)

The Order Deck consists of one card per unit. When a unit's card is drawn, the commanding player may issue one order to the unit.

Hold

The unit will attempt to hold it's position. This order may also be issued to rally shaken or routing units, allowing such units to test Morale. If beyond enemy musket range (twelve inches) a Steady unit under hold orders may remove a Reload Marker.

Move

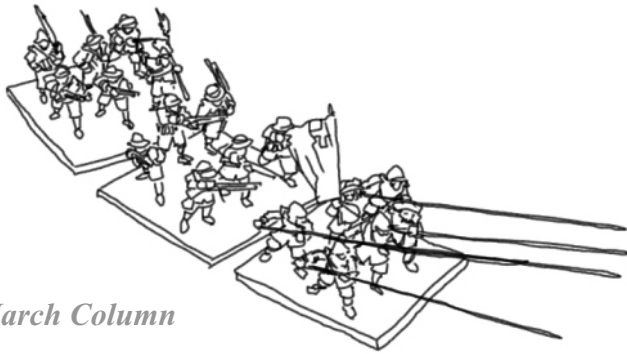
Foot regiments move four inches. Horse regiments move eight inches. Cuirassier regiments move six inches. Limbered light guns move six inches. This is reduced to half in rough terrain or if the unit crosses a linear obstacle. A unit in Open Order may move through rough terrain with no penalty. If the unit is in a March Column, it may double these distances. Units in Pike Stand formation may not move.

1.1 - Unit Organization

Unit Type	Models/Stand	Base Size	Organization
Foot	5-6	60x60mm	Regiment of three stands
Commanded Shot	5-6	60x60mm	Regiment of two stands
Horse	2-3	80x60mm	Squadrons of two stands
Artillery	1 gun + 2-3 crew	80x120mm	Battery of one stand
Brigadier	1	40mm round	Commands 2-5 units
C-in-C	2-3	60mm round	Commands army

Maneuver

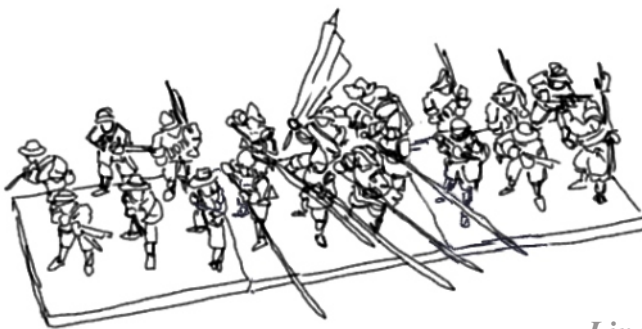
The unit may change facing or formation. If the unit only changes it's facing by forty-five degrees or less, it may also make a half move if in open terrain. Formations include March Column, Line, Open Order, and Pike Stand (Foot only). Dragoons may mount or dismount and make a half move.



March Column

Charge

Foot regiments may only charge foot that is Shaken, in Open Order, in a March Column, or defending an obstacle. Foot gain no movement bonus as they lumber forward with their pikes. Horse may charge Steady foot or horse, but must pass a Morale test to do so. Horse need not test Morale to charge units that are Shaken, in Open Order, or in March Column. Horse may charge up to sixteen inches if Gallopers and twelve inches if Trotters. Cuirassiers charge up to nine inches regardless of type. Horse may not charge a defended obstacle. In any case, the target unit must be directly in front of the attacking unit.



Line

Other Cards

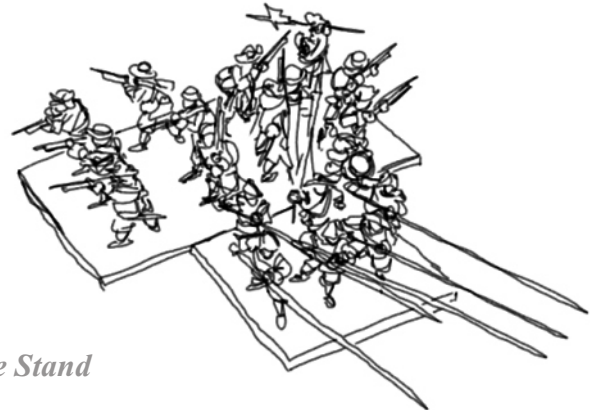
In addition to the unit cards, there are two Artillery cards, two Reload cards, one Turn Over card (reshuffle the Order Deck and start a new turn), and one Officer cards for each C-in-C and Brigade Commander. Custom cards may be



Open Order

added for specific scenarios (reinforcements arrive, engineer tasks, etc). If a game involves less than eight units per side, you may want to reduce the Artillery and Reload cards to one.

Astute readers will notice that the Turn Over card will probably come up somewhere in the middle of the deck before all of the units have had a chance to act. This is done to add a more dynamic flow to the battle and create more tension. No longer will generals be able to carefully measure the placement of units conveniently beyond musket range, but just within charge range. With Officer Cards giving the general the ability to give additional orders to units within range you should find that you can usually move the units you want to... usually.



Pike Stand

Each brigade should be issued general orders in writing at the beginning of the game (attack the enemy left, hold a defensive position along a specified line, etc). Units of the brigade should be issued orders in general compliance with the battle plan unless new written orders are issued by the C-in-C, either in person or via courier.

3 - Commanders

An Officer card may be used to issue orders to any unit in his command and simultaneously move the officer twelve inches. A Brigade Commander may issue orders to any unit in his

brigade within six inches. A C-in-C may issue orders to any unit in his army within twelve inches.

A C-in-C may issue orders to any unit in the army by Courier. A Courier moves 3d6 inches per round (on the C-in-C's card), but any doubles on the dice indicate the order has gone awry (Courier killed, order misunderstood or ignored, etc). A shaken or routing unit may not be rallied by a Courier. A C-in-C may only have one Courier on the board at any time.

A commander may be attached to one unit in his command, giving that unit bonuses to melee and morale. If attached to a unit, his Officer card may only be used to issue orders to that unit or to break contact with the unit. If the unit suffers a Casualty Marker while a commander is attached, the commander must make a 3+ save if the marker is a result of shooting and a 5+ save if the marker is a result of melee. Failure indicates the removal of the command stand. If a unit with an attached commander routes, the commander is swept along with the unit. If a routing unit is destroyed by pursuit, the commander is captured or killed at the discretion of the enemy.



Sir Arthur Heselrigge

Shaken and suffer penalties to its effectiveness. If a Shaken unit fails a Morale test, they will Route (the details of these conditions are explained in the combat and morale sections).

Each unit also has a number of Hits it can absorb before being reduced to point where it is no longer a viable military formation. If a unit takes a single Hit from artillery, it must pass a Morale test or suffer the consequences mentioned above. If a unit takes three Hits from one artillery, shooting, or melee attack the unit is given a Casualty Marker representing a more permanent reduction in its fighting ability. If the number of Casualty Markers equals the number of stands in the unit, the unit is removed from the table.

Hits do not accumulate from turn to turn. If a unit survives the results of taking the Hits, they are dropped and cause no further effects. Hits represent a test of the unit's resolve more than actual battle losses. However, when the unit suffers three Hits it represents significant lead ripping through the unit and more tangible losses, thus the placement of the Casualty Marker and a Morale test. No record keeping, no rosters, no stand removal. The Casualty Marker threshold was set at three because that's what seemed to work best on the tabletop with the number of dice I allotted for shooting/melee/etc. Two Hits was too easy to achieve and four was rare with Saving Throws. Steady units have some staying power and are impossible to destroy with a single round of fire. Units are more likely to fail morale tests and quit the battlefield than be wiped out by fire which is more accurate to the period.

4 - Unit Status

Units should be classified as Raw, Trained, or Veteran. Horse units should additionally be classified as Gallopers (cavalry that brandished their swords and fell upon their foes at a gallop like an avalanche) or Trotters (cavalry that advanced, ummm... at a trot and fired their pistols at the enemy in the hopes of softening them up before closing).

All units begin the game as Steady, representing troops that are ready to execute their orders to the best of their ability. Battlefield losses, panic, and other factors will cause a soldier to re-examine his commitment to his cause. The first failure of a Morale test will cause a unit to be

5 - Artillery

When an Artillery card is drawn, all of the gun batteries from both sides may be issued orders. Field Guns may not be moved other than to turn them up to forty-five degrees so the only order they receive is to fire! Light guns may do one of the following per order: move and unlimber,

unlimber and fire, fire and limber, or limber and move.

Artillery must have a line of sight to it's target, but may fire over friendly units if positioned on higher ground, providing there are no friendly units within eight inches of the target.

Roll 3d6 for each stand of artillery. Each result of 4+ scores a Hit. If a target unit suffers at least one Hit, it is forced to make a Morale test. If a unit suffers three Hits in a single turn, in addition to the Morale test, a Casualty Marker is placed. Targets in Open Order gain a 4+ save against any resulting Hits.

A Shaken battery rolls only 2d6. If the target is enfiladed or in Pike Stand or March Column (i.e. the gun may draw a line of site through more than one stand of the same unit), artillery rolls 4d6.

Counter Battery Fire

If an enemy artillery unit is the target, roll as normal, but the target gains a 5+ save against any resulting Hits.

6 - Shooting

Units must target the closest enemy unit unless they pass a Morale test. A unit's field of fire is restricted to a band directly in front of the unit. Ranges are measured from the front edge of the center of the firing unit to the closest part of the target unit.

Roll 3d6 for each stand of shot or 2d6 for each stand of horse in a squadron. Score a Hit on a 5+.

If the hit modifiers result in a target number of "7" or more, it is still possible to hit, though unlikely. Roll the appropriate number of dice as normal. For each die that scores a "6", you may re-roll one die and consult the following table:

If the target number was "7", you hit on a 4+.
 If the target number was "8", you hit on a 5+.
 If the target number was "9", you hit on a 6.
 You cannot hit if the target number was "10".

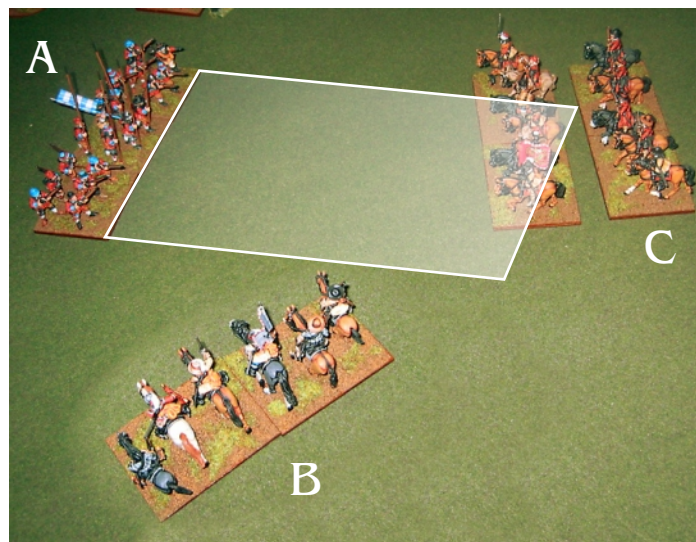
5.1 - Artillery Fire

Roll 3d6 for each stand of artillery. Score a hit on a 4+.

Range:	Field Gun	0-6" Short	7-18" Medium	19-36" Long
	Light Gun	0-3" Short	4-9" Medium	10-18" Long

Modifiers: +2 Short Range, -2 Long Range.

Cover: Soft cover has no effect on Artillery. Hard cover adds one range category, but is considered destroyed on a 5+. Units in Hard Cover can't be hit at Long Range, but their cover can be destroyed.



Example of Shooting: Unit A's Order Card is turned. Having no desire to move closer to the horse regiments threatening them, their captain gives the order to fire. Even though Unit B is closer, it does not lie in Unit A's field of fire. Unit C is in the target area, although just barely.

The range is measured from the center of the firing unit to the closest part of the target unit; ten inches in this case. Deciding to risk firing at long range, the Captain gives the order.

The target number to hit is 5+, but in this case there are two modifiers. The unit suffers a -1 penalty because they are firing at Long Range, but gain a +1 bonus for Volley Fire because they are fully loaded (although a Reload Marker will be placed after resolving the shooting). The modifiers cancel each other and the target number is still 5+.

Unit A rolls 6d6 (pike stands do not count for shooting) with the results 1, 1, 2, 5, 5, and 6. Three Hits! At long range, Horse Units gain a 6+ Saving Throw to nullify any Hits. Unit C rolls 3d6 with the results 2, 5, and 6. One Save. Unit C suffers two Hits, but fortunately for them, no Morale test is required. Had Unit C failed all three saves, they would have suffered Three Hits, a Casualty Marker would be placed, and they would have to pass a Morale test or be Shaken.

The two Hits suffered are now dropped, causing no lasting effects and a Reload Marker is placed next to Unit A.

Firelocks add 1d6 per stand. Shaken units subtract 1d6 per stand. Foot in Pike Stand subtract 1d6 per stand, but may fire in any direction.

Volley Fire

This represents a unit that is fully loaded. In the heat of battle, a unit's fire may become ragged and less effective. After a unit fires, a Reload marker is placed beside the unit. A unit with a Reload Marker does not get the +1 Volley Fire bonus. The marker remains until a Reload card appears in the Order Deck (all markers in play are removed from both sides) or until the unit is issued Hold orders and is beyond musket range of enemy foot.

Dragoons

Treat as foot when dismounted. There is little evidence of dragoons firing effectively when mounted so they will only be allowed to fire when on foot.

Saving Throws

Some units may avoid suffering Hits with a successful Save: Cuirassier Medium Range 6+, Cuirassier Long Range 5+, Horse Long Range 6+, Artillery 5+.

6.1 - Shooting by Foot Units

Roll 3d6 for each stand of shot in a regiment. Score a hit on a 5+.

Range: 0-4" Short, 5-8" Medium, 9-12" Long.

Modifiers:

+1 Short Range	-1 Long Range
+1 Volley Fire	-1 per Casualty Marker
	-1 target in Open Order
	-1 target in Soft Cover
	-2 target in Hard Cover

6.2 - Shooting by Horse Units

Roll 2d6 for each stand of horse in a squadron. Score a hit on a 5+.

Range: Horse halt 8" from the target unit, but are assumed to be firing at short range as the files ride forward, discharge their pistols, and retire. Note that this applies only to horse classified as trotters. For these rules, it is assumed that gallopers will always charge to contact without stopping to fire.

Modifiers:

-1 per Casualty Marker
-1 target in Open Order
-1 target in Soft Cover
-2 target in Hard Cover

7 - Melee

To initiate a melee, a unit must be given Charge orders. If the unit fails to contact it's target (i.e the target is out of range), it makes a normal move instead and must move the full distance. The target of the charge may attempt to respond in several ways:

Stand and Fire

Foot regiments and trotter horse regiments may elect to Stand and Fire. Work out the shooting as normal except that the range will be 2d6 for foot and 1d6 for horse. Veterans subtract two from this roll, while Raw troops add two. If the dice result is higher than the distance the charges started from, the target does not have time to fire. In addition, if the total is higher twelve (for Raw units) the unit has fired too soon and will have no effect. If the fire results in any Hits, the charging unit is forced to make a Morale test, with failure indicating the Charge falters. The chargers must then halt at the range they were fired on, but will do so in good order (i.e. not Shaken).

Form Pike Stand

Foot regiments may attempt to form a Pike Stand formation if threatened by horse, but the attackers must be more than half their charge range away or the defenders do not have time to do so. The unit must pass a Morale test to successfully complete the maneuver. Failure means the unit is Shaken and remains in their original formation.

Evade

Steady horse regiments may elect to Evade. The target unit rolls 3d6 and is moved that distance toward it's own table edge. It is automatically Shaken to represent the disorder of hasty flight. If the Charger still has enough movement to reach the target, it is destroyed. An Evading unit that escapes continues to move 3d6 toward it's table edge on it's turn unless successfully rallied.

Foot units with Pikes are too cumbersome to attempt to Evade. Other foot units (commanded shot and dragoons on foot) may attempt to Evade if in Open Order, although their move distance is only 2d6.

Counter Charge

Steady horse regiments may elect to Counter Charge. Galloper regiments must attempt to do so. The unit must pass a Morale test, just as if it

initiated a charge. If successful, the Charger is moved 2d6 inches toward the target, and the remaining distance is halved between the two. If the Chargers total is sufficient to reach the target or if the target fails it's Morale test, the target is caught at the halt.

Stand

The rare unit without firearms may elect to stand their ground and receive the charge.

Artillery and Melee

Artillery units may not stand and fire. Artillery units do not fight back in melee and are considered overrun and scattered if contacted. If an artillery unit is successfully charged, it is removed from the board.

7.1 - Melee Combat

Units that succeed in charging to contact and their targets roll dice according to their type: Foot 2d6, Horse 3d6, Cuirassiers 4d6, Dragoons (mounted or on foot) 2d6. Score a hit on a 4+. Horse that charge foot in a Pike Stand only hit on a 6+ regardless of other modifiers.

Modifiers:

+1 Veteran -1 Raw

+1 Horse Charge

+1 High Ground -1 per Casualty Marker

+1 Officer Attached

-2 Horse if not charging (caught at the halt by enemy horse or after the first round of combat).

Shaken units subtract 1d6 per stand. Horse cannot charge a defended obstacle.

Horse Regiments

When several horse squadrons are brigaded together in regiments, they only need to make one Morale test to allow the entire regiment to Charge. If they succeed in charging home, the first squadron fights in the first round as normal. In the second and subsequent rounds, the supporting squadron behind the first is also allowed to fight although they do not count as Charging and suffer the -2 penalty for horse after the first round of combat. If they lose, each squadron must test Morale (including a third or fourth even though they do not fight), starting with the squadron in contact with the enemy. If the first Squadron fails, the second suffers a -1 penalty. If the first two fail, the third suffers a -2 and so on. The squadron closest to the enemy is also the one to suffer Casualty Markers.

Saving Throws

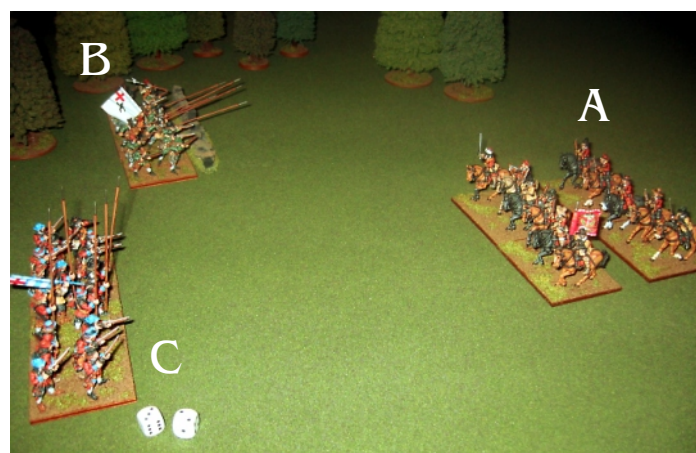
Some units may avoid suffering Hits with a successful Save: Steady Pike 4+, Cuirassier 5+, Horse 6+

Combat Results

The side that causes the most unsaved Hits is considered the winner, the other the loser. The loser is automatically pushed back two inches. The loser must also make a Morale test. Failure of a Steady unit causes the unit to become Shaken. Failure of a Shaken unit causes it to Route 2d6 inches if foot or 3d6 inches if horse.

The winning unit must pursue unless it passes a Morale test not to do so. Pursuit distance is the same dice as for routers. If the Pursuit roll is higher than the Route roll, the fleeing troops are destroyed.

If a Routing unit is Charged, follow the same procedure as Evading. If the Routing unit fails to escape, it is destroyed and removed.



Example of Melee: Unit A's Order Card is turned. The unit is classified as Veteran Gallopers. The Captain declares a Charge against Unit C. Unit B is possibly closer, but does not lie within the charge arc, and in any case is defending an obstacle. Horse units may not charge a defended obstacle.

The distance between units is fifteen inches, just within Unit A's sixteen inch Charge range. Unit A must pass a Morale test to Charge a unit of Steady foot. The target number is 7+. The Captain rolls 2d6 and gets a 9. Two modifiers apply in this situation: a -1 penalty for horse testing to charge Steady pike and a +1 bonus for being Veteran; they cancel each other out so the test is passed with a 9.

Unit C declares their intent to Stand and Fire. They roll 2d6 to determine at what range they can shoot with a result of 5.



Unit A is moved to within five inches of Unit C, who then rolls 6d6. Unit C is fully loaded so they gain a +1 modifier meaning they only need 4+ to cause Hits. The results are 1, 1, 1, 3, 5, and 6. Two Hits! There is no Save for horse at Medium Range so Unit A is forced to test Morale to avoid their Charge faltering. This time, the only modifier that applies is the +1 bonus for being classed as Veteran. The 2d6 rolls comes out as a 12 anyway and the test is easily passed with a total of 13. Since they passed it, they Charge home and are moved into contact with their target.

A Reload Marker is placed on Unit C.



Unit A Charges Unit C and rolls 6d6. The normal target number is 4+, but because the unit is Veteran and Charging Horse, it gains a total +2 bonus so it only needs to roll 2+ to score hits. The results of the dice are 1, 2, 2, 4, 4, and 4. Five Hits (ouch)! Steady Pike gain a 4+ Save and roll 1, 1, 3, 4, and 6. Two Saves, but Unit C will suffer a Casualty Marker.

Unit C fights back with 6d6. They have no modifiers (Combat is simultaneous so the Casualty Marker doesn't count against them yet) so they hit on 4+. Their dice are 2, 2, 3, 4, 5, and 5. Three Hits. The Horse are allowed to save and roll 3, 6, and 6 reducing the Hits to one.

Unit C has lost and is pushed back two inches automatically.

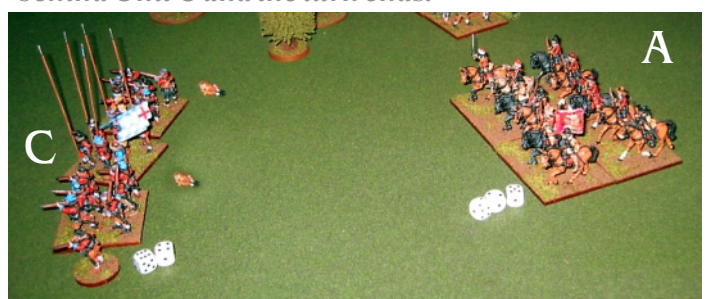


Further more they must make a Morale test or be Shaken. As usual, the target is 7+. They suffer a -1 penalty for the Casualty Marker. They roll 2d6 with the result of 6... 6-1=5. They fail the test and are Shaken. That is the end of Unit A's turn.



Shortly afterwards, Unit C's card comes up. Having no other option, Unit C rolls it's melee dice, reduced to 1d6 per stand because they are Shaken. They also have a -1 penalty to hit because of the Casualty Marker so they need 5+. They fail to score any Hits. Both squadrons of Unit A fight back, rolling 12d6! They need 5+ as well (+1 Veteran, -2 Horse not Charging) and end up with five Hits. Pikes gain no Save when Shaken and are pushed back again, suffering a second Casualty Marker.

Unit C is also forced to test Morale with a -3 penalty and understandably decide they've had enough. They Route 2d6 inches, rolling a 10. Unit A could attempt not to pursue by testing their Morale, but decide to try and catch the fleeing foot. They roll 3d6 and only get a 9! Unit A is placed one inch behind Unit C and the turn ends.



8 - Morale

When a unit is called on to test Morale, they do so by rolling 2d6. A passing result is 7+.

Units test Morale when attempting to initiate a charge against Steady enemy units, when suffering a Casualty Marker from shooting, when suffering a Hit from artillery, and when losing a melee. Horse must test if there is a routing friendly unit within six inches when their Order Card is turned. Foot need only test if there is a routing friendly foot unit within six inches (with the horse dashing back and forth it was hard for a footslogger to tell their state).

8.1 - Morale Tests

When a unit is called on to test Morale, they do so by rolling 2d6. A passing result is 7+.

Modifiers:

+1 Veteran

+1 Brigade Commander Attached

+1 C-in-C within twelve inches

-1 Raw

-1 Shaken

-1 per Casualty Marker

-1 Unsupported (no friendly units within six inches)

-1 Horse testing to Charge Steady Pike

-2 Horse testing not to Pursue.

If a Steady unit fails a Morale test, it becomes Shaken. If a Shaken unit fails a Morale test, it Routes. Either status may attempt to rally if issued Hold orders as long as there are no enemy units within eight inches. A successful Morale test rallies the unit to Steady.

Artillery Morale

An artillery battery can be Shaken, but cannot be routed. The master gunner rounds up more hands from the artillery train, fleeing soldiers, etc. and keeps firing. Of course, if successfully Charged, the battery is wiped out.

9 - Optional Rules

Most of the rules that follow add character rather than complexity.

Artillery Train Guards

One position of artillery may be guarded by a detachment of commanded muskets. Up to two artillery stands may benefit from the protection the guard provides as long as they are deployed

within six inches (with the guard stand between). I use a 60mm round base with three figures to represent this. Treat the marker as a stand of veteran firelocks. They may fire at targets as a normal stand of shot on the Artillery Card, rolling 4d6 and applying all normal modifiers. In addition, if one of the artillery stands under their protection is Charged, they may Stand and Fire. If the artillery stand is overrun, the train guard marker is also removed. They do not fight in melee.

Life Guard

A C-in-C may have a Life Guard unit, represented by a 60mm round base with two mounted figures, one of which bears the C-in-C's standard. Any event which would cause the C-in-C to be captured or removed as a casualty, will instead result in the removal of the Life Guard stand. Obviously, this is a one-shot defense for the C-in-C.

Regiment Variation

Units varied greatly in size during the English Civil War, even from battle to battle. Horse regiments are easily modeled by fielding units in regiments of one to four squadrons. These rules are designed around the fact that the three stand, 2:1 musket to pike foot units look the best on the tabletop. If you would like to attempt to portray specific battles with more accuracy, here are a couple of ideas.

Most Royalist foot regiments were smaller than their Parliamentarian counterparts during the early part of the war, and had a lower ratio of musket to pike. The easiest way to simulate this is to paint regiments of two stands, one of shot and one of pike. The unbalanced appearance of these units can be minimized by fielding two regiments as a single brigade, with the pike stands in the center, as was often done historically.

You can also field three or four small units in Swedish Brigades as the Royalists used at the Battle of Edgehill. Treat the formation as one unit for the purpose of issuing orders, but as individual units for the purpose of morale, casualties, etc (just as with horse regiments and squadrons).

A less favorable way to represent small regiments at a 2:1 ratio is simply to combine pike

and shot together on two stands, with the pike in the center. These units would suffer penalties as though they had a Casualty Marker in place.

Maddening Subordinates

The player takes the role of C-in-C and may issue orders as he sees fit. However, sometimes the personalities of subordinate commanders had a tendency to foul the best laid plans.

Roll for each brigade officer before the game begins. On a 1-3, the officer is considered solid and will enact the C-in-C's orders to the best of his ability. On a 4-6, roll again to determine the ability or personality of the brigadier:

1 - Buffoon. You have been burdened with this man because of his political connections. He must be given command of at least two units. His command card only allows him to move and does not allow him to issue orders directly to units. However, when his card appears, roll a d6. On a score of 5+, he has some insight in how to fight the battle better. He will change the written orders to either attack, with the target being the enemy unit(s) most directly in his sights or withdraw in which case the brigade will try to leave the board. The C-in-C must go in person and contact the brigade command stand. This genius will not respond to a courier.

2 - Reckless. This dashing hero is a man of action and renown. He must be given command of at least two units, often cavalry. Any unit in his brigade must be issued charge orders when in range to do so, regardless of the target.

3 - Fighting Man. A man who leads from the front. He must be given at least two units to command. When his brigade comes to grips with the enemy, he will attach himself to the unit most likely to place himself in harm's way. That unit will gain a +1 on all to hit rolls. However, all other units in his brigade suffer a -1 penalty to Morale to simulate the commander's lack of attention to the rest of the battle.

4 - Cautious. This leader is an able, but somewhat pessimistic man. He must be given at least two units to command. When his command card is turned roll a d6. On a 5+, seeing discretion as the better part of valor, he changes the brigades written orders to Hold if unengaged (out of musket range) or withdraw (and then to Hold). The C-in-C may countermand the new order if in

range (twelve inches from the cautious command stand) or may send a courier.

5 - Stupid. You have been burdened with this man because of his political connections. He must be given command of at least two units. When his command card is drawn, roll a d6. On a 5+, he issues a random order to the closest unit in his brigade: 1 - Maneuver, wheel forty-five degrees and advance half a move, 2 - Advance full move, 3 - Withdraw half move, 4 - Fire! regardless of whether or not the unit has a target, 5 - Hold, 6 - Charge! regardless if enemy in range or not, unit makes a double move and is shaken.

6 - Brilliant. This officer is true leader of men. He must be given at least two units to command. He may issue two orders when his command card is turned.



Event Card

One Event card may be included in the Order Deck. Most of the time, the Event will apply to the next appropriate unit, C-in-C, or brigadier card drawn. Artillery Events affect a random battery immediately. Roll 2d6 (different colors read as "10's" and "1's") on the charts provided below:

Commander-in-Chief

Apply the Event to the next C-in-C card drawn.

11 - Brilliant! The C-in-C may issue two orders to units within range.

12 - Rousing Speech! All units within 12" gain a +2 bonus to all Morale tests until the Turn Over card.

13 - Cunning Signal. The C-in-C may issue an order to any unit in his army, even if beyond his command range.

14 - Unhorsed! The C-in-C loses a turn while he chases down his mount.

15 - Wounded! The C-in-C suffers from the attentions of the enemy. Roll 1d6: 1-2 light wound, lose one turn; 3-4 serious, removed, promote random Brigadier to C-in-C; 5-6 killed, removed, all units within 6" tests Morale, must carry on without a C-in-C as the Brigadiers disagree about who should lead.

16 - My Safety Must be Assured! The C-in-C quits the field. All units within 6" tests Morale. Randomly promote random Brigadier to C-in-C (His last order, delivered by courier: Carry On).

Brigadier

Apply the Event to the next subordinate officer card drawn (not C-in-C). All Events apply only to units in the Brigadier's command.

21 - Dashing Hero! May issue two orders to units within 6".

22 - Rally to Me! All Shaken or Routing units within 12" automatically rally, regardless of the presence of the enemy.

23 - Unhorsed! Loses a turn capturing his nag.

24 - Let Us Reconsider... All units in his brigade are immediately withdraw six inches, but may act as normal after this.

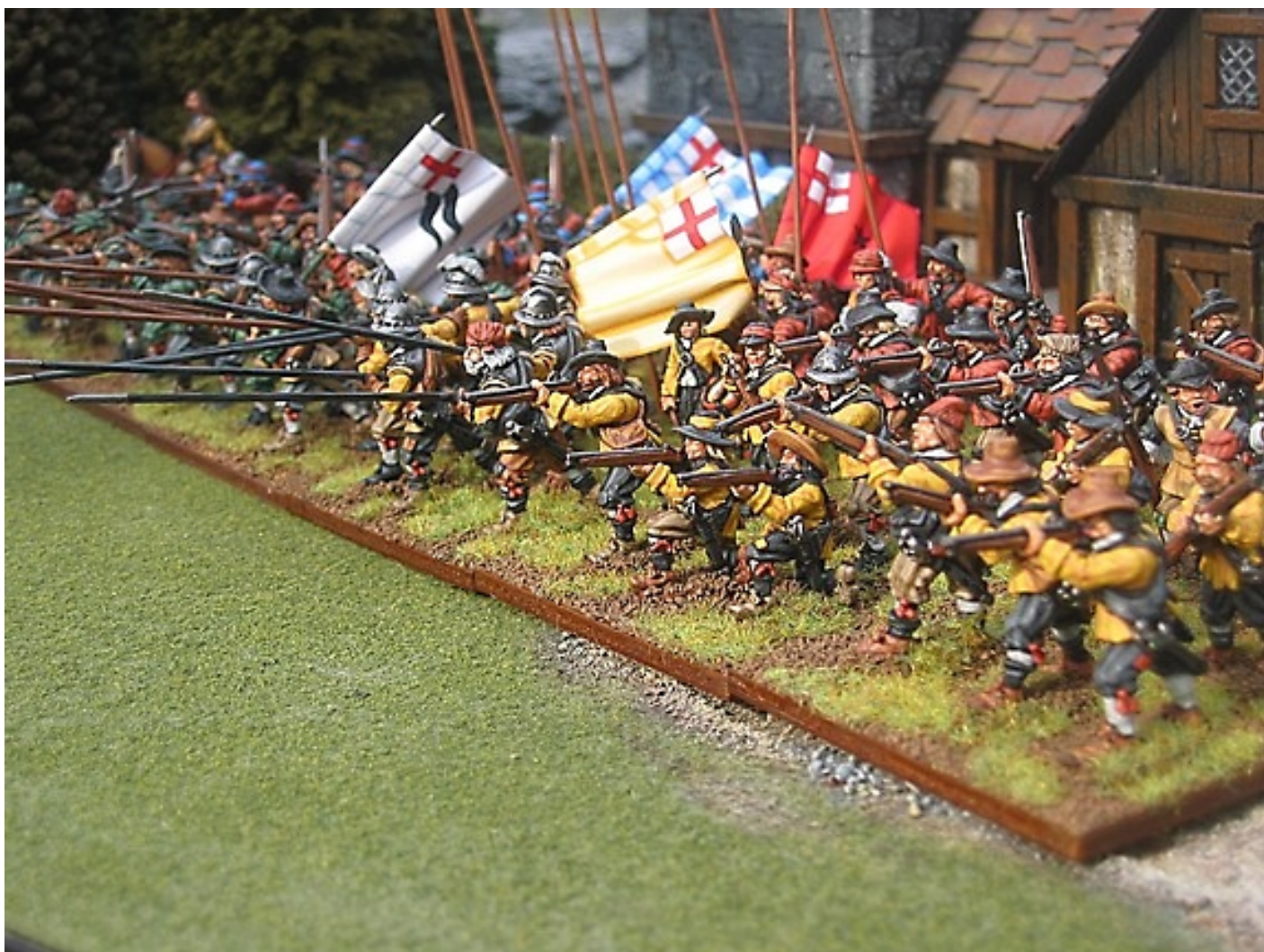
25 - Pig Headed. The Brigadier refuses orders from higher up for the rest of the battle. Units in his brigade may no longer be given orders on the C-in-C card.

26 - Do You Want to Live Forever? Seeking glory, the Brigadier orders all of his units on the attack! Every time a unit card in his brigade is drawn, the unit must move toward the enemy with all possible speed and must declare a Charge if able to do so. The attack will continue until the C-in-C or a Courier with Hold orders moves into contact with the Brigadier to rein him in.

Foot

Apply this Event to the next foot unit card drawn.

31 - For God and King/Parliament! A fire and brimstone sermon from the brigade's cleric (priest/pastor/preacher) steels the men's resolve. The unit gains a +1 Morale bonus for the rest of the game. Place an appropriate marker if you have one so you'll remember!



32 - Sharpshooters. The regiment has some of the finest marksmen in the army. The unit gains +1 to hit with Shooting for the rest of the game. Place an appropriate marker if you have one.

33 - Bad Powder. Poor supplies reduce the effectiveness of the units firepower. The unit suffers a permanent Reload Marker for the rest of the game.

34 - AAAIGH! Startled by a flock of quail bursting from the undergrowth, the unit panics and fires into the air. Place a Reload Marker and lose a turn.

35 - We Can't Win! The regiment no longer thinks this is a good idea. The unit loses a turn. Furthermore, if Steady, the unit becomes Shaken. If Shaken, the unit Routes!

36 - We're for Home! The regiment has been away from their families for too long. It deserts to a man and is removed immediately.



Horse

Apply this Event to the next horse unit card drawn.

41 - Charismatic Captain! The unit's leader is a man in line for promotion! The regiment may be issued two orders!

42 - Splendid Mounts. A finer example of horse flesh can't be found! Increase the regiment's move by 2" for the rest of the game.

43 - Ware the Flank! Dust clouds on the flank (nearest the unit) cause their captain to detach a squadron to scout. One squadron is immediately removed and will not return until the unit's card is drawn again. When it does, it is placed on the table up to one move from the edge where it would have went to investigate. It moves as normal in the following turns.

44 - Skittish Under Fire. A large number of new mounts shy from gunfire. One squadron is

disordered (treat as Shaken). If all of the squadrons in the regiment are Shaken, one squadron Routes!

45 - Blown Horses. The regiment had to force march to reach the battle and the horses have finally had it. Reduce the regiment's movement by 2" for the rest of the game.

46 - CHARGE! The regiment leaps forward at it's full Charge rate. There is no need to test Morale. If any enemy unit is in range, work out reactions and the combat as normal. If no enemy is in range, the regiment is still moved the full distance and all squadrons are Shaken at the end of the move.

Artillery

Apply this Event to a random artillery battery on the next Artillery card.

51 - Master Gunner! Roll 4d6 for this gun on the next Artillery Card.

52 - Yes, Sir! Right Away, Sir! One gun in range of the C-in-C may fire on that worthy gentleman's card if he is within 12" and gives no other orders.

53 - Low on Ammo. Supplies went missing and this gun fires with only 2d6 for the rest of the battle to conserve ammo.

54 - Friendly Fire. With all of the smoke, the gunners mistake one of your units for one of theirs. Resolve fire against a friendly unit that is closest to the enemy (and in line of sight).

55 - 100 Bottles of Beer on the Wall... the master of this gun passes out as his night of debauchery before the battle catches up with him. The rest of the crew deserts. Remove the gun.

56 - BOOM! "All Thumbs" Thorton dropped the match in the powder bin. Remove the gun.



Battlefield

Apply this Event immediately. Each player rolls 2d6. The high roll wins (or loses, depending on the result)!

61 - Reinforcements! A brigade of 2-4 units arrives unexpectedly on the flank. Roll randomly to determine which one. You will of course be

limited to spare units in your collection (or units removed earlier in the battle). If none are available, this turns out to be a traveling carnival that runs at the first sight of the battlefield!

62 - The Shadow. Your master spy produced valuable intelligence. You may draw the next six Order cards, examine them, reorder them to your liking, and place them back on top of the deck.

63 - The People Love Us! A regiment of Clubmen rally to your banner. The regiment consists of 2-4 stands and should be treated as a Raw Foot regiment. As with Reinforcements above you must have the appropriate unit available or this Event turns out to be members of the local Drinking Guild who promptly pass out in pools best not described.

64 - Damn that Innkeeper! The man must have slipped something into the beer of the party they had last night - obviously a Royalist/Roundhead sympathizer - half of the brigade has been stricken with the runs. Roll a d6 for each unit of the brigade whose card is drawn next. On a result of 5+, place a Casualty Marker next to the unit.

65 - Where Did These Clouds Come From? A sudden rain shower makes muskets and artillery useless. It lasts until the Turn Over card appears.

66 - I Gotta Be Me! On the next unit card drawn, the commander of the regiment announces he can no longer fight for a lie and declares his intention to join the King/Parliament. Roll a d6: 1 Panic sweeps through the unit and it Routes immediately; 2-3 The troops kill their traitorous commander and are Shaken; 4-5 Debate over this surprising news causes the unit to lose a turn; 6 The unit cries "Huzzah!" and immediately changes sides en masse.



Waller's Dragoons