SE W ales
Cornwall
Staffordshire & Warwickshire
Year End (Conditional)
Cheshire
Northumberland & Durham
Year End 1642
V 1643
Lancashire
Card Play
Recruitment Pool
SEPTEMBER 1642
**GAME TURN**

**TIMELINE**

<table>
<thead>
<tr>
<th>Year</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>1642</td>
<td>V Yorkshire Treaty of Neutrality, no block may enter Yorkshire</td>
</tr>
<tr>
<td></td>
<td>Year End Royalist places Henrietta block on The Continent</td>
</tr>
<tr>
<td>1643</td>
<td>V Royalist places the 3 Cessation Infantry blocks in Ireland</td>
</tr>
<tr>
<td></td>
<td>Year End Parliamentarian places Manchester block in Recruitment Pool</td>
</tr>
<tr>
<td></td>
<td>and the 5 Covenant blocks in Scotland</td>
</tr>
<tr>
<td>1644</td>
<td>IV Parliamentarian places the 2 Callendar Infantry blocks in Scotland</td>
</tr>
<tr>
<td></td>
<td>Year End Parliamentarian replaces 6 blocks with the NMA blocks</td>
</tr>
</tbody>
</table>

**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**

<table>
<thead>
<tr>
<th></th>
<th>1–</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6+</th>
</tr>
</thead>
<tbody>
<tr>
<td>☠</td>
<td></td>
<td>X 1</td>
<td>X</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>

- ☠ = the block is Eliminated
- X = the block returns to where it began its move
- ✓ = 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 Covenant 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**

<table>
<thead>
<tr>
<th></th>
<th>1–</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6+</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>2</td>
<td>X</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
</tbody>
</table>

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

**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.
**SEQUENCE OF BATTLE**

**Withdrawing 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.

**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 Regroups during the End of Battle.

**BOMBARDMENT TABLE**

<table>
<thead>
<tr>
<th>DIE ROLL</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total Artillery Strength</td>
<td>2-4</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td></td>
<td>5-7</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td></td>
<td>8-10</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td></td>
<td>10+</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
</tbody>
</table>

*X* = No breach  
✓ = A breach has occurred

**SIEGE ATTRITION & SURRENDER TABLE**

<table>
<thead>
<tr>
<th>DIE ROLL</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value of Siege Marker</td>
<td>1</td>
<td>X</td>
<td>⚽</td>
<td>✓</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>X</td>
<td>1</td>
<td>✓</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>X</td>
<td>1</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>X</td>
<td>✓</td>
<td>1</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>⚽</td>
<td>✓</td>
<td>1</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>

✓ = Surrender  
= Attrition (cavalry)  
= Attrition (non-Port City)

**YEAR END PHASE**

- **New blocks.**
- **Regional Recruitment:** 1 RP per Area and unsieged 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.**

**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.

**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.