SEPTEMBER 1642

Year End 1643

IV 1644

Year End 1644

Recruitment Pool

West Riding

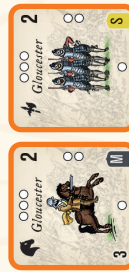Derbyshire

Oxfordshire

Buckinghams. & Hertfords.

Gloucestershire

SW Wales

Devon

Shropshire

Year End (Conditional)

Card Play

Scotland

Lancashire

IV 1644

Year End 1644

East Riding

West Riding

Recruitment Pool

Derbyshire & Notts

Leicester

Cambridge & Huntingdon

Buckinghamshire & Hertfordshire

SW Wales

Devon

Shropshire & Hereford

Surrey & Sussex

Year End (Conditional)

Card Play

1644

Year End 1642

V 1643

Northumberland & Durham

Lancashire

Cheshire

Staffordshire & Warwickshire

SE Wales

Recruitment Pool

Cornwall

Card Play

Year End (Conditional)
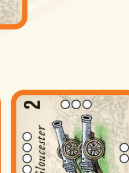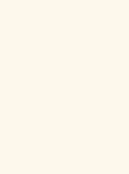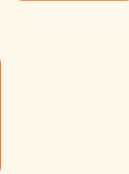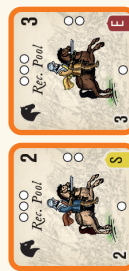
Northumberland & Durham

North Riding

Cumberland & Westmorland

Cheshire

Ireland

Staffordshire & Warwickshire

Gloucester

SE Wales

Recruitment Pool

Card Play
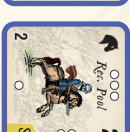
Year End (Conditional)
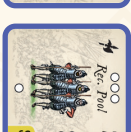
Somerset

Dorset

Oxfordshire

1642 1643 1644 1645 1646

I II III IV V

GAME TURN

TIMELINE

SEQUENCE OF PLAY

Year (1642-1646)

Deal cards

Turn (V-VI in 1642, I-V and Winter otherwise)

Initiative phase

Operational phase

- Enact any Operational Phase Events
- Player 1 Actions
- Player 2 Action

Tactical phase

- Decide on any Tactical Phase Events
- Resolve Areas with blocks of both sides in order determined by Player 1

Supply phase

- Supply Attrition
- Siege Resolution (Siege Attrition and Surrender)

Victory phase (not in 1642)

Year end phase (Turn VI/Winter Turn only)

INITIATIVE PHASE

- Each player plays a card. If values are equal Royalist decides player order in 1642-43 and Parliamentarian decides in 44-46.

TACTICAL PHASE

- Either player who played a Tactical Phase Event must decide which Battle will be affected by the Event.
- Player 1 successively selects Contested Areas for Battles to be resolved.
- Player 1 successively selects Areas with Besieged Cities for Siege Combat to be resolved.

OPERATIONAL PHASE

- Each AP can be used for a Group Move, a Muster, a Sea Move or a Recruitment
- **Group Move:** move any or all blocks from a Friendly or Contested Area (except for Pinned blocks)
- **Muster:** move blocks into a Friendly Area
- **Sea Move:** move a block to a *Friendly* or *Vacant* coastal Area. Regional block may only Sea Move to an Area in their Home Region. No more than 1 block may Sea Move from Ireland each Turn. Roll a die and modify as follows:
  - ▸ +1 if moving to or from a Friendly Port
  - ▸ −1 if moving through 2 enemy Seas
  - ▸ −2 if moving through 3 enemy Seas

DIE ROLL					
1−	2	3	4	5	6+
☠	✗ 1	✗	✓ 1	✓	✓

☠ = the block is Eliminated ✗ = the block returns to where it began its move **1** = the block loses 1 strength ✓ = the block reaches its destination

- Recruitment:
  - ▸ add 1 strength to a block on the map. Regional blocks (including Regional Leaders) must be in Home Region. No strength may be added to Artillery, Clubmen or Covenanter blocks. May only add strength to Besieged City if it is a Port and you control the Sea Zone (1 strength per Port per Turn).
  - ▸ Deploy a block from Recruitment Pool into a *Friendly* Area. Regional blocks must be deployed into Home Region.

WITHDRAWAL BEFORE BATTLE TABLE

- ▸ +1 if the Defender has Cavalry blocks only
- ▸ -1 if the Defender has one or more Artillery blocks
- ▸ +/- the difference in the number of Defender and Attacker Cavalry blocks

DIE ROLL					
1−	2	3	4	5	6+
✗ 2	✗ 1	✗	✓ 2	✓ 1	✓

✗ = Failure ✓ = Success **1/2** = strength lost by Defender blocks (Cavalry if possible)

SEQUENCE OF BATTLE

Withdrawal before battle

Battle rounds (1-3)

General retreat (not round 1)

- Retreating blocks may not Fire, they Engage at -2 and enemy blocks Fire/Engage at -1.

Reserves enter battle (round 2 only)

- Unless a General Retreat has been ordered.

Artillery fire (round 1 only)

- May target Infantry, or Cavalry at -1.

Infantry fire

- Each block may Fire at -1 or wait to Engage.

Cavalry engage

- If all enemy Cavalry blocks are Eliminated then check for Cavalry Pursuit.
- Otherwise, check for Rout and Cavalry Pursuit.
- If there are no enemy Cavalry then Engage at +1 against enemy Infantry.

Infantry engage

- All hits are applied to enemy Infantry, then any excess is applied to enemy Cavalry.

End of battle

Retreat

- Defending blocks may Retreat into a Fortified City in the Area.
- Otherwise, blocks must Retreat to adjacent *Friendly* or *Vacant* Areas but not across borders used by blocks of the other player.
- Roll a die for each Retreating Artillery block: it loses 1 strength on a 1-3.

Regroup

- Any or all of the Victor's blocks may move to any one adjacent Friendly or Vacant Area.

SALLYING

- Treat as normal Battle if there is no Siege Marker.
- Different classes of blocks are not targeted separately – any hits are applied to the strongest enemy block.
- Defending Artillery blocks fire at -1.
- No General Retreat.
- No Retreat of Regroups during the End of Battle.

SUPPLY PHASE

- **Supply Attrition:** Supply Limit is 3 Infantry/Cavalry for Mountain Area (max. 1 Cavalry) or 4 Infantry/Cavalry for any other Area (max. 2 Cavalry). Cities supply a number of extra Infantry blocks equal to their Size. Artillery blocks **do not** require supply.
- **Siege Resolution:** for each Besieged City with a Siege Marker of 1 or more, the Besieged Player rolls a die and consults the Siege Attrition and Surrender Table.
- **Progression of Sieges:** increase the value of all remaining Siege Markets by 1.

STORMING

- A maximum number of blocks may Storm equal to twice the city's size, except for Hull, which may only be Stormed by 1 block. Additional blocks are in Reserve.
- Attacking Artillery blocks may not Fire.
- Defending Artillery blocks Fire at full effectiveness against both Infantry and Cavalry (Round 1 only).
- Cavalry blocks Engage at the same time as Infantry and are at normal effectiveness even if there are no enemy Cavalry.
- Defending Infantry blocks Fire and Engage at +1.
- All Defending blocks have Fortified Defence unless a breach occurred or London is being Stormed and the Fortification of London event has not taken place.
- No General Retreat.
- No Retreat of Regroup during the End of Battle.

BOMBARDMENT TABLE

Total Artillery Strength	DIE ROLL					
	1	2	3	4	5	6
2-4	✗	✗	✗	✗	✗	✓
5-7	✗	✗	✗	✗	✓	✓
8-10	✗	✗	✗	✓	✓	✓
10+	✗	✗	✓	✓	✓	✓

✗ = No breach   ✓ = A breach has occurred

SIEGE ATTRITION & SURRENDER TABLE

Value of Siege Marker	DIE ROLL					
	1	2	3	4	5	6
1				⚔(non-Port)	🐴	✓1
2		⚔(non-Port)	🐴	1	✓⚔(non-Port)	✓1
3	⚔(non-Port)	⚔(non-Port)	1	✓⚔(non-Port)	✓1	✓1
4	⚔(non-Port)	🐴⚔(non-Port)	✓1	✓1	✓1	✓1
5	✓⚔(non-Port)🐴	✓1	✓1	✓1	✓1	✓1

✓ = Surrender 1 = Attrition 🐴 = Attrition (cavalry)
⚔ = Attrition (non-Port City)

YEAR END PHASE

- **New blocks.**
- **Regional Recruitment:** 1 RP per Area and unbesieged Major City, London 2 RPs extra. May not add strength to Clubmen or Covenanter blocks, Regional blocks outside Home Region, nor Besieged blocks. May Deploy a block in a *Friendly* Area or in a *Sympathetic Victory City* in a Neutral Area. Regional blocks must be Deployed in Home Region. May spend 2 RPs to Deploy or add strength to Cannon in Area where you control a Major City, but only costs 1 RP for London.
- **Regional blocks return home:** optional for Regional blocks/Regional Leaders in same Area as a Leader.
- **The Card Deck is Adjusted.**