

UNHAPPY KING CHARLES!



BOOK of RULES

Intended to be

A TRUE and EXACT

Relation of

His Majesties

WARRE upon

the COMMONS

This work perfected by
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1.0 INTRODUCTION

In the autumn of 1642 the long foreshadowed clash between Parliament and the supporters of the Royal Prerogative was brought to a head. At Nottingham before a generally uninterested audience the King raised the Royal Standard indicating all who took the field against him were traitors and rebels. Parliament sought to defeat the King militarily (or rather the King's evil counselors for they believed themselves His Majesty's most faithful servants) so as to overturn the Royal Prerogative in matters of tax and defense. In so doing Parliament had the support of by far the majority of the aristocracy, the merchant class and the anti-papists. The King's aim was to defeat Parliament and establish his control of funding so as to permit the full flowering of what he conceived as his divinely sanctioned powers. Into this heady brew came Papists (seeking freedom of religion), Protestant sectaries, rebellious Irish nobles, Scots Presbyterians (fresh from victory over England in the Bishops Wars) and many other parties. Fortunately for England the great nations of Europe were otherwise engaged.

Unhappy King Charles! allows two players to decide whether Commons or Cavalier shall rule in England. Both seek to establish control over the country and of its economic structures. They seek not only to defeat their opponents in battle but also to seize control of the local government of England and Wales.

NB: In these rules any comments or explanations given *in italics* do not form part of the rules themselves. Any references to other rules are given with the numbered rule in parenthesis (e.g. 7.0).

Game Summary

New players please read the Play Book first

Unhappy King Charles! is played over eleven turns, each representing about four months. Brigades of troops combine to form Armies (as defined in 3.0) or garrisons of Fortresses (see 14.0). Only unled Brigades are on the map; the others are placed on the box of their General on the Command Displays. General counters move on the maps.

Movement and other activities require Activation using an Operations Strategy Card (6.0); each Operations Card bears a number showing that card's Operations Points value. The value of the Operations card must be greater than or equal to the General's Strategy Rating (2.2). Armies of five or more Brigades must use a 3 value Operations Card (6.2). Campaign Cards can be used to Activate multiple Generals with Armies of any size. The other cards are Event Strategy Cards, and these cards permit the player to do a number of things—take control of Areas, transfer Brigades, receive new cards, etc. (6.4)—that reflect actual events. The event described on each Event Card may usually be played by either the Royalist or the Parliament player (the card graphics make the distinction), although some cards may be played by either player. If a player holds a card with an Event that does not pertain to him, he may discard it for minor activities (6.4).

The Cards are drawn each turn. There are six decks of cards; three are turn-based in their introduction.

- (1) **Alt-Hist** cards
- (2) **Core Cards** (Both players receive two Core Cards each turn, guaranteeing a minimum level of activity)
- (3) **Early War** cards
- (4) **Mid-War** cards
- (5) **Late War** cards
- (6) **Mandatory** cards

You can store one or more cards in certain circumstances to constitute a reserve (5.5).

Each player must make at least six card plays per turn if he has that many cards available. See rule 5.5 for details. Usually, the Royalist player plays first for the opening turns of the game and the Parliament player plays first in the later turns. See 5.5 for this as well.

Each Mandatory card must be played for its Event during the Turn in which it is drawn (6.5). The war does not actually begin until the "Raising the Royal Standard" Mandatory card is played, though limited activity can occur before this.

Leader counters (8.0) are either Generals (with a Strategy and Battle Rating) or Local Notables (governors of Fortresses). Generals can be Field Generals who operate everywhere, or Regional Generals who can suffer disadvantages when outside their Region. Generals cannot transfer Brigades to other Generals unless Event Cards permit; Brigades remain with their original General until elimination, Dispersal or Desertion takes them. Local Notables can transfer Brigades to friendly Generals.

Brigades come in two types: Veterans (Combat Value 2) and Militia (Combat Value 1). Usually, Militia units must be Recruited before Veterans of that Region. Each Region's Areas and Brigades share the same color. Recruitment is usually limited to the Region of origin. Brigades lost in combat are not available for Recruitment (though some Event Cards can bring them back).

Control of the map is an important part of the game, with Political Control (PC) markers placed on Areas to denote control of that Area. Each Area is either neutral (no PC marker) or controlled (checkered Royalist PC marker or orange Parliament PC marker). These markers are placed:

- before the game begins,
- in the Housekeeping Phase of the game,
- by means of Event or Operations Cards,
- by placement of Local Notable markers,
- by conversion as Armies move across the map,
- by winning Battles, or
- by occupation in the Political Control Phase.

Fortress Areas can be converted only by Event Cards and by Surrender resulting from Sieges.

You can lose the game by not having enough Areas under control (17.2). Control of Areas can be lost if they are Isolated (11.3).

Fresh Brigades are received by Recruitment (7.0). In the Recruitment Phase a number of Brigades are received based on historical levels (subject to availability) at Recruitment Areas or with Local Notables. Control of these Areas is vital. Only units from the correct Region can be Recruited in a Recruitment Area (7.2). Additionally, the use of one Operations Card or one Discarded Event Card per turn permits extra Recruitment (7.3). Royalist Recruitment outside the Recruitment phase is limited to Regional Generals only, though with the bonus that the Brigades can be Recruited straight into the General's Army rather than at a Recruitment Area (7.3.1). Some Event Cards also raise Brigades (6.4). The number of Brigades Recruited each turn reduces during the War. Some of the Brigades which Disperse rather than fight can return during Recruitment (7.1.7).

Armies are usually limited to four Brigades except for a few Generals who can command up to nine Brigades (8.4). Armies can be Subordinated to other Armies (i.e., the Armies combine into one larger Army) if the commanding General has a higher Subordinating Level (9.5). Armies with Generals of the same Level cannot combine. When Armies combine, Brigades still remain with their original General.

Movement is based on Army size. The smaller the Army the faster it can move (9.2). Movement across the map is by means of Areas joined by movement lines. There are three kinds of movement lines (9.3). Control of Areas can change during movement if Movement Points are spent (9.6). Non-moving Armies can attempt Interception (9.7), placing themselves in the path of the moving Army to cause Battle.

Battles are resolved using the Combat Value of the Brigades, the General's Battle Ratings, and (when played) Combat Cards. But before any Battle is fought one side can try to Evade (leave the Area) or Disperse (remove itself before combat)—see 10.1. Losses in combat are not available for Recruitment, although certain cards allow them to be brought back into the game. Drawn and Decisive Victories kill Veteran Brigades (if there are any) first. The loser must Retreat and can suffer further losses if he Retreats through enemy PC markers. Major and Decisive Victories earn extra Strategy Cards.

Each turn Desertion occurs based on a pre-determined level that causes Armies to reduce in strength over the game. Desertion is performed according to criteria that ensure that losses usually occur in the largest armies which are nearest to the enemy (12.0). Armies of 5 or more Brigades will also suffer Supply Attrition losses.

Fortresses cover a wide range of locations. They are ranked by class and their ability to withstand Bombardment. Surrender occurs by Siege or Event Card. Siege requires the attention of an Army for some time (most Fortresses will require more than one Activation to capture). If attacked during that time the Besieger can be forced to abandon the Siege (14.6). Assaults (14.5) can be attempted (at a cost in losses).

Naval rules use the draw of a chit once a year to determine the aggregate degree of naval support for each side (15.0). Naval status can affect Sieges and Recruiting.

The game can be won by an Automatic Victory, by one side failing to control enough Areas, or at the end of the eleventh turn (17.0).

2.0 GAME COMPONENTS

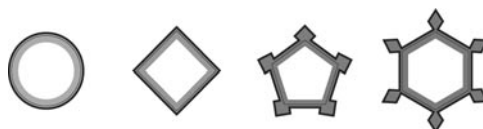
Unhappy King Charles! is comprised of:

- One map
- One sheet of 5/8" counters
- One sheet of 1/2" counters
- Two 8.5" x 11" Player Reference Cards
- One Rules Book
- One Playbook
- 110 Strategy Cards

2.1 The Map

The game map consists of Areas that are connected to one another by lines. Areas are:

- Circular: **Standard Area**
- Diamond-shaped: **Local Notable Set-up Area**
- Pentagonal: **Limited Fortress**
- Hexagonal: **Supply Fortress**



All Areas have their border in the color of their Region. The regions are also separated by a dotted border line.



An Area that is also a Port has an anchor symbol (for example London). Ports are used only for some Events and affect Bombardment (never for regular movement).

Areas with a pink wash under them are Economic Infrastructures—see the Victory rules.

The connecting lines between Areas can be Road (solid green line), Mountain (double brown line), or Maritime (dotted blue line) (see Movement, below). Two Areas that are connected by a line are considered adjacent to each other.



Road



Mountain



Maritime

Some Areas are printed with a blue fill and an icon of a Royalist PC marker; others have an orange fill and an icon of a Parliament PC marker—these graphical indicators show Areas of initial support to aid in setting up the game. Political Control Markers in the relevant color are placed on these Areas.

Recruitment Areas have a drummer icon in the Region color, and a flag denoting which side may use that Area for Recruitment. A Recruitment Area can be outside its own Region.



Example: London is a Recruitment Area for Parliament South and East, and Shrewsbury a Royalist Recruitment Area for Wales (even though not in Wales).

Fortress Areas have two numbers, firstly the Fortress Class, secondly the Surrender Value.

Example: London is listed as 3/11, a Class 3 Fortress requiring a Bombardment Value of 11 to Surrender.

2.2 The Playing Pieces

BRIGADES

Each combat unit (which has an illustration of soldiers printed on it) represents about 3,000 men (ration strength). Some Brigades are portrayed as Cavalry and some as Infantry, but this has no effect on combat. Each Brigade is worth the Combat Value printed on it (one or two), and its name will be printed in the color of a Region. The names of the Brigades are mostly for historical ambiance, although some Brigades are named specifically in the rules.



Each unit has a number and a letter. The number is its Combat Value. The letter is its Region of Recruitment, also indicated by text color matching the border color of all Areas in that Region:

- S = **South** (blue)
- E = **East** (green)
- W = **Wales** (orange)
- N = **North** (red)
- M = **Midlands** (purple)

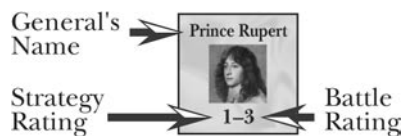
The color band indicates the unit's affiliation:

- Green band (and Cross of St Andrew) is Covenanter,
- Purple band is Lorrainer,
- Orange band is Parliament and
- Blue band is Royalist.

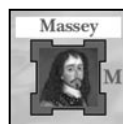
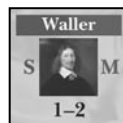
A counter with a little St George's flag is a Royalist unit from the army in Ireland (henceforth "Irish").

GENERALS

Generals come in two varieties: Field Generals and Regional Generals. Local Notables have some limited command abilities but are not Generals (13.0).



- Field Generals have their factors in black.
Example: Prince Rupert is a Field General.
- Regional Generals have their name in white on a background printed in their Region Color and their Region or Regions' identifying letter(s) next to the portrait.
Example: Newcastle is a Regional General from the North. Waller is a Regional General in both the South and the Midlands.
- Local Notables have no factors. Their name is printed in their Region color on a white background and their Region identifying letter is next to the portrait.
Example: Massey is a Local Notable.

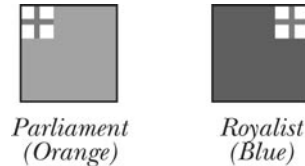


The factors on General counters are the Strategy Rating on the left and the Battle Rating on the Right. A 2/3* General has a Strategy Rating of 2 for Activation (6.1) and 3 for all other purposes (for example Evasion and Interception).

Historical Note: As administrators these Generals were no worse than other Generals, but less swift in maneuver.

POLITICAL CONTROL MARKERS

Control of an Area is marked with Political Control Markers—abbreviated in these rules to "PC markers".



OTHER MARKERS

Other markers are used to indicate various game statuses, such as the current turn, the naval status, major armies and other game conditions.

3.0 GLOSSARY

Any capitalized terms in the rules have a specific meaning. The following terms are used in the game.

1d6: One six-sided die. (2d6 refers to two six-sided dice.)

Army: An Army consists of a General (8.0), and one or more friendly Brigades (which are placed on his Command Display). An Army can also include Subordinate Generals and the Brigades on the Command Display of the Subordinate General (9.5). Brigades without a General, or Brigades with only a Local Notable, are never an Army. References to Brigades in the rules include Brigades in Armies.

Assault: After Bombardment, a Besieging Army can attempt to force a Fortress to Surrender by launching an Assault (14.5). An Assault is permitted only where a Bombardment value of 5 or more has been amassed. Local Notables can never be subject to an Assault.

Bombardment: Besieging Armies may Bombard Fortresses to attempt to force them to Surrender (14.3). The Surrender Value of a Fortress is the number of Bombardment Points the Besieging army must accrue in order to force the Surrender.

Combat Cards: Cards bearing the notation "Combat Card" are used in order to affect the Battle in which they are played.

Command Display: The player reference cards have Command Displays printed on them. These Displays have boxes for each General or Local Notable in the game. All Brigades on a General's Command Display and on the Command Displays of any Subordinates are "under command" of the General on the map.

Core Cards: The two Operations Strategy Cards (worth 1 Operation and 2 Operations respectively) available to each player every turn. When played, the Core Cards remain away from the Discard pile so that they can be easily returned to the players' hands during the next Draw Strategy Cards Phase. Core Cards may not be retained as Ace-in-the-Hole cards (see 6.0).

Event Strategy Card: An Event Strategy Card (often abbreviated to “Event Card”) is a Card that is NOT an Operations Card (see above). It is a Strategy Card that represents a historical (or counterfactual) event that can be triggered by a player playing the card during a Campaign Round.

Friendly Area: An Area is friendly if it is marked with a friendly PC marker.

Immediate Assault: An Immediate Assault is a variant of Assault that does not require an Army to Bombard a Fortress (14.5). Only certain Generals can Immediate Assault.

Militia Brigade: Any Brigade with a Combat Value of 1. Usually, all Militia Brigades belonging to a specific Region must be Recruited before any Veteran Brigades of that Region.

Operations Strategy Card: An Operations Strategy Card (often abbreviated to “Operations Card” or “Ops Card”) is a Strategy Card that has 1, 2 or 3 Operations marked as its title OR is a Minor or Major Campaign Card.

Political Control: A player has political control of an Area when one of his PC markers is in that Area. The presence of enemy Armies or Brigades in an Area does not immediately affect Political Control.

Response Cards: Cards bearing the notation “Response”—these are played during the other player’s Activation (although one of them, Turnham Green, may be played instead as a standard Event Strategy Card).

Region: Each Area on the map is in one of five Regions (North, Midlands, East, South and Wales) each of which has a distinctive color (respectively Red, Purple, Green, Blue and Orange). The color of an Area’s border shows the Region to which it belongs.

Siege: Brigades and Armies inside Fortresses cannot be forced into Battle. However, enemy Armies may Besiege them, either Assaulting or Bombarding them into Surrender (14.0).

Strategy Card: Generic name for both Operations Strategy Card and Event Strategy Card.

Subordinates: Armies that have been taken under command by another General (9.5). The Subordinate General’s counter is placed on the Command Display of the commanding General to show Subordination. Subordinates act as part of the Army of the commanding General (though no transfers of Brigades between Command Displays can occur) until such time as their Subordinated General Activates separately and leaves or the Subordinate is left behind. Subordinates cannot undertake any activity other than Activating to move out of the Army to which they are Subordinated.

Veteran Brigade: Any Brigade with a Combat Value of 2. In both Drawn Battles and Decisive Victories, Veteran Brigades (if involved in the Battle) are lost before Militia Brigades.

4.0 SETTING UP THE GAME

4.1 Deck Assembly

At the start of play, do the following:

1. Divide the Strategy cards into the following decks:
 - a. The four **Core Cards**.
 - b. The “**Early War**” Cards,
 - c. The three “**Mandatory**” Cards,
 - d. The “**Mid War**” Cards,
 - e. The “**Late War**” Cards, and
 - f. The “**Alt-Hist**” Cards.
2. Put decks (d), (e), and (f) aside for later.
3. Give the two Royalist Core Cards to the Royalist player and the two Parliament Core Cards to the Parliament player.
4. Locate the “Raising of The Standard” Mandatory Card and place the other two Mandatory Cards aside for later.
5. Shuffle the “Early War” Cards and draw the top nine cards, add the “Raising of The Standard” Mandatory Card to these nine cards and shuffle again, deal five cards to each player. The remainder of the Early War cards comprise the Draw Deck.

4.2 Unit Set-Up

Set up the units as listed below. Set-up is in the format:

Area Name, Area Region, General (if any), Brigade name (Region letter and strength in brackets) or name of Local Notable.

Units with a General are placed in his Command Display box on the Player Reference Card, not on the map.

PARLIAMENT SET UP

Wakefield (North): Lord Fairfax [Cloth Towns’ Militias (N1)]

London (East): Essex [Eastern Association (E1), Eastern Association (E1), Fiennes (M1) and Assheton (M1)]

London (East): London Trained Bands (E1) inside London (place under the PC marker)

Exeter (South): Bedford [Hesilrigg’s Lobsters (S1) and Pophams’s (S1)]

Portsmouth (South): Waller [Western Association (S1)]

Gloucester (Midlands): Massey Local Notable*

Macclesfield (Midlands): Brereton Local Notable*

Peterborough (East): Willoughby Local Notable

Parliament Reinforcements Box: Empty

* Be sure to use the Local Notable counters for Massey and Brereton, not the Regional General counters.

ROYALIST SET UP

York (North): King Charles [King’s Lifeguard (M2) and Rupert’s Lifeguard (S2)]

Newcastle (North): Newcastle [Whitecoats (N2)]

Historical Note: William Cavendish held several titles during his lifetime. He was created Earl of Newcastle in 1628, Marquis of Newcastle in 1643 and Duke of Newcastle in 1665.

St Austell (South): Hopton [Grenville's Cornish (S2)]

Shrewsbury (Midlands): [Lord Herbert's (W1), Wilmot's (M1) and Northern Levies (W1)]

Cardiff (Wales): Lord Herbert Local Notable

Preston (Midlands): Earl of Derby Local Notable

Royalist Reinforcements Box: Byron, Prince Rupert and Prince Maurice

To help with set-up, the General, Brigade, and Local Notable counters have their starting Areas or Command Display box setup locations printed on the reverse. Generals placed on the Turn Record Track (see 4.4) have the turn of their arrival printed on the reverse.

4.3 Political Control Markers

Place the correct PC marker in each Area marked with a PC marker icon on the map (for example, Oxford for the Royalists and London for the Parliamentarians). Each such Area is also printed with the appropriate color fill.

4.4 Remaining Setup

1. Place the five naval status markers in an opaque container.
2. Place the Game Turn Marker on Turn 1 of the Turn Record Track.
3. Place Generals named on the Turn Record Track in the correct space, ready for arrival.
4. Place all other unused Generals in their boxes on the Command Display.
5. Sort your Brigades by Region, placing 2 Value Brigades (Veterans) at the bottom of each stack as a reminder that all 1 Value Brigades (Militia) must usually be Recruited if available (7.4).

5.0 SEQUENCE OF PLAY

Unhappy King Charles! is played in Game Turns, each of which covers four historical months. Each turn is played in the following phases in the order given below.

5.1 Housekeeping Phase

In the Housekeeping Phase:

1. Each player transfers all of his Generals from the Unemployed Generals Box to the Reinforcements Box. Any Generals on the Turn Record Track for the current turn are moved into the Reinforcements Box as well.
2. Then each Player must place a PC marker in one neutral Area (Parliament player first). The Area must be adjacent to a friendly PC marker, but not adjacent to an enemy PC marker, Local Notable or Army, and its change of control must not be such as will cause Political Isolation (11.3) for any other PC markers. Unled Brigades do not prevent

placement. If there is no available Area for a player, the player skips his placement.

Designer's Note: The placement of a PC marker here represents the action of local committees spreading each faction's influence far away from the armies.

3. Then, if this is Late 1642 (i.e., Game Turn 1), Late 1643, Late 1644 or Late 1645, the Parliament Player draws a Naval Chit and adjusts the Naval Status (stack the Naval Chits with the Naval Status Marker on the Naval Status Chart). See 15.0 for more details on Naval Status.

Play Note: The turns where a naval chit is drawn are marked with an anchor on the turn chart.

5.2 Political Control Phase

(There is no Political Control Phase on the first Turn.)

In the Political Control Phase:

1. Both players place PC markers in all non-Fortress Areas that are occupied by one of their Armies or Local Notables (11.2), if one of their PC markers is not already there, and
2. The players remove markers to reflect Political Isolation (11.3).

5.3 Recruitment Phase

Beginning with the Parliament player, each side places Recruited Brigades (7.0) and, if desired, Blockade & Siege Markers (14.2).

5.4 Draw Strategy Cards Phase

(There is no Draw Strategy Cards Phase on the first Turn.)

This phase creates each player's "hand" of cards for use in the Campaign Phase of this Game Turn. First, each player recovers his two Core Cards. The Parliament player then deals four Strategy Cards from the Draw Deck to each player one at a time, starting with the Royalist player. Each player's hand for the Game Turn will therefore consist of at least six cards: four from the Draw Deck and the two Core Cards. "Ace in the Hole" cards (5.5 and 6.2) are also part of the player's arsenal.

If there are insufficient cards to deal four to each player, deal both players the same number of cards, with the Royalist player getting the last card in case of an odd number remaining. Instructions for adding further cards are at 6.7 and 6.8.

Play Note: Running out of cards in the deck is rare, and occurs when there are an exceptional number of major/decisive Battles.

Note, however, that adding the Late War cards (6.8) occurs only when all the Early and Mid War cards have been drawn.

5.5 Campaign Phase

The players alternately play or discard Strategy Cards one at a time until both players have passed. A player can pass at any time after they have played (including discarding) six cards—combat cards and other response cards are included in this total. They are forced to pass only when they have no cards remaining.

EXCEPTIONS

- Forced removals of cards do not count toward the six card plays required except for Mandatory Cards.
- The play of cards arising from victories does not count toward the six card plays required.
- If one player passes the other player can continue playing and discarding until they also pass. Once a player has passed, they cannot play or discard another card in that Phase. A player who holds a Mandatory Strategy Card (6.5) cannot pass until it is played. If a player runs out of cards before playing six (due to Events), he simply passes once his hand is empty.

Play Note: If you find it hard to track how many cards you have played, keep them face up in front of you until the end of the turn and then place them in the discard pile. However, if the Parliament player is allowed a draw from the discard pile (10.7), make sure to add all the cards to it.

GOING FIRST

The Royalist Player chooses who plays the first card in a turn until the New Model Army Event (6.5) has been played. At that point the choice passes to the Parliament Player.

Exception: Where the player selected to go second does not wish to do so, they can insist on going first if they have a “Major Campaign” or “Minor Campaign” card, which must then be their first card play.

ACE IN THE HOLE

All unplayed cards at the end of a Campaign Phase are placed aside (face down) and can be played in later turns (see 6.0). These are known as “Ace in the Hole” cards.

5.6 Blockade Phase

Armies with a “Blockade & Siege” marker (not just a Siege marker) can now Bombard the Fortress on which the Marker is placed (no Operations Card is required). See 14.2 and 14.3 for details.

5.7 Desertion and Supply Attrition Phase

Check the Game- Turn track and inflict the number of Desertions required (12.0). Then remove Brigades that are subject to Supply Attrition (12.3). Deserting Brigades and those lost to Supply Attrition are available for Recruitment next Game Turn.

5.8 Power Base Phase

Check for victory (17.0).

5.9 Turn End Phase

If the game has not ended, recover the Core Cards for each player (they are part of the players’ hands for the next turn), place any Strategy Cards used for Recruits into the discard pile, and advance the Turn Marker one box on the Turn Record Track. There are three ways in which the game can end:

- The game ends immediately if either player achieves an Automatic Victory during the Power Base Phase.
- The game ends immediately if King Charles Surrenders as the result of a Siege (8.2 and 14.4) or a Battle (10.4)

- The game ends automatically in the Turn End Phase of the winter 1645 Turn. Victory Points are then counted according to 17.3 and a winner is declared.

6.0 STRATEGY CARDS

In *Unhappy King Charles!* the two players move, fight, Bombard Fortresses, place PC markers, Recruit Brigades and cause events to occur all by playing Strategy Cards. Each turn each Player is dealt four Strategy cards from the top of the Draw Deck; the Parliament player deals them out one at a time, with the top card going to the Royalist player, the second to the Parliament player, and so on. A further two Core Cards are available to each player each turn. There are two types of Strategy Cards:

- Operations Strategy Cards (including Campaign Strategy Cards) and,
- Event Strategy Cards.



Operations Card (left) and Event Card (right)

Some Event Strategy Cards can cause Strategy Cards to be lost (both players are permitted to see them) or extra Strategy Cards to be drawn from the Draw Deck (only the Owner sees these).

ACE IN THE HOLE

Each player starts the game with seven cards but only six plays a turn are required. Remaining cards can be stored for later. These stored cards are considered part of the player’s hand and can be played normally, except that they are kept face-down beside the map in plain view until played, and they may not be removed by the opponent’s play of an Event Card. You cannot put Core Cards or Combat Cards in the store. The stored cards can never be used in the Winter 1645 turn.

Play Note: “Ace in the Hole” cards are kept outside of the normal hand so the opponent can confirm that no illegal cards were kept. In addition, it serves as a reminder that these cards are immune to removal.

6.1 Operations Strategy Cards

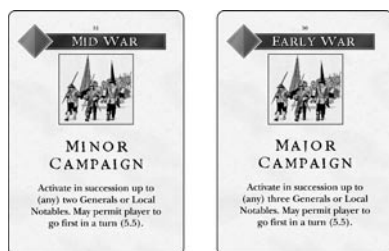
An Operations Strategy Card allows a player to undertake one of the following things:

1. Bring Recruits into play (7.0). The procedures used by the Royalist and Parliament players are different. Only one such card can be played each Turn by each player.
2. Bombard a Fortress (14.2) in the same Area as a friendly General with an Army having sufficient Brigades for Besieging that Fortress AND whose Strategy Rating is less than or equal to the number printed on the Operations Strategy Card (but see Major Armies below).

3. Activate for Raiding a number of Local Notables equal to the number printed on the Operations Strategy Card (13.0).
4. Activate for movement (9.0) a General whose Strategy Rating is less than or equal to the number printed on the Operations Strategy Card (but see 6.2 below). This General can be brought onto the map from the Reinforcements Box (8.1):
 - a. A “1” Operations Strategy Card can only Activate a General with a Strategy Rating of 1.
 - b. A “2” Operations Strategy Card can Activate a General with a Strategy Rating of 1 or 2, or a “(2/3*)” leader.
 - c. A “3” card can Activate any General, and is required to Activate a Major Army (6.2).
5. Perform multiple instances of items 2-4 above by playing a Minor or Major Campaign Card (see immediately below this list for details).
6. Place a number of PC markers on the map equal to the value of the card (11.1).

MINOR AND MAJOR CAMPAIGN CARDS

Campaign cards allow the number of Generals specified on the card—irrespective of Strategy Rating—to move or Bombard. For any or all of the Activations allowed by the card, a Local Notable may be Activated in place of a General (13.0). Generals move and fight one at a time—there is no simultaneous or coordinated movement.



Minor and Major Campaign Cards

Note that the same Brigades can never be moved by more than one General by a single card play, and each General can only be Activated once per card. Campaign cards also allow the player not scheduled to go first that turn to become the first player instead (5.5).

Play Note: A player can Activate any mix of Armies and Local Notables, in any combination or order, and can mix Bombardment and Movement Activations freely. If Bombardment is chosen the stack must still meet the conditions of Bombardment.

6.2 Major Armies

Armies of **five or more** Brigades require a 3 Operations Card or a Campaign Card to Activate them for movement or Bombardment irrespective of the General's Strategy Ratings. A Major Army can be broken up during Activation in two ways and only if it has Subordinates: firstly, by Activating the Army with a 3 Operations Card or Campaign Card but leaving behind sufficient Subordinates to drop the Army below five Brigades (9.5). Secondly, by Activating one or more



of the Subordinates and moving them away, leaving less than five Brigades with the former Major Army. The five-Brigade restriction applies to the Army Activating and includes any Brigades or Subordinates to be picked up while Activated (if Activated with anything less than a 3 Operations Card, a General may not pick up Brigades that would raise its total to 5 or higher during that Activation). Place a Major Army counter to indicate these stacks. Only the Generals noted in rule 8.4 may command Major Armies; all other Generals are restricted to four Brigades. Brigades in Subordinated Armies *do* count when determining Major Army status.

6.3 Card procedure

When a Strategy Card of either kind is played or discarded, read its text and then place it on the discard pile. Core Cards once played are not discarded but instead placed to the side to be recovered next turn. When an Operations Strategy Card is used to bring Recruits into the game, it is instead placed face-up in the appropriate Royalist or Parliament Recruitment Card Box. The latter cards are cleared at the end of each turn to the discard pile.

6.4 Event Strategy Cards

The play of an Event Strategy Card causes a specific event to occur. Each of the Event Strategy Cards has instructions that state the specific effect. These must be followed exactly (conditioned by the following paragraphs). Where a player receives a card that does not benefit him—the cards are graphically coded to denote which player benefits—and is not one of the three Mandatory Event Strategy Cards (6.5) then he can discard it (placing it face-up in the discard pile)—and note that discards may be used for specific actions (see “Discarded Event Strategy Cards below”).

Designer's Note: A discarded event will still have occurred, but it clearly had less effect than it did historically.

RESPONSE CARDS

Two Event Strategy cards bear the label “Response Card”. Response Cards are played during the other player's Activation, halting that Activation until the event on the card is enacted, after which the Activating player continues. One of the Response Cards—Turnham Green (see 6.6)—may be played either as a normal Event Card or as a Response Card.

PLACING OF PC MARKERS

Where an Event Strategy Card calls for PC markers to be placed, the player can place his own markers anywhere and, unless the card states that the PC markers must be placed in “Open Areas”, can replace enemy PCs with his own (11.1 but see the next paragraph). A card specifying “Open Areas” means Areas that do not currently have PC markers.

REMOVAL OF PC MARKERS

An enemy PC marker cannot be removed from a Fortress Area unless specifically noted on the card (or in the rules), or from an Area occupied by an enemy Army, Brigade or Local Notable.

PLACING BRIGADES

All Brigades placed as instructed by an Event Card must be from the Region in which they are placed. As with Recruitment, Militia must be placed if available (7.4), unless

the card specifies Veteran Brigades. If no qualifying Brigades are available, those permanently lost in combat (10.2) can be used. If none of these are available, the shortfall is lost. Brigades must be placed with any friendly Army, Local Notable or PC marker, but not with a garrison under Siege. If there is no such legal placement, the Brigades are lost. This is different from the normal Recruitment process.

REMOVAL OF BRIGADES

Where an Event Strategy Card calls for the removal of Brigades from the map the Player suffering the loss chooses these at his own discretion from Brigades in the specified Region. Unless otherwise indicated the losses are not permanent and Brigades are available for Recruitment immediately.

REMOVAL OF STRATEGY CARDS

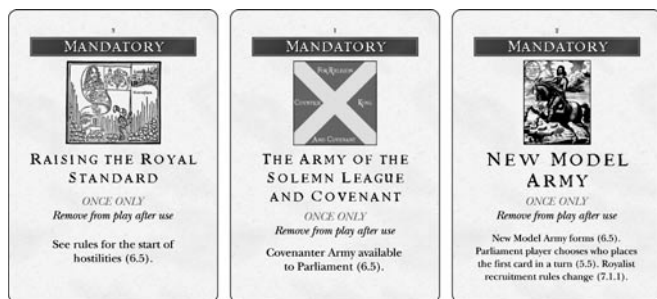
Where an event calls for one or more Strategy Cards to be removed from a player's hand, the player who played the event randomly chooses which cards are removed. Any cards stored from a previous turn are immune from removal. Any card that is removed from a player's hand in this way is discarded after being examined by both players. Exception: If a Mandatory Event Strategy Card is drawn it must be immediately played (see below), and is considered to have been played by the player from whose hand it was drawn.

DISCARDING EVENT STRATEGY CARDS

Players can discard any Strategy Card (other than a Mandatory Event Strategy Card). A discarded Event Card can be used as a Limited 1 Operations Card: it may not be used to Activate Field Generals or Regional Generals for movement or Bombardment, but it may be used to place a PC marker, Activate one Raiding Local Notable or for Recruitment, just as for other Operations Cards).

COMBAT CARDS

Combat cards must be played or discarded on the turn they are drawn. They may never be saved as an "Ace in the Hole". As with all other events, however, a discarded Combat Card can be used as a Limited 1 Operations Card (see paragraph above). Note that a Combat Card, even if played for the purpose of Battle, does count as one of the player's six played cards in that turn.



6.5 Mandatory Event Strategy Cards

The player to whom Mandatory Event Strategy Cards are dealt must play them in the Game Turn in which they are dealt. They cannot be discarded or retained. This can mean that the player might suffer a disadvantage by the playing—he cannot avoid this. His only choice is when in the Turn the Card is played. If the card is selected for removal as the result

of the play of an Event Card, the Mandatory Event takes place immediately, and is considered to have been played by the player from whose hand it was removed.

Once a Mandatory Event Strategy Card is played it is removed from the game permanently, put aside and not shuffled into the pack.

There are three Mandatory Event Strategy Cards, with effects as follows:

RAISING OF THE STANDARD

Before this card is played Armies cannot enter Areas containing enemy Brigades, Intercept enemy Armies or attempt to Bombard or Assault enemy Fortresses.

Both sides can place PC markers, move, play Event Cards (these cards are not limited even if the Royal Standard has not been played, so they can take enemy PC markers) and Recruit. Local Notables can Raid. Neither side can remove enemy PC markers during movement. Sir William Waller cannot move. Once the card is played, all these restrictions are lifted.

Play Note: Waller is besieging Portsmouth at game start. There is no need for a Siege marker, since it is already marked for Parliament (it falls when the Standard is played).

If the Parliament Player plays this card or it is played by being removed from his hand by a Royalist Event Card, treat it as also being an additional Parliament Recruitment; he may place one Brigade in a location permitted in the Recruitment Phase.

ARMY OF THE SOLEMN LEAGUE AND COVENANT

The Parliament Player places the five Covenanter Brigades in Leven's Command Box and then (irrespective of who played the card), immediately Activates Leven for movement upon placement of these Brigades. Leven starts in Carlisle or Berwick (choice of the Parliament Player). This placement is considered normal movement (although the placement itself costs no Movement Points), so it can trigger Interception (9.7) or Battle. If Leven fights a Battle and loses or draws, his Activation is over as normal and he is kept off the map. He may attempt entry again on a later Activation in the same way.

Additionally, in Late 1644 the Parliament Player can Activate Callander and two Covenanter Brigades (he places the Brigades on Callander's General Display). Callander starts in Carlisle or Berwick upon Activation in the same way as Leven. Both Callander and Leven may command Parliament Brigades, but no Parliament General may command Covenanter Brigades or Subordinate Covenanter Generals.

Covenanter Armies may not Disperse, but they may move off the game map (withdrawing into Scotland) by being at Carlisle or Berwick and spending one further move. Once moved off they do not return, and any cards mandating Covenanter withdrawal or arrival is disregarded in that respect.

If this card is played by the Royalist Player or it is played by being removed from his hand by a Parliament Event Card, after the Parliament Player has completed Leven's Activation, the Royalist Player gets an immediate (additional) Recruitment, as in the Recruitment Phase, with a value of 2 Brigades (but neither can be Northern Brigades).

NEW MODEL ARMY

When the New Model Army card is played the Parliament Player follows this procedure:

- (1) Remove the counters for Willoughby, Essex, Manchester, Waller and Lord Fairfax from the map or the player cards for the rest of the game and place their Brigades and any Subordinate Armies in the Area the Generals occupied before removal.
- (2) Then remove from play for the rest of the game four Parliament Brigades (these may bear any Region designation). These must be Veteran (2 value) Brigades. Where insufficient Veteran Brigades exist use Militia Brigades to make up the number of Brigades (NOT the Combat Value) removed. Where there are not four Parliament Brigades on the map then remove such Brigades as there are and then any un-recruited Veteran Parliament Brigades to come to a total of four. If there are not enough Brigades to come to four then any shortfall need not be met.

Historical Note: These pieces are removed due to The Self-Denying Ordinance: "Be it ordained by the Lords and Commons assembled in Parliament, that all and every of the members of either House of Parliament shall be, and by authority of this Ordinance are discharged at the end of forty days after the passing of this Ordinance, of and from all and every office or command military or civil, granted or conferred by both or either of the said Houses of this present Parliament, or by any authority derived from both or either of them since the 20th day of November, 1640."

- (3) Exchange Tom Fairfax's Northern counter (whether it is on or off the map) for his Lord General counter (see next paragraph for how the Lord General comes onto the map). Then exchange Massey's and Brereton's Local Notable counters for their Regional General Markers if these counters are still in play. If Lord Herbert is still in play exchange his Local Notable counter for Gerard. If any replaced Local Notable was under Siege, the new General must immediately fight a Battle or Disperse (order of Battles is selected by the Parliament player). These Generals are not removed simply because they lack Brigades until the end of the NMA procedure (unled Brigades may be able to join them, see (6) below), nor is the Siege Train removed simply because it is no longer with a friendly Army.
- (4) Now place Cromwell in London together with two New Model Army Brigades on his Command Display. If London is Besieged or Masked then place them in another East Region Area with a Parliament PC marker. If there is no such Area is available then place the stack on any Area with a Parliament PC marker. The other three New Model Army Brigades are placed on the Lord General's Command Display. If this gives him more Brigades than he can command, the excess are lost. If the Lord General is off the map immediately place him on any Area with a Parliament PC marker in the East, South or North Regions. If there is no such Area is available then place the counter on any Area with a Parliament PC marker.

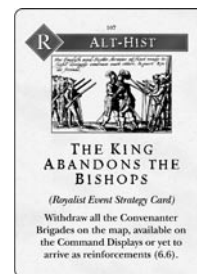
- (5) Now place the Poyntz General counter with any Parliament stack (or keep him in the Reinforcements Box).
- (6) Any Parliament Brigades left without a General as the result of the New Model Army changes, or Brigades which will otherwise cause a new Major Army (6.2) to exist, and any Siege Train can be moved up to three Areas (but never through or into Areas containing enemy Armies or Brigades) at the choice of the Parliament player. Parliament Generals may now pick up any Brigades (or the Siege Train) that are in their Areas.
- (7) Any Subordinate Armies left by the removal of a General that cannot stack must then be moved up to three Areas (but never through or into Areas containing enemy Armies or Brigades) at the choice of the Parliament player. If they cannot do so, the Generals are removed to the Unemployed Generals Box and the Brigades are removed from the map.
- (8) Remove any Generals left without Brigades.

6.6 Individual Special Event Cards

The cards listed here contain special events. Once the event specified by the card has occurred, the card is discarded normally, but the event cannot happen again.

THE KING ABANDONS THE BISHOPS

Remove all Covenanter Brigades and Generals from the map. Any Fortress garrisoned only by Covenanters that is under Siege Surrenders (otherwise Parliament simply retains control) Any Subordinate Armies left by the removal of a General that cannot now stack must then be moved up to three Areas (but never through or into enemy Brigades) at the choice of the Parliament player. If they cannot do so, the Generals are removed to the Unemployed Generals Box and the Brigades are removed from the map.



CHARLES OF LORRAINE

The Royalist Player places the Lorraine Brigades on Charles of Lorraine's box on the Command Display Card, and place Charles of Lorraine at either Bristol or Newcastle. His placement Area must be Royalist-controlled at that time otherwise the card has no effect. While the Lorrainers are in England the Royalists cannot use a Grandee Recruitment Card (7.3.1). Charles of Lorraine may Subordinate other Generals but may only have Lorrainer Brigades and Generals on his own Command Display.

LONDON RISING

To check for a London Rising roll 1d6 and modify as follows:

- **less** the number of Parliament controlled economic infrastructures
- **less** the number of Parliament Brigades in the Fortress of London
- **plus** the number of Royalist controlled economic infrastructures.

If the score is 5 or higher London is captured by a Royalist coup. The Parliament Player can place Parliament Brigades that were in London (if any) in an unoccupied Area adjacent to London at his choice (if no such Area is available, Disperse the Brigades). Any other score has no effect.



THE CESSATION

The “Irish” Brigades can be placed in any Port Area in the Midlands or Wales that does not have a Parliament PC marker. If the Naval Score is negative, the landing Area is expanded to include the South. “Irish” Brigades may be commanded by any Royalist General.

PRINCE RUPERT DISMISSED

Remove the Prince Rupert counter from play permanently. He can be replaced by any available Royalist General in the Unemployed Generals Box—the replacement General is placed in that same Area, and Rupert’s Brigades are transferred to the new General’s Display (whether or not he can actually command that number of Brigades). If no General is available Rupert’s Brigades are left uncommanded in the Area he occupied prior to removal. If Rupert has already been removed, this event does nothing.

QUEEN MARY

Queen Mary arrives in the game with the “Henrietta Maria lands” Event Card. Place the marker for “The Queen” in York or any Port Area on the eastern coast of the Northern Region. The Queen is not a General and cannot be removed from the map until after Late 1644 (from any Royalist controlled Port Area). The Queen can only travel with a Royalist Army. If at any time the Queen is in a Fortress which Surrenders or with an Army that Disperses or suffers a defeat she is captured and removed. In the Late 1644 Turn she cannot be moved. If the Queen appears in the game and exits uncaptured then deduct 1 from Naval Status. If the Queen appears in the game and is captured then add 2 to Naval Status.



Historical Note: She was with child and in Late 1644 was delivered of a girl, the Princess Henrietta Anne who was to become Madame, the first wife of Philippe d’Orleans brother of Louis XIV.

ROLAND LAUGHARNE/NEWARK GARRISON

If played by the Royalist and the Newark Local Notable has not yet appeared; place the Newark Garrison counter at Newark. If played by Parliament and the Roland Laugharne Local Notable has not yet appeared, place the Laugharne counter at Pembroke.

LIEUTENANT GENERAL OF HIS MAJESTY’S ARMIES



Mark this by placing the Lieutenant-General counter on Prince Rupert’s Command Display. If Rupert is currently Subordinated to a Level 2 General he Subordinates that General. If he is currently Subordinated to a Level 1 General, use the rules in 9.5 for illegal Subordination to resolve.

EARL OF BRENTFORD

After playing the card, the Royalist player takes the Earl of Brentford marker and retains it (place it on the Command Display of King Charles). In any turn before Winter 1644 where Charles I commands in a Battle, the Royalist player may discard the marker to add 1 to his Battle Total after the dice are rolled. This point cannot convert an Indecisive Victory into a Major Victory.



SIR JOHN MELDRUM AT NEWARK

This card may be played against an unoccupied Class 1 Fortress even though no Besieging Army is in place.

TURNHAM GREEN

The Turnham Green event can be played either as a normal Parliamentary Event Strategy Card or during a Royalist Activation (interrupting play)—in either case, a Royalist army must be in one of the six Areas directly connected to London. If played during a Royalist Activation the Royalist army halts temporarily until the Parliament player enacts the event.

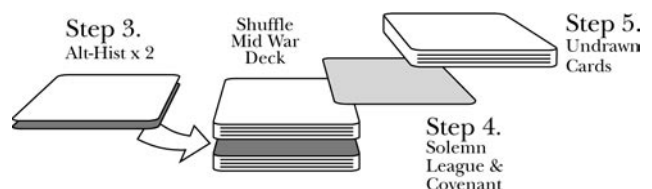
The event allows the Parliament player to pick up any and all Parliament Brigades and Generals within three Areas of London and place them in the London Area—they cannot be Intercepted, nor do enemy forces in their path stop this movement. After this (if played as a Response card), the Royalist Activation continues. Play of this card during the Royalist Activation counts towards the six required card plays in a turn, but Parliament plays the next card (if he has any) in that turn.

Whenever Turnham Green is played the resulting stack in London must not breach any Army or stacking rules. Where permitted by the rules in general unled Brigades moved by this card may be placed inside the Fortress.

6.7 Adding to the Original Draw Deck

At the beginning of Winter 1643 follow the following procedure:

1. Shuffle the “Alt-Hist” Cards
2. Draw face down the top two “Alt-Hist” cards and put aside the rest of the cards for later,
3. Shuffle together the “Mid War” Cards and the two “Alt-Hist” cards just drawn.
4. On the top of these cards place the “Army of the Solemn League and Covenant” Card.
5. Place the shuffled stack of cards from 4. beneath the remaining current undrawn deck.
6. Deal cards as usual.



6.8 Adding to the Second Draw Deck

When the Second Draw Deck is fully drawn then follow the following procedure:

1. Draw face down the top two “Alt-Hist” cards; the rest of the “Alt-Hist” cards are put aside and not used again,
2. Shuffle together the “Late War” Deck and the two Alt-Hist cards just drawn. These now become the Draw Deck.
3. If the last card dealt was to the Royalist Player then give the “New Model Army” Mandatory Strategy Card to the Parliament Player.
4. If the last card dealt was to the Parliament Player then exchange it for the “New Model Army” Mandatory Strategy Card and pass that last card to the Royalist.
5. Continuing dealing to reach four cards for each player.

7.0 RECRUITMENT

New Brigades can be brought into play in three ways;

- (a) They may be placed in the Recruitment Phase of each Game Turn. This method does not require the play of a card.
- (b) Both sides can play one Operations or Discard card per turn to bring Recruits into the game unless certain Events are in play. The card is placed on the relevant space on the Player Card to remind you of the one card limit. This action is known as a Grandee Recruitment for the Royalist Player or an Assessment and Sequestration Recruitment for the Parliament Player.
- (c) Some Event Cards bring new Brigades in to play. See rule 6.4 for details.

Unless otherwise noted—with Battle losses the main exception (10.2)—any time a Brigade is lost or removed it is available immediately for Recruitment. Only losses indicated as permanent may not be Recruited (though see 6.4, Placing Brigades).

7.1 Common Recruitment Rules

7.1.1 VETERANS OR MILITIA?

Where a number of Brigades in a Region are available as Recruits, Militia Brigades (1 value units) must be Recruited first, Veteran Brigades (2 value units) only if no Militia are available. The Naval (15.0) and Powicke Bridge (7.1.2) rules, as well as some Event Cards, can give exceptions to this. This rule no longer applies to the Royalists once the New Model Army card is played.

7.1.2 POWICKE BRIDGE

Once in each of the first two Turns of the game, during the Recruitment Phase, the Royalist Player can Recruit a Veteran Brigade in place of a Militia Brigade.

Historical Note: Powicke Bridge was the first significant action of the war (23 September, 1642), with Prince Rupert covering the escape of Sir John Byron with the treasury from Oxford and gaining a reputation as an invincible cavalry commander.

Play Note: A question that arises with this rule is: Why would the Royalist Player not automatically choose a Veteran Brigade

in each of the first two turns? The answer is that one strategy available to the Royalist Player is to keep the Veterans off the map as long as possible, as they'll be needed as Parliament gets stronger later in the game.

7.1.3 THE NEW MODEL

New Model Army Brigades can be Recruited in any Region except Wales.

7.1.4 SIEGE TRAINS

Instead of one Brigade of Recruitment a player can bring a Siege Train marker onto the map. There can only ever be one such counter in play for each side. The counter must be placed in a friendly Fortress anywhere on the map and can be placed in the same Area as a newly Recruited Brigade.



Historical Note: Cannon for a Siege Train were usually stored in Fortresses.

A player may remove a Siege Train from the map at the same time as he plays a Strategy Card, with the marker then placed on the Turn Chart on the next turn to indicate that it can be Recruited again any time after the current turn ends. Under no circumstances may a Siege Train be transferred to another General or dropped off—it must be removed and Recruited again. Any Friendly Army can pick an unled Siege Train from its Fortress.

A Siege Train does not count as a Brigade for stacking or any other purpose. It must remain with a friendly Army or in a Fortress; remove the counter to the turn track if it is ever not the case.

7.1.5 LACK OF ECONOMIC INFRASTRUCTURES

A Player who controls no Economic Infrastructures (17.3) cannot play a Recruitment Card. They still receive their Recruits during the Recruitment Phase.

7.1.6 COVENANTER, IRISH AND LORRAINER RECRUITMENT

No Covenanter, Irish or Lorrainer Brigades can be Recruited. These units only arrive on the play of Event Cards.

7.1.7 DISPERSED BRIGADES

Reforming Brigades: Dispersed Brigades (see 10.1) are placed in the Unemployed Generals Box. At the next Recruitment Phase, the owning player chooses half of these Brigades (rounding down) for placement in that Phase as if they were Recruits in addition to the number listed for that turn. The Dispersed Brigades not selected as additional Recruits are available for normal Recruitment.

Placing Reformed Brigades: The reforming Dispersed Brigades do not affect the number of Brigades available for Recruitment under 7.2 or 7.3. Each of the reforming Brigades must be placed on a friendly PC marker in their Region, providing that they are not placed in the same Area with any other Brigade placed in that Recruitment Phase (whether Recruit or reforming). Reforming “Irish” Brigades may appear in any Region.

Historical Note: Armies could flee during this period but cadres often reformed. Remember that only English and “Irish” (which were really English) Brigades can Disperse, Covenanters and Lorrainers cannot take advantage of that route (see 10.1). Being foreigners every hand was against them.

7.2 The Recruitment Phase

In the Recruitment Phase both players can Recruit the number of Brigades listed for that turn on the Turn Record Track, see Rule 7.2.2 (as modified by Naval Chart, see 15.3).

Order of Recruitment: Parliament always Recruits first, then the Royalists.

Under Command: If a friendly General or Local Notable is in the same Area as the newly Recruited Brigade, the Brigade can be immediately placed on his Command Display irrespective of the General's Region.

Regional Limits: No more than one Brigade from each Region can be Recruited per Recruitment Phase

Where to Recruit: Recruitment requires a friendly or neutral controlled Recruitment Area (marked on the map with a drummer) or friendly Local Notable (represented by a counter). Each Recruitment Area's Drummer is marked as to side (a Parliament or Royalist flag) and the drummer is marked in Regional colors.

Siege: No Brigade can be Recruited in an Area with a Siege marker.

7.2.1 PLACING RECRUITED BRIGADES

Recruited Brigades must be placed on either:

- A friendly or neutral controlled, Recruitment Area of that Brigade's Region (captured Recruitment Areas cannot be used by their conqueror) OR
- With an unbesieged friendly Local Notable of the same Region as the Recruited Brigade (place the Brigade on the Local Notable's Command Display)

Play Note: The restriction is on one Brigade per Region Recruitment Area. The Royalists can place two Brigades in the Midlands by placing a Welsh Brigade in Shrewsbury, which is a Welsh Recruitment Area and a Midlands Brigade in Chester. Note that the Drummer icons for each Area are differently colored. Similarly, Parliament can place two Brigades in London, provided one is from the East and one is from the South.

Play Note: Brigades can be placed in any Command Display in the target Area, including Subordinate Displays.

7.2.2 RECRUITING NUMBERS

The number of Brigades each side recruits in each Recruitment Phase is listed on the Turn Record Track, but is summarized as follows:

Recruited in or by means of	Late 1642	Winter 1642	1643 to 1644	1645
Recruitment Phase	1	3	2	1
Operations Card	2	2	2	2
Discarded Event Card	1	1	1	1

7.2.3 PLACING GENERALS

Any number of Generals from the Reinforcements Box can be placed for free in the Recruitment Phase. Generals can only be placed in an Area without any enemy counter (PC marker, Brigade or General). Field Generals can be placed in

any such Area. Regional Generals must be placed in any such Area in their own Region or where their Region's Brigades can be Recruited.

Generals placed during the Recruitment Phase must be placed with friendly Brigades and must constitute an Army (even if Subordinated, 9.5) upon placement. They can take Brigades from a Local Notable in the same Area and/or take uncontrolled Brigades from the map to achieve this. Note that Generals may also come into play as per 8.1.

7.2.4 THE REINFORCEMENTS BOX

Each player has a Reinforcements Box on their Command Display in which he keeps those of his Generals that are available as reinforcements.

7.3 Recruitment Cards

Players may play one Strategy Card per Game Turn to Recruit. The Royalists may only Recruit in this way as described in Rule 7.3.1; Parliament only under rule 7.3.2.

7.3.1 ROYALIST GRANDEE RECRUITMENT CARD

The Royalist Player can play one Operations Card (of any value) as a Recruitment card each turn to Recruit two Brigades or discard an Event Card to Recruit one Brigade. Playing such a card can also bring any number of Regional Generals into play. This card, which becomes known as the "Grande Recruitment Card" for that turn only, can be any card except for a mandatory Event Card. The following restrictions to Recruitment apply:

- The Brigades Recruited must be placed in the Command Display of a non-Subordinated Regional General or a Local Notable. The Brigade Recruited must be from the same Region as the Regional General or the Local Notable with which it is placed. The Brigade must be from the same Region as the Area of placement. No Brigade can be placed in an Area with a Siege marker.
- Only one Brigade is permitted to be placed per General or Local Notable for each Card played, but more than one Brigade can be Recruited in a Region.
- Only Regional Generals can be placed with the Grande card, and are placed as in 7.2.3.

Historical Note: Field Generals cannot Recruit under this rule because they lack the local support and considerable estates of the Grantees. Parliament had more success at receiving funding in specie, for the King it was often in kind—units raised by loyal if inexperienced nobles.

7.3.2 PARLIAMENT ASSESSMENT AND SEQUESTRATION RECRUITMENT CARD

The Parliament Player may play one Operations Card (of any value) as a Recruitment card each turn to Recruit two Brigades or discard an Event Card to Recruit one Brigade. This card, which becomes known as his "Assessment and Sequestration Recruitment Card", may be any card except for a Mandatory Event Card. Playing such a card can also bring any number of Generals into play.

The Recruited Brigades are placed as in Rule 7.2.1, except that more than one Brigade can be placed in the same Region (but not in the same Area). Note that Brigade placement resulting from a Parliament Assessment and Sequestration card differs from that of a Royalist Grande card.

8.0 GENERALS

An Army cannot exist without a General. Generals require Operations Strategy Cards to Activate, and stacks of Brigades without Generals cannot be Activated. General counters are never stacked in the same Area as other General counters (due to Subordination, see 9.5). Generals come in two types: Field and Regional Generals. See 2.2 under Generals to identify the types.

8.1 Bringing Generals Into Play

Generals can be brought onto the map in the Recruitment Phase (7.2.3) and/or by Recruitment Card (7.3), Event Cards, and Operations Cards (6.1). To place with an Operations card (which must have enough Strategy Points to Activate the General normally), the General is placed as in the Recruitment Phase (7.2), and then must be Activated by the card just played. A discarded Strategy Card may not be used for this purpose.

8.2 Lone Generals

The owning player must remove to the Unemployed Generals Box any General (including a Subordinate or Subordinating General) who has no Brigades at any stage after placement unless otherwise provided. If the General is under Siege, he Surrenders automatically (10.4); if this happens to King Charles, the Parliament Player instantly wins the game.

8.3 Leaving, Transferring & Picking Up Brigades

Generals cannot drop off Brigades as they move. A General can never remove a Brigade from his Command Display except as a result of the Brigade's elimination in Battle, Desertion, or removal or transfer by play of an Event Card. You cannot ignore any Brigades in an Army for any purpose (to avoid losses in combat, for example).

Play Note: Some Events will remove Brigades, such as Clubmen. Some allow for voluntary removal (and transfer), such as the Cavalry Commander cards.

Although Brigades cannot be dropped off, unled Brigades and those with Local Notables can be (there is no obligation) picked up by Generals and placed on their Command Display in three cases:

1. Where a General is active in an Area with such Brigades
2. Where an Enemy Army enters an Area with a Friendly Army and eligible Brigades, and
3. When a General is placed with eligible Brigades (for example Brigades Recruited in a Recruitment Area).

COVENANTER AND LORRAINERS

Covenanter and Lorrainer Brigades may be dropped off but may only be under the command of Covenanter or Lorrainer commanders respectively.

Historical Note: The Scots detached forces to besiege Newcastle while the main army moved south. Given their "national" nature exemption from the factional rules seems correct.

8.4 Army Size Limits

Most Generals can have no more than four Brigades in their Army (including any Subordinated Armies, see 9.5). The following favored Generals can have more than four Brigades but no more than nine Brigades in their Army.

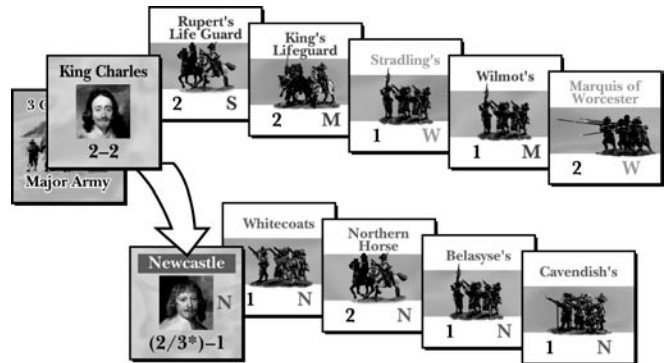
(**Royalist**) King Charles, Rupert while a Lieutenant-General (see Event Card) and Newcastle,

(**Lorrainer**) Charles of Lorraine,

(**Covenanter**) Leven,

(**Parliament**) Essex and the Lord General.

Players cannot pick up or Recruit any Brigades which would violate this size limit.



Both Charles and Newcastle can command 9 Brigades each. However, if Charles Subordinates Newcastle, as here, Charles still cannot command more than 9 total Brigades between them.

9.0 MOVEMENT AND INTERCEPTION

Brigades cannot move unless on a Command Display. A General, in turn, can only move when a Strategy Card is played to Activate them (see 9.1). A General can be moved more than once in a Turn, the maximum number of movements being limited only by the number of Operations and Campaign Cards the owning player has. Brigades can only be moved by one General per card.

9.1 Operations Strategy Cards

Generals can be Activated by the play of an Operations Card (6.1) or Minor and Major Campaign Card (6.1). Major Armies of five Brigades or greater require the play of a 3 Operations card or Campaign card to Activate (6.2).

9.2 Movement Procedures

A Field or Regional General has a number of Movement Points (MP) based on the size of his Army:

Number of Brigades in Army	Number of Movement Points available for that Army	Number of Areas that the Army may Evade
One to three	4	2
Four to six	3	1
Seven to nine	2	1

As the Army moves the number of Brigades may increase resulting in a decrease in available Movement Points. At any time following an increase or decrease in Army size where the number of Movement Points spent equals or exceeds the available number at that instant, then movement ceases immediately.

Example: An Army with three Brigades moves 2 Movement Points (it has maximum Movement Points of 4) and picks up a Brigade. As it has spent 2 Movement Points it now has only one Movement Point remaining.

Example: Waller and 2 Brigades Activate, he has four Movement Points. He moves three Areas and picks up two more Brigades. His movement allowance is now three and he cannot therefore move further. Note, however, that had he spent all four of his Movement Points to enter the Area with the two Brigades he still would have been able to pick them up.

BREAKING UP SIEGE LINES

An Army with a Siege Marker must pay one Movement Point to remove it, unless it is attacked, in which case it may remove it in order to maximize its defense (14.6).

9.3 Movement Lines

Movement can only occur between Areas connected by a movement line. Movement lines come in three varieties: Road (single green lines), Mountain (double brown lines), and Maritime (dotted blue lines).

- Road movement costs one Movement Point to move to an adjacent Area,
- Mountain or Maritime lines cost two Movement Points to move to an adjacent Area.

A General must be able to pay the full number of Movement Points to complete each movement. He cannot end his turn between Areas.

MARITIME LINES

In addition to costing 2 Movement Points, no more than 2 Brigades may cross a Maritime line with each Operations Card. Interception (9.7) cannot take place across a Maritime line, and only 2 Brigades may Evade (10.1) or Retreat (10.3) across a Maritime line. Finally, a Maritime line cannot be used to avoid Political Isolation (11.3).

9.4 Battle and Movement

Movement of a General is temporarily halted on entering an Area containing enemy Brigades. The General can continue to move if he wins the Battle and has Movement Points left after paying one Movement Point for leaving the Battle Area. This Movement Point does not apply if the opposing Army Evades or Disperses; in such a case the General simply continues his movement (if desired).

9.5 Subordinate Armies

If a friendly Army enters and exits an Area with another friendly Army one Army can become a Subordinate of the other.

If two Armies from the same side finish movement, Interception, Evasion or Retreat in the same Area, one of them must be Subordinated.

Play Note: Some of the things that can prevent Subordination are Generals of the same Level, inability to command the Brigades, too many Brigades to command or insufficient movement to remove a Siege marker.

If they cannot be Subordinated, they cannot end up stacked together in the same Area (and see “Illegal Position” below).

SUBORDINATING LEVELS

The choice of the Subordinate depends on the Level of the two commanding Generals. Two Generals of the same Level as each other cannot combine Armies (so cannot stack together). Where Generals have different levels then the lower level General Subordinates to the higher level General even if the latter was not moving. If the Activating General is Subordinated, his Activation ends. Subordination is never mandatory until movement has ceased. Subordinates can be the same Level as each other but must be lower than the General to which they are Subordinated.

Brigades commanded by a Subordinate remain with the Subordinate on the Subordinate’s Command Display and cannot be transferred. Rather, place the Subordinate on his new commander’s Command Display. *For all purposes*, when counting Brigades in an Army, count all Brigades of all Subordinates in the total (this is true even if the superior General loses all his Brigades). Army Size is the only limitation on the number of Generals and Brigades in an Army (four or nine Brigades, see 8.4).

LEAVING ARMIES

A Subordinate can be Activated separately by an appropriate Operations Card and can move away from a combined Army OR a Subordinate can be dropped off by the commanding General during any movement, Evasion or Interception. Note that a Subordinate may not Intercept or Evade on his own.

GARRISON EXCEPTION

Two friendly Generals can be in the same Fortress Area without Subordination if one is Besieged or Masked (14.0) and the other not. If the enemy Army leaves and Subordination is not possible, use the “Illegal Position” rule (below) to resolve the issue.

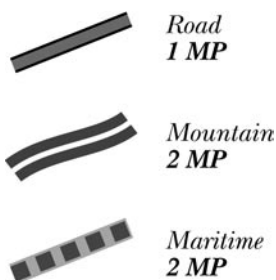
ILLEGAL POSITION

Due to Interception, Drawn Battles, Events and other situations an Army can be in an illegal Subordination position. If this occurs at the end of that Activation, retrace that Army’s movement until it is in a legal position. In other circumstances, the owning player moves an Army to an adjacent Area without enemy Brigades (if no such Areas, Disperse), repeating until the illegal situation is resolved.

RIVALRIES

Waller cannot Subordinate to Essex.

Play Note: The “Committee of Both Kingdoms” Event Card can temporarily lift this restriction and permit one joint venture between Waller and Essex.



COVENANTERS AND LORRAINERS

Covenanter Brigades may only be under command of Covenanter Generals, and Covenanter Generals can only be Subordinate to other Covenanter Generals (that is, Callander may Subordinate to Leven). Lorrainer Brigades may only be under the command of Charles of Lorraine.

SUBORDINATING LEVELS

(Level One is highest, Level Four is the lowest)

Level	Royalist Generals
One	King Charles I, Charles of Lorraine, Rupert (if Lt.-General)
Two	Goring, Newcastle
Three	Maurice, Rupert (if not Lt.-General)
Four	Byron, Hopton, Langdale, Gerard

Level	Parliament Generals
One	Essex, Leven, Lord General (NMA)
Two	Manchester, Waller, Cromwell
Three	Tom Fairfax (North)
Four	Bedford, Poyntz, Lord Fairfax, and Massey and Brereton (when Regional Generals)

Example: Leven (5 Brigades) sits before York. During the next two Activations, Manchester (2 Brigades) and Tom Fairfax (2 Brigades) enter the York Area. Both are lower level than Leven and both must Subordinate to him. The Brigades are not moved, but the General counters are placed on Leven's Command Display.

9.6 Changing PC Marker Control

An Activated Army can place a friendly PC marker (and, if necessary, simultaneously remove an enemy PC marker) in its current Area (but not a Fortress) by spending 1 Movement Point (11.1)—this is in addition to the Movement Point it spends to enter the Area or is the first Movement Point if it starts the Activation in the Area.

Designer's Note: Placing PC markers during movement represents capturing minor garrisons and the suppression of enemy partisans that was a staple of the era.

9.7 Interception

Interception occurs during an Army's movement. To Intercept, the non-Activating Army moves one Area to interrupt the movement of an opposing Activating opposing Army, thereby forcing a Battle.

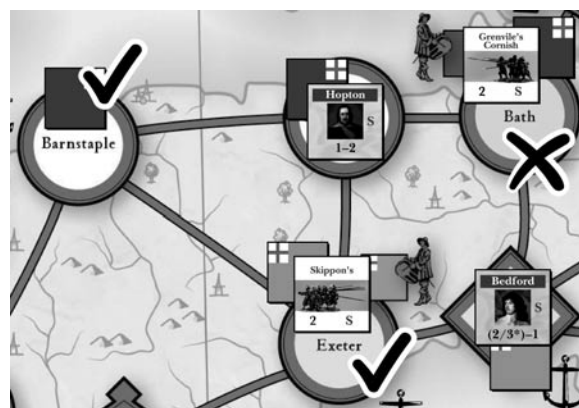
9.7.1 WHEN CAN AN INTERCEPTION OCCUR?

An Interception can occur when an Activating Army enters an Area adjacent to an enemy Army. An Army cannot Intercept into an Area that contains Brigades of its own side. Each non-Activating Army can attempt to Intercept only once per enemy General Activated, and only one Army can attempt to Intercept an enemy General in any one Area he enters. Interception is always voluntary. Interception can only be attempted during a normal movement Activation (never during Evasion, Retreats or any other form of movement). Interception cannot occur

across a Maritime line. Subordinated Generals may not Intercept on their own, but they may do so as part of their commanding General's army.

Play Note: No double Interceptions are allowed, unlike some card driven wargames.

Play Note: The restriction on not Intercepting where a friendly Army occupies the potential target Area is because Armies of this period were not coordinated at all and tended to stay away from each other. This is different than other card driven games, and does require different play. English armies of this period could not form cordons.



If Bedford moves, Hopton can intercept him in Exeter and Barnstaple, but not Bath, which is occupied by a Royalist Brigade. If he intercepts in Exeter, the Battle takes place immediately (see 9.7.5) before Bedford can pick up Skippon's Parliament Brigade.

9.7.2 RESOLVING INTERCEPTIONS

To determine whether or not an attempt to Intercept succeeds, the Intercepting player rolls 1d6 and:

- **adds one** if the Intercepting General's **Strategy Rating** (not Battle Rating) is numerically lower than that of the Activating General OR
- **deducts one** if the Intercepting General's **Strategy Rating** (not Battle Rating) is numerically higher than that of the Activating General AND
- **deducts one** if attempting Interception over a Mountain line

NB: The better the General the lower his Strategy Rating.

If the modified score is **4 or higher** Interception occurs, otherwise the non-Activating Army stays in position and cannot Intercept again during the current Activation.

Play Note: Mountains hinder both Interception and Evasion attempts (see 10.1 for the latter).

9.7.3 INTERCEPTION EFFECTS

If an Interception attempt succeeds the Intercepting Army moves into the target Area and a Battle is fought with the Activating Army that has also entered that Area (see 10.0)—there can be no Evasion although there can be Dispersal. The Activating Army (not the Intercepting Army) still counts as attacking.

Designer's Note: The Interceptor is treated as having moved in anticipation of the Activating force; getting there first.

9.7.4 INTERCEPTING INTO A FRIENDLY OCCUPIED AREA

Armies cannot Intercept into an Area containing a friendly Army or Brigades.

9.7.5 INTERCEPTING INTO AN ENEMY OCCUPIED AREA

Where an Army Intercepts successfully into an Area containing an enemy Army or Brigades then only the Interceptor and the Activating Army have combat immediately. If the Interceptor wins that Battle he is placed back in the Area from which he Intercepted. If he loses he Retreats as normal. See 9.5 for how to handle a Moving Army forced into an illegal position.

10.0 BATTLES

A Battle occurs when an Army moves or Intercepts (9.7.3) into an Area that contains enemy Brigades that are not in an enemy Fortress. The Activating Army is always the Attacker. If the Activating Army wins a Battle, it can continue movement if it has available Movement Points, but it must spend one Movement Point for the Battle (9.4). If an Activating Army enters a Battle Area on its last Movement Point it may still fight; the Movement Point for Battle is paid only if the Army wishes to move further in that Activation. If the Activating Army loses or draws any Battle, its Activation ends immediately after the die roll.

Play Note: Because the Activation ends immediately after the die roll, the losing/drawing Army cannot pick up Brigades in the Area where it ends movement.

10.1 Evasion and Dispersal

Whenever an Army attacks an enemy Army, the defending Army can try to Evade. Evasion attempts always happen after Interception (so you cannot Evade and then attempt to Intercept with a different Army). Intercepting Armies and unled Brigades cannot Evade. Where an Army Evades, the Activating Army can continue moving (since no Battle has occurred) at no extra Movement cost—it can attempt to attack the Evading Army again if it has sufficient Movement Points, and the Evading army may attempt to Evade again (and so on).

RESOLVING EVASIONS

The Evading player rolls 1d6 and

- **adds one** if the Evading General's **Strategy Rating** (not Battle Rating) is numerically lower than that of the Activating General OR
- **deducts one** if the Evading General's **Strategy Rating** (not Battle Rating) is numerically higher than that of the Activating General AND
- **deducts one** if the Activating Army entered the Area via a Mountain or Maritime line

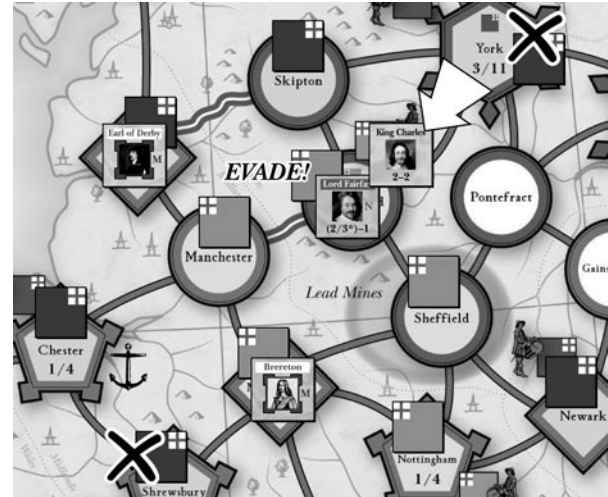
NB: The better the General the lower his Strategy Rating.

Play Note: Deducting one from the die-roll if the Activating army is entering via a mountain or maritime link represents the greater difficulty in knowing that the army is approaching.

If the modified result is **4 or higher**, the Evading Army can move the number of connected Areas (regardless of Movement Point cost) listed in the Evasion column of the

Movement Table (9.2). The Evading Army can move into any Area that does not contain enemy Brigades. If the Army contains more than 2 Brigades, they cannot Evade across a Maritime line. Evaders cannot enter the Area from which the Activating Army entered their Area.

On any other score (or where no available Evasion Area exists) the Battle is resolved normally.



Lord Fairfax has just one Brigade in his Army and faces the King, marching from York. If his Evasion roll is successful, Fairfax will be able to go to any Area shown, except Shrewsbury (too far away) or York (the Area the Activating Army came from). He is even allowed to enter the Local Notable Earl of Derby's Area, provided the Earl has no Brigades there.

FORTRESSES

If an Army is attacked in a Fortress Area, and the Army can occupy the Fortress, the Army may withdraw into the Fortress (after failing or declining Evasion).

Play Note: In this case, the Army that fails its Evasion simply did not detect the enemy forces, but still has plenty of time to retire to the Fortress.

DISPERSAL

Where Evasion was not successful, not possible, or not attempted either side can elect to Disperse, the defender choosing first. Both sides reveal their Brigades before these choices are made.

If a player chooses Dispersal, all of his Dispersing Generals and their Brigades from the Area are placed in the Unemployed Generals Box; a Dispersed General is not considered to have Surrendered. Where the Dispersal Area is not a Fortress, the attacking Army can place a friendly PC marker there (replacing any enemy marker) at no cost in Movement Points (11.1). The Activating Army may continue to move after the Dispersal of the other Army; it has spent no extra Movement Points because of the Evasion attempt or the Dispersal.

Covenanter and Lorrainer Brigades may never voluntarily Disperse; if forced to do so (such as when resolving an illegal position), they are eliminated instead. An Army containing a mix of Covenanter, Lorrainer and Parliament Brigades may Disperse the Parliament Brigades, but the others will always fight.

10.2 Resolving Battles

Before resolving the Battle, either player (starting with the Attacker) can play one Combat Card (and no more than one). After playing cards, each player adds:

- the score of 1d6,
- the Combat Value of all his Brigades in the Area,
- the Battle Rating of his General (where a stack has no General the Battle Rating is 0), and
- the modifiers from any Combat Card played (this counts as one of the six required card plays).

These two Battle Scores are then compared and the difference calculated.

Scores that are equal or have a difference of one are Drawn Battles: each side loses one Brigade (Veteran if available). Drawn Battles where the Attacker outscored the Defender are known as Attacker Drawn Battles; all other Drawn Battles are known as Defender Drawn Battles (see below for the difference in treatment).

Scores with a difference of two to four are Indecisive Victories: the higher score wins and the loser loses one Brigade (Militia if available). The winner loses no units.

Scores with a difference of five or more are Major Victories: the higher score wins (the winner loses no units) and the loser loses two Brigades—Militia if available. This can become a Decisive Victory as per 10.7. However, in a Decisive Victory the losses must be from Veteran Brigades if present at the Battle.

DRAWN BATTLES

Defender Drawn Battles: The attacking Army returns to the Area it left to enter the Battle Area and its Activation (if any) is complete (using rule 9.5 to resolve an illegal Subordination position). This withdrawal does not count as Retreat or Movement.

Attacker Drawn Battles: The defender Retreats as if the loser in Rule 10.3 below.

DECISIVE VICTORY

If either side achieves a Major Victory AND had played a Combat Card marked “Decisive Victory”, the Major Victory becomes a Decisive Victory (10.7).

LOSSES

Battle losses (not those from Dispersal, Retreat, Desertion, or Supply Attrition) are permanent; the unit destroyed cannot be Recruited again that game. (Though Event Cards can call the units back—see 6.4, Placing Brigades.) Put the eliminated unit(s) aside.

10.3 Retreat

After a Battle which was not a Drawn Battle the loser must Retreat at least one Area, but (at the loser’s discretion) it can Retreat further up to its Evasion distance (9.2) at its reduced size. A stack of unled Brigades is treated as if they were combined into an Army for determining their Retreat distance). All Brigades must Retreat to the same Area.

The Retreat cannot be into any Areas containing enemy Brigades. If a Retreat enters an Area with an enemy PC marker, a further Brigade is lost (one at most per entire

Retreat, and this Brigade is immediately available for Recruitment). A Retreating defending stack cannot enter the Area from which an attack was launched. If the loser was the Attacker, the first Area of Retreat must be the Area from which the stack entered the Battle Area. If a Retreating stack has more than 2 Brigades, it cannot utilize a Maritime line. A Retreat cannot violate Subordination rules (9.5). A stack that cannot Retreat must Surrender (10.4). Retreat is not Activation, so Subordinates cannot de-stack.

Play Note: Unlike some card-driven games, Retreats CAN end in neutral or enemy-controlled Areas.

10.4 Surrender

If the loser cannot Retreat then it must Surrender. Brigades that Surrender are eliminated from the game. These are permanent losses and they cannot be Recruited again. Surrendered Generals are put in the Unemployed Generals Box.

A General also Surrenders if all his Brigades are lost in Battle, unless stacked with a Subordinate who retains at least one Brigade. If King Charles Surrenders the Parliament Player wins an Automatic Victory.

10.5 Spoils of Victory

A winning Army (not unled Brigades) can place a friendly PC marker in the Battle Area (replacing any enemy marker if necessary) if the Battle Area was not a Fortress (11.1).

10.6 Turncoats

In a 1644 or 1645 turn the winner of a Major or Decisive Victory may add an additional Friendly Brigade to their army from those eliminated in the Battle (note that this will be an enemy unit, since the winner loses no units in such Battles). Lorrainer or Covenanters Generals do not get this bonus Brigade.

Historical Note: As the war wore on, it became more common for soldiers to change sides.

10.7 Major and Decisive Victories

The winner of a Major Victory draws a Strategy Card from the deck and the winner of a Decisive Victory draws two Strategy Cards as soon as the Battle is completed. He then completes the original Activation if any Movement Points remain to be used from that Activation. Immediately upon completing that Activation he must play or discard his ‘victory cards’. Play now returns to the normal alternating process.

The Royalists draw their extra Strategy Cards from the top of the undrawn deck. The Parliament Player draws cards from the discard pile (these are drawn randomly after shuffling). These cards do not count towards the six card requirement before passing (5.0). If there are insufficient cards in the draw pile, extra draws are lost.

10.8 Nesting

It is possible for more than one Major/Decisive Victory to occur in an Activation. Draw the cards for each Major/Decisive Victory (the winner can examine them) and place them aside in plain sight. Each set is played in the order drawn. If during the play of bonus cards a further Major/Decisive Victory

occurs then those cards will be played when all previous sets are exhausted (in short, always play each set in the order they are earned when the previous set is finished).

11.0 POLITICAL CONTROL

Control of Areas is indicated by Political Control (PC) Markers. An Area is one of the following: neutral or open (no marker), Royalist (a blue marker) and Parliament (an orange marker).

11.1 Placing PC Markers in the Campaign Phase

PC markers can be placed during the Campaign Phase

- As a result of playing an Operations Card (6.1) or Discarded Event Card (6.4) to place PC markers;
- As the result of an Army spending an extra Movement Point in a non-Fortress Area (9.6)—with this method PC markers may be placed on open Areas or enemy PC markers may be replaced by friendly ones;
- As the result of a Local Notable Raid (13.0);
- As a result of playing a relevant Event Card (6.4);
- As a result of causing a Dispersal (10.1);
- As the result of winning a Battle or forcing the Surrender of a Fortress (10.4 and 14.4).

OPERATIONS CARDS

Operations Strategy Cards can be played to place a number of PC markers up to their value (Minor/Major Campaign Cards cannot place PC markers). A discarded Event Card can be used to place one PC marker.

A PC marker can be placed in any open Area or in a non-Fortress Area with a friendly Army or Local Notable (which can replace an enemy PC marker). New markers must be placed adjacent to a friendly PC marker that existed prior to the current card play.

Play Note: Control cannot be imposed by a tendril of connected Areas placed in the same Activation, it is a more gradual matter.

FORTRESS CONTROL

Fortress Areas change control only by Surrendering (14.4) or by an Event Card that specifically allows a change of Fortress control. Note that Local Notable Areas are not Fortress Areas by themselves; however, the Local Notable counter makes the Area a Fortress Area.

Play Note: The events which can cause a change of Fortress control are: Hotham's Plot, Lord Wilmot's Plot, Sir John Meldrum, Plots: The Hothams & Sir John Carew and the Earl of Holland's Plot/Lady d'Aubigny's Scheme.

11.2 The Political Control Phase

In the Political Control Phase, players first place PC markers in all non-Fortress Areas that are occupied by friendly Brigades or friendly Local Notables (replacing an enemy marker if present).

Then, players remove all Isolated PC markers (11.3). First the Parliament player identifies his Isolated Areas. He then

removes his Isolated PC markers. The Royalist player then does so. The removal of Parliament PC markers could result in Royalist PC markers avoiding removal.

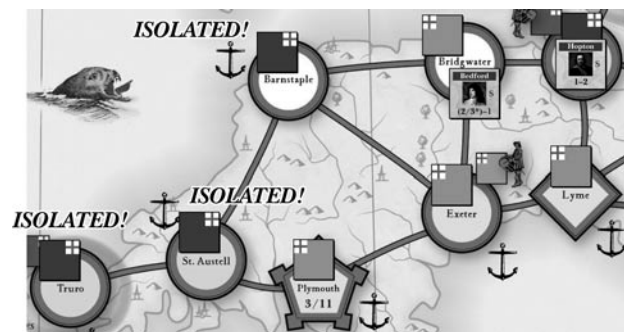
11.3 Political Isolation

A PC marker is Isolated when it cannot trace a chain of its own contiguous PC markers and/or empty Areas to one of:

- A friendly controlled Supply Fortress (not a limited Fortress) which is not Masked or Besieged by an enemy Army (14.0),
- A friendly unbesieged Local Notable, or
- A friendly Army

This chain cannot use the Maritime line between Hull and Gainsborough.

Fortresses themselves, whether supply Fortresses or limited Fortresses, are never Isolated.



Truro, St. Austell and Barnstaple have been cut off from Hopton's Army by Bedford and a barrier of Parliament-controlled Areas. In the next Political Control Phase all three Royalist PC Markers will be removed.

12.0 DESERTION & THE HORRORS OF WAR

Desertion takes place in the Desertion and Supply Attrition Phase of each Game Turn. Consult the Turn Record Track; the Desertion Number for the current Game Turn is the number of Brigades to be removed by each side. Parliament selects which Brigades to remove first, although no Brigades are actually removed until both sides have selected which to remove. Removed Brigades are available immediately for Recruitment.

12.1 Desertion Limitation

The Desertion Number cannot reduce a Player's total Brigades on the map below five. Any unmet Desertion requirement that would do so is disregarded. Irish or Covenanter units must be used to meet the Desertion Number when the total number of other friendly Brigades is five or less. (They do not otherwise Desert). Lorrainer Brigades can always be used to meet the Desertion requirement.

12.2 Desertion Selection Process

Brigades are selected for Desertion using the following categories (and in the following order), but the total number of Brigades removed never exceeds the Desertion Number for the current Game Turn.

For each category find whether any Areas meet the conditions then remove one Brigade from each such Area (up to the limit required). Where a choice exists the owning player can select which Brigades to lose. However, an Area with only one Brigade must not be chosen in preference to an alternative with more than one Brigade.

If further Desertions are required move down to the next category and repeat the process. If necessary, return to the first category and cycle through the list as many times as required until all Desertions are removed (or the Key Limitation is reached).

The same Area can appear under each category, and thus lose multiple Brigades in one turn (if the limit for the Game Turn allows).

DESERTION ORDER CATEGORIES

1. Armies with Regional Generals (including Subordinates) outside the Region of those Generals irrespective of the Region of their Brigades. A Covenanter General with Parliament Brigades outside the North also suffers losses under this category.
2. Armies of more than three Brigades.
3. Armies in an Area adjacent to or same space as an enemy Army that is not Masked or Besieged (13.0).
4. Armies in an Area with an enemy PC marker (including those that are Masked or Besieged (13.0)).
5. All Areas with friendly Brigades. This is the only occasion unled Brigades suffer Desertion.

Historical Note: The tendency for 17th century armies to fall apart was pronounced. Troops preferred not to move too far from home, especially not into enemy territory. Close proximity to the enemy reduced foraging opportunities and might result in combat. The risk of disease was always stronger in large armies.

LONE GENERALS

If a General is left with no Brigades after Desertion, he is removed to the Unemployed Generals Box as per 8.2.

12.3 Supply Attrition

After Desertion is completed any Area with 5 or more friendly Brigades must lose any one Brigade to Supply Attrition.

Historical Note: The large plundering armies of the Thirty Years Wars were not to be found in England.

12.4 Desertion Example

It is Late 1644 and there are the following Armies in play:

Parliament: Essex (7 Brigades), Waller (3 Brigades), Manchester (1 Brigade) and Fairfax (2 Brigades)

Royalists: Rupert (3 Brigades), King Charles (4 Brigades), Herbert (1 Brigade) and Newcastle (3 Brigades).

Rupert and Charles I are adjacent to Essex and Manchester. All other Armies are not adjacent to any other. All Regional Generals except Fairfax are in their own Regions. Both sides must have 3 Brigades Desert.

The Parliament selects his Desertions first (though the process is simultaneous in its effect). Fairfax must lose a Brigade for being outside his Region under Category 1.

Essex loses one Brigade under Category 2 (large armies). Essex loses a further Brigade under Category 3. Although Manchester is also in this category he has only one Brigade and thus cannot be chosen before Essex. That completes the Parliament Desertion. However, as Essex has 5 Brigades left he will suffer Supply Attrition (12.3) as well—losing another Brigade. For the Royalists no Armies meet category 1. King Charles is in Category 2 and he loses a Brigade. Both King Charles and Rupert meet Category 3, and both will lose a Brigade, completing the Royalist Desertion.

13.0 LOCAL NOTABLES

Local Notables (LN) counters are placed only on Local Notable Areas, either before the start of the game (if called for by the setup instructions) or by the play of specific Event Cards (see below). A Local Notable Area without a LN counter is simply a normal Area; once a LN counter has been placed in that Area, the Area becomes a Fortress until the LN counter is eliminated.

If a Local Notable is Besieged and Surrenders the counter is removed from play for the rest of the game—the Besieger does not get the counter as a Fortress. Local Notables have an automatic -2 against all Bombardments. Local Notables never move, fight Battles, Evade or Intercept, and cannot Subordinate or be Subordinated. Recruits can be placed with them.

Designer's Note: Local Notables represent not single places or individuals but instead are a number of fortified posts and castles. They are very much a product of their own region, which is why they cannot Raid outside their Region (no, Derby cannot Raid in the North).

GARRISONS

Local Notables can have up to four Brigades on their Command Displays. They can freely transfer Brigades to friendly Generals in the same Area, even if the General is simply passing through the Area (they can also be transferred via the play of specific cards). These Brigades count as a Fortress garrison for the Local Notable. No Field or Regional Generals can be within this Fortress.



Parliamentary Local Notable Willoughby can Raid (see overleaf) Newark, Boston and King's Lynn. However, he cannot raid Leicester, as he is an Eastern LN and cannot Raid across the Region border into the Midlands. He can exchange the PC Marker on Newark, since the Newark Garrison LN counter has not been placed and so the Area is not yet a Fortress.

RAIDING

An unbesieged Local Notable when Activated can place or exchange one PC marker in any non-Fortress Area in the same Region within two Areas of their counter that has no enemy Brigades (11.1). An Operations Card can be used to Activate a number of different Local Notables equal to the value of the Operations Card. They Activate one after the other as with Minor or Major Campaign cards. A discarded Event Card can Activate one Local Notable. The Local Notable counter is not moved when Raiding.

LOCAL NOTABLES AND EVENT CARDS

Some Local Notables appear as a result of an Event Card (Laugharne, Newark Garrison, Blake, Aimez Loyauté). The Local Notable marker is placed in the respective diamond-shaped Area as follows:

- **Laugharne:** Pembroke
- **Newark Garrison:** Newark
- **Blake:** Lyme
- **Basing House:** Basing House

Placement occurs irrespective of enemy units. If there are enemy units or an Army in the Area the Local Notable marker is placed under those units. If the space is enemy controlled then control is switched to that of the Local Notable.

14.0 FORTRESSES

Fortress Areas are marked with a pentagon or hexagon (there is no difference for Siege purposes, but see Isolation, 11.3). Local Notable counters also act as Fortresses. Armies in an enemy Fortress Area are either Besieging or Masking the Fortress. See rule 14.2 for the conditions of Besieging. Where an Army occupies an enemy Fortress Area even if the Area is not Besieged (see 14.2), the Area is treated as Masked.



Design Note: A masked Fortress is one that is under close observation by an enemy army. Supply and troop movements will be affected. However, formal Siege requires much more action on the part of the enemy army.

14.1 Occupying Fortresses

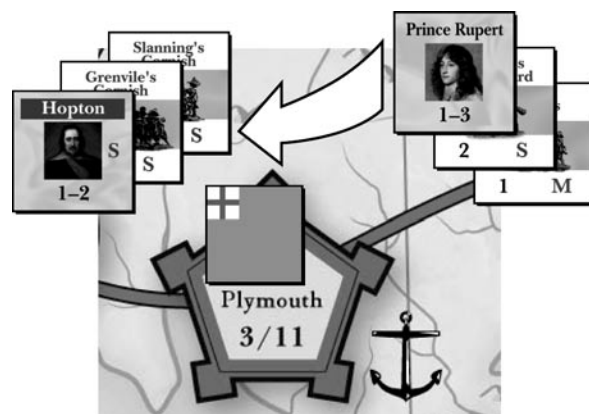
A limited number of Brigades can be inside a Fortress (place counters under the PC marker to indicate what is inside) as against in the same Area. This maximum limit is the Area's Fortress Class (so a two Brigade Army, or two unled Brigades, or a mixture can occupy Oxford) unless it is a Limited Fortress (those in a pentagonal Area), where the maximum limit is always one Brigade. Brigades and Armies can be placed inside the Fortress only when Activated, Recruited or when an Army is attacked (10.1).

All Brigades on a Local Notable's Command Display are considered to be within their Fortress if the leader is. Brigades inside a Fortress are safe from Battle (10.0).

14.2 Besieging

An enemy Fortress can be Besieged only by an Army with a number of Brigades that equals or exceeds the Fortress Class

number PLUS the number of Brigades in the Fortress. Such an Army can Bombard a Fortress by using an Operations Card that can Activate it (Bombardment may not be combined with any other activity). A Fortress is not under Siege until a Siege Marker is placed.



Hopton's Army is too small to Siege Parliamentary Plymouth, a Class 3 Fortress. However, if Rupert arrives and Subordinates Hopton, the combined Army is more than big enough for the job.

LOCAL NOTABLE AREAS

An enemy Local Notable can be Besieged by an Army consisting of at least as many Brigades as are stacked with the Local Notable. Whatever the number of Brigades, the Local Notable has a Surrender Value of 4.

SIEGE MARKERS

A Siege Marker may be placed on any qualifying Army during its Movement or when Activated for Bombardment. An Army with a Siege Marker cannot move (though Subordinates can join or leave the Army), initiate combat, be Subordinated or attempt an Interception without first removing the Marker. The removal of a Siege Marker in movement costs one Movement Point. This includes removing a Siege Marker from an Army that is Subordinating. If an Army no longer has sufficient Brigades the Siege Marker is removed immediately at no cost.

Play Note: Subordinates and Siege Markers: A Siege Marker is always placed on the Army on the map. Subordinates are free to come and go without disturbing the marker. However, if another Army wants to Subordinate the Sieging Army, the marker will be removed (and will cost a Movement Point—if the MP cannot be paid, the movement cannot be completed). This is because the siege lines are set up by the original Army, and the coordination of Armies was insufficient to permit simply switching who mans the lines. 17th Century English armies were triumphs of extemporization, not of experience.

BLOCKADE & SIEGE MARKERS

During the Recruitment Phase you can place a Blockade & Siege Marker on any Army that can Besiege a Fortress (you can replace a normal Siege Marker in this way) in the same Area. A Blockade & Siege Marker acts as a normal Siege Marker but also permits a "free" Bombardment in the Blockade Phase. Placing a Blockade & Siege marker does not count as Recruitment; it is simply a free placement.

Designer's Note: Blockade & Siege markers represent long-term leaguers of fortifications that are in place throughout a turn. They also permit large Covenanter Sieges without spending 3 Operations cards.

GARRISONS

An Army inside a Fortress while Besieged or Masked can be Activated as normal. It must immediately attack the Besieging Army, which may Evade or Disperse (10.1) as normal (if the Besieging Army discards the Siege marker). If all Brigades of a garrison are removed from a Besieged Fortress, the Fortress Surrenders immediately (14.4).

EFFECTS OF SIEGE

A Siege marker on a Fortress has the following effects: no Recruitment may occur at the Fortress (7.2), nor may Brigades be placed there by Event (6.4); the Fortress cannot be used to prevent Isolation (11.3); Local Notables cannot Raid (13.0) and it counts for neither side if it is an Economic Infrastructure (17.3).

EFFECTS OF MASKING

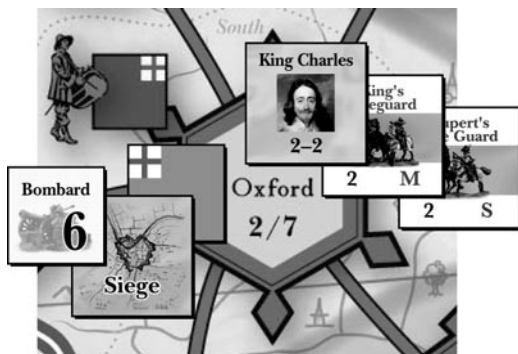
A Masked Fortress cannot prevent Isolation (11.3) and counts for neither side if it is an Economic Infrastructure (17.3).

14.3 Bombardment

Each Bombardment will amass a Bombardment Value equal to:

- the roll of 1d6
- **plus one** if the Siege Train or at least three New Model Army Brigades are present
- **less two** if the Fortress is in a Port Area and the Naval Score is in favor of the Besieged (positive for Parliament, or negative for the Royalists). This does not apply to Local Notables.
- **less two** if the Fortress is a Local Notable.

If the result is a positive number, this Bombardment Value is added to the accumulated Bombardment Value against that Fortress (if any)—place a Bombardment marker on the map showing the accumulated value, or record it on a note pad. A Besieging Army which loses its Siege marker loses the entire accumulated Bombardment Value instantly (see also 14.6).



The King has Oxford under Siege, having been captured by the Godly. Just one more Bombardment and the Fortress will surrender.

14.4 Siege Surrender

Where the accumulated Bombardment Value equals or exceeds the Surrender Value shown in the table below (and printed on the map for Fortresses) then the Fortress Surrenders.

- (1) Check for the Honors of War; throw a 1d6 and on a score of:

1-2 The garrison Disperses

3-6 The garrison is eliminated. This is not a permanent loss and the Brigades are available for Recruitment immediately

Local Notables that Surrender are eliminated from the game permanently. Strategy cards allowing for placements of a Local Notable that has been eliminated may no longer be used for the event.

- (2) Any enemy Siege Train in the Fortress is removed from play
- (3) A friendly PC marker is placed on the Fortress (11.1).
- (4) Any General in the Fortress is moved to the Unemployed Generals Box. In the event that King Charles Surrenders the Royalists instantly lose the game.

REQUIRED BOMBARDMENT VALUES

Fortress Class	Surrender Value	Locations
Local Notable (Class 0)	4	Numerous
Class 1	4	Shrewsbury, Reading, Chester, Nottingham, Worcester, Scarborough
Class 2	7	Newcastle, Oxford, Bristol, Carlisle
Class 3	11	York, Hull, London, Plymouth, Dover, Portsmouth

14.5 Assaults and Immediate Assaults

A Bombarding Army can elect to Assault a Fortress for free **after** a Bombardment Activation. This can normally be done only when the current Siege has accumulated a Bombardment Value of 5 or more. However, Sir Thomas Fairfax, the Lord General, Cromwell, Prince Rupert or Prince Maurice can assault with any Bombardment Activation, even if a Bombardment Value of less than 5 (and even zero) has been accumulated; this action is called an Immediate Assault. As with any other assault, however, a Siege marker must be in place.

A Local Notable can never be the object of an Assault.

Design Note: Local Notables are a zone of Fortresses/fortified points and require more than a gallant storm.

Calculate the effect of Assaults as follows:

2d6 are thrown and the score total modified as follows:

- Add the number, not Combat Value, of attacking Brigades (maximum of three)
- Add 1 for a Class 1 Fortress
- Subtract 2 for a Class 3 Fortress
- Subtract the number of defending Brigades
- Subtract 2 for an Assault against a location with an accumulated Bombardment Value of less than 5.

If the modified score is **10 or more** then the Fortress Surrenders. Follow the rules for 14.4, except that Generals in the Fortress are eliminated for the rest of the game and there is no chance for honors of war.

If the score is less than 10 the Assault is repulsed and the assaulting General cannot make any further Assaults for the rest of the game; place a “May Not Assault” marker in his Command Display box on the Player Card. If Sir Thomas Fairfax fails an Assault, the Lord General (who replaces him) cannot make an assault either.

Whether or not an Assault succeeds it always causes the permanent loss of the Brigade with the highest Combat Value in the assaulting General’s command. Due to loss of key “cadres” it cannot be Recruited or trained again in that game; it may not even be returned via Event Card.

14.6 Battles in Siege Areas

The Besieging Army faced by attack chooses whether to:

- Lift the Siege (remove the Siege Marker) and fight the Battle. Any Brigades in the garrison are added to the attacking Army for purposes of total combat strength (with losses applied however the controlling player chooses) and the General with the higher Subordination level uses his Battle Rating. However, if Subordination (9.5) would prevent the Armies from stacking, ignore the garrison
OR
- Fight without the number of Brigades necessary to maintain the Siege (the garrison is not used in Battle in this case). If the Besieger is defeated, the Siege marker and the Bombardment Value are both lost.

Historical Note: Marston Moor is an excellent example of a Battle in a Siege Area. Prince Rupert marched to the relief of York (which held Newcastle’s Army), which was besieged by Leven, Manchester and Tom Fairfax. Parliament lifted the Siege and fought, with the Royalist forces commanded to disaster by Newcastle to whom Rupert was Subordinated.

If the Besieging Army wins a Major/Decisive Victory then the Fortress automatically Surrenders per 14.4.

After successfully relieving a Siege, an illegal Subordination position can result, use 9.5 to resolve.

15.0 NAVAL RULES

Each Housekeeping Phase of a Late Year turn (these turns are marked with anchors on the Turn Record Track) the Parliament Player draws one Naval Chit from those remaining of the original five. Naval Chits are never returned to the pool after being drawn. The newly drawn Naval Chit adjusts the Naval Status, which begins the game at zero (0). Event Cards can also modify the Naval Status. Place the Naval Status Marker in the relevant box of the Naval Status Chart to show the current status, and stack all the pulled chits with it.

Designer’s Note: The naval chits are not balanced, because the Navy supported Parliament by and large during the war.

Naval
Status

15.1 Diplomatic Strength

If the Royalist holds London or Bristol, subtract 1 from the Naval Status Chart level while this condition applies.

15.2 The Queen

If the Queen appears in the game and exits without being captured then deduct 1 from Naval Status (6.6). If the Queen appears in the game and is captured then add 2 to Naval Status. Place the Queen marker on the Naval Status Chart as a reminder.

15.3 Effects

Control of the sea affects Sieges and Recruitment for the current Game Turn:

RECRUITMENT EFFECTS

Naval Status	Effect on Recruitment
-5 or less	One extra Brigade can be Recruited per turn by the Royalist, OR use the benefit for the “-4 to -3” box below.
-4 to -3	One (only) Brigade Recruited this turn by the Royalists can be a Veteran, unit even if a Militia unit is available in that Region.
-2 to +2	No effect on Recruitment
+3 to +4	One (only) Brigade Recruited this turn by the Parliamentarians can be a Veteran unit even if a Militia unit is available in that Region.
+5 or higher	One extra Brigade can be Recruited per turn by the Parliamentarians, OR use the benefit for the “+3 to +4” box above.

SIEGE EFFECTS

Naval Status	Effect on Bombardment
-1 or less	Parliament Armies Besieging Royalist Fortresses in Port Areas subtract 2 from all Bombardment dice rolls
0	No Siege Effect
+1 or higher	Royalist Armies Besieging Parliament Fortresses in Port Areas subtract 2 from all Bombardment dice rolls

Note that, if, during the Campaign Phase, the Naval Status reaches a level allowing for extra Recruitment, the player may do so only if he has not already played his Recruitment card for that turn.

16.0 FOG OF WAR

You cannot examine your opponent's Brigades (on the Command Display, on the map or the stacks of unrecruited Brigades) except when laid out for Battle or when attempting to place a Siege Marker. You can request and require the number of Brigades in each Army (and your opponent must furnish this information), but not which Brigades and at what strength.

17.0 WINNING THE GAME

There are a number of ways in which a player can win.

17.1 Automatic Victory

The Parliament player immediately wins if King Charles Surrenders. See 8.2, 10.4, and 14.4 for how this can happen.

Design Note: If you find this asymmetry unacceptable you can mutually agree to disable this rule.

The Royalist player immediately wins if, at the end of two consecutive turns, he controls London and has control of three Regions; see "Winning at the End of the Game" below for control of Regions. The controlled Regions need not be the same on each of the two turns.

17.2 Power Base Victory

In the Power Base Phase of each turn both players count up the number of friendly PC markers on the map. If the total is less than the Power Base Number on the Turn Record Track for that Game Turn then the game ends and the player (or players) with insufficient Power Base have lost (both players can lose under this rule).

Designer's Note: The power base levels for the early turns are set to reflect the determination on both sides to pursue the war.

Turn	Power Base #
Late 1642	14
Winter 1642	15
Early 1643	16
Late 1643	17
Winter 1643	18
Early 1644	19
Late 1644	20
Winter 1644	21
Early 1645	22
Late 1645	23
Winter 1645	24

17.3 Winning at the End of the Game

In the End Phase of the last Game Turn if no Power Base victory has occurred, the Parliament Player doubles the number of his controlled Regions and adds the number of Economic Infrastructures he controls (for a maximum of 19) to get the number of Victory Points. He wins if he has 12 or more Victory Points. Otherwise the King has won. There can be no tied games at the end of the game.

Region Control is defined as having PC markers in the majority of Areas in a Region.

NUMBERS OF AREAS

Region	Areas in Region	# Required For Control
South	21	11
East	13	7
Wales	9	5
Midlands	17	9
North	15	8

ECONOMIC INFRASTRUCTURES

There are a number of key sections of the map, marked in a pink wash, that are needed to maintain the morale and finances of the two factions.. These sections are known as Economic Infrastructures, and are counted for Victory Purposes at the end of the game. In addition, if you have no Economic Infrastructures under your control your Recruitment is reduced (7.1.5).

Play Note: If you control no Economic Infrastructures, you cannot play a Recruitment card, but you still get Recruits during the Recruitment phase.

Economic Infrastructures are controlled if you have your PC marker in each Area of the Infrastructure and no Area of the Infrastructure contains an Enemy Brigade.

Example: if Newcastle is Masked or Besieged it does not count as belonging to either side.

1. **The Northumbrian Coalfield:** Newcastle (Coal for London)
2. **Lead Mines:** Sheffield (Munitions)
3. **Supplies for the City:** A chain of controlled Areas Northampton-Bedford (General trade)
4. **The Forest of Dean:** Forest of Dean (Iron Industry)
5. **The Wine Trade:** Bristol (the second city of the Kingdom and home of the wine and slave trade)
6. **The Great Wen:** London (General trade)
7. **The Wool Road:** A chain of controlled Areas Salisbury-Newbury-Reading (Wool trade)
8. **The Weald:** Reigate (Iron Industry)
9. **The Cornish Tin Mines:** Truro (Tin)

18.0 OPTIONAL RULES

These optional rules can be used if both players agree. They improve the historical narrative, at the cost of increased complexity.

18.1 Stout Cornish Men

Only the Royalist Brigades with the word “Cornish” on them (Slanning and Grenville’s) can be Recruited in the Truro Recruitment Area. All other Royalist Southern Brigades must be Recruited in the Bath Recruitment Area during the Recruitment Phase.

18.2 Random Desertion Order

If you wish to change the effect of Desertion throw 1d6 before taking Deserters, the number is the category at which both Players start (rather than starting at Category 1 every time). Treat a 6 as 1.

18.3 Manchester

To better capture Manchester’s role in the war, Parliamentary Eastern Brigades named “Eastern Association” or “Ironsides” may only be Recruited:

- In the Cambridge Recruitment Area,
- with Lord Willoughby, or
- with the Earl of Manchester if he is in the Eastern Region; they must be placed directly on to his Command Display.

Where more than one such Brigade is Recruited they need not be placed together.

Historical Note: Edward Montagu, Earl of Manchester was commander of the army for one of the most important Parliamentarian organizations—The Eastern Association.

18.4 The Laughter of the Court

If Newcastle is part of a stack that suffers a decisive defeat OR there are no Royalist PCs in the North Region immediately suspend play, remove the Newcastle counter from the game and replace him with Langdale. Two Royalist Northern Brigades (if available) are also permanently removed from those available for Recruitment and/or from those in play (Royalist choice).

Historical Note: Newcastle was so embarrassed by his defeat at Marston Moor that he left England.

18.5 Lostwithiel

If the Earl of Essex suffers a Decisive defeat while four or more Areas from London, his entire Army Disperses after he suffers his losses.

Historical Note: By allowing himself to be trapped by the King on the Fowey Peninsula Essex could have undone the effect of Marston Moor.

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Major Campaign	3.0, 5.5, 6.1 , 9.1, 11.1, 13.0	Surrender	5.9, 8.2, 10.3, 10.4 , 11.1, 14.2, 14.4, 14.5, 17.1
Major Victory	10.2, 10.7	Surrender Value	2.1, 14.4
Manchester	18.3	Turncoats	10.6
Mandatory Cards	4.1, 5.5, 6.4, 6.5	Turnham Green	6.6
Maritime lines	2.1, 9.3 , 9.7.1, 10.1, 10.3, 11.3	Under Command	7.2
Mid War	4.0, 6.7	Unemployed Generals Box	6.5(7), 6.6, 7.1.7, 8.2 , 10.1, 10.4, 12.2, 14.4
Militia	3.0, 7.1.1 , 10.2, 15.3	Victory Points	5.9, 17.3
Minor Campaign	see <i>Major Campaign</i>	Veterans	3.0, 4.4, 6.5(2), 7.1.1 , 7.1.2
Mountain lines	2.1, 9.3 , 9.7.2, 10.1	Wales	2.2, 6.6, 7.1.3, 17.3
Movement	6.1, 9.0 , 10.1, 14.2	Waller	see <i>Sir William Waller</i>
Movement Points	9.2	Winning	17.0
Naval Status	4.4, 15.0		
Nesting Card Draws	10.8		
New Model Army	5.5, 6.5 , 6.8, 7.1.1, 7.1.3, 14.3		
Newark Garrison	6.6		
Newcastle	8.4, 18.4		

SEQUENCE OF PLAY

Housekeeping Phase

In the Housekeeping Phase:

1. Each player transfers all of his Generals from the Unemployed Generals Box to the Reinforcements Box. Any Generals on the Turn Record Track for the current turn are moved into the Reinforcements Box as well.
2. Then each Player must place a PC marker in one neutral Area (Parliament player first). The Area must be adjacent to a friendly PC marker, but not adjacent to an enemy PC marker, Local Notable or Army, and its change of control must not be such as will cause Political Isolation (11.3) for any other PC markers. Unled Brigades do not prevent placement. If there is no available Area for a player, the player skips his placement.
3. Then, if this is Late 1642 (i.e., Game Turn 1), Late 1643, Late 1644 or Late 1645, the Parliament Player draws a Naval Chit and adjusts the Naval Status (see 15.0).

Political Control Phase

(There is no Political Control Phase on the first Turn.)

In the Political Control Phase:

1. Both players place PC markers in all non-Fortress Areas that are occupied by one of their Armies or Local Notables (11.2), if one of their PC markers is not already there, and
2. The players remove markers to reflect Political Isolation (11.3).

Recruitment Phase

Beginning with the Parliament player, each side places Recruited Brigades (7.0) and, if desired, Blockade & Siege Markers (14.2).

Draw Strategy Cards Phase

(There is no Draw Strategy Cards Phase on the first Turn.)

This phase creates each player's "hand" of cards for use in the Campaign Phase of this Game Turn. First, each player recovers his two Core Cards. The Parliament player then deals four Strategy Cards from the Draw Deck to each player one at a time, starting with the Royalist player. Each player's hand for the Game Turn will therefore consist of at least six cards: four from the Draw Deck and the two Core Cards. In addition he might hold "Ace in the Hole" cards (5.5, 6.2).

If there are insufficient cards to deal four to each player, deal both players the same number of cards, with the Royalist player getting the last card in case of an odd number remaining.

Campaign Phase

The players alternately play or discard Strategy Cards one at a time until both players have passed. A player can pass at any time after they have played (including discarding) six cards—combat cards and other response cards are included in this total. They are forced to pass only when they have no cards remaining.

EXCEPTIONS

- Forced removals of cards do not count toward the six card plays required except for Mandatory Cards.
- The play of cards arising from victories does not count toward the six card plays required.
- If one player passes the other player can continue playing and discarding until they also pass. Once a player has passed, they cannot play or discard another card in that Phase. A player who holds a Mandatory Strategy Card (6.5) cannot pass until it is played. If a player runs out of cards before playing six (due to Events), he simply passes once his hand is empty.

GOING FIRST

The Royalist Player chooses who plays the first card in a turn until the New Model Army Event (6.5) has been played. At that point the choice passes to the Parliament Player.

Exception: Where the player selected to go second does not wish to do so, they can insist on going first if they have a "Major Campaign" or "Minor Campaign" card, which must then be their first card play.

ACE IN THE HOLE

All unplayed cards at the end of a Campaign Phase are placed aside (face down) and can be played in later turns (see 6.0). These are known as "Ace in the Hole" cards.

Blockade Phase

Armies with a "Blockade & Siege" marker (not just a Siege marker) can now Bombard the Fortress on which the Marker is placed (no Operations Card is required) (see 14.2 and 14.3).

Desertion and Supply Attrition Phase

Check the Game- Turn track and inflict the number of desertions required (12.0). Then remove Brigades that are subject to Supply Attrition (12.3). Deserting Brigades and those lost to Supply Attrition are available for Recruitment next Game Turn.

Power Base Phase

Check for victory (17.0).

Turn End Phase

If the game has not ended, recover the Core Cards for each player, place any Strategy Cards used for Recruits into the discard pile, and advance the Turn Marker one box on the Turn Record Track. There are three ways in which the game can end:

- The game ends immediately if either player achieves an Automatic Victory during the Power Base Phase.
- The game ends immediately if King Charles surrenders as the result of a Siege (8.2 and 14.4) or a Battle (10.4)
- The game ends automatically in the Turn End Phase of the winter 1645 Turn. Victory Points are then counted according to 17.3 and a winner is declared.

UNHAPPY KING CHARLES!



PLAY BOOK
OR
INSTRUCTIONS
ON GENERALLSHIP
for such as desire
TO BE STUDIOUS
in the way of the
ART MILITARIE
never before published
and now set forth by
Charles Vasey, in the Service of the GODLY



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A SHORT HISTORY OF THE LATE REBELLION

A game-based chronology of the war

This is an abbreviated account using the game map and concepts.

Turn One: Late 1642

The early theme of the game is positioning and recruiting. Once the Standard was raised at Nottingham the King decamped for Shrewsbury to recruit. The South Region is an important theatre and in this stage of the war both sides recruited strongly in the south west (Truro and Exeter). Hopton remains in Cornwall (approximately St Austell and Truro) while Bedford heads north to reinforce Essex for the first battle. Essex moves into the Midlands to Worcester. Waller completes the siege of Portsmouth which leaves him free to contest the South.

At Edge-hill 16 peeces of Canon shot against 80 of E. of Essex's Lifeguard & not one man hurte, & those 80 brake in upon 1000 of the Kings. 4 of y^r Parlia: Reg: ran away, & 16 troops of Horse. so wee wayre 6000 & they 18000, yet wee tooke y^r Standers & Clefted S^r Ed: Varner Standerbearer in the head & slew the Lord Lindsey Generall of the Field.

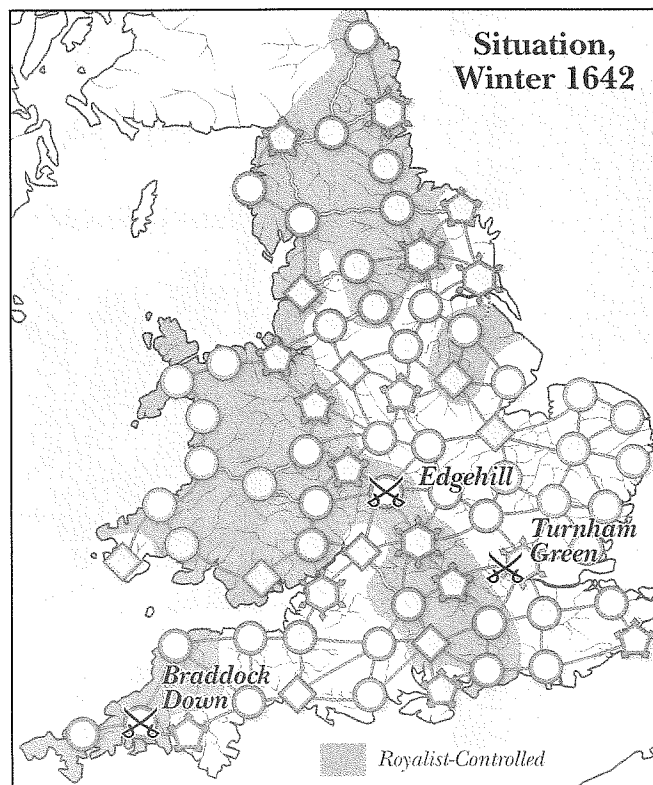


The battle of Edgehill depicted in Royalist propaganda

Turn Two: Winter 1642

The two main armies meet at Edgehill (approximately Warwick) for an indecisive battle. Essex returns to London where he can recruit and the King establishes his capital at Oxford. The King follows up his advance by pushing on

London but is stood off at Turnham Green (London) by good Sir Philip Skippon and his Trained Bands (see Turnham Green card). Hopton and Parliament engage in manoeuvres in the south-west and Hopton defeats Ruthin at Braddock Down. In the North the key grandee, the Earl of Newcastle leaves his eponymous city and moves to York. The Fairfaxes (father and son) are busy capturing West Yorkshire towns (approximately Wakefield, Sheffield and Pontefract). Newcastle defeats them and pushes on to Newark to threaten the East Region. The Fairfaxes promptly start to recapture territory.



Turn Three: Early 1643

The Queen lands in Yorkshire. Parliament seeks to push back at Newark. The Parliament army of the Eastern Association starts to form for this campaign. Charles Cavendish with Royalist Northern troops pushes into the East near Gainsborough. Willoughby is defeated at Ancaster Heath in the East. In the North the Fairfaxes are defeated at Seacroft Moor but with the Royalist Northern armies divided Thomas Fairfax retakes Wakefield. Waller advances into the Hampshire-Surrey borders (Guildford, Chichester, Basing House) before switching towards Bristol to observe the Royalist Lord Herbert's Welsh army. Prince Maurice keeps Waller under observation and at Ripple Field defeats him. Around Cheshire (Chester) Brereton is raiding for Parliament and Rupert clears a number of Midlands Areas. Hopton is defeated at Sourton Down but a Parliamentary invasion of Cornwall fails at Stratton. The Earl of Essex captures Reading

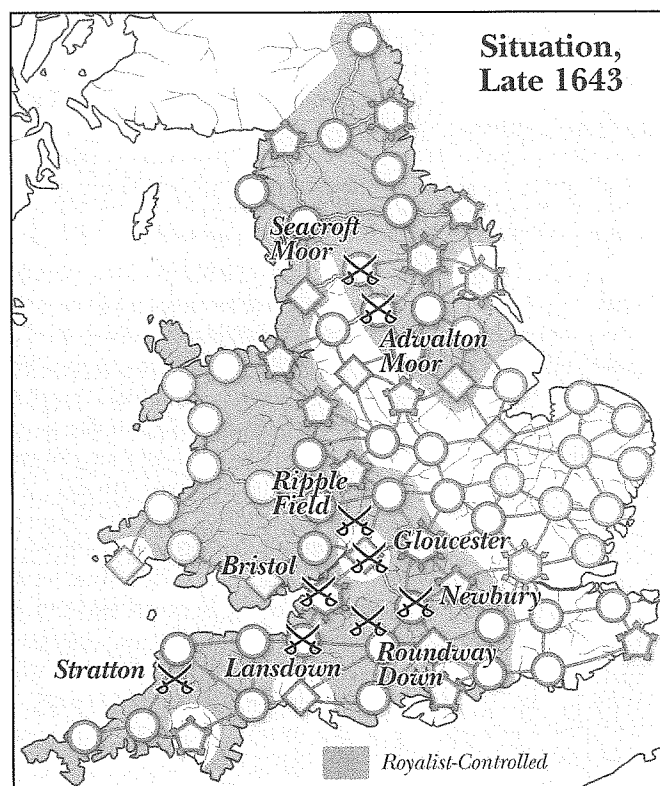
Turn Four: Late 1643

The Queen moves from York to Newark. In the North Newcastle defeats the Fairfaxes at Adwalton Moor and clears all Yorkshire (Wakefield, Sheffield, Pontefract, York,

Hull, Skipton, Scarborough and Thirsk) except for Hull. Cavendish is killed at Gainsborough fighting Willoughby. The Fairfaxes recruit steadily, safe in Hull. Newcastle sieges Hull but with little success against Royal Navy support for the fortress. The Earl of Derby is defeated and leaves for the Isle of Man. In the Midlands Essex moves towards Oxford while Rupert storms Bristol. The King besieges Massey at Gloucester but Essex raises the siege. Essex and the King clash indecisively at Newbury. Essex returns to London. In the East the only activity is a Royalist revolt at King's Lynn put down by Manchester. In the South Waller faces Hopton in Somerset and Devon (Barnstaple, Bridgwater, Plymouth and Exeter). Hopton defeats Waller at Lansdown, and again at Roundway Down with aid from Prince Maurice. Maurice moves on to try to siege Plymouth. In Ireland The Cessation is signed.

Turn Five: Winter 1643

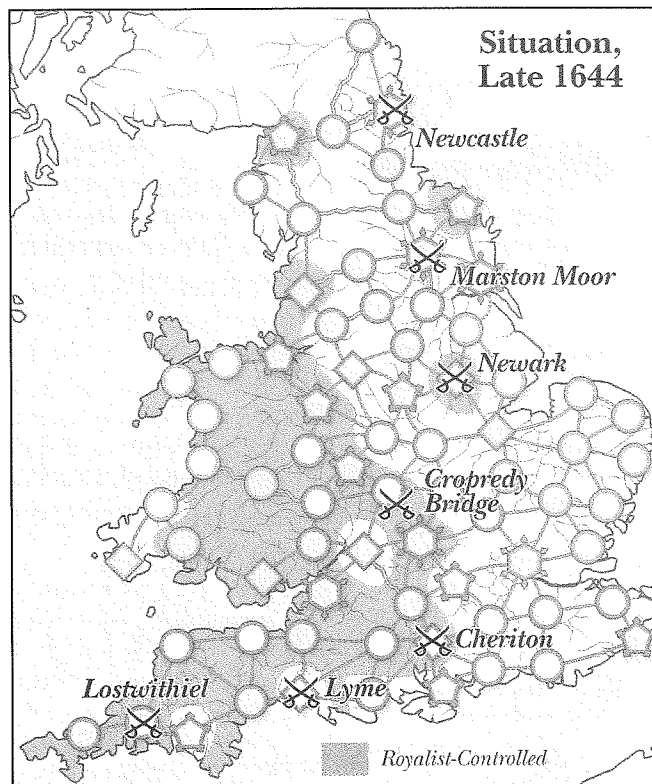
In the North Newcastle's siege of Hull is raised. Thomas Fairfax crosses to Gainsborough and fights a campaign along the northern edge of the Midlands, defeating Byron at Nantwich (Chester). In the East Newark is attacked by Manchester. In the South Waller and Hopton spar with each other on the Surrey-Hampshire borders. The Solemn League and Covenant reach agreement with Parliament. The Scots invade at Berwick and Newcastle heads north to meet them with a much smaller army.



Turn Six: Early 1644

In the North the Scots besiege Newcastle. Newcastle falls back in the face of the Scots. Fairfax takes Selby (between York and Hull). Newcastle retires to York and is besieged by the Scots and Fairfax. In the East Sir John Meldrum besieges Newark but is chased off by Rupert (see below) while Manchester

starts to move towards York. In the Midlands Rupert starts a series of moves picking up Royalist troops and relieving Newark. He opens at Shrewsbury then up to Chester, and across to Newark. Rupert follows the relief of Newark by moving to Preston ready to cross the Pennines into Yorkshire. In the South Waller defeats Hopton at Cheriton. Maurice besieges Lyme. In the South Essex retakes Reading, and Massey raids in the Midlands.



Turn Seven: Late 1644

In the North Rupert crosses the Pennines to relieve York. Manchester has already joined the Scots and Fairfax at York. The Royalists are smashed at Marston Moor, York surrenders. The Earl of Newcastle leaves the country and Rupert retires to Bristol with what remains of his army. In the Midlands Fagot-Master Browne holds Buckingham to the north of London (approximately Bedford). In the East Region Manchester moves southward after Marston Moor to reach Huntingdon. In the South Essex has moved into the south-west to relieve Lyme. The King moves to meet him (evading Waller) after Cropredy Bridge. Waller and Essex refuse to combine and in any case Waller's army is riven by desertion ("Home, Home"). Essex invades Cornwall but is trapped on the Fowey Peninsula, and disperses his army. The King remains in the south-west.

Turn Eight: Winter 1644

In the Midlands Manchester moves to Reading. The King heads north towards Oxford but avoids defeat at Newbury. Rupert and Goring (who is now established in the South) both capture territory. In the South Waller moves to Lyme. In the North the fortress of Newcastle surrenders. The Self-Denying Ordinance passes the Commons.



Prince Rupert hides in a beanfield after the defeat at Marston Moor. His dog lies shot and Parliament soldiers are plundering his baggage, finding damning evidence of papistry.

Turn Nine: Early 1645

In the Midlands Shrewsbury falls to Parliament. Brereton besieges Chester, defeating Prince Maurice. Charles Gerard operates in Wales for the King. Waller threatens Bristol, sparring with Goring in the South. Sir Marmaduke Langdale operates in the North attempting to keep the Royalist cause

alive without the personal connections of Newcastle. Rupert defeats Massey in the Midlands and the King plans a northern offensive. Fairfax moves south to Reading. Sir Sydenham Poyntz (a veteran of the Thirty Years War) arrives to manage the Northern Association, freeing Fairfax for greater things. The Self-Denying Ordinance passes the Lords.

Turn Ten: Late 1645

The New Model Army is now fully formed. Cromwell raids Oxford. Fairfax swings through Dorset (Poole and Lyme) to besiege Oxford before moving to the battle of Naseby. There are exchanges of territory in the Midlands. The King is defeated at Naseby and falls back to Hereford. Goring is defeated at Langport by Fairfax (who is a very busy general) who takes Bath and Bridgwater. Part of the Covenanter army operates in Westmoreland and Cumbria, Carlisle surrenders. The Scots move to Hereford but the King slips past them. He is pushed back however by Northern forces under Poyntz. David Leslie is sent into Scotland after Montrose's victory at Kilsyth.

Turn Eleven: Winter 1645

Fairfax storms Bristol. The King heads north only to find Poyntz has defeated Langdale at Rowton Heath. Montrose is defeated in Scotland at Philliphaugh. The war peters out into a series of small Royalist forces being defeated.

PLAY NOTES, PART 1

by Charles Vasey

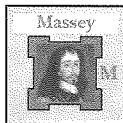
In this playbook we have given the views of the designer and a number of playtesters to give a breadth of opinion.

Unhappy King Charles! attempts to give you the feel of fighting the English Civil War. There are a number of ways in which this type of game differs from those covering more recent military history.

Fronts

In *Unhappy King Charles!* there is no front line—rather factions control blocks of territory. Each of these is probably linked to or centred on an Army, a Local Notable or a Supply Fortress. If you do not have one of these then your territory can be surrounded and isolated and your control markers removed. Make sure you maintain an Army, a Local Notable or a Supply Fortress in each block and be aware that your enemy will seek to defeat or capture these centres of power.

As there is no front line it is perfectly possible for armies to make major incursions into enemy territory. You prevent this by maintaining Armies in key blocking terrain. These blocking Armies should be powerful enough to be able to defend themselves (otherwise they will be attacked and dispersed) and positioned so as to intercept the enemy. A potential interception can be a "free" Operations Card if you intercept and defeat an enemy Army trying to enter your territory. Since interception is only into adjacent territory



look to find key positions which can be blocked, and mutually supporting positions for more than one Army. Be very careful not to move a large Army too far out of position. It will allow smaller enemy forces to convert your territory without fear.

Desertion and Recruitment

Forming and maintaining successful Armies in *Unhappy King Charles!* requires continued attention. The armies of the 17th Century suffered from high levels of attrition irrespective of combat. Men were frequently deserting and illness was rife (especially amongst the less hardy town dwellers). Further more, such losses are most frequently at precisely the point you do not want them to be—the marching armies. Sitting in garrison away from the action is a soldiers' dream, but marching in close proximity to the enemy, in large leaguers where disease and poor commons can strike, is a dangerous life. Armies of this period rot from the head. You must therefore plan to ensure you can bring in fresh recruits to support your main armies. Recruits can only be collected from major centres of population or patronage that are loyal to your cause. No Royalist Brigade will recruit south-east of Bath-Oxford-Newark, so Royalist Armies operating in this area should plan their incursions to either return to a Recruiting Area or to be supported by Armies ferrying fresh troops.

Recruitment Centres

Though a unitary state England was still a nation of Regions, within each Region important families and networks of patronage acted to establish the political classes. It is often a good idea in play to nip off entire Regions, or to capture key Recruitment centres. Each Region has its own advantages and disadvantages.



ROYALISTS

The North: Both Royalist Recruitment Areas are in fortresses and the Duke of Newcastle provides a key grandee. Usually only the arrival of the Army of the Solemn League is sufficient to capture the North.

The Midlands: The Oxford base is useful if the King is operating from the central position but Chester is a long way from most friendly or enemy units. Both Chester and Shrewsbury can be used to build large Armies by recruiting *en masse*.

Wales: Shrewsbury and Cardiff are not well defended though Cardiff requires the Parliamentary Armies to move some distance through Royalist territory. The use of Shrewsbury to recruit Welsh troops makes it a good target for Sir Thomas Fairfax.

The South: The South is the most vulnerable Region for the King and it must be strongly defended. In the optional rules Truro is only used for Cornish troops so that the Royalists must act to keep Bath free of Parliamentary control.

The East: With only one Recruitment Area, which is close to Parliamentary bases, the East is an unlikely source of troops.

PARLIAMENT

The North: Wakefield frequently falls to the King so that Hull becomes a vital location in the North. From here the Fairfaxes can operate with up to three Brigades—but any more and they will lose the benefit of sheltering in the Fortress. If Hull can be taken the North may well be safe for the King. The Fairfaxes must distract Newcastle but only with reasonably sized Armies.

The Midlands: Bristol and Nottingham are both well fortified but Bristol is deep into Royalist territory and can expect an attack unless the Royalists are distracted.

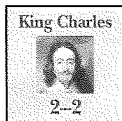
Wales: This region has only one Recruitment Area and this will only function with Rowland Laugharne.

The South: The use of London (a dual base) allows Southern Brigades to assemble in safety. Exeter is excellent as a forward base if the Royalists are pinned back.

The East: Sharing London with the South means Armies can be safely assembled. Cambridge is usually used by Manchester if a force is to be pushed into the Lincolnshire-Midlands block. It is much less secure than London.

Armies

Armies very rarely exceeded 10,000 men (three brigades) although at vital stages both sides may need to build Major Armies. Larger Armies are slower and more prone to desertion. They can however defeat smaller Armies. It is vital that you keep an eye on your opponent's Armies and their likely strength. If a large Army, or one with lots of veteran Brigades, invades your territory you must ensure that it cannot pick on and destroy large numbers of smaller Armies (possibly gaining extra Strategy Cards). You must also consider whether if this happens the best response is to send smaller Armies to convert the enemy territory that is no longer covered by the marching



Army. Hiding in a major Fortress can be an effective way to avoid combat unless one is Besieged and forced to surrender. Major Armies require 3 Operations Cards to activate and these are limited in number. One hopes that eventually they may be forced to break up by attrition or be leaving Subordinate Armies.

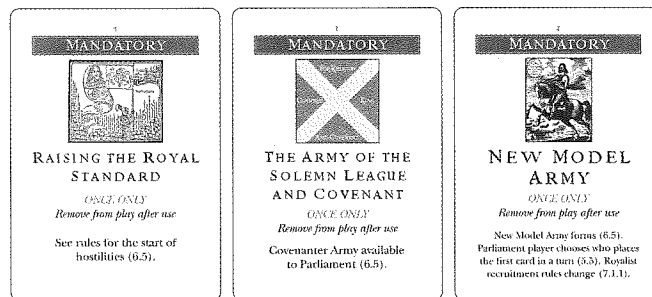
Desertion and Dispersal are the coward's game, but one lives to fight another day and can be Recruited again. Losses in battle are permanent and are often suffered amongst the best troops.

Combat is a numbers game, but remember that it can be fatal. Too many casualties in a Region can deplete the pool of troops. Cornish losses undoubtedly contributed to the difficulties of raising large Royalist Armies in the south. Though Dispersal abandons political control of an Area and cause 50% losses, none of these losses is permanent. It also avoids major defeats with extra cards for one's opponent.

Large Armies usually require one of a limited number of Generals (who may not be the best commanders). English commanders were not adept at moving large forces and experienced staffs were rare. Wealthy men like Newcastle commanded great patronage, could be obeyed without slighting one's own honour and might also employ professional soldiers (as Newcastle did with Lord Eythin).

The Three Mandatory Cards

The game starts with the two factions still not in open conflict though with some yahoos beginning to use violence. The player who has the Standard can time its use to his advantage. If he has good Combat or Campaign Cards then he may prefer an early war. If he has Events then he may prefer to play them out first. Remember that if Parliament plays the card it gets extra Recruitment.



The Army of the Solemn League and Covenant was formed to protect the Scottish Kirk and is therefore aligned with English Presbyterians. Strongly opposed to the royal policy of bishops the Scots Army was concerned by the more extreme wings of its allies. The slow and expensive movement of the Scots reflects their deliberate policy and refusal to act as *enfants perdus* for Parliament. The Royalists can leave the Army if they have other fish to fry, and may count on it suffering from attrition if it concentrates.

The New Model Army reflects the remodelling of the many Parliamentary faction forces. The units are not necessarily better (except when sieging) but they are concentrated and in the hands of two good commanders. The Parliamentary player needs to consider his positioning so that units are not



left out of position to be swept up, leaderless, by Royalists. Historically, the process required a lot of administration, and if your forces are badly distributed you may find it weakens rather than strengthens.

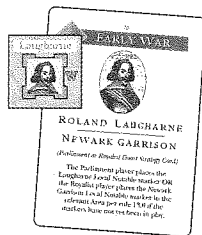
Sieges

Capturing Fortresses is best done behind the cover of a large Army. Without this it is too easy for a relief Army to periodically raise the Siege by giving Battle. You may want to force precisely such a reaction by opening a Siege. If your opponent does not attack you have nipped off an otherwise irreducible position, if he does attack you may defeat him, precisely what was intended to happen at the siege of Gloucester. Some gamers have a psychological affinity to Sieging, others will avoid it. Local Notables are very valuable with their Raiding and Recruiting skills. Although as Fortresses they are not strong (a Surrender of 4) their personal influence (a -2 to Surrender Number) makes them dangerous. Plan for at least two Bombardments before you bother to Besiege them. Masking them may be best.



Local Notables

Warfare occurred at many levels in the war; from local vendettas through to large Army movements. The Local Notables represent a much less conventional way of warfare. Control emanating out from complexes of local strong points. They can only be Masked or Besieged. You cannot "fight" the Raiding from these centres, and at vital stages of the game may keep alive hopes of both sides, but certainly of the Parliament. Remember that they can only raid or recruit "in Region". Use them early and use them often.



Think Ahead

Remember to keep any plans you develop flexible as the cards may undermine you. Many gamers plan on a 19th century basis, which will not work with 17th century armies. In any turn you must consider your cards before playing. You will probably want to use a card for at least one Recruitment, but do remember that Recruiting by itself wins nothing. Before committing yourself to Recruitment consider which commanders can take Areas, and which can guard them. You will need to allocate some Operations Cards to moving key Generals. Low value cards may be useful with Generals like Fairfax or the Royal Princes, but you will need twos and threes for others. Before forming Major Armies remember the need for 3 Operations cards—it can be useful to have one as your "Ace in the Hole". Consider your Event Cards, if they are discards when are you going to play them; early on to lull your opponent into a false sense of security or keep them to the end hoping he will not have retained a reserve of good cards? Where Event Cards are not discards how can you best use them? Should you first preposition leaders to take advantage of (say) a Local Notable appearing? Can the Event Cards open up a new front while you attack elsewhere? Build your plan and start playing your cards. A key feature is your Recruitment Areas. In the South this can be very hard for both sides. Remember as larger Armies and those adjacent to

the enemy will suffer more desertion you will need to build up reserves for your Generals to retire on as their Armies weaken.

Strategy

What if you are faced with the choice of what to do, and cannot see an obvious weakness? Firstly, ensure your Armies are keeping up numbers with their regional opponent (Hopton and Waller cannot allow one to get ahead of the other).



Secondly, if you are going to build a new Army do so out of the way of enemies that can kill it while weak. Use Fortresses or Areas far from the fighting (so your opponent spends Operations to attack you). Thirdly, find a cheap General (one with a low Strategy Rating) and identify a block of Areas that he can convert. Do that move (or series of moves) ensuring you do not move adjacent to the enemy (which may give them a free activation) in the process. Now your opponent must do something to respond, it is his problem not yours. This crumbling of a Region forces your opponent to react at little cost to you and at a rate that may ultimately give you victory over eleven turns.

I prefer to try to keep Armies in as many Regions as I can, however, one must be realistic. The East is pretty much Parliamentary territory although the Newark Garrison can work with one of the Princes here. The South is usually a battleground between Hopton and Waller. Wales is usually Royalist with Roland Laugarhne possibly available to act as the mirror of the Newark Garrison. The North is a contest between the larger Royalist Armies and the slippery Fairfaxes (using Hull as a base) until the Covenanters arrive. The Midlands are vital containing as they do much territory and Bristol, but mostly patrolled by Local Notables. Into each of these Regions you can throw armies to overwhelm the local status quo. There are not many recruits in the East or in Wales for invaders, but other areas can yield a number of Brigades and can oblige your opponent to dissipate his operations. Try to link up areas so that Political Isolation can be reduced in effect. Use Local Notables to maintain blocks of PC markers, ensure you have Generals in all your Areas of control, but the Parliamentary player may wish to retain a reserve leader to respond via Recruitment to enemy moves. A large Army can win Battles, but it may not be as useful as a number of smaller Armies, all occupying key nodes and capturing terrain.

Remember there is no supply rule for units, but the PC markers need support to avoid Isolation. As a general strategy:

THE ROYALISTS MUST:

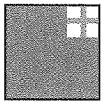
- Guard Wales and especially Shrewsbury;
- Harass the Parliamentarians in the North pinning them back in Hull (if the Naval support is negative try to take Hull);
- Push into the Midlands by nibbling away the territory, and defeating Local Notables with the Princes. Taking Bristol is also a good idea;

- Maintain the Newark Garrison and if possible push into the East Region; and
- Try to defeat Waller and take at least half of the South up to the Fortress line at Oxford and Reading.

THE PARLIAMENTARIANS MUST:

- Guard London
- Threaten Wales and capture Shrewsbury;
- Ensure that Newcastle and one other Commander are kept busy in the North while avoiding being dispersed out of existence. Await the Covenanters;
- Hold as much of the Midlands with Local Notables and (if available) Essex, it may also be possible to take Oxford, but guard Bristol with its naval benefits;
- Use the East Region as a Recruiting ground and harass the Newark Garrison; and
- Try to pin Hopton in Cornwall and to defeat him there, allowing the South to be cleared by Masking Reading and Oxford.

Winning



Winning the Civil War required that one side so weaken the other's power base that it could no longer defend its clients and therefore collapsed. This might arise by controlling enough territory, by holding key territory (effectively marginalising their enemy) or by a political accommodation.

Throughout the game a key part of play, indeed the reason for almost any activity in seizing control of Areas. The Power Base rule imposes a minimum number of Areas which must be controlled to remain in the game. In the early stages of the war the more partisan elements of both factions are in power and they will fight on with must less general control. But as the war drags on and the natural weariness of an oppressed population comes to the fore they will accept only progress and the number of Areas under control rises. You must try to keep well ahead of the Power Base number. Picking up vacant Areas is always useful (and usually cheap in terms of operations—no interception risks) but much better is to capture enemy Areas since that not only increases your score but lowers that of your opponent. Remember winning and fighting battles is only worth it if you end up taking Areas.

If at the end of the game both sides have at least 24 Areas each (so avoiding a Power Base Defeat) then victory is determined by control of Regions and Economic Infrastructures. The latter may swing what is otherwise an equivalence of control (and therefore a Royalist victory). The Infrastructures are clustered in certain Areas and were much fought over in the real war. You must make sure you hold some Infrastructures at all times to keep your Recruitment up to full strength. Note that there is no such thing as a drawn game.

Infrastructures are often hardest for the Royalists to control. Care will need to be exercised to hold Truro or the Forest of Dean as Newcastle is often lost to the Scots. This is yet another reason to convert early Royalist activity into a capture of Bristol.



The battle for hearts and minds was fought in the pamphlet press. Cartoons such as this ridiculed the partisans.

PLAY NOTES, PART 2

by Joshua Buerger

The biggest mistake that I and most novice players usually make is to focus on Armies and Battles. Instead, as befits a game about a civil war, *Unhappy King Charles!* is a game of territory control. Armies are useful only for the power they project, and the ability to convert and hold territory, they are not an end by themselves. It's easy to lose sight of this fact when you're busy chasing down your opponent. Given the ability of Armies to Evade and Disperse, it's often not worth the Activations required to come to grips with an Army unless you're going to give yourself free reign to a Region of the map for enough time to make the expenditure worth while. Veterans of games derived from *We The People* are used to looking for Isolation opportunities, but any new players need to be always alert for the opportunity to Isolate multiple Areas. Isolation allows you to fill Areas that are distant from your Local Notables, and can often be a tipping point in the game. As an example, the Royalist player is vulnerable to Isolation in the South-West, particularly if Hopton gets distracted chasing Waller too far.

At the same time that it's easy to lose track of the game in the heat of battle, it can also be easy to lose sight of your goals. There are 19 Victory Points available in the game, and the Parliament player needs 12 of those to succeed. Figure out which 12 points you're going to go for, and make sure to focus on them. If you stick to your plan, perhaps swapping an Economic Infrastructure or Region if events change, and make sure to keep your Power Base fed, you're on the path to victory. Of the nine Infrastructures available, Sheffield and Newcastle can't be counted on. The exact selection of the other seven Infrastructures doesn't need to be made right away—the ease with which you'll hold them depends on many things, including Local Notables, but assume you'll need six of them to win as Parliament. You'll need three Regions to win as well—the East is a given, and the North is extremely difficult to hold onto unless things are strange.

Wales is usually Royalist, but can be unhinged if Cardiff falls. That leaves the Midlands and the South in most games, and you'll need both to win the game. Keep close track of

Area counts in both and keeping your Power Base strong is crucial. As the Parliament player, you have the advantage of shorter supply lines given Bristol and London, and you'll need to leverage that central location in order to win both. If the Royalist player keeps one of those Regions from you, you'll need 8 Infrastructures to win, meaning he only has to hold Sheffield and Newcastle, which isn't difficult at all. Of course, as the Royalist player, keep all this advice in mind in reverse—do your best to hold Wales to force your opponent to have to win both the Midlands and the South, disrupt the non-Fortress Infrastructure such as the Wool Road and make sure you remain competitive in the South, particularly around Truro.

Local Notables are one of the most interesting aspects of *Unhappy King Charles!* and it's a part of the game that can trip up new players. Local Notables are fantastic at projecting power inside of their Region, and are by far the easiest way to convert Areas in the game. Campaigning within two Areas of an LN is almost pointless, as not long after your Army departs, any progress you made will be reversed. I tend to think of the enemy LNs as wastelands, only worth moving through until I've taken care of the LN. I'm a big believer that it's worth the time to nail LNs, and is a worthy use of Activations. If you bag one, it can completely unhinge your opponent's position in a Region, and can sometimes lead to collapse. If nothing else, you'll usually force your opponent to respond to you, making them spend Activations, diverting Armies and possibly making a lower odds attack to relieve the Siege. In fact, Sieges in general are often more useful as a threat than actually carrying it through. As an example, Bristol is crucial to Parliament, and they can ill-afford its loss, both as a supply base and as an Infrastructure. Even threatening it is going to force your opponent to respond, as it can be a game changer to lose a Fortress that important. Managing your threats and working on and perhaps eliminating your opponents LNs can open up the map for you and greatly help your efforts.



*"The Bloody Prince", or
 'A Declaration of the Most Cruell practises of
 Prince Rupert and the rest of the Cavaliers in fighting against
 God and the true Ministers of his Church'.
 (Contemporary pamphlet, 1643)*

PLAY NOTES, PART 3

by Gary Phillips

Both Players

To me, *Unhappy King Charles!* is a game about taking and holding ground. Except for a surrender caused by the loss of the King, the victory conditions have to do with the number of PC markers you have (Power Base, checked at the end of each turn) or the control of Regions and Economic Infrastructures (End Game).

Read the Political Isolation rules carefully and take care not to lose PC markers (and keep an eye out for opportunities to cause your opponent to lose markers to isolation). Like its spiritual forbear, *We the People*, you will note it's easy to spend Operations Cards to place PC markers on open ground, harder to convert spaces that already have your opponent's PC markers on them. Keep this in mind in the early going when open spaces are more plentiful.

Another important point to remember is that Brigades lost to battle almost never return (only via rare Event). Losses to Dispersal, desertion, and supply attrition are available for Recruitment on the very next turn. And battles, unless one side has numbers, or a Combat Card, are hard to predict and often cause you losses for little or no gain. Before attacking consider what you hope to gain and what are the risks. On the flip side, if you are caught at a disadvantage, Dispersal is almost always better than taking the chance of handing your opponent a Major or Decisive Victory.

Finally, you'll soon find that your plan to build a nine Brigade kill stack and leave a swath of destruction through the middle of the country will run afoul of certain facts about the game (and by extension, the history). Anything larger than four Brigades will take you a 3 card to do anything with, will only move 2 or 3 Areas and will soon run afoul of the supply attrition and desertion rules. You will usually be deploying forces of 3 and 4 Brigades, and you will need to keep an eye on where your Recruited Brigades are going, as you will need to replenish your Armies.

Parliament Player

You have fewer Veterans, few capable leaders, and you have much less style than those flamboyant cavaliers. The one thing you have on your side is time (if you don't count the righteousness of your cause). Over time you will receive both the Scots and the New Model Army, so you are not under the same pressure as the Royalists. However, the Royalists have Rupert and you don't.

The South and Hopton can be a bit of a wild card. If you divert Waller to deal with him you will have little recourse if the Royalists go wild in the Midlands (and even Waller and Bedford are not a lock to take care of Hopton).

Don't be overly aggressive in the early going. Build up your Armies and look for opportunities to stall the Royalists. If the Royalists come after London make as much trouble as you can everywhere else.

During the Mid War deck, read the New Model Army rules carefully and be prepared.

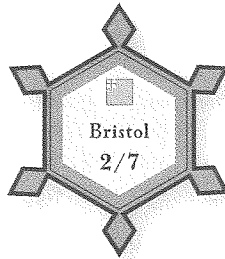
Royalist Player

I don't have solid advice for the Royalists other than a sort of a weak 'use your early advantages to gain as much ground as possible'.

PLAY NOTES, PART 4

by Andy Daglish

1. The Royalists are in the ascendant at first but the military trend favours Parliament. If the Parliamentarians draw The Raising of the Standard they should play it last.
2. The Royalists should consolidate their control of the North and Wales, and Parliament in the South and East. The Midlands is therefore hotly contested.
3. It is necessary to recruit to the maximum degree each turn. The Siege Train should not be recruited unless you have a marked lead in Brigades.
4. PC conversion is by far the most powerful tactic.
5. Sieges of Class 3 Fortresses are often too tough to be attempted. Class 2 Forts are much less so and worth considering; of these Bristol is the most important one, with Newcastle and Oxford not far behind. However Bristol is a trap with only two entrances/exits. There may be little point in besieging Parliamentary Hull, as there is a 50% chance it may become Royalist via event in the late game. The same is true of Scarborough and Plymouth, though these are insignificant. It is worth besieging Local Notables, despite the mandatory -2 modifier. Herbert and Massey are the most important, but even the Earl of Derby has the potential to be very troublesome late in the game. Blockade and Siege isn't used much, as everything tends to move or be displaced.
6. The Earl of Leven enters on the side of the Pennines with least enemy activity. An ever-weaker Scots army can be a source of Major and Decisive victories for the Parliamentarians.
7. The King's Road, or The Wall of Death: this comprises Reading, Oxford, Gloucester. This divides the southern region from the rest of the map, and despite these spaces being very important places in their own right, it is nice to have some control here for this reason.
8. Massey at Gloucester: Local Notables can accumulate Brigades when there is nowhere else to put them. An easy way for Essex to develop a big Army suddenly is to move his men from London to join Massey's recruits at Gloucester. This large force can then Intercept adjacent spaces or even move two spaces to attack. Lord Herbert is two spaces away at Cardiff and is the most important Royalist Local Notable.
9. Only seven Generals can command five or more Brigades. Of these, one very rarely appears and two others must be promoted to this ability by Event. Only three are present



at game start (The King, Newcastle, Essex). For the rest, including Rupert, the arms race stops at four Brigades, so it is as well to ensure Rupert's men are Veterans, but this is not easy.

10. Grandees: these are Royalist Regional Generals. They can recruit by way of "raising the countryside" that is, they can get a Brigade anywhere in their Region. There aren't that many of them, essentially only Hopton in the South and Newcastle in the North.
11. Nearly everyone forgets the Turncoats rule (10.6). Be sure to use it, as it makes a difference.

PLAY NOTES, PART 5

by Steve Crowley

South

3 Economic Areas

11 out of 21 Areas for control

Parliament: 5 Brigades (3 Militia and 2 Veterans)

Royalist: 6 Brigades (3 Militia and 3 Veterans)

Both sides must contest the South to have a realistic chance to win the game. The Region is important in recruitment terms for both players and the 3 Economic Areas which are accessible (along with ready routes to 4 others) just add to the pivotal role of this Region in the game (as it was in the war).

Parliament has an edge with the major naval bases of Portsmouth, Plymouth and Dover providing a firm base to extend control into the surrounding areas. With London and Bristol on the border providing a steady stream of reinforcements, Parliament can exert a great deal of pressure here and maintaining Armies in the field is relatively easy for them.

For the Royalists, Hopton with his Cornish provide a brittle but effective cutting edge but a field Army led by Charles or one of the princes has to be invested in the area if the Region is to be contested over the course of the game. Thought must be given to the maintenance of any Royalist Army in the South as the southern Recruitment areas of Truro and Bath are vulnerable. Oxford is the strongest Royalist base in the south and its central position allows a force operating from it to intervene in both the important South and Midlands regions.



Midlands

3 Economic Areas

9 out of 17 Areas for control

Parliament: 6 Brigades (4 Militia and 2 Veterans)

Royalist: 6 Brigades (4 Militia and 2 Veterans)

This is another important region with 3 Economic Areas. If either side can establish a strong base here, it can act as a spring board to exert power in other parts of the map in particular the South and North.

This can prove tricky though as neither side is blessed with an overwhelming positional advantage. Both sides will have active Local Notables which provide a useful counter to enemy political and military control. Parliament have Bristol and Nottingham which are both well defended but at some stage both of these cities will come into close contact with Royalist forces be it the King operating around Oxford or the Princes dashing to and from the North and South.

The Royalists have Shrewsbury (and in close attendance Chester) which must be protected to allow easy entry of the Welsh Recruits. Fortunately this is relatively easy to do although close attention should be given to the operations of the Fairfaxes.



William Cavendish, the Earl of Newcastle, was a "generous dilettante, skilled horseman, graceful dancer, indifferent playwright and execrable poet". He spent his considerable fortune, almost a million pounds, raising armies for the King. Edward Hyde, Lord Clarendon, conceded that he was "a very fine gentleman", but as a commander he was "a very lamentable man, and as fit to be a general as a bishop".

North

2 Economic Areas

8 out of 15 Areas for control

Parliament: 5 Brigades (3 Militia and 2 Veterans)

Royalist: 6 Brigades (3 Militia and 3 Veterans)

The Royalist position here has a solid base with York and Newcastle both heavily fortified and Recruitment Areas hence providing a secure base for reinforcements. Wakefield is one of the two Parliament Recruitment Areas and is particularly vulnerable. The other area is Hull and this strong Fortress will be the focal point of most of Parliament's Northern actions until the advent of the Covenanters. Its defence is vital to Parliament's cause in the North and a strong garrison must be maintained if the Fairfaxes have moved to campaign elsewhere.

East

1 Economic Area

7 out of 13 Areas for control

Parliament: 8 Brigades (5 Militia and 3 Veterans)

Royalist: 3 Brigades (3 Militia)

The East is an important Recruitment centre for Parliament with the close proximity of both London and Cambridge

lending itself to a quick and secure concentration of force. Parliament must garrison London. 2 Brigades make taking London by Siege a very costly affair in terms of both time (cards) and troops for the Royalists. The investment of a garrison in London is hardly a waste to Parliament as it also provides a ready source of troops in an emergency.

The Royalists should not ignore the Recruitment centre of Newark (especially if the Local Notable Willoughby comes into play) because it is on the edge of the Eastern region and Parliamentary control is not a given. Still, Parliament holds all the aces and control of the Eastern region is as near a certain thing as you can get in this game.

Wales

3 Economic Areas

5 out of 9 Areas for control

Parliament: 1 Brigade (1 Militia)

Royalist: 6 Brigades (2 Militia and 4 Veterans)

As is the East for Parliament so is Wales for the Royalist. Control can certainly be contested by Parliament especially with the arrival of the Local Notable Laugharne but the Royalists should dominate Wales for most of the game.

The Region is too remote for an early intervention by Parliament and although the Fairfaxes can do some useful campaigning here, they really should concentrate on breaking up the Chester and Shrewsbury Recruitment centers.



As befits a conflict fought in part over matters of religious purity, the Civil War was a time of signs and wonders. In 1643 at Newbury, Parliament soldiers discovered a witch surfing across a river and slew her. Then in Essex in 1645 Matthew Hopkins, the self-styled 'Witch Finder Generall' (above), conspired to have thirty-six witches put on trial, of whom nineteen were executed.

Even Prince Rupert was accused of witchcraft and his poodle 'Boye' identified as his familiar. For some Godly, Cavalierism became a species of demonic activity.

EVENT CARDS

The following section gives a brief explanation of the cards.

Early

“Charles Cavendish”: Nephew of the Earl/Duke/Marquess of Newcastle who projected Royalist strength into Lincolnshire. He was later killed in action. Had he survived who knows what this bright Phoebus might not have achieved.

“The City of London”: The support of the merchant classes was vital to Parliament to whom they were a major source of finance.

“Earl of Northampton”: One of the candidates for representation as a Commander in the game. Northampton fought the good fight in the north Midlands, perishing at Hopton Heath.



“Eastern Association”: Parliamentary supporters formed “Associations” to bond counties together for mutual defence against the Malignants. The Eastern is probably the most famous. Amongst its armies served God’s Englishman—Oliver Cromwell MP. But for the war Cromwell might have become American, a certain forerunner of trouble.

“Empty Treasury”: The Royalist cause depended on irregular sources of finance in a way that did not apply to Parliament.

“Henrietta Maria Lands”: Queen Henrietta Maria (often referred to just as Queen Mary) brought much needed gold and weapons to her husband’s forces, but landed in the midst of Parliamentary territory, though helped on her way by the very wobbly Sir John Hotham. She was a great lady if an undoubted Papist. So much a Papist indeed that she refused to attend her fatally sick son, Prince Henry, as he would die a Protestant and therefore be damned.

“John Hampden”: One of the great opponents of Ship Money, killed at Chalgrove Field.



“Hotham’s Plot”: Sir John Hotham was Governor of Hull an important fort and arsenal. He dallied with the Royalists causing Parliament to spend much treasure. He was later executed, along with his son, for more of the same.

“King’s Lynn Rising”: The East is usually orange, but Norfolk (the Area around Norwich, mustard capital of the world) possessed a number of Kingsmen who rose

in futile rebellion in the service of their king.

“Kent for the King”: as above. Kent is the area to the south-east of London.

“Lord Fairfax Campaigns”: Ferdinando Fairfax (Lord Fairfax of Cameron), father of good Sir Thomas, made a career of surviving defeat with an assiduity that will have impressed Rasputin and retaking territory to which he had no right.

“Earl of Stamford”: One of the numerous South-West commanders for Parliament who faced Hopton and Forth. Father of Lord Grey of Groby of the Midland Association.

“Lord Strange Declares for the King”: Lord Strange (who became Earl of Derby) raised the standard for the King causing the good citizens of Manchester (the Geneva of the North) to declare for Parliament. With friends like this....

“The Marquis of Winchester”: One of the powerful Paulet family, owner of Basing House and a wealthy Papist, the Marquis spent his treasure in the cause of a King he thought might relieve his co-religionists of their onerous burdens.

“Marquis of Worcester”: Father of Lord Herbert, an immensely wealthy Catholic noble.

“Melting Down The College Plate”: The colleges of Oxford were loyal supporters of the King and contributed to his war effort. They remain havens of malignancy to this day.

“Oliver Cromwell”: Cromwell spent much of the First Civil War as a cavalry commander for the Eastern Association. However he periodically was involved in operations in the East and did much to maintain the cause. In the late War he appears as a New Model Army commander.

“Roland Laugharne / Newark Garrison”: Wales is usually seen as the Royalist stronghold, but Roland Laugharne thought otherwise and made problems in Pembroke. Newark formed a Royalist thorn in the side of the Eastern Association.



The Newark defences. Some of the earthworks remain intact to this day.

“Cavalry Commander Sir William Balfour and Sir Charles Lucas”: The exchange of regiments between Parliamentary commanders was a rarity, and uncommon amongst the Malignants. However, brigades of cavalry (such as were led by these gentlemen) did occasionally transfer between armies.

“Turnham Green”: After Edgehill the King pushed on London. Parliament responded by massing its own forces and at Turnham Green (now a leafy London suburb on the District Line) Prince Rupert declined to fight at the Valmy of the English Civil War.

“Psalm Singing/The Divine Right of Kings”: Religious belief was a strong feature in the war on both sides. In this case fervour amongst the Righteous (as self-defined) leads to advantage in combat.

"Cornish Pikes": Sir Ralph Hopton led an army of tough Cornish troops during his early campaigns whose combat style will be recognised by American Civil War fans. Muskets were used for skirmishing with the pikes grouped to charge when the enemy line weakened.

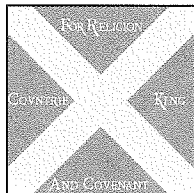
"Ironsides": The splendid Cavalier cavalry led by Prince Rupert were to be surpassed eventually by Cromwell's good honest men; perhaps the best handled cavalry in England's history.

"Trained Bands": London provided a number of Trained Bands under Sir Philip Skippon. This card celebrates this communal militia who usually fought Finsbury battles (that is, exercised at Finsbury).

"Whitecoats": The personal regiments of the Earl of Newcastle were clad in white (or at least undyed cloth), and were supposed to have stood to the death at the end of the battle of Marston Moor as befits good northern lads.

Mandatory Cards

"The Army of the Solemn League and Covenant": The Presbyterian Scots leagued together to prevent the imposition of bishops in the Scots Kirk. The Army that resulted from this League was to save Parliament and receive scant thanks from it.



"New Model Army": The removal of the local Association armies and their replacement by a professional army was to help win the war and to condemn the army in the eyes of all Britons (and Americans) as an instrument of tyranny. Led by the Lord General Fairfax, with Cromwell in its ranks, it was the triumph of doctrine over decentralisation.

"Raising the Royal Standard": In an almost medieval moment the King displayed his banner to open hostilities. He did so in a hotbed of Parliamentary support.

Middle

"Blake Defies the King": Blake (who was later to become an admiral in the Dutch War) raised Lyme and held it against Goring in the late years of the war when the South-West belonged to the Royalists. You can see him justly celebrated at Greenwich.



"The English Irish Souldier." A lampoon of the plundering 'Irish'

All safe and cleare,
my true Arms rest a
while,
And welcome pillage,
you have foes to foile;
This pot, my helmet,
must not be forsaken,
For loe I seiz'd it
full of hens and bacon

"The Cessation": War between the Catholic Irish and the Protestants (often planted Scots or English) had been going on for some time, usually involving raiding and burning (one Royalist chieftain was known as Murrough of the Burnings). The King's loyal lieutenant Ormonde managed to agree a truce that allowed "Irish" Royalist units to be shipped over to England. These units were Irish only in that they had served there, though Parliamentary spin made them seem servants of the Holy Office.

"Committee of Both Kingdoms": Parliament's central command after Scots intervention, occasionally obeyed by rivals like Essex and Waller.

"Earl of Brentford": Charles' advisor until wounds overcame him; he never saw a Royalist defeat.

"Faggot-Master Browne": Sir Richard Browne was a wealthy merchant and, to the joy of the Royalist pamphleteers, purveyor of firewood and mainstay of Parliamentary activity north of London.

"Home, Home": Eastern and London regiments in Waller's army at Alton decided they had had quite enough of Hampshire and Surrey and retired precipitately with this proud war-cry.

"Lieutenant-General of His Majesty's Armies": The need for a talented commander for the Royalist armies caused Prince Rupert to receive this rank. Unfortunately the role was not respected by the King or other commanders. But had it been then more might have been achieved.

Faction: Presbyterian and Independents/The King and his Courtiers

Civil wars are not only against your opponents but against your over-mighty allies. Parliamentary leaders of the Presbyterian party (roughly in line with the Covenanters in belief) feared the more extreme sectaries (which in turn feared the Diggers and Levellers). The King's supporters were often riven by factional dispute (for example, Wilmot's dislike of Rupert). At vital moments this feuding can dislocate operations.



"Sir John Meldrum at Newark": Sir John pressed the Newark garrison but opted for siege and was defeated by Rupert.

Late

"Clubmen":irate locals tired of being plundered or taxed twice raised units of clubmen (a fair measure of their weaponry) to attack whomsoever seemed the most objectionable. Fairfax had a firm way with them.

"David Leslie at Philiphaugh": Leslie ended the string of Royalist victories in Scotland at Philiphaugh, after which the Covenanters were free to act in England.

"James Graham, Earl of Montrose": Royalist and romantic, James Graham led an army of highlanders and Irish, repeatedly crushing Covenanter armies. King Charles always

hoped Montrose will cut loose from his Highlands and come south. He did briefly raid into Northumberland. Covenanter forces had to return to Scotland to fight him.

“King Strips the Garrisons”: If willing to abandon territory the numerous garrisons permitted the King to keep an army in the field

“The Northern Horse”: After Marston Moor Sir Marmaduke Langdale led this fine force away from the North to defeat at Naseby.

“Parliamentary Supplies in the West”: The Navy and merchants permitted the New Model Army in the west to be supplied from London.



“Plots: The Hothams & Sir John Carew”: The factions within Parliament meant that at any stage powerful fortresses like Plymouth (Carew) or Hull (the Hothams) might change sides. The longer the war lasted the stronger the residual pull of loyalty to the Crown. Many good Parliament men were to declare for the King of Scots in the Second War.

“Prince Rupert Dismissed”: King Charles did dismiss his best general towards the end of the war, possibly influenced by Rupert’s elder brother (the Elector Palatine) negotiating with Parliament for support in the 30 Years War.



“Sir John Meldrum”: Sir John Meldrum was a good middle-level commander in the Northern areas for much of the war serving also in Lancaster and Lincolnshire and later around Scarborough after the New Model was formed. We have met him once already in

an earlier card. During the siege of Scarborough Sir John was blown off the cliff by a strong wind and floated safely to the ground aided by his billowing cloak. Thus becoming the first paratrooper in history.

“Aimez Loyauté”: The Royalist hold of Basing House, a property of the Marquis of Winchester, proved a thorn in the side of the Godly in the later war. On the window-panes of the house were engraved these words celebrating loyalty to the King. The House was battered into surrender.

Alt-Hist

“Charles of Lorraine”: The King hoped to import the Duke of Lorraine and his mercenaries. One can imagine the effect of introducing these looters into England, but perhaps they might have turned the tables on the New Model Army.

“Charge at the Gallop”: Most English cavalry charges were pistol-trot jobbies, here a little bit of Poland comes to England. Urra urra urra.

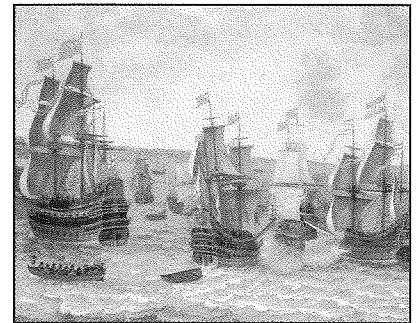
“Earl of Holland’s Plot, Lady d’Aubigny’s scheme”: Plots to capture London for the King were common, these two came closer than most.

“Lord Wilmot’s Plot”: Wilmot, a Royalist cavalry commander, enraged at being supplanted by Rupert may have entered into treasonous correspondence with Parliament. His son was the noted libertine and monkey-fancier the Earl of Rochester.

“The King Abandons the Bishops”: Had the King but rejected Episcopalianism the Army of the Solemn League and Covenant might have found him a better ally than Parliament. Whatever one thinks of Charles he was, ultimately, unswerving on religious principle so this is unlikely.

“A Tile Strikes the Governor on the Head”: Sir Arthur Aston was left unconscious in these circumstances and his deputy surrendered Reading. Of such are the Kingdom of Heaven.

“Orangist Support for Stuarts”: Related by marriage the Stadtholders of some Dutch Provinces might have swung the Dutch fleet behind the King, especially to damage the Royal Navy which was later to fight three wars against the Dutchers.



“Estates of Holland support the Saints”: However, the Estates of Holland (with Zeeland the only other province of much value at sea) might support the Parliament if Papist influence looked likely in England.

“Swedish Brigade/Army of Flanders”: Veteran officers (for example Sydenham Poyntz and Sir Henry Gage) who had served in the European armies might have had a greater effect on the less experienced English armies.

“Parliament Aids the Irish Settlers”: Strategic aid to the planters might have prevented the appearance of the Irish regiments.

“Reiters”: Either side might have hired these black-armoured sons of Satan.

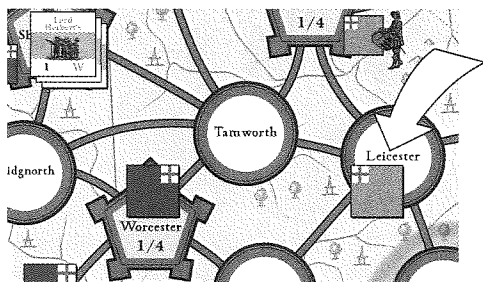
UNHAPPY KING CHARLES! PLAY-THROUGH

A play-through of the first two turns. Thanks to playtesters Charles Stewart (Royalists) and Robin Devereaux (Parliament).

TURN ONE

HOUSEKEEPING PHASE

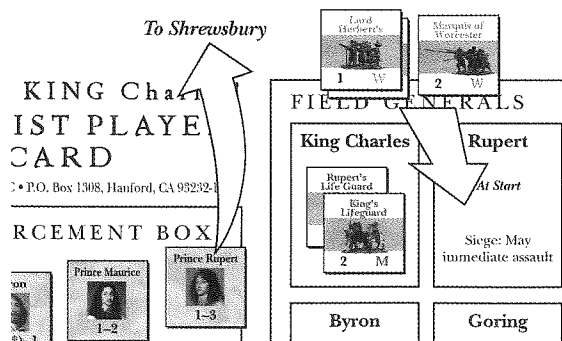
All the available leaders are already in the Reinforcement Box (Step 1), so the players move to their free PC marker placement (Step 2). Robin places one in Leicester to push back the frontier in the Midlands. Charles would like to place his in Salisbury to control the Wool Road, but the Parliament PC marker in Lyme prevents this, so he places his in Hereford to make further inroads into the Midlands. Robin draws a Naval Chit (Step 3) and reveals it to be **"Royal Navy Riven by Faction +1"**. He places the chit in the +1 space on the Naval Status Chart, noting as per the note below that section of the chart that the result will hinder Royalist bombardments on besieged Parliamentary fortresses in port areas.



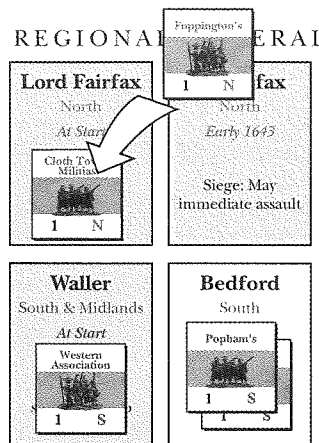
Robin seizes control of Leicester.

RECRUITMENT PHASE

Charles moves Prince Rupert from the Reinforcement Box to the Shrewsbury fortress area, where he takes two Brigades into his command (they're placed in Rupert's box on the Royalist Player Card), leaving the third Brigade in the Fortress. He then recruits the Marquis of Worcester's Welsh Veteran Brigade (using the Powicke Bridge Rule 7.4 rather than Recruiting a Militia Brigade) in Shrewsbury, adding it to Rupert's army. Robin recruits Foppington's Brigade at Wakefield, adding it to Lord Fairfax's army by placing it in the Lord Fairfax box on the Parliament Player Card.



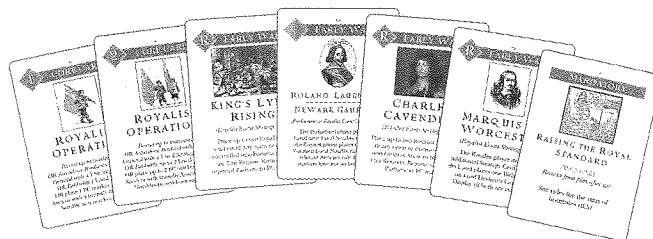
Rupert takes the field at Shrewsbury, gathering up the Brigades there.



The Earl of Foppington's Brigade of lusty Yorkshire lads is recruited into Lord Fairfax's army.

DRAW STRATEGY CARDS PHASE

Both players start with their two Core Cards in their hands. They each draw five others. Because of the way the deck is configured at start, one of them will draw the Raising the Standard card, which essentially starts the hostilities when played. The two players now look at their cards.



Charles has only his two Core Cards (worth one and two Operations respectively) plus **King's Lynn Rising**, **Newark Garrison**, **Charles Cavendish**, **Marquis of Worcester** and **Raising the Royal Standard**. With so few Operations Cards he may decide to delay playing **The Standard** for some time since he cannot do much with it. Note that the **Marquis of Worcester** card will allow Charles to draw a new card into his hand.

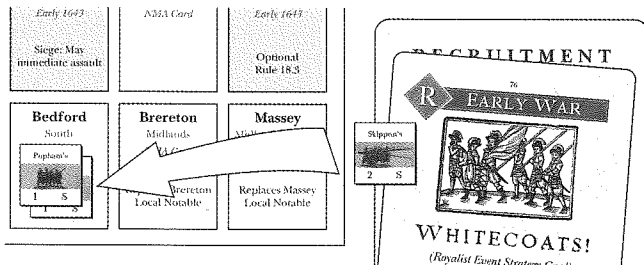


Robin has his two Core Cards (worth one and two Operations respectively) one **3 Operations Card**, plus **Melting Down The College Plate** (a discard because only the Royalist can use it), **The City of London**, **Whitecoats** (a discard), and **Trained Bands**. Depending on the two extra cards he can draw (by playing the **City of London** card) Robin may be able to deal with anything Charles can show.

THE CAMPAIGN PHASE

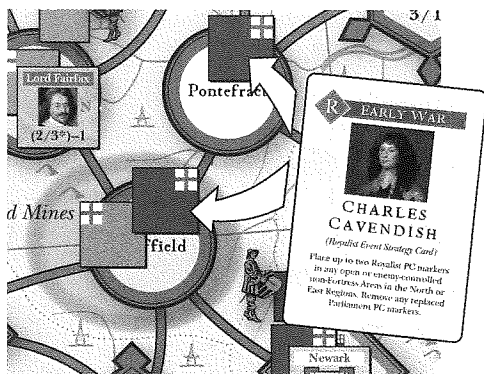
Charles decides to go second (5.5) so he can react to Parliamentary moves.

Robin knows that he cannot determine when hostilities will begin, because Charles holds the **Raising the Royal Standard** card. So he decides to prepare as best he can by Recruiting first and then gaining some political control. He uses the **Whitecoats** card—which he cannot use as an Event Card anyway since it is a Royalist event—as a discard Recruitment card (7.3.1) and places Skippon's Veterans with Bedford in Exeter (Recruiting via discarding an Event Card allows him to bring on only one Brigade). Charles uses the **Newark Garrison** card to place the Newark Local Notable counter in Newark (note that this is not considered Recruitment). Neither side shows much by these plays.



As all the Southern Militia Brigades are now on the map, Skippon's Brigade of Veterans are sequestered.

Robin then discards **Melting Down The College Plate** placing a PC marker (11.1) at Warwick (he cannot use the card's event because it is a Royalist-only Event Card). Charles sends **Charles Cavendish** into action and takes Pontefract and Sheffield (although Leaders cannot convert PC markers before the **Raising the Royal Standard** event is played, Event Cards can—see 6.5).



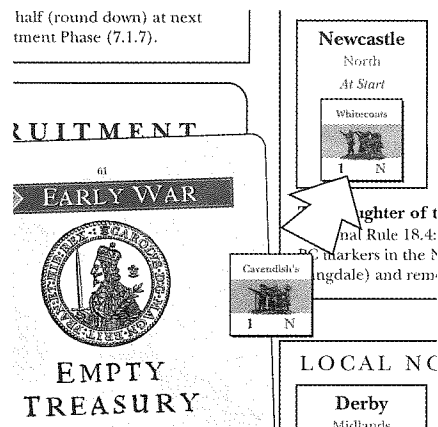
The dashing Charles Cavendish captures the Economic Infrastructure of Sheffield and secures the road to York.

Robin is simply waiting for The Standard and plays **The City of London**, which allows him to draw two cards—he draws a **3 Operations** and **Lord Fairfax Campaigns**). Charles knows he can be outplayed in card numbers and plays the **Marquis of Worcester** that essentially gets him a reserve card—the draw turns out to be **Empty Treasury**, an excellent card for the Royalist player to get since it prevents the Parliament player from using it. Charles fulfils the **Marquis of Worcester** event by placing Stradling's Brigade in Lord Herbert's box on the Royalist Player Card.



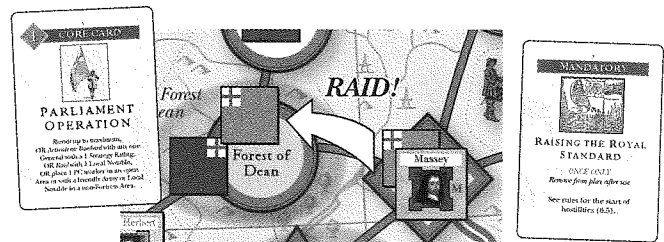
The London merchants finance two cards for Parliament while the Marquis of Worcester bankrolls a card and Brigade.

Robin revenges himself on Charles Cavendish by playing **Lord Fairfax Campaigns** and taking back Pontefract and Sheffield. Charles discards **Empty Treasury** as a Recruitment Card to recruit Cavendish's Brigade which goes to Newcastle. Both players have now played their Recruitment Card for Turn 1 (although Event Cards that allow Recruitment could still be played if the players had any).



Rumours of an empty treasury at Oxford prove false as the Royalist Grandees raise a Brigade in the North.

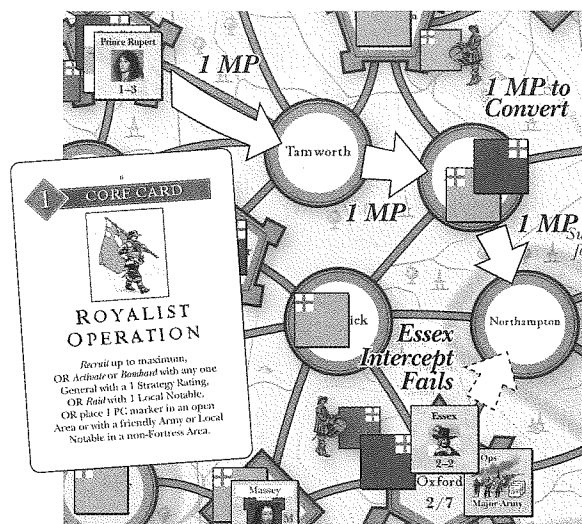
Robin has now run out of Events so he uses his **1 Ops Core Card** to activate Massey and Raid (13.0) the Forest of Dean, replacing the Royalist PC marker there with one of his own (Local Notables can raid before The Standard is raised). Charles plays **Raising the Royal Standard**, effectively beginning the war (6.5).



As Massey's troops of horse purge the Forest of Dean of malignancy, the King raises his Standard against his rebellious Parliament.

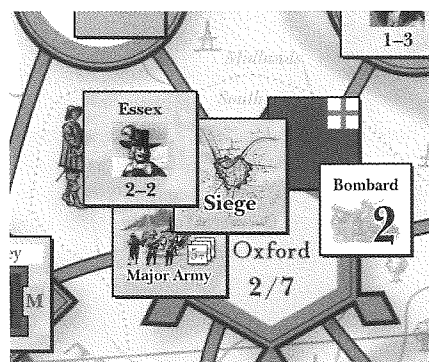
Robin moves Essex and his army on Oxford with the **3 Ops Card**, picking up the London Trained Bands upon Activation in case he can use the **Trained Band Combat Card** in Battle. With 5 Brigades, Essex now commands a Major Army, so that the 3 Ops Card is necessary (6.2). Charles considers sending Rupert to attack Fairfax but decides to move the prince south

to support Oxford instead. Rupert has a move of four and moves to Tamworth, then Leicester (converting it by spending an extra movement point) and to Northampton. He uses his **1 Ops Core Card** to perform this move. Essex attempts to intercept Rupert in Northampton, but rolls a 2 and fails (he would have needed to roll a 5 or 6—see 9.7.2).



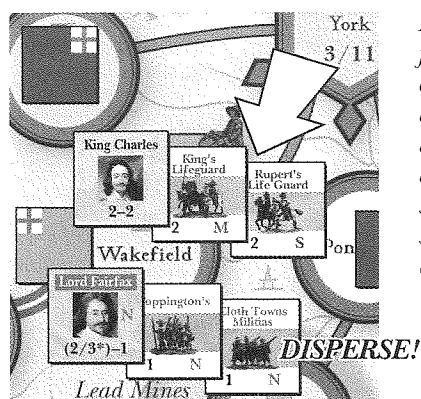
Rupert rides to the relief of Oxford, but Essex cannot catch the wily Prince.

Robin can halt now as he has played six cards, but he elects to go for a Siege in Oxford with Essex. He places the Siege Marker using a **3 Ops Card** (Essex still has a Major Army and thus requires a **3 Ops Card** to activate) and throws a die, getting a miserable 2. He places a Bombardment 2 marker beside the Area.



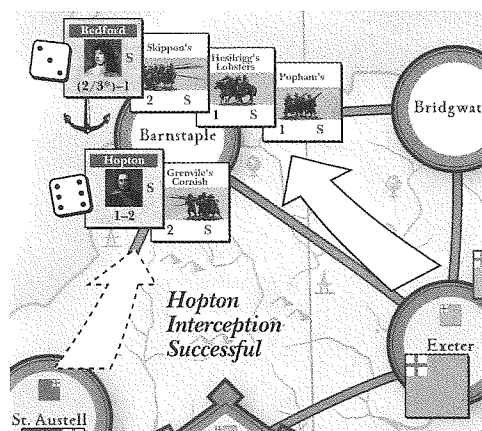
Essex lays siege lines around Oxford and begins to pound the defenses.

Charles knows Rupert is probably too weak to take on Essex (and does not know about the Combat Card). He therefore decides on a different plan, using his **2 Ops Core Card** to move King Charles to Wakefield, where Lord Fairfax tries to Evade but fails—he rolls a 4, one less than the 5 or 6 he requires for success (10.1). The King has 6 combat value to his 3, and with the odds so badly against Fairfax (who wishes to avoid a Major Defeat), he Disperses (his counter and his Brigades going into the Unemployed Generals Box). The King gets control of Wakefield because of this dispersal (Charles places a Royalist PC marker there) and has three remaining movement points. He moves Sheffield-Nottingham-Tamworth.



His Majesty rides south from York. In the face of such force, Fairfax's army scatters, to fight another day. (Dispersal can represent the sort of skirmishes and minor scraps that cannot be characterised as a battle.)

Robin plays his **2 Ops Card** and decides to move Bedford to Barnstable. However, Charles sees the risk of Hopton being trapped and tries to intercept with Hopton. Hopton rolls a 4 (plus one for his Strategy Rating advantage) and enters Barnstable. The battle sees the Royalists with 4 (2 Combat Value plus 2 Battle Rating) versus a Parliamentarian 5 (4 Combat Value plus 1 Battle Rating). But Hopton rolls a 6 to Bedford's 3 giving a final score of 10 to 8, an Indecisive Royalist Victory (10.2). Bedford's move ends (10.0) and he retires to Exeter (losing Popham's Brigade permanently). Barnstable becomes Royalist. Hopton's gamble has kept his lines open.



On a windswept hill outside Barnstable, Hopton's hardy Cornishmen catch Bedford's Army unawares and win a narrow victory, soon celebrated by Royalist pamphleteers.

At this point Robin uses his Combat Card (**Trained Bands**), which he cannot keep as an "Ace in the Hole" card (6.0), and discards it to Raid from Willoughby into Boston, placing a Parliament PC marker there. Charles retains the **King's Lynn Rising** card as his "Ace in the Hole" card for Turn 2.

DESERTION PHASE

Only one Brigade deserts this Turn for each side. There are no Regional Generals outside their home Regions, so the players move to Category #2 (12.2). Essex's Army exceeds three Brigades so must take the loss (Robin chooses to remove Fiennes' Brigade). No Royalist Army exceeds three but Rupert is adjacent to the enemy and so loses a Brigade—Charles selects the Northern Levies.

This early in the game, neither Army need worry about Power Base points.

END PHASE

The cards used for Recruitment during Turn 1 are cleared away to the Discard pile.

Robin now has seven Brigades (with one to return from Dispersal). Charles has eight Brigades and a better Army. Robin now has no "Ace in the Hole" cards however.

TURN TWO

HOUSEKEEPING PHASE

Lord Fairfax moves from the Unemployed Generals Box to the Reinforcements Box. Robin places his free PC marker in Lewes (South). Charles places his in Aberystwyth (Wales). There is no Naval Chit draw this turn (Naval Chit draw turns are indicated by a Port symbol on the Turn Record Track).

RECRUITMENT PHASE

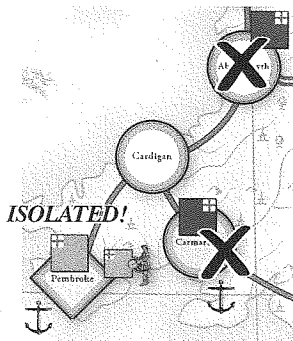
As indicated on the Turn Record Track (see right) and 7.2.2. in the rules, each side gets three Brigades this turn during this phase (and a possible two more by playing a Recruitment card during the Operations Phase). Robin chooses the following Brigades: Fiennes (Midlands), Meldrum's (East) and Hampden's Greencoats (South)—he may Recruit the Greencoats, even though they are a Veteran Brigade, because no 1-strength South militia brigades remain. He places these Brigades with (respectively) Massey in Gloucester, in London where there is no leader currently, and with Bedford in Exeter. Charles recruits the Marquis of Worcester's Veterans at Bath (using the Powicke Bridge rule to recruit a Veteran), Belasyse's with Newcastle in Newcastle, and Byron's Brigade with Prince Maurice (who is brought in from the Reinforcements box) in Chester. Robin claims half the dispersed Brigades (Foppington's) in Hull and sends the Cloth Town's Militia back to the recruiting pile. Robin places a Blockade and Siege Marker on Essex to assist with Bombardment in the upcoming turn (14.2).

		1 6 4 2	
Turn	Late 1642	Game Turn	Early 16
Reinforcement			T. Fairfax
Recruitment	1/2	3/2	2/2
Draw Naval Chit?	⚓		
Desertion #	1	2	2
Power Base #	14	15	1
	7.1.2 Optional POWICKE BRIDGE		

POLITICAL CONTROL PHASE

Because they occupy Areas with Armies, the King takes Tamworth and Rupert takes Northampton. Royalist PC markers are placed at those locations.

Pembroke cannot trace support and is removed (note that it is not replaced by a Royalist PC—Pembroke is now simply uncontrolled); all other PC markers avoid Isolation and remain on the map.



Royalist control of Aberystwyth and Carmarthen blocks Pembroke's lines of support and it is Isolated.

DRAW STRATEGY CARDS PHASE

Each player draws four plus the two Core Cards.



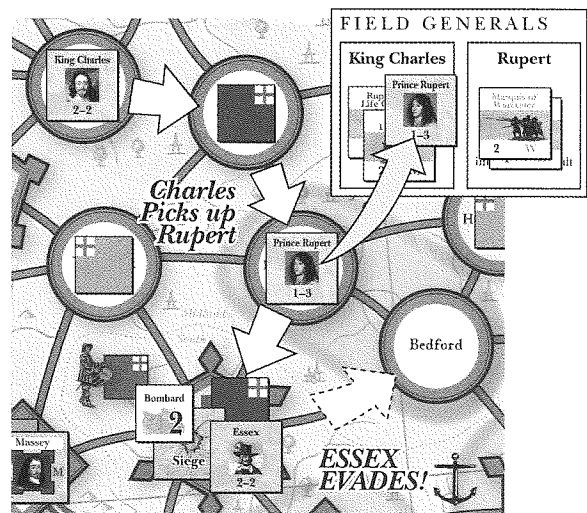
Charles receives a poor hand, consisting of three discards (Eastern Association, Turnham Green, and Ironsides) plus Marquis of Winchester.



Robin gets a 3 Operations Card and two 2 Operations Cards and John Hampden. Charles decides to go first, and because Robin does not have a Campaign Card, he may not pre-empt that decision (5.5).

THE CAMPAIGN PHASE

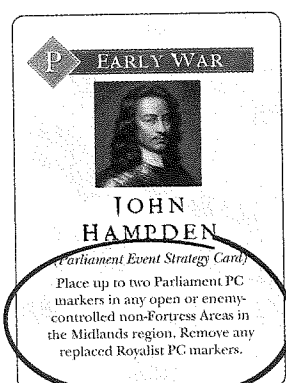
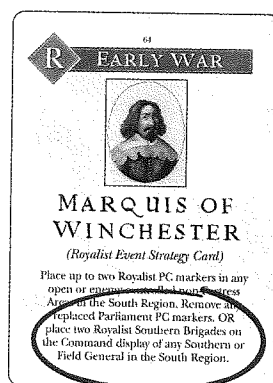
Charles mulls whether to use his first move to attack Essex or to collect his new recruits at Bath. He decides that running Bedford's gauntlet at Bridgwater is not tempting, and so (using his 2 Ops Core Card) sends King Charles through Leicester to Northampton where he collects Rupert under his command (Essex cannot intercept as he is Sieging) and enters Oxford. Essex does not like the odds and tries to Evade, which he does to Bedford (he would prefer London but may move only one Area because he has more than three Brigades in his army (9.2)). The Siege is raised (14.6a) and the King enters Oxford to Malignant applause.



Charles rides to Oxford, Subordinating Rupert's depleted Army along the way. Essex, his Army also slimmed down by last turn's desertions, slips off into the night.

Robin activates Bedford with his **2 Ops Core card** to move Lyme-Bath amidst the forming Royalist Brigade, which cannot Evade (10.1) and so Disperses. Bath converts to Parliamentary control and Bedford moves to Bridgewater and into Barnstaple. Hopton Evades Exeter-Lyme.

Charles is now in serious trouble but bluffs. He plays **Marquis of Winchester** to recruit two Brigades as per the card's Event (he places Carnarvon's and Forth's in Lyme with Hopton). This may cause Bedford to think twice about further attacks. Robin plays his **1 Ops Core Card** to recruit two Brigades (as allowed on the Turn Record Track and 7.2.2)—Browne's with Willoughby (in Peterborough) and the Veteran Ironsides in London (only Veteran East Brigades remain in the Recruitment mix).



Charles discards **Eastern Association** to have Derby Raid Manchester. Robin is not sure what to make of such a feeble move and so plays **John Hampden** to take Northampton and Leicester.

Charles discards **Ironsides** and has the Newark garrison Raid Gainsborough. Robin activates Lord Fairfax with a **2 Ops**

Card who drops in to Hull, collects Foppington's Brigade and moves to York, then on to Wakefield (which he converts).

Charles has only one Operations Card, so his choice is restricted to the two Royal Princes and Hopton. He delays further, though, by discarding **Turnham Green** to have Newark raid Boston. Robin now believes something is adrift but cannot see a useful attack. Essex is weaker than the King and Hopton splits the South, he damns the **Marquis of Winchester**. He uses his **2 Ops Card** to move Essex Huntingdon-Peterborough, threatening the North and avoiding building a large Army in London.

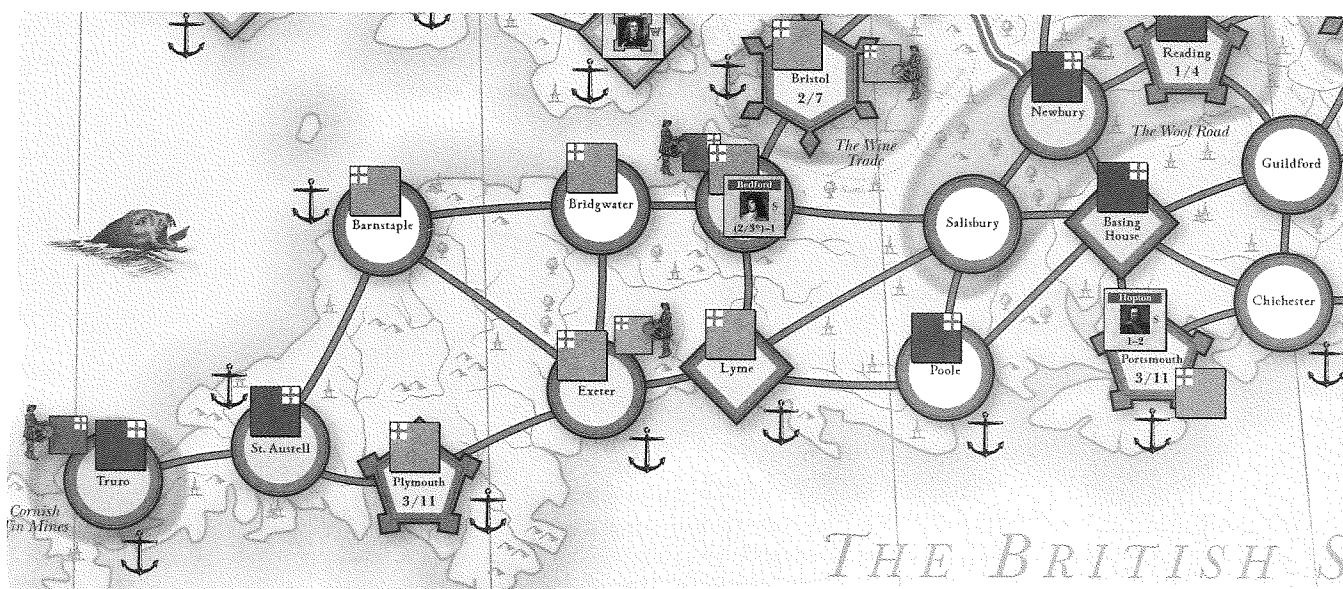
Charles now plays his **1 Ops Card** to activate Hopton. He leaves the West to Bedford and moves to Poole (converting it), then Basing-Portsmouth. Robin decides not to withdraw Waller into the Fortress for fear of his best General being bottled up by a masking force. He fails to Evade and so disperses. Waller will be eligible to return next Game Turn, possibly to take command of the Army being built in London. As Portsmouth is a Fortress control does not change (only a successful Siege changes Fortress control). Robin has his **3 Ops Card** to play. He elects to tidy up the west using Bedford to convert Barnstaple and Bridgewater and ending in Bath.

DESERTION PHASE

Two Brigades desert this turn per side. For Parliament, Essex loses one Midlands Brigade for having over three Brigades and Massey loses Fiennes for being adjacent to an enemy Army (he is the only adjacent Army so loses his only Brigade). For the Royalists, King Charles must lose two Brigades (which are one for being adjacent, and one for having more than three Brigades). He removes Rupert and both his units.

POWER BASE PHASE

Once again, it is too early for a Power Base Victory (17.0). Or any other type of victory for that matter.



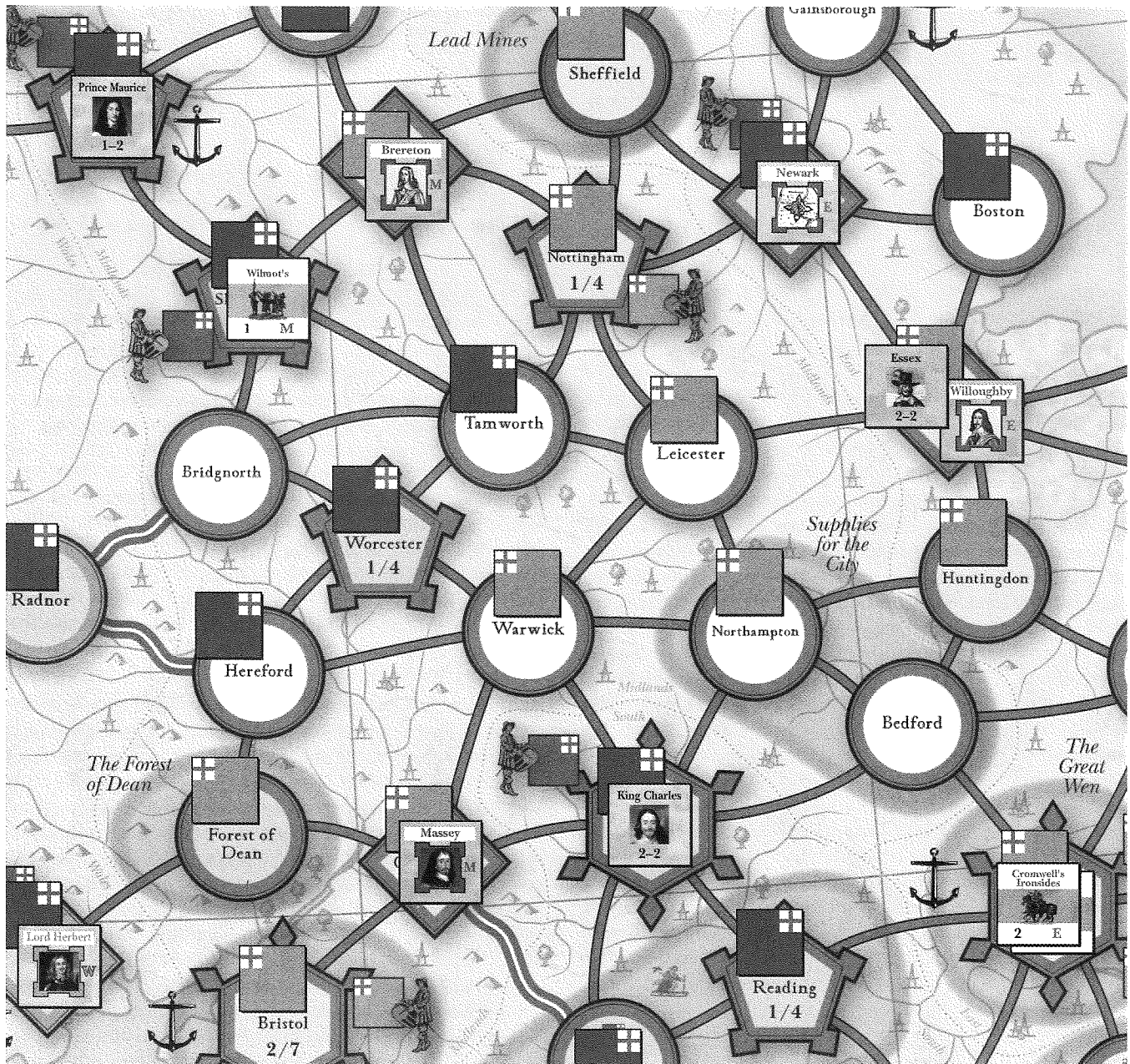
THE SITUATION IN THE SOUTH:

Hopton has broken out of the southwest, but Bedford has cut off Cornwall and in the next Political Control Phase Truro and St. Austell will be lost to Isolation. Hopton's three Brigades threaten Portsmouth and are a menacing presence in the South.

Summary

Parliament has lost one Brigade permanently and has 10 in action plus one to return from Dispersal. The Royalists have 11 Brigades plus one to return from dispersal. Cornwall is cut off. The Parliament has survived the two most dangerous

turns by good cards and avoiding combat and has a Political Control advantage. The Royalists must now begin to press hard, because they longer they delay, the closer they are to having the two remaining Mandatory Cards enter the game and work against them.



THE SITUATION IN THE MIDLANDS:

Battle lines are drawn. The Royalists have had the better of the campaigns, but Parliament have come out ahead on political control. Charles sits safe in his capital at Oxford, though his victorious Army has been thinned by desertion. Essex threatens Newark, but is well-placed to cover London.

As Massey and Herbert tussle near the Welsh border, Prince Maurice builds a new Army at Chester, ready to dart North or Southwards.

DESIGNER'S NOTES

Conception

Many games start as an idea, but this one started as two other games. Firstly, the inspiration was my own *The King's War*; a much bigger scale game designed to fight single year campaigns. That game was designed for the English Civil War expert, and its early sales were in large part to the Pike & Shot Society in the UK. I wondered if it would be possible to fight the whole war in the same time as *The King's War* took for a year. The second game was the one that showed me the True Way; *We the People* by Mark Herman. *We the People* is a very clever game that matches the nature of 18th century warfare to an elegant system. Naturally I was not going to produce something quite as clever but I hoped it would at least be atmospheric.

Cards: Multi or Single Use

Scale was easily dealt with: I trebled the size of units and length of the turn from *The King's War*. My first map may even have had the same number of areas as *We the People*. How though to build the system? My first decision was whether to follow *We the People* or consider *Paths of Glory*. *Paths of Glory* is another very clever game and one full of decision but it is also a long game and this is in part due to the multiple choice cards. *We the People* is a fast game in part because your choices are limited. Furthermore the power of the state represented by a *Paths of Glory* player was many levels greater than that of an *Unhappy King Charles!* player. The solution was to avoid a card-play or management game but instead go for a simple maneuver game directed by cards. The multi-choice cards have been a subject of long discussion into which I do not wish to intrude. But if the model of *Paths of Glory* is perhaps Lloyd George and the War Cabinet then we see this as an organization with the whole-hearted support of the population, directing the State intervention in food, the employment of women, trade union matters and finance. This awesome power was undreamed of by King Charles or by the Committee of the Two Kingdoms. In one notable case a Royalist city complained to the King that Prince Rupert had tallaged it. The King made Rupert return the loot. The idea of the King sitting in council to decide if he would have a campaign in Yorkshire, raise troops in Surrey, or move an Army strategically by sea was not one I could entertain. So I decided to avoid multi-choice cards. Instead we have an operational game driven by cards. Cards are either events or operations as in *We the People*. That decision is in part responsible for the much shorter playing times of *Unhappy King Charles!* It thus achieves simulation and play goals.

I then decided to build the game in three sections (early, middle and late war) using the helpful key events (the Raising of the Standard, the arrival of the Scots and the raising of The New Model Army). Early on in the design these three cards were just put into the packs and dealt as they fell due. I found this solution too random and opted to make their inclusion a key part of the first hand of each deck. Of course you can reverse that decision in play if you wish. Early on we also had these cards not being mandatory (try that too) so that the Royalist player could ditch The New Model Army. In

general the early deck was designed to have more events from what we might call non-player characters. This was designed to give the feel of players commanding a faction rather than a nation's full war effort. The middle deck allows the main Armies to come to the fore. The last deck introduces some key opportunities for the Royalists to survive. The basis of this survival being that the threat of the King was often not as bad as those of rival sectaries.



UNHAPPY KING CHARLES! A portion of Van Dyck's portrait Charles I in Three Positions. When the sculptor Bernini saw it, he described Charles's countenance as 'doomed'. 'Never have I beheld features more unfortunate.'

A bit more detailed analysis shows the Early deck to be the biggest of the three with the lowest percentage of Operations Cards, but these cards having a higher average value. To balance the lower number of Operations Cards, the Early deck has a lot more historical characters who were too low-scale to be given a counter. In the early years of the war localized forces waged their own campaigns and larger forces seem in general to have been more available. Operations are going on, but not under your direct control.

As the war continues and the Middle and Late deck arrive the percentage of operations cards increases as the localized forces abandon their campaigns, but the average value of the cards reduces. What is happening here is two things, both of which I hope to capture by the cards rather than hard rules. Firstly, the 17th century economy was not a strong creature; it was soon weakened by war, plunder, and the failure of the rule of law. Even worse the fragile web of obligation that constitutes a local economy was shattered by a war that split each community into two camps. Even in the most ardent Godly areas there were known Malignants (and *vice versa*). This meant that the capacity to wage war on a feudal basis was soon exhausted—the medieval feudal service was only 40 days for a very good reason. Instead the war passed into the realm of taxation and more professional Armies less connected to the great and good of their own locality. The level of activity consequently reduced. Secondly, the recognition that large Armies were difficult to raise, provision and move meant that the best commanders fought not with the sorts of Armies that met briefly at Marston Moor but instead those that met at Naseby. Hence, the increased number of smaller Operations Cards.

These features produce an important feature of 17th century warfare—its lack of capacity. There was seldom a time where Armies had popular support, professional skill and funding. Two out of three was the best for which one might hope.

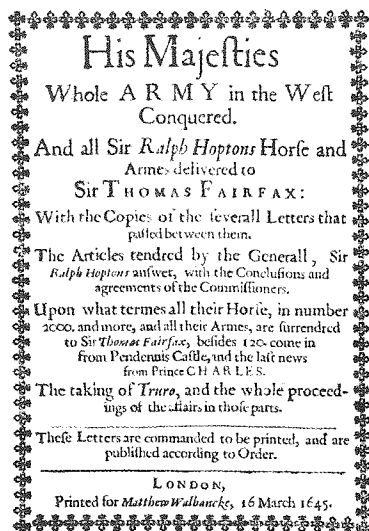
Combat

This is perhaps a good time to discuss combat. Essentially I used the same analysis as in *The King's War*; the battles got less decisive the bigger they got. Even Naseby involved losses of about only 2 Brigades. The smaller battles though could cause entire Armies to vanish. The losses are thus expressed as absolute totals rather than proportions of strength in battle. To aid in avoiding too many Decisive Victories and to cover the sudden disappearance of Armies I also introduced the concept of Dispersal. The early Yorkshire campaigns of the Godly seem to be a catalogue of disaster for Lord Fairfax. Yet by avoiding having his men killed (something that doomed Newcastle at Marston Moor) he lived to fight another day. Dispersal is of course 50% losses, but they are not permanent losses, and they do not pass vital cards to the enemy. Battles do cause permanent losses and often in the best Brigades. I thought here of the losses to the Cornish regiments in Hopton's campaigns. 17th Century warfare like that of the 16th punished the hardest fighting units. The Taoist concept that ruling a large empire was like boiling a small fish (it easily comes apart) would be understood by English Civil War generals in relation to commanding a large Army.

Combat in *Unhappy King Charles!* is typically indecisive but occasionally it can be shattering. With Armies that were learning the ropes the mere arrival at the field of combat was an achievement; conducting an attack and exploiting victory were too often too much for larger Armies. These Battles are simulated as the Drawn Battle. Both sides will suffer losses of about 3,000 men. Where two small Armies clash these losses probably include a fair amount of desertion on top of dead, wounded and prisoners (prisoners often being the wounded of the losing Army). Note that the losses are not related to Army size but to the skill level. The better Army suffers less. The Combat Cards permit a decisive blow to be struck by units of exceptional value.

The two most decisive victories of the war (Naseby and Marston Moor) cost the losers 11,000 men in total, they cost the winners 450 men. These are what the game calls Major or Decisive Victories. Many Battles were Drawn—both battles of Newbury and Edgehill would count. The loss of a Brigade a side is slightly higher than the battle losses on the day (I would estimate about 2,000 lost on each side in such battles) as noted above.

The importance of Combat Cards is worthy of mention. In games where establishing a strong blocking position is very possible one can often tend towards inertia. Yet Armies carry with them, at times, a belief in their own strength. The Combat Cards are important in simulating this, often resulting in



battles where both sides have Combat Cards deployed. Unlike some card driven games there is no repeat use of a Combat Card. Key units used in battle often learned better than to attack so boldly a second time. The Ironsides were a rare example of English cavalry kept in hand by Cromwell. The Trained Bands were never proved in battle but they stood off Prince Rupert at Turnham Green, one of the most decisive non-battles of the war. The Cornish Pikes were overused in battles against Waller and their losses made Cornishmen less keen to cross the Tamar into England. The Whitecoats are known best for their manner of death, refusing to accept quarter at Marston Moor. The game proposes that the same dour qualities might have contributed to victory as to defeat. Finally, the card "Psalm Singing/The Divine Right of Kings" proposes the possibility that the deeply held beliefs of both sides might be decisive in battle.

Where there are strength and disparities of generalship then the losses are one sided and there is the possibility of something positive happening for the victor (the draw of a Card). Of course that card may be useless or of great value. One cannot tell, and I suggest that the fruits of victory were similarly irregular in the real war. Marston Moor was for many reasons more decisive than the outmaneuvering that gave the King a bloodless victory at Fowey; but those reasons were little to do with generals and size of forces.

Although Battle can be decisive it is often not so, and I believe a Battle-seeking strategy is not always the best in the game nor was it the best in the real thing. Battles are often caused by one side being able to threaten a key enemy Fortress without fear to its own. Combining into large Armies for a Battle requires, as it did in reality, a deal of thought and a known supply of 3 Operation Cards or Campaign Cards.



£3 Gold Piece of Charles I coined at Oxford, 1643

Recruitment: Money is the Sinews of War

Recruitment was a good opportunity to once again deal with the realities of 17th century state power, and to introduce a key difference between the two sides. Recruitment comes in two varieties—automatic Recruitment which reduces as the war goes on; and discretionary Recruitment for which you use an Operations Card. The game attempts to simplify a number of strands:

- Great men raising large Armies often very quickly using their own resources.
- Contributions raised on friend and foe and sent to key points where troops were recruited or impressed.
- Recruiting at a low level across the country, influenced by the general enthusiasm or otherwise for the war.

Discretionary Recruitment does not reduce with the length of the game. It represents the strong support of your faction, just

as automatic Recruitment represents the unpartisan support of the general populace. The discretionary Recruitment for Parliament (based on superior funding methods) is much like that of the Recruitment Phase. However, for the Royalists it is based on the support of individual grandees, men of great wealth and power who recruit not generally for the King but for their own glory and then for the King. These men may not be great commanders (though in the South they supported the excellent Hopton) but they draw a lot of water; they get the vote out. Using them well is a key function of Royalist success. Maintaining control of one's recruiting bases is similarly vital. Especially in the South where both sides have a 'forward' base that is open to enemy attack. Much campaigning will be directed towards taking enemy Recruitment Areas and Local Notables. An Army that cannot Recruit is doomed.



Moving and Fighting

Another key decision was to make large Armies unwieldy. I recognize in doing this that some gamers are going to be less than happy with a Prince Rupert who looks very unlike a lace-covered panzer commander. Rupert can go on raids but only with a small Army. The decision as to whether to build a big stack is, in *Unhappy King Charles!*, not an easy one. The driving force here is that the most obvious game strategy for the King was to march on London and capture it. The King appoints Rupert as commander and strips the Northern Army of its best units; the resulting fighting column can beat pretty much anything that the Parliament could send against it. Yet this 'killer stack' strategy was not followed in reality. I asked myself why it was not, and the answers are pretty much the game that you see before you.

- Large Armies are slower, suffer more attrition and are harder to move because few had the experience to order such matters.
- Combat gets less decisive the bigger the Armies because the losses are fixed in value.
- Commanders who raised troops from their own power-base were not going to pass these troops to other commanders just because those others commanders were better generals.
- Taking an Army on campaign is to invite it to fall to pieces after a period.
- Friendly Armies did not co-ordinate well together for many reasons; they would not execute the many clever moves which we wargamers invent.

All of these limitations mean that a killer blow has to be prepared some turns before it is struck.

New Ideas

Such claims to originality as *Unhappy King Charles!* may make relate to two features; Local Notables and the Alternative History (Alt-Hist) deck. Firstly, I needed to have a class of combat that reflected the low-level partisan warfare that was more numerous (if not more important) than the field Army campaigns. To this end I invented the Local Notables; a cross between a Fortress, a General and a sort of annoyed Zone of Control. These areas will assist Field Generals in recruitment and are a useful way of bulking out territory with discards.

Secondly, I was mulling over the Event Cards. The historical events are all there but of course not all will occur (or will occur in less spectacular fashion) if they are drawn by the other player. This means that we are suffering an event shortage! What we needed was some events that did not occur but which might have occurred to redress the balance. Of course too much of this would get folks up in arms so to try to address this I built the Alt-Hist decks to bring in these events as yet unborn. These are limited in number and split through the decks. I hope they bring a little bit of chaos to the game without spoiling its history.

Perhaps the Royal Standard mechanism for starting the actual war also has its moments.

Matters Naval

The naval rules were influenced by *For The People*. Whenever I played this game as Union player the US Navy made itself scarce. Once burned, twice shy, I decided in this case to deal with the Royal Navy by separate chits. These tend to favor Parliament but if drawn in a particular order can favor the King. Since the King had incurred the wrath of all good men and true (and a number of others too) by his imposition of Ship Money one might have expected the Royal Navy to be on his side but the King could not even manage that. The Earl of Northumberland, despite being a beneficiary of royal patronage, followed Parliament's orders. As the war progressed Royalist privateers and captains began to appear and, along with other less doctrinally-rigorous pirates, preyed on English trade. However, for such time as the Navy was available it allowed Parliament to make the Royalist task of capturing Parliamentary port fortresses very difficult indeed. If the chits come up in the wrong order for Parliament then Hull is at risk. Although all five chits come to +2 in favor of Parliament, as only four are drawn the result can be as low as 0 and as high as +4. Adding to this in the Alt-Hist deck is the possibility of the intervention by Republican and Orangist fleets from the United Provinces.

Brigades

An early decision was made not to try to track individual historical Brigades. Instead I used them to give me more opportunities to introduce interesting characters from the war. Essentially, a historical character has a number of opportunities to feature in the game, all of which are intended to introduce the maximum atmosphere at minimum cost in terms of time. Really important figures can be a general; lesser mortals are Local Notables (representing leaders who fought doughtily but locally); one can then be a special rule (for example, the Queen or the earl of Brentford); then a card (for example, John Hampden) and finally one can have

a Brigade. Here are many local leaders of both sides. In reality the actual units would often be led by professional soldiers reporting to the men after who they are named. In some cases (for example, the Cloth Town Militias or Sir Arthur Heselrigge's Lobsters) we celebrate notable themes or units, notable not being the same as effective.

Victory

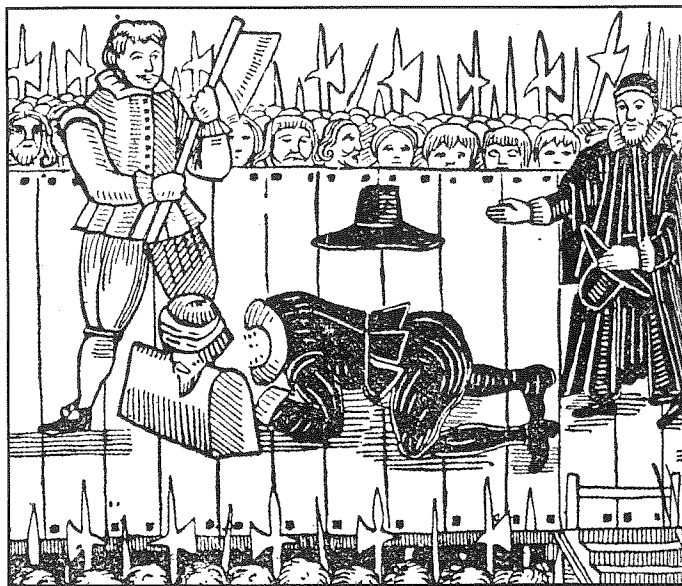
Victory is essentially a matter of Political Control if you avoid losing the King (and God knows you should manage that). As the war goes on you must control more and more areas of the map in order to stay in the game. This you do by converting terrain and you impeach your opponent by surrounding

and nipping off his terrain. This is the importance of supply Fortresses; Fortresses sufficiently large with garrisons (mostly in outposts) able to maintain political control of lots of territory. But all it takes is the masking of such a Fortress to cut off control. One needs Armies to maintain zones of control. This is the way it was historically and so in the game.

But, hang on....

Of course, this is just my view of the war and you should feel free to modify and adjust to fit your views. Then let us all know.

Charles Vasey



END GAME

The First Civil War, and our game, ends in 1645 when the fighting was all but over and Charles's position was hopeless. In Early 1646 scattered Royalist contingents surrendered and in May the King delivered himself to the Scots outside Newark, in the belief he might play them off against Parliament.

However, the Scots handed the King over to the Roundheads. Charles played for time, trying to exploit divisions between the Commons and Army. When hopes of a settlement faded, Charles escaped from his captors and engaged the support of the Scots. The Royalist revolts of 1648 were soon crushed by the New Model Army. A Scottish invasion force was met at Preston by Cromwell and well beaten.

The Army now launched a coup in London, purging Parliament of those members who would treat with Charles. Fed up of the King's stubbornness, the Army put Charles on trial as a Tyrant and Traitor, and found him guilty. On 30 January 1649 unhappy King Charles was beheaded.

CHARTS AND TABLES

A summary of the various game charts

Bombardment (14.3)

Each bombardment of a Fortress amasses a Bombardment Value equal to the roll of 1D6 modified as follows:

- +1 If Siege Train OR at least three New Model Army Brigades present
- 2 Fortress is in a port Area and the Naval Score is in favour of the Besieged
- 2 Fortress is Local Notable

If the modified value is positive, add this to the accumulated Bombardment Value.

If the accumulated total equals or exceeds the Surrender Value, the Fortress surrenders. Roll 1d6:

- 1 - 2 The garrison Disperses
- 3 - 6 The garrison is eliminated (not permanent loss)

Assaults (14.5)

A Bombarding Army can Assault a Fortress for free **after** a Bombardment Activation.

Assault is allowed only after Bombardment value of 5 or more accumulated. However, some leaders may Immediate Assault, which does not require any accumulation of Bombardment.

Roll 2D6 and modify as follows:

- +? Number (NOT combat value) of attacking Brigades (maximum +3)
- ? Number (NOT combat value) of defending Brigades
- +1 Class 1 Fortress
- 2 Class 3 Fortress
- 2 Assault against location with accumulated Bombardment Value of less than 5

If the modified value is **10 or more**, the Fortress surrenders.

Assault always causes the permanent loss of an Attacker Brigade, with the highest combat value.

Movement (9.2)

Movement points and the distance an Army may Evade are based on the size of an Army:

<i>Number of Brigades in Army</i>	<i>Number of Movement Points available for that Army</i>	<i>Number of Areas that the Army may Evade</i>
One to three	4	2
Four to six	3	1
Seven to nine	2	1

Additional movement costs:

- 1 MP Remove Siege Marker
- 1 MP Change Political Control Marker in Area (9.6)
- 1 MP Leave Battle Area (do not pay this cost if enemy Evades or Disperses, see 9.4)

Movement costs for movement lines is as follows:

<i>Movement Line</i>	<i>MP Cost</i>	<i>Notes</i>
Road	1	None
Mountain	2	None
Maritime	2	Maximum 2 Brigades may cross per Ops card/Evasion. No Interception allowed across line. Cannot trace Political Control through line.

Interception (9.2.7)

To Intercept and Activating Army, roll 1d6 and modify as follows:

- +1 Intercepting General's **Strategy Rating** (not Battle Rating) is lower than that of the Activating General OR
- 1 Intercepting General's **Strategy Rating** (not Battle Rating) is higher than that of the Activating General AND
- 1 Attempting Interception across a Mountain Line

If the modified score is **4 or higher** the Interception succeeds. The Activating Army can Disperse but not Evade.

Evasion (10.1)

To Evade, roll 1d6 and modify as follows:

- +1 Evading General's **Strategy Rating** (not Battle Rating) is lower than that of the Activating General OR
- 1 Evading General's **Strategy Rating** (not Battle Rating) is higher than that of the Activating General AND
- 1 Activating Army entered Area via Mountain Line

If the modified score is **4 or higher** the Evasion succeeds. Move Army number of Areas listed in Movement Table.

Resolving Battles (10.2)

Each player can play one Combat Card. Then each player adds to their Battle Score:

- (1) Combat Card modifier
- (2) Combat value of all his Brigades in the Area
- (3) General's Battle Rating (if no General present, Battle Rating is 0)
- (4) Roll of 1d6

DRAWN BATTLES

Scores that are equal or have a difference of one are Drawn Battles

- Each side loses one Brigade (Veteran if available)
- If Attacker outscores Defender, defender retreats (10.3)
- If Defender outscores or equals Attacker, Attacker returns to previous Area

INDECISIVE VICTORIES

Scores with a difference of two to four are Indecisive Victories

- The higher score wins and loses no units
- The lower score loses one Brigade (Militia if available)

MAJOR VICTORIES

Scores with a difference of five or more are Major Victories

- The higher score wins and loses no units
- The lower score loses two Brigades (Militia if available)
- The winner draws one Strategy Card (Royalists from undrawn deck, Parliament from discard pile)
- If winner had played a Combat Card marked 'Decisive Victory', the Major Victory becomes Decisive. The loser must take losses from Veteran Brigades, if available, and the winner draws two Strategy Cards.

'Victory Cards' from Major or Decisive Victories must be played immediately after the Activation (10.7)

Turncoats: in a 1644 or 1645 Turn, the winner of a Major or Decisive Victory may add an eliminated Brigade to their Army. (Lorrainer and Covenanters Generals do not get this bonus.)

Desertion & Supply (12.2-12.3)

In the Desertion and Supply Attrition Phase, the number of Brigades to be removed by each side is listed as the Desertion Number beneath the current Game Turn.

A player's total Brigades may not be reduced below five.

Remove Brigades in the following order:

- (1) Armies with Regional Generals outside their region.
- (2) Armies of more than three Brigades.
- (3) Armies adjacent to an enemy Army (not if Masked or Sieged)
- (4) Armies in an Area with enemy PC Marker
- (5) All Areas with friendly Brigades

After desertion is completed, any area with 5 or more friendly Brigades loses one Brigade to supply attrition.

FIELD GENERALS

Essex <i>At Start</i> Optional Rule 18.5	Lord General New Model Army <i>NMA Card</i> Replaces T. Fairfax (Regional General) Siege: May immediate assault	Cromwell New Model Army <i>NMA Card</i> Siege: May immediate assault	Leven Covenanter Army <i>Solemn League Card</i>
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Rivalries

Rule 9.5: Waller cannot subordinate to Essex. This rule can be temporarily suspended by the play of the *Committee of Both Kingdoms* event card.

Lostwithiel

Optional Rule 18.5: If Essex suffers a decisive defeat four or more Areas from London, his entire army disperses after suffering losses.

Callander

Covenanter Army
*Late 1644 &
Solemn League Card*

Deploys with two
Covenanter
Brigades

REGIONAL GENERALS

Lord Fairfax North <i>At Start</i>	T. Fairfax North <i>Early 1643</i> Siege: May immediate assault	Poyntz North <i>NMA Card</i>	Manchester East <i>Early 1643</i> Optional Rule 18.3
Waller South & Midlands <i>At Start</i> Cannot subordinate to Essex (9.5)	Bedford South <i>At Start</i>	Brereton Midlands <i>NMA Card</i> Replaces Brereton Local Notable	Massey Midlands & South <i>NMA Card</i> Replaces Massey Local Notable

LOCAL NOTABLES

Willoughby East <i>At Start</i> Optional Rule 18.3	Brereton Midlands <i>At Start</i>	Massey Midlands <i>At Start</i>	Blake South <i>Event Card</i>
--	--	--	--

Manchester

Optional Rule 18.3: Eastern Brigades named 'Eastern Association' or 'Ironsides' may only be recruited:

- In Cambridge
- With Willoughby
- With Manchester, if he is in the Eastern region

Laugharne

Wales
Event Card

Unhappy KING Charles! PARLIAMENTARIAN PLAYER CARD

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REINFORCEMENT BOX

UNEMPLOYED GENERALS BOX

Also place dispersed Brigades (10.1) in this box. Recover half (round down) at next Recruitment Phase (7.1.7).

RECRUITMENT CARD

Rule 7.3.2. Each turn you may play ONE card here to recruit:

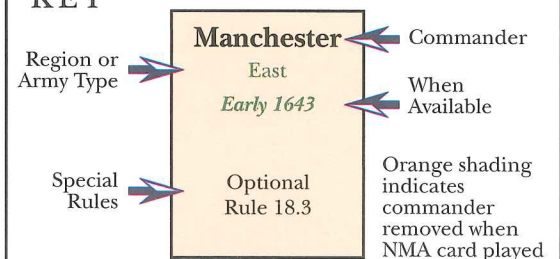
Operations Card: place 2 Brigades.

Discarded Event Card: place 1 Brigade.

Place Brigades and any number of generals according to Recruitment Phase restrictions (7.2) and the Assessment and Sequestration rule (7.3.2). Two Brigades may be placed in the same region, but not in the same Area.

No Recruitment Card can be played if Parliamentarians control no Economic Infrastructures.

KEY



Unhappy KING Charles! ROYALIST PLAYER CARD

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REINFORCEMENT BOX

UNEMPLOYED GENERALS BOX

Also place dispersed Brigades (10.1) in this box. Recover half (round down) at next Recruitment Phase (7.1.7).

RECRUITMENT CARD

Rule 7.3.1: Each turn you may play ONE card here to recruit:

Operations Card: place 2 Brigades.

Discarded Event Card: place 1 Brigade.

Place Brigades according to Recruitment Phase restrictions (7.2) and the Grandee Card rule (7.3.1, see below).

No Recruitment Card can be played if Royalists control no Economic Infrastructures.

FIELD GENERALS

King Charles

At Start

Rupert

At Start

Siege: May
immediate assault

Maurice

At Start

Siege: May
immediate assault

Lorraine

Lorraine Army

Event Card

Byron

At Start

Goring

Early 1645

Gerard

NMA Card

Replaces Herbert
Local Notable

REGIONAL GENERALS: GRANDEES

Newcastle

North

At Start

Optional
Rule 18.4

Langdale

North

Optional Rule 18.4

Hopton

South

At Start

The Laughter of the Court

Optional Rule 18.4: If Newcastle suffers decisive defeat OR there are no Royalist PC markers in the North, remove his marker from the game (replace with Langdale) and remove two Royalist Northern Brigades from the game.

LOCAL NOTABLES: GRANDEES

Derby

Midlands

At Start

Newark

East

Event Card

Lord Herbert

Wales

At Start

Basing House

South

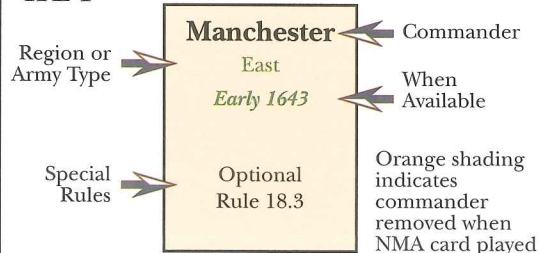
Event Card

GRANDEE CARD RESTRICTIONS

Place Brigades plus any number of Regional Generals (NOT Field Generals or Local Notables).
































- Brigades MUST be placed in the Command Display box of a NON-SUBORDINATED Regional General or Local Notable.
- The Brigade must come from the same region as the receiving Regional General or Local Notable AND the Area it appears in.
- Only one Brigade may be placed per Regional General or Local Notable, but two Brigades may be placed in the same region.











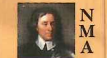





KEY

























Unhappy King Charles Countersheet 1 of 2 (Front Side)

0814

Cromwell's  2 NMA	Lord General's  2 NMA	Skippon's  2 NMA	Lambert's  2 NMA	Ireton's  2 NMA	Foppington's  1 N	Hotham's  1 N	Fairfax's  2 N
Hull Trained Bands  2 N	Cloth Towns Militias  1 N	Fiennes  1 M	Bristol Trained Bands  1 M	Assheton's  1 M	Ballard's  2 M	Hutchinson's  2 M	Massey's  1 M
Hesilrigg's Lobsters  1 S	Western Association  1 S	Skippon's  2 S	Hampden's Greencoats  2 S	Popham's  1 S	Meldrum's  1 E	Browne's  1 E	Eastern Association  1 E
Eastern Association  1 E	Eastern Association  2 E	London Trained Bands  1 E	Denzil Holles  2 E	Cromwell's Ironsides  2 E	Mytton's  1 W	Siege Train  1 W	

Essex  2-2	Tom Fairfax  1-2 N	Poyntz  2-2 N	Bedford  (2/3*)-1 S	Lord General  1-2 NMA	Manchester  (2/3*)-1 E	Massey  1 M	Blake  1 S
Massey  2-2 S M	Brereton  2-2 M	Cromwell  2-3 NMA	Lord Fairfax  (2/3*)-1 N	Waller  1-2 S M	Brereton  1 M	Willoughby  1 E	Laugharne  1 W









King Charles  2-2	Newcastle  (2/3*)-1 N	Goring  (2/3*)-1	Hopton  1-2 S	Prince Maurice  1-2	Newark  1 E	Basing House  1 S	
Prince Rupert  1-3	Byron  (2/3*)-1	Langdale  2-2 N	Gerard  1-2	Lord Herbert  1 W	Earl of Derby  1 M		









Callander  2-1	3 Ops  Major Army			Lieutenant-General  1 W	The Queen  1	Lorraine  3-2	
Leven  (2/3*)-1	Siege  1				Earl of Brentford  1	Siege  1	












Game Turn	Naval Status						
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"Irish"  1	"Irish"  1	"Irish"  2	King's Lifeguard  2 M	Wilmot's  1 M	Byron's  1 M	Northampton's  1 M	Earl of Derby's  1 M
Compton's  2 M	Belaysse's  1 N	Whitecoats  1 N	Cavendish's  1 N	Sir Henry Slingsby's  2 N	Northern Horse  2 N	Whitecoats  2 N	Slanning's Cornish  1 S

Earl of Carnarvon's  1 S	Earl of Forth's  1 S	Rupert's Life Guard  2 S	Grenville's Cornish  2 S	Marquis of Winchester  2 S	Lord Capel's  2 W	Stradling's  1 W	Lord Herbert's  1 W
Marquis of Worcester  2 W	Northern Levies  1 W	Southern Levies  1 W	Vasey's  1 E	Crisp's  1 E	Lestrangle's  1 E	Siege Train  1 E	

Siege  1	Siege  1	Siege  1	3 Ops  Major Army				
Siege  1	Siege  1	3 Ops  Major Army	3 Ops  Major Army				

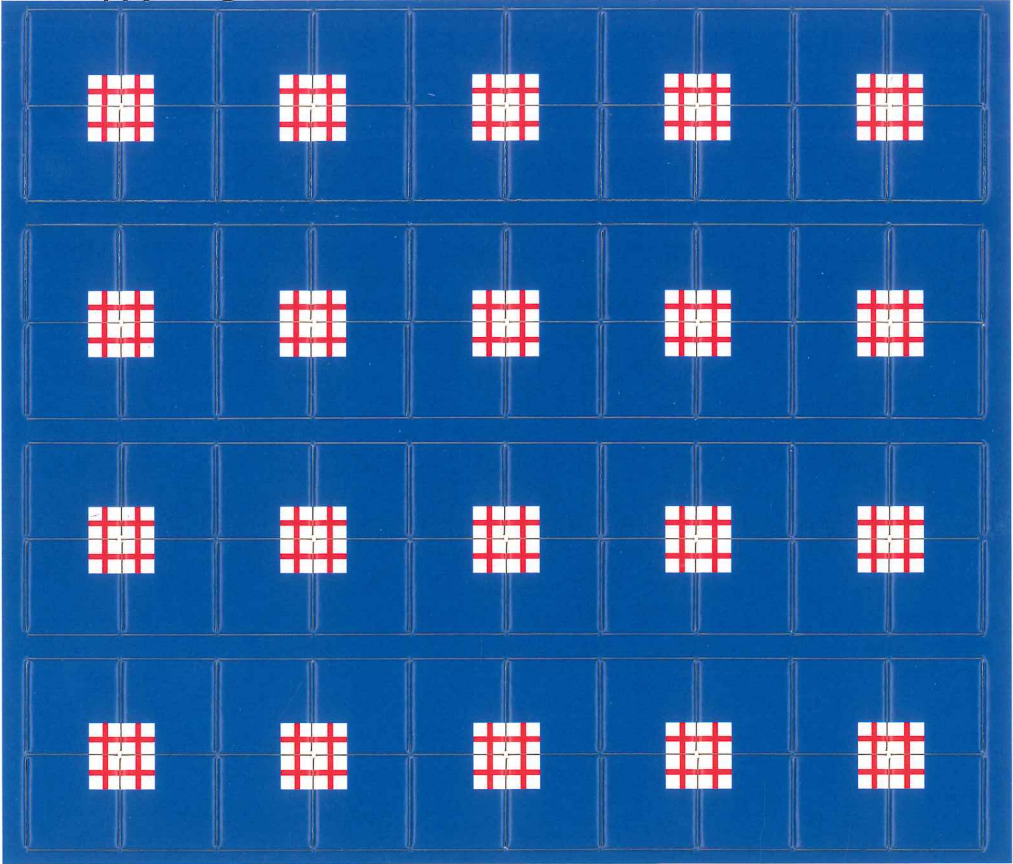
Siege  1	Siege  1	Siege  1	3 Ops  Major Army				
Siege  1	Siege  1	3 Ops  Major Army	3 Ops  Major Army				

Leven's  1	Leslie's Horse  1	Argyll's  1	Lumsden's  1	Madgwick's  1	Crawford's  1	Baillie's  1	
Lorrainers  2	Lorrainers  2	Lorrainers  2	Lorrainers  2				

Royal Navy Declares for Parliament +2	Royal Navy Riven by Factions +1	The Dunkirkers Attack Trade -2	Royalist Privateers -1	Sweeping the Seas +2			
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Shrewsbury Midlands					King Charles				
Newcastle									
Shrewsbury Midlands					Hopton King Charles				
					Shrewsbury Midlands				
					<div>Blockade & Siege</div> <div>Blockade & Siege</div> <div>Blockade & Siege</div>				
					<div>Blockade & Siege</div> <div>Blockade & Siege</div>				
					<div>Blockade & Siege</div> <div>Blockade & Siege</div> <div>Blockade & Siege</div>				
					<div>Blockade & Siege</div> <div>Blockade & Siege</div>				
Green Bar									
					Purple Bar				
					<div>Anchor</div> <div>Anchor</div> <div>Anchor</div> <div>Anchor</div> <div>Anchor</div>				

Orange Bar							
Essex				Essex Lord Fairfax			
Essex		Bedford				Waller Bedford	
				London East Essex			
Card	Gloucester Midlands	Early 1643	NMA	Exeter South	NMA	Early 1643	London East
Card	Peterborough Midlands	Macclesfield Midlands	Portsmouth South	Wakefield North	NMA	NMA	NMA
Card	Card	Royalist Reinforcements Box	St. Austell South	Early 1645	Newcastle North	York North	
	Preston Midlands	Cardiff Wales	NMA	Laughter of the Court	Royalist Reinforcements Box	Royalist Reinforcements Box	
Blockade & Siege	Cannot be removed until after Late 1644 Cannot be moved in Late 1644				Rupert Promoted to Level 1 General		Blockade & Siege
	If Charles in command discard for +1 to Battle Total after dice are rolled						
						Late 1644	
						Solemn League & Covenant	



Bombard 1	Bombard 2	Bombard 3	Bombard 4	Bombard 5	Bombard 6	Bombard 7	Bombard 8	Bombard 9	Bombard 10
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Bombard 1	Bombard 2	Bombard 3	Bombard 4	Bombard 5	Bombard 6	Bombard 7	Bombard 8	Bombard 9	Bombard 10
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Bombard 1	Bombard 2	Bombard 3	Bombard 4	Bombard 5	Bombard 6	Bombard 7	Bombard 8	Bombard 9	Bombard 10
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Bombard 1	Bombard 1	Bombard 2	Bombard 2	Bombard 3	Bombard 3	Bombard 4	Bombard 4	Bombard 5	Bombard 6
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May Not Assault	May Not Assault	May Not Assault	May Not Assault						
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May Not Assault	May Not Assault	May Not Assault	May Not Assault						
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UNHAPPY KING CHARLES!



Recounting
the sad
EVENTS
of the late
unparalleled
REBELLION

MANDATORY



THE ARMY OF THE SOLEMN LEAGUE AND COVENANT

ONCE ONLY

Remove from play after use

Covenanter Army available
to Parliament (6.5).

MANDATORY



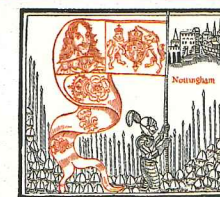
NEW MODEL ARMY

ONCE ONLY

Remove from play after use

New Model Army forms (6.5).
Parliament player chooses who plays
the first card in a turn (5.5). Royalist
recruitment rules change (7.1.1).

MANDATORY



RAISING THE ROYAL STANDARD

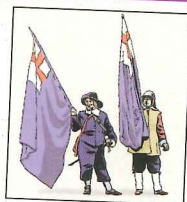
ONCE ONLY

Remove from play after use

See rules for the start of
hostilities (6.5).

2

CORE CARD



ROYALIST OPERATIONS

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 or 2 Strategy Rating,
OR Raid with up to 2 Local Notables,
OR place up to 2 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.*

1

CORE CARD

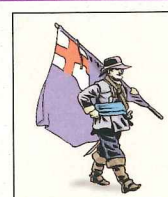


PARLIAMENT OPERATION

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 Strategy Rating,
OR Raid with 1 Local Notable,
OR place 1 PC marker in an open
Area or with a friendly Army or Local
Notable in a non-Fortress Area.*

1

CORE CARD



ROYALIST OPERATION

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 Strategy Rating,
OR Raid with 1 Local Notable,
OR place 1 PC marker in an open
Area or with a friendly Army or Local
Notable in a non-Fortress Area.*

2

CORE CARD



PARLIAMENT OPERATIONS

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 or 2 Strategy Rating,
OR Raid with up to 2 Local Notables,
OR place up to 2 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.*

3

8

EARLY WAR

THREE
OPERATIONS

Recruit up to maximum, OR *Activate* or
Bombard with any one General,
OR *Raid* with up to 3 Local Notables,
OR place up to 3 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.

3

9

EARLY WAR

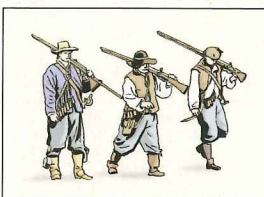
THREE
OPERATIONS

Recruit up to maximum, OR *Activate* or
Bombard with any one General,
OR *Raid* with up to 3 Local Notables,
OR place up to 3 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.

3

10

EARLY WAR

THREE
OPERATIONS

Recruit up to maximum, OR *Activate* or
Bombard with any one General,
OR *Raid* with up to 3 Local Notables,
OR place up to 3 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.

3

11

EARLY WAR

THREE
OPERATIONS

Recruit up to maximum, OR *Activate* or
Bombard with any one General,
OR *Raid* with up to 3 Local Notables,
OR place up to 3 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.

3

12

EARLY WAR

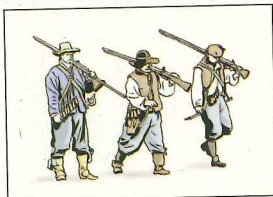
THREE
OPERATIONS

Recruit up to maximum, OR *Activate* or
Bombard with any one General,
OR *Raid* with up to 3 Local Notables,
OR place up to 3 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.

3

13

EARLY WAR

THREE
OPERATIONS

Recruit up to maximum, OR *Activate* or
Bombard with any one General,
OR *Raid* with up to 3 Local Notables,
OR place up to 3 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.

3

14

EARLY WAR

THREE
OPERATIONS

Recruit up to maximum, OR *Activate* or
Bombard with any one General,
OR *Raid* with up to 3 Local Notables,
OR place up to 3 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.

3

15

MID WAR

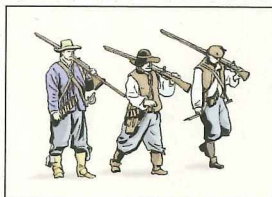
THREE
OPERATIONS

Recruit up to maximum, OR *Activate* or
Bombard with any one General,
OR *Raid* with up to 3 Local Notables,
OR place up to 3 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.

3

16

LATE WAR

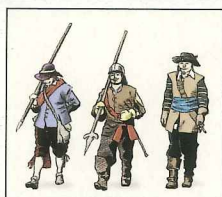
THREE
OPERATIONS

Recruit up to maximum, OR *Activate* or *Bombard* with any one General, OR *Raid* with up to 3 Local Notables, OR place up to 3 PC markers in open Areas or with friendly Armies or Local Notables in non-Fortress Areas.

3

17

LATE WAR

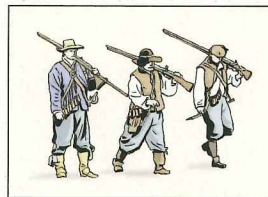
THREE
OPERATIONS

Recruit up to maximum, OR *Activate* or *Bombard* with any one General, OR *Raid* with up to 3 Local Notables, OR place up to 3 PC markers in open Areas or with friendly Armies or Local Notables in non-Fortress Areas.

3

18

MID WAR

THREE
OPERATIONS

Recruit up to maximum, OR *Activate* or *Bombard* with any one General, OR *Raid* with up to 3 Local Notables, OR place up to 3 PC markers in open Areas or with friendly Armies or Local Notables in non-Fortress Areas.

3

19

MID WAR

THREE
OPERATIONS

Recruit up to maximum, OR *Activate* or *Bombard* with any one General, OR *Raid* with up to 3 Local Notables, OR place up to 3 PC markers in open Areas or with friendly Armies or Local Notables in non-Fortress Areas.

2

20

EARLY WAR

TWO
OPERATIONS

Recruit up to maximum, OR *Activate* or *Bombard* with any one General with a 1 or 2 Strategy Rating, OR *Raid* with up to 2 Local Notables, OR place up to 2 PC markers in open Areas or with friendly Armies or Local Notables in non-Fortress Areas.

2

21

EARLY WAR

TWO
OPERATIONS

Recruit up to maximum, OR *Activate* or *Bombard* with any one General with a 1 or 2 Strategy Rating, OR *Raid* with up to 2 Local Notables, OR place up to 2 PC markers in open Areas or with friendly Armies or Local Notables in non-Fortress Areas.

2

22

EARLY WAR

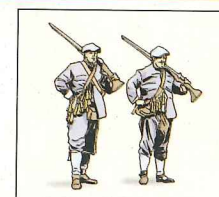
TWO
OPERATIONS

Recruit up to maximum, OR *Activate* or *Bombard* with any one General with a 1 or 2 Strategy Rating, OR *Raid* with up to 2 Local Notables, OR place up to 2 PC markers in open Areas or with friendly Armies or Local Notables in non-Fortress Areas.

2

23

EARLY WAR

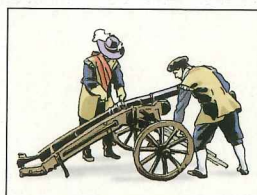
TWO
OPERATIONS

Recruit up to maximum, OR *Activate* or *Bombard* with any one General with a 1 or 2 Strategy Rating, OR *Raid* with up to 2 Local Notables, OR place up to 2 PC markers in open Areas or with friendly Armies or Local Notables in non-Fortress Areas.



TWO OPERATIONS

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 or 2 Strategy Rating,
OR Raid with up to 2 Local Notables,
OR place up to 2 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.*



TWO OPERATIONS

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 or 2 Strategy Rating,
OR Raid with up to 2 Local Notables,
OR place up to 2 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.*



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Notables in non-Fortress Areas.*



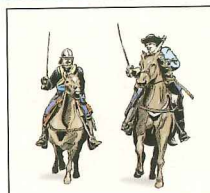
TWO OPERATIONS

*Recruit up to maximum,
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General with a 1 or 2 Strategy Rating,
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TWO OPERATIONS

*Recruit up to maximum,
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General with a 1 or 2 Strategy Rating,
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Areas or with friendly Armies or Local
Notables in non-Fortress Areas.*



TWO OPERATIONS

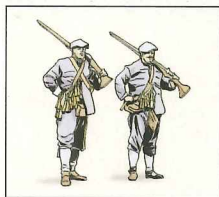
*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 or 2 Strategy Rating,
OR Raid with up to 2 Local Notables,
OR place up to 2 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.*



TWO OPERATIONS

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 or 2 Strategy Rating,
OR Raid with up to 2 Local Notables,
OR place up to 2 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.*

LATE WAR

TWO
OPERATIONS

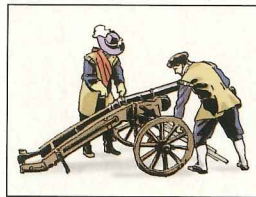
*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 or 2 Strategy Rating,
OR Raid with up to 2 Local Notables,
OR place up to 2 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.*

LATE WAR

TWO
OPERATIONS

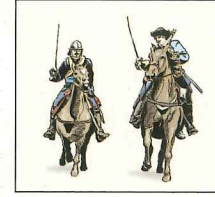
*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 or 2 Strategy Rating,
OR Raid with up to 2 Local Notables,
OR place up to 2 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.*

LATE WAR

TWO
OPERATIONS

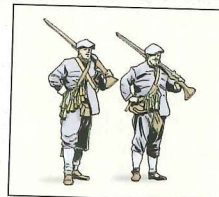
*Recruit up to maximum,
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General with a 1 or 2 Strategy Rating,
OR Raid with up to 2 Local Notables,
OR place up to 2 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.*

LATE WAR

TWO
OPERATIONS

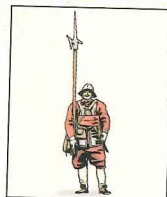
*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 or 2 Strategy Rating,
OR Raid with up to 2 Local Notables,
OR place up to 2 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.*

LATE WAR

TWO
OPERATIONS

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 or 2 Strategy Rating,
OR Raid with up to 2 Local Notables,
OR place up to 2 PC markers in open
Areas or with friendly Armies or Local
Notables in non-Fortress Areas.*

EARLY WAR

ONE
OPERATION

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 Strategy Rating,
OR Raid with 1 Local Notable,
OR place 1 PC marker in an open
Area or with a friendly Army or Local
Notable in a non-Fortress Area.*

EARLY WAR

ONE
OPERATION

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 Strategy Rating,
OR Raid with 1 Local Notable,
OR place 1 PC marker in an open
Area or with a friendly Army or Local
Notable in a non-Fortress Area.*

EARLY WAR

ONE
OPERATION

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 Strategy Rating,
OR Raid with 1 Local Notable,
OR place 1 PC marker in an open
Area or with a friendly Army or Local
Notable in a non-Fortress Area.*

MID WAR

ONE
OPERATION

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 Strategy Rating,
OR Raid with 1 Local Notable,
OR place 1 PC marker in an open
Area or with a friendly Army or Local
Notable in a non-Fortress Area.*

MID WAR

ONE
OPERATION

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 Strategy Rating,
OR Raid with 1 Local Notable,
OR place 1 PC marker in an open
Area or with a friendly Army or Local
Notable in a non-Fortress Area.*

MID WAR

ONE
OPERATION

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 Strategy Rating,
OR Raid with 1 Local Notable,
OR place 1 PC marker in an open
Area or with a friendly Army or Local
Notable in a non-Fortress Area.*

LATE WAR

ONE
OPERATION

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 Strategy Rating,
OR Raid with 1 Local Notable,
OR place 1 PC marker in an open
Area or with a friendly Army or Local
Notable in a non-Fortress Area.*

LATE WAR

ONE
OPERATION

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 Strategy Rating,
OR Raid with 1 Local Notable,
OR place 1 PC marker in an open
Area or with a friendly Army or Local
Notable in a non-Fortress Area.*

LATE WAR

ONE
OPERATION

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 Strategy Rating,
OR Raid with 1 Local Notable,
OR place 1 PC marker in an open
Area or with a friendly Army or Local
Notable in a non-Fortress Area.*

LATE WAR

ONE
OPERATION

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 Strategy Rating,
OR Raid with 1 Local Notable,
OR place 1 PC marker in an open
Area or with a friendly Army or Local
Notable in a non-Fortress Area.*

LATE WAR

ONE
OPERATION

*Recruit up to maximum,
OR Activate or Bombard with any one
General with a 1 Strategy Rating,
OR Raid with 1 Local Notable,
OR place 1 PC marker in an open
Area or with a friendly Army or Local
Notable in a non-Fortress Area.*

1 LATE WAR



ONE OPERATION

Recruit up to maximum,
OR *Activate* or *Bombard* with any one
General with a 1 Strategy Rating,
OR *Raid* with 1 Local Notable,
OR place 1 PC marker in an open
Area or with a friendly Army or Local
Notable in a non-Fortress Area.

EARLY WAR



MINOR CAMPAIGN

Activate in succession up to
(any) **two** Generals or Local
Notables. May permit player to
go first in a turn (5.5).

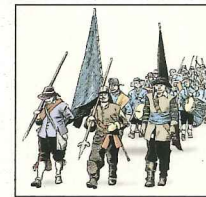
EARLY WAR



MAJOR CAMPAIGN

Activate in succession up to
(any) **three** Generals or Local
Notables. May permit player to
go first in a turn (5.5).

MID WAR



MINOR CAMPAIGN

Activate in succession up to
(any) **two** Generals or Local
Notables. May permit player to
go first in a turn (5.5).

LATE WAR



MINOR CAMPAIGN

Activate in succession up to
(any) **two** Generals or Local
Notables. May permit player to
go first in a turn (5.5).

EARLY WAR



ROLAND LAUGARNE NEWARK GARRISON

(Parliament or Royalist Event Strategy Card)

The Parliament player places the
Laugarne Local Notable marker OR
the Royalist player places the Newark
Garrison Local Notable marker in the
relevant Area per rule 13.0 if that
marker has not yet been in play.

P EARLY WAR



EASTERN ASSOCIATION

(Parliament Event Strategy Card)

Place up to two Parliament PC markers in
any open or enemy-controlled non-Fortress
Areas without enemy Brigades in the East
region. Remove any replaced Royalist PC
markers. OR place two Parliament Eastern
Brigades on the Command display of any
Eastern or Field General in the East region.

P EARLY WAR

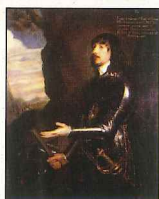


LORD FAIRFAX CAMPAIGNS

(Parliament Event Strategy Card)

Remove two non-Fortress
Royalist PC markers in the
North. Do not replace them
with Parliament PC markers.

P EARLY WAR

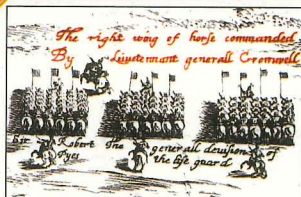


LORD STRANGE DECLARES FOR THE KING

(Parliament Event Strategy Card)

Place up to two Parliament PC markers in any open or enemy-controlled non-Fortress Areas within three Areas of the Manchester (Midlands) Area that do not contain Royalist Brigades.

P EARLY WAR



OLIVER CROMWELL

(Parliament Event Strategy Card)

Place up to two Parliament PC markers in any open or enemy-controlled non-Fortress Areas in the East region. Remove any replaced Royalist PC markers.

P EARLY WAR



EARL OF STAMFORD

(Parliament Event Strategy Card)

Place up to two Parliament PC markers in any open or enemy-controlled non-Fortress Areas in the South Region. Remove any replaced Royalist PC markers.

P EARLY WAR

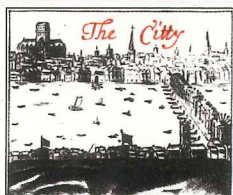


JOHN HAMPDEN

(Parliament Event Strategy Card)

Place up to two Parliament PC markers in any open or enemy-controlled non-Fortress Areas in the Midlands region. Remove any replaced Royalist PC markers.

P EARLY WAR



THE CITY OF LONDON

(Parliament Event Strategy Card)

Draw two additional Strategy Cards from the deck upon playing this card.

P EARLY WAR

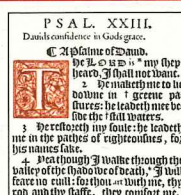


EMPTY TREASURY

(Parliament Event Strategy Card)

Randomly remove up to two Royalist Strategy Cards, if available (see 6.4).

EARLY WAR



PSALM SINGING THE DIVINE RIGHT OF KINGS

(Parliament or Royalist Event Strategy Card)

Add two to your Battle Total. Counts against the six required cards this turn.

Combat Card

Decisive Victory

R EARLY WAR



HENRIETTA MARIA LANDS

(Royalist Event Strategy Card)

Place two Royalist Northern Brigades on the Command display of any Northern or Field General in the North Region or in any Royalist Northern Fortress. Queen Mary lands (6.6).

64

R EARLY WAR



MARQUIS OF WINCHESTER

(Royalist Event Strategy Card)

Place up to two Royalist PC markers in any open or enemy-controlled non-Fortress Areas in the South Region. Remove any replaced Parliament PC markers. OR place two Royalist Southern Brigades on the Command display of any Southern or Field General in the South Region.

65

R EARLY WAR



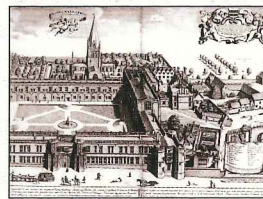
CHARLES CAVENDISH

(Royalist Event Strategy Card)

Place up to two Royalist PC markers in any open or enemy-controlled non-Fortress Areas in the North or East Regions. Remove any replaced Parliament PC markers.

66

R EARLY WAR



MELTING DOWN THE COLLEGE PLATE

(Royalist Event Strategy Card)

Draw an additional Strategy Card from the deck upon playing this card.

67

R EARLY WAR



HOTHAM'S PLOT

(Royalist Event Strategy Card)

Randomly remove up to two Parliamentary Strategy Cards, if available. Scarborough becomes Royalist if not already so (any Parliament garrison disperses).

68

R EARLY WAR



KING'S LYNN RISING

(Royalist Event Strategy Card)

Place up to two Royalist PC markers in any open or enemy-controlled non-Fortress Areas in the East Region. Remove any replaced Parliament PC markers.

69

R EARLY WAR



MARQUIS OF WORCESTER

(Royalist Event Strategy Card)

The Royalist player draws an additional Strategy Card from the deck and places one Welsh Brigade on Lord Herbert's Command Display (if both are available).

70

R EARLY WAR



KENT FOR THE KING

(Royalist Event Strategy Card)

Place up to two Royalist PC markers in any open or enemy-controlled non-Fortress Areas in the South Region. Remove any replaced Parliament PC markers.

71

R EARLY WAR



EARL OF NORTHAMPTON

(Royalist Event Strategy Card)

Place up to two Royalist PC markers in any open or enemy-controlled non-Fortress Areas in the Midlands Region. Remove any replaced Parliament PC markers.

EARLY WAR



ROLAND LAUGHARNE NEWARK GARRISON

(Parliament or Royalist Event Strategy Card)

The Parliament player places the Laugharne Local Notable marker OR the Royalist player places the Newark Garrison Local Notable marker in the relevant Area per rule 13.0 if that marker has not yet been in play.

EARLY WAR



TURNHAM GREEN

(Parliament Event Strategy Card)

See rule 6.6. This card permits the Parliament player to transfer friendly Armies or unled Brigades that are within three spaces of London, to the London Area providing that Area is Parliament controlled.

Response Card

EARLY WAR



CAVALRY COMMANDER: SIR WILLIAM BALFOUR SIR CHARLES LUCAS

(Parliament or Royalist Event Strategy Card)

Up to two friendly Brigades may be moved from one friendly Army or Local Notable to any un-Besieged friendly Army within five Areas. (Ignore enemy Armies and PC markers when counting Areas.)

EARLY WAR



CAVALRY COMMANDER: SIR CHARLES LUCAS SIR WILLIAM BALFOUR

(Parliament or Royalist Event Strategy Card)

Up to two friendly Brigades may be moved from one friendly Army or Local Notable to any un-Besieged friendly Army within five Areas. (Ignore enemy Armies and PC markers when counting Areas.)

EARLY WAR



WHITECOATS!

(Royalist Event Strategy Card)

Add two to your Battle Total if you are the Royalist player and have at least one Royalist Northern Brigade in the battle. Counts against the six required cards this turn.

Combat Card Decisive Victory

EARLY WAR



CORNISH PIKES

(Royalist Event Strategy Card)

Add two to your Battle Total if you are the Royalist player and have at least one Royalist Southern Brigade in the battle. Counts against the six required cards this turn.

Combat Card Decisive Victory

EARLY WAR



IRONSIDES!

(Parliament Event Strategy Card)

Add two to your Battle Total if you are the Parliament player and have at least one Parliament Eastern Brigade in the battle. Counts against the six required cards this turn.

Combat Card Decisive Victory

EARLY WAR

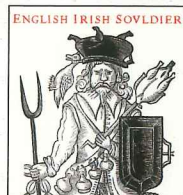


TRAINED BANDS

(Parliament Event Strategy Card)

Add two to your Battle Total if you are the Parliament player and have at least one Parliament Southern Brigade in the battle. Counts against the six required cards this turn.

Combat Card Decisive Victory



THE CESSATION

(Royalist Event Strategy Card)

The Royalist Player places 3 'Irish' Brigades per 6.6. This card cannot be played if a Grandee Recruitment card has been played this turn. No Grandee Recruitment Card can be played for the remainder of the game turn in which this card was played.



LIEUTENANT-GENERAL OF HIS MAJESTY'S ARMIES

(Royalist Event Strategy Card)

Rupert immediately becomes a Level One General and remains so for the rest of the game (6.6).



EARL OF BRENTFORD

(Royalist Event Strategy Card)

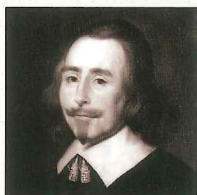
See the Earl of Brentford rule (6.6). In addition, the Royalist player can *Activate* King Charles as if this was an Operations card.



"HOME, HOME!"

(Royalist Event Strategy Card)

The Parliament player must remove any two Parliament Brigades in the South Region that are not in a Fortress Area (can be removed if with a Local Notable). These are not permanent losses.



FAGGOT-MASTER BROWNE

(Parliament Event Strategy Card)

The Parliament player may place one Midlands or Eastern Brigade on any Parliament Army that is in or adjacent to a *Supplies for the City* Economic Infrastructure Area.



BLAKE DEFIES THE KING

(Parliament Event Strategy Card)

Place the Blake Local Notable marker in the Lyme Area per rule 13.0.



SIR JOHN MELDRUM AT NEWARK

(Parliament Event Strategy Card)

The Parliament player may immediately make a free Bombardment against any Royalist Local Notable (6.6).



COMMITTEE OF BOTH KINGDOMS

(Parliament Event Strategy Card)

The Parliament player can *Activate* Waller and Essex as a minor campaign OR Essex may *Activate* and must subordinate Waller this turn. The next time one of these Generals activates he must move away from the other General.

MID WAR



FACTION: PRESBYTERIAN AND
INDEPENDENTS

THE KING AND HIS COURTIER
(Parliament or Royalist Event Strategy Card)

Upon your opponent playing a
Campaign or Operations card you
cancel that card before it can be used
by playing this card immediately.

Response Card

R LATE WAR



JAMES GRAHAM, EARL OF MONTROSE

(Royalist Event Strategy Card)

Remove up to two Parliament
Strategy Cards (if available, see
6.4), the General Callander and
up to two Covenanter Brigades on
the map or Command Displays.

R LATE WAR



THE NORTHERN HORSE

(Royalist Event Strategy Card)

Place a Veteran Northern Brigade
with either Newcastle or Langdale, if
available (may use a Brigade which
has become a permanent loss).

R LATE WAR

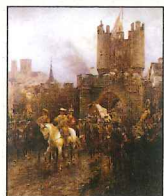


PLOTS: THE HOTHAMS & SIR JOHN CAREW

(Royalist Event Strategy Card)

Place a Royalist PC marker on
your choice of Hull or Plymouth.
Any Parliament garrisons in the
chosen Fortress disperse.

R LATE WAR



KING STRIPS THE GARRISONS

(Royalist Event Strategy Card)

If nine or fewer Royalist Brigades
are on the map, place two Brigades
on the Command Display of King
Charles and/or Rupert. The
Brigades must come from the
region the receiving General is in.

P LATE WAR



SIR JOHN MELDRUM

(Parliament Event Strategy Card)

Place up to two Parliament PC markers in
any open or enemy-controlled non-Fortress
Areas in the North Region. One of these
PC markers may be placed in an un-
occupied enemy Class 1 Fortress. Remove
any replaced Royalist PC markers.

P LATE WAR



PARLIAMENTARY SUPPLIES IN THE WEST

(Parliament Event Strategy Card)

In the Desertion and Supply
Attrition Phase, Parliament
suffers one less Desertion than
the Turn Chart requires.

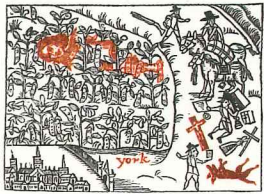
P LATE WAR



DAVID LESLIE AT PHILIPHAUGH

(Parliament Event Strategy Card)

Up to two Covenanter Brigades (if
available) are added to any
Covenanter stack or stacks, or are
placed in a Parliament Fortress in
the North Region.



PRINCE RUPERT DISMISSED

(Parliament Event Strategy Card)

Remove Rupert from play immediately. He may be replaced (6.6).



CLUBMEN

(Parliament or Royalist Event Strategy Card)

Remove one enemy Brigade (which cannot be in a Fortress or with a Local Notable) in the South or Midlands Regions. This is not a permanent loss.



AIMEZ LOYAUTÉ

(Royalist Event Strategy Card)

Place the Basing House Local Notable marker in the Basing House area per rule 13.0.

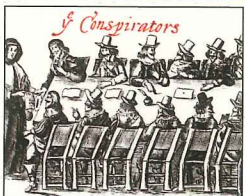


CHARGE AT THE GALLOP

(Parliament and Royalist Event Strategy Card)

Add two to your Battle Total. Counts against the six required cards this turn.

Combat Card



EARL OF HOLLAND'S PLOT LADY d'AUBIGNY'S SCHEME

(Royalist Event Strategy Card)

Check for a London Rising (6.6).



SWEDISH BRIGADE ARMY OF FLANDERS

(Parliament and Royalist Event Strategy Card)

Add three to your Battle Total if you have Veteran Brigades in the battle. Counts against the six required cards this turn.

Combat Card

Decisive Victory



LORD WILMOT'S PLOT

(Parliament Event Strategy Card)

Parliament places a PC marker on Oxford (any Royalist Brigades there disperse). Rupert may not *Activate* for the remainder of the turn.



A TILE STRIKES THE GOVERNOR ON THE HEAD

(Parliament or Royalist Event Strategy Card)

Whoever plays this card may re-roll one of their own die rolls. Playable at any time. Counts against the six required cards this turn.



MINOR CAMPAIGN

Activate in succession up to (any) **two** Generals or Local Notables. May permit player to go first in a turn (5.5).



ORANGIST SUPPORT FOR STUARTS

(Royalist Event Strategy Card)

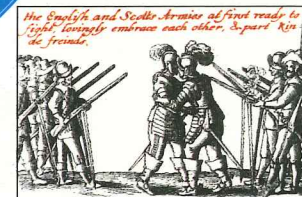
Change the Naval Score by two in the Royalist player's favor.



ESTATES OF HOLLAND SUPPORT THE SAINTS

(Parliament Event Strategy Card)

Change the Naval Score by two in the Parliament player's favor.



THE KING ABANDONS THE BISHOPS

(Royalist Event Strategy Card)

Withdraw all the Conventer Brigades on the map, available on the Command Displays or yet to arrive as reinforcements (6.6).



CHARLES OF LORRAINE

(Royalist Event Strategy Card)

Place the Lorrainers (6.6).



PARLIAMENT AIDS THE IRISH SETTLERS

(Parliament Event Strategy Card)

Once this card is played the Cessation card can no longer be played as an event, only discarded. The Parliament player removes one Parliament Brigade of his choice as a permanent loss.



REITERS

(Parliament and Royalist Event Strategy Card)

Add two to your Battle Total. Counts against the six required cards this turn.

Combat Card

Decisive Victory

Initial Political Control
(Flag and blue background color indicate
Royalist control)

Game Design by Charles Vasey
Map Art by Lee Brimmicombe-Wood

