THIS WAR

· WITHOUT AN ENEMY ·

INTRODUCTORY RULES

THE
ENGLISH
CIVIL WAR
1642-1646

NUTS!
WAR GAMES

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1.0 INTRODUCTION

This War Without an Enemy brings to life the conflicting loyalties and passions of the First English Civil War (1642-1646), the most significant of the series of conflicts known collectively as the Wars of the Three Kingdoms.

The game is for two players. One player represents the Royalists (blue) who are "for the king", and the other player controls the Parliamentarians (orange) and their Scottish Covenanter allies (green) who are "for Parliament".

> Throughout this rule book, particularly important rules are written in red text with red outline.

> *Clarifications and explanatory notes are written in italic text with a grey outline.*

References to other sections of the rules are written in bold in a golden box.

This simplified version of the rules (the ***Introductory Game***) is designed for new players learning the game.

1.1 SCENARIOS

The Introductory game can only be played with **The Early War** scenario. 12.2

1.2 VICTORY

Players acquire Victory Points (VPs) through taking control of cities and, for the Parliamentarians, capturing of the king. VPs are not counted individually for each player, but are represented on a relative scale on the Victory Track 4.5. A player wins a Major Victory if there are 3 or more VPs for that player's side at the end of a Turn. If neither player has secured a Major Victory by the end of 1643, then the game is a Minor Victory for the player with VPs, or for the Parliamentarian player in the case of 0 VPs.

1.3 CONTENTS

- A1 single-sided 2mm mounted map
- 84 wooden blocks and counters *(Royalist, Parliamentarian, Covenanter, markers)*
- 1 Sheet of stickers for blocks and markers
- 24-page Rulebook
- 24-page Playbook
- 52 cards in two decks *(Royalist, Parliamentarian)*
- 2 A4 double-sided Set Up Sheets *(Royalist, Parliamentarian)*
- 2 A4 double-sided Player Aids
- 1 A4 single-sided Battle Mat
- 4 dice

> Some of the cards and blocks are not used in the Introductory Game and so should be removed. See 12.2, for details.

2.0 GAME STRUCTURE

The Introductory Game of This War Without an Enemy begins with Preparation of the Card Decks and Initial Set Up of Markers and Blocks 12.3 and is followed by two ***Years***.

2.1 YEARS

At the beginning of each Year, six cards are dealt to each player. In 1642, each player must discard four of these cards after examining them. In 1643, each player keeps all six cards.

The Year of 1642 consists of two ***Turns*** (Turns V and VI), and 1643 consists of six ***Turns*** (Turn I-V and Winter).

2.2 TURNS

Each Turn consists of four or five ***Phases*** played in sequence.

2.3 PHASES

2.31 Initiative Phase
Each player starts a Turn by playing a card face-down. The cards are then revealed simultaneously by turning them face-up. The player who played the card with the higher number is Player 1 for the whole of the Turn. The number shown on a card denotes the number of ***Action Points*** (APs) that it provides. Any text on a card refers to a ***Card Event***. If a player plays a card with a Card Event, then the APs are used **and** the Card Event may be enacted (it is not mandatory).

> If the cards played show the same number then the Royalist decides who is Player 1 and who is Player 2.

2.32 Operational Phase
Any Operational Phase Cards Events are enacted (first any Event on the Player 1 card and then any Event on the Player 2 card), then Player 1 performs Actions, and then Player 2 performs Actions. There are two main classes of actions:

- **Move:** Each AP spent allows a player to perform a ***Group Move***, or a ***Muster***. 6.1 6.2
- **Recruit:** Each AP spent on Recruitment allows a player to add one strength to one existing block, or to deploy one new block, chosen from the player's Recruitment Pool, on the map at strength 1. 6.3

2.33 Tactical Phase
Battles and Siege Combats are fought one Area at a time in a sequence determined by Player 1. Then potential Siege Combat is fought one Area at a time in a sequence determined by Player 1. Battles are fought between opposing blocks in the same Area. Siege Combat may take place where a Fortified City is Besieged. 7.0 8.0

2.34 Supply Phase
Blocks exceeding the Supply Limit in each Area are reduced. Sieges are resolved. 9.0

2.35 Victory Phase
If either Player has 3 or more VPs or it is the last Turn of 1643 then the game ends. 10.0

EXCEPTION: There is no Victory Phase in either of the 1642 Turns.

2.36 Year End Phase
If it is Turn VI of 1642 then the Year End phase is resolved. 11.0

3.0 THE BLOCKS

3.1 BLOCK INFORMATION

3.11 Strength
The current strength of a block is the number of circles on the top edge when the block stands upright. Blocks can have a maximum strength of 2, 3 or 4. If the single circle is black or coloured then the block is not placed in the Recruitment Pool when Eliminated 7.8. If all the circles are coloured then the block's strength may never be increased.

Strength determines how many six-sided dice (d6) are rolled for a block in combat. A block at strength 4 rolls 4d6 (four six-sided dice), while a block at strength 1 rolls 1d6.

For each hit taken in combat or through attrition, the block's strength is reduced by rotating the block 90 degrees anticlockwise.

3.12 Effectiveness
The effectiveness of a block – indicated by a number in the upper right corner – is the maximum die roll that will score a hit when Firing or Engaging. 7.4

3.13 Discipline
Ignore the number in the lower left corner of Cavalry blocks – these are not used in the Introductory Game.

3.14 Text Labels
Text below the illustration gives the name of a Leader block. Text above the illustration denotes either:
- the location (either an Area on the map, or the Recruitment Pool) where the block must be placed during the Initial Set Up 12.2;
- the condition for the block to be added to the map or Recruitment Pool (player control of Areas, or a Card Event).
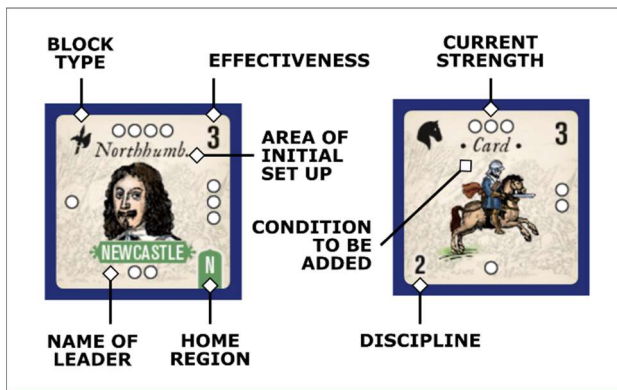
3.2 BLOCK TYPES

3.21 Artillery

Artillery blocks – indicated by a cannon ball icon – play a limited role in field battles but are also useful during sieges. Artillery blocks are ignored when determining supply 9.1. All Artillery blocks are Cannon.

3.22 Cavalry

Cavalry blocks – indicated by a horse icon – play a key but unpredictable role in field battles, and are also useful in harassing withdrawing armies. Cavalry blocks without a label below the illustration are Horse. The only other Cavalry block used in the Introductory Game is the Leader Rupert.

3.23 Infantry

Infantry blocks – indicated by a halberd icon – can be vulnerable to Cavalry in field battles, but are indispensable in sieges. Infantry blocks without a label below the illustration are Foot. Other Infantry blocks are the Leaders Charles and Essex and Regional Leaders.

3.3 REGIONAL BLOCKS
Regional blocks have a letter in the lower right corner denoting their Home Region: Wales, the North, the Midlands, the East, the South or London. The lower right corner is also colour coded according to the Region. Regional blocks are restricted in their movement: they must end any type of move (including Retreat or Regroup after a Battle) either in their Home Region or in the same Area as a Leader or their Regional Leader. Regional blocks may only benefit from Recruitment when in their Home Region.

3.4 NON-REGIONAL BLOCKS
Non-Regional Blocks do not have any regional restrictions on movement. They include all Leaders, Regional Leaders and Artillery blocks.

Leader blocks are labelled with a name on a black background. The Royalists have two Leader blocks: Charles and Rupert. The Parliamentarians have one Leader block: Essex.

Regional Leader blocks are labelled with a name on a grey background. They have a letter in the lower right corner denoting the type of Regional blocks they may lead. The Royalists have three Regional Leader blocks: Newcastle, Northampton and Hopton. The Parliamentarians have four Regional Leader blocks: Fairfax, Brooke, Waller and Manchester.

3.5 LOCAL BLOCKS
Local blocks are not used in the Introductory game.

4.0 THE BOARD

The board mainly consists of a map depicting England and Wales and parts of Scotland, Ireland and Continental Europe. The Royalist player sits at the west edge of the board, while the Parliament player sits at the east edge.


4.1 AREAS

The portion of the map representing England and Wales is divided into Areas.

4.11 Borders

Areas are separated from each other by open (dotted off white), river (blue) or mountain (continous white) borders, which govern the maximum number of blocks that may cross the border when entering an Area to Attack or Reinforce 6.13 or when leaving an Area to Retreat from a Battle 8.6.
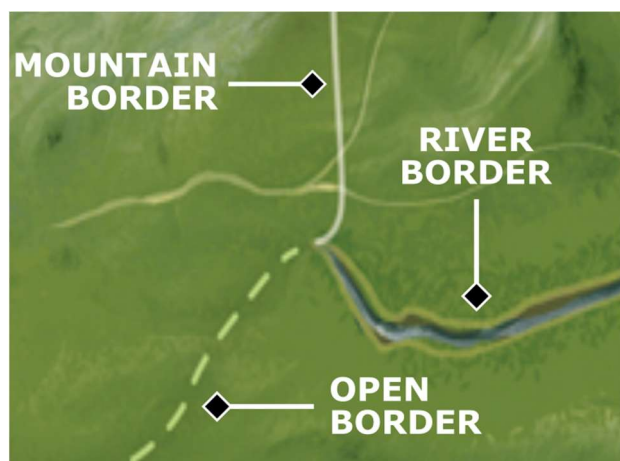
There is no border between Lincolnshire and the East Riding, nor between Somerset and South East Wales or Shropshire & Herefordshire – these Areas are separated by sea and thus blocks cannot move directly between them.

4.12 Loyal Areas

Areas marked with a crown icon are **Loyal** to the Royalists, while those marked with a mace icon are Loyal to the Parliamentarians.

4.13 Coastal Areas

Areas adjacent to a Sea 4.3, are **Coastal Areas**.

Shropshire & Herefordshire is a Coastal Area. Buckinghamshire & Hertfordshire is also a Coastal Area due to the Port of London.

4.14 Mountain Areas

Areas marked with a mountain icon (Cumberland & Westmorland, NW Wales and Central Wales) are **Mountain Areas**. They provide reduced Supply 9.1.

4.15 Control of Areas

Areas can controlled by either player (Friendly or Enemy) or by neither player (Neutral or Contested). Changes to the control of an Area are effective ***immediately***.

Friendly: Area occupied by one or more of a player's blocks, or Area containing no blocks (Vacant Area) that is Loyal to a player. Such an Area is an Enemy Area for the opposing player.
Enemy: Area occupied by one or more of the opposing player's blocks, or Area containing no blocks (Vacant Area) which is Loyal to the opposing player. Such an Area is a Friendly Area for the opposing player.
Neutral: Area containing no blocks and which is not Loyal to either player.
Contested: Area containing blocks of both players (excluding blocks in a Fortified City).

4.16 Regions

Areas are grouped together in Regions that play a role in the movement and recruitment of Regional blocks. Each Region is labelled with its name and is also shown by a coloured border.

4.17 Scotland

Scotland plays no role in the Introductory Game. No block may enter Scotland.

4.18 Ireland

Ireland plays no role in the Introductory Game. No block may enter Ireland.

4.19 The Continent

The Continent plays no role in the Introductory Game. No block may enter the Continent.

4.2 CITIES

Cities are classified according to the following:

- **Victory status:** Non-victory Cities have no outline. Victory Cities have a blue or orange outline. The number of Victory Points gained when the City is captured is indicated.
- **Size:** London is size 4; Major Cities (Bristol, Oxford, York, and Newcastle) are size 2; and Minor Cities (Plymouth, Gloucester, Worcester, Cambridge, Leicester, Nottingham, Chester, Cloth Towns, Hull, and Manchester) are size 1.
- **Fortification:** Fortified Cities have a polygonal outline and can hold a number of blocks equal to their size. Unfortified Cities – which are all Minor Cities – have a circular outline

or no outline. London begins the game with its Fortifications incomplete **8.3**.

All Cities provide increased Supply for an Area in proportion to their Size **9.1**. Non-Victory Cities have no other function in the game. London and Major Cities provide Recruitment Points during Regional Recruitment in the Year End Phase. **11.2**

4.21 Sympathy of Cities

The colour of a Victory City's outline shows which side it is *Sympathetic* to. Oxford, Chester, York, and Newcastle are outlined in blue and are Sympathetic to the Royalists. Plymouth, Bristol, London, Cambridge, and Hull are outlined in orange and are Sympathetic to the Parliamentarians.

If the Area containing a Victory City is Neutral then the City is controlled by the player it is Sympathetic to. If the Area is not Neutral, then the Victory City is controlled by the same player as the Area, unless there is a block of the opposing player in the City, in which case the City is controlled by one player and the Area by the other.

4.22 Enlarged London Section

The enlarged London section can be used to hold blocks instead of placing them on the City itself. This is useful when London is besieged by a large number of blocks.

4.3 SEAS AND PORTS

The Seas play no role in the Introductory Game. There are six Ports, each shown with an anchor: Newcastle, Hull, London, Plymouth, Bristol and Chester.

4.4 RECRUITMENT POOL

Each player has a Recruitment Pool in the designated box on the map. Blocks in the Recruitment Pool stand *upright* to conceal their identity. Blocks that are Eliminated during play are returned to the Recruitment Pool.

4.5 VICTORY TRACK

The marker on the Victory Track shows the relative number of Victory Points of each player. The centre position represents 0 VPs, the positions with a crown icon show VPs for the Royalists and those with a mace icon show VPs for the Parliamentarians. If, during the Victory Phase at the end of a Turn, the marker is at 3 or more VPs towards either side (shown by the orange or blue-coloured icons), then the player controlling that side has won the game.
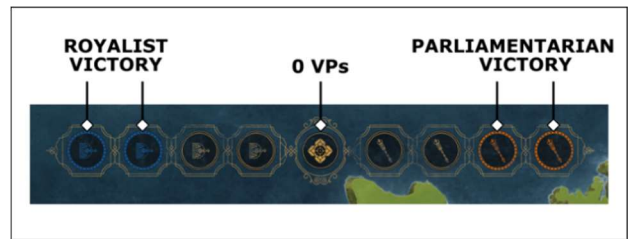

4.51 Capture of a Victory City

During the game, as soon as control of a Victory City changes sides the VP marker is moved accordingly. There is a change of 1 VP in favour of the player who gained control of the City (except for London) and so the VP marker is moved one space towards that player's side of the track. In the case of London being captured by the Royalists (or subsequently recaptured by the Parliamentarians), there is a change of 2 VPs and so the VP marker is moved two spaces towards the Royalist (Parliamentarian) side.

4.52 Capture of the King

This rule is not used in the Introductory Game.

5.0 THE CARDS

The cards are divided into two decks – one for the Royalists and one for the Parliamentarians – each of 26 cards. Remember to remove cards from each deck before the game begins. **12.0**
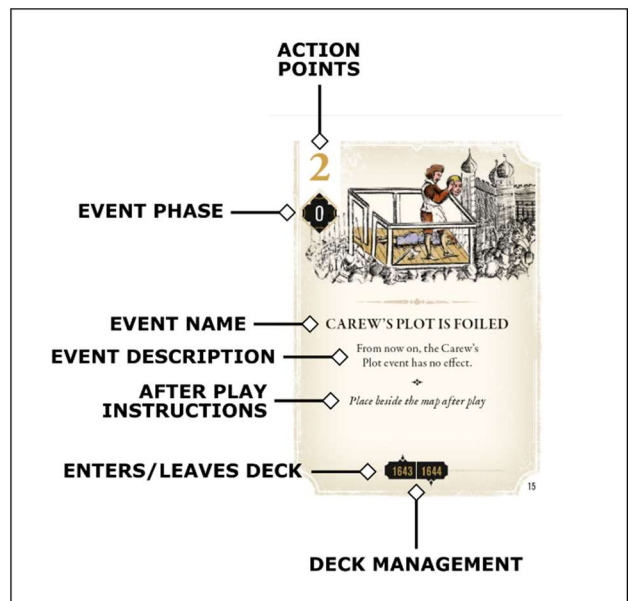
Each card has a number (2, 3 or 4) in the top left corner, which shows the number of Action Points that the Player can utilise during the Operational Phase. The 2- and 3-AP cards also contain additional information related to the Card Event: the name of the Event, a description, and the Phase when the Event is enacted. Any text in italics below the event description contains instructions on what to do with the card after it has been played – if there is no text then it is put to the side. Any Year or Years on the bottom of the card show when the card is added to (upwards arrow) or removed from (downwards arrow) the player's deck.

6.0 OPERATIONAL PHASE

The Operational Phase consists of the following segments:
- Any Operational Phase Events are enacted
- Player 1 Actions
- Player 2 Actions

6.01 Operations Phase Events
If both players have played a card with an Operational Phase Even, then first Player 1 enacts their Event and then Player 2 does so. See 6.4 for details of specific events.

6.02 Player 1 and Player 2 Actions
During a Player Actions segment, that Player spends the Action Points on the card played (**in addition** to having previously enacted any Event on the card). These APs may be spent on Moves and/or on Recruitment.

> No block may be moved more than once during the Operational Phase. However, a block may be deployed or receive strength through Recruitment and then be moved, or it may be moved first and then receive strength through Recruitment, provided that it still meets all of the requirements for Recruitment.

6.1 ACTION: LAND MOVES

6.11 Group Move
For one Action Point, a player may move *any or all* blocks in one Area. Blocks can move in different directions. Each Block can move up to two Areas. However, a block must end its movement when it enters an Area containing non-Besieged blocks of the opposing player (i.e. a non-Vacant *Enemy Area* or *Contested Area*).

6.12 Muster
For one Action Point a player may designate one *Friendly* Area and move any or all blocks to that Area that are able to reach it. Each block can move up to two Areas, but during this movement it cannot enter a non-Vacant *Enemy Area* or *Contested Area*. Therefore, a muster cannot start a new battle, or respond to a battle created by Player 1, but a player can muster at (or move blocks through) an Area where that player is Besieging a city.

6.13 Border Limits
The maximum number of a player's blocks that can cross any border into an Area containing blocks of the opposing player that are not in a Fortified City (i.e. into a non-Vacant *Enemy Area* or into a *Contested Area*) during each Operational Phase depends on the colour of the border:
- **Open:** no limit
- **River:** 4 blocks
- **Mountain:** 2 blocks

This limit applies separately to each player – one player may Attack (enter a non-Vacant Enemy Area) with 4 blocks through a blue border and then the opposing player may Reinforce the Battle (enter the now Contested Area) with 4 blocks through the same border.

6.14 Pinning
Blocks entering a non-Vacant Enemy Area (i.e. an Area containing only Enemy blocks) that does not contain a Fortified City must end their movement. The Area becomes Contested. The blocks that entered the Area are *Attacking*, while the opposing player's blocks are *Defending*.

Player 1 Attacking blocks prevent an equal number of Player 2 Defending blocks from moving – these blocks are Pinned. If there are more Defending than Attacker blocks in an Area, then

Player 2 chooses which blocks are Pinned. The non-Pinned blocks may move normally and even attack during the Player 2 Actions segment of the Operational Phase.

6.15 Withdrawal into a Fortified City
If blocks enter an Enemy Area that contains a Fortified City then the opposing player *may* Withdraw any blocks into the Fortified City. The maximum number of Infantry/Cavalry blocks that may Withdraw into the City is equal to the City's Size. Artillery blocks do not count against this limit.

If no Enemy blocks remain outside the Fortified City after Withdrawal, then the blocks that entered the Area may move through it into another Area, provided that they have not already moved two Areas, or they may remain in the Area, in which case a Siege is initiated 8.0 with the Area controlled by and Friendly to one player while the Fortified City is controlled by the other player.

6.16 Regional Blocks
Regional blocks may only leave their Home Region if "chaperoned" over the border by a Leader block, or by their Regional Leader block (i.e. the Regional Leader for their Home Region). The Leader block and the Regional block(s) must begin and end their move in the same Area. A Regional Block that begins a move in an Area outside its Home Region must also be "chaperoned" by a Leader or its Regional Leader block – again, the Leader/Regional Leader and Regional block(s) must begin and end their move in the same Area.

EXCEPTION: A Regional block does not need to be "chaperoned" to re-enter its Home Region. A Leader or Regional Leader block may bring a Regional block into an Area adjacent to its Home Region, then the Regional block may move on into its Home Region, while the Leader either remains in the Area adjacent to the Home Region or moves into another Area.

The Home Region for London blocks is Buckingham & Hertfordshire and the Areas adjacent to it. This applies for all purposes except when being deployed or returning home at Year End 10.3, in which case the Home Region is Buckingham & Hertfordshire only. London blocks may only leave their Home Region if they are "chaperoned" by a Leader block (there is no Regional Leader block for London).

6.17 Winter Turn
During a Winter Turn (the last Turn of 1643), no block may enter an Area containing non-Besieged blocks of the opposing player (i.e. no Attacks are allowed on a Winter Turn, with the exception of Siege Combat).

6.18 Yorkshire Treaty of Neutrality
No Royalist or Parliamentarian block may enter Yorkshire (the Areas with the icon shown on the left: West Riding, East Riding, and North Riding) through a land or sea move during the *first Turn* (Turn V) *of 1642*. The Parliamentarian blocks already in Yorkshire may move freely and the Parliamentarian player may Recruit in Yorkshire and then move any newly-deployed blocks.

6.2 SEA MOVES

The rules for Sea Moves are not used in the Introductory Game.

6.3 ACTION: RECRUITMENT

For one Action Point, a player may:

- Add one strength to one block that is already in an Area on the map. Strength can be added to the same block multiple times, each strength costing 1 AP.
- Deploy a block from the player's Recruitment Pool at strength 1. A block may only be deployed in a Friendly Area. No block can be deployed in an Area if it would result in the blocks in that Area exceeding the Supply Limit (see 9.1). If the block is a Regional Block then it must be deployed in its Home Region (a London block must be deployed in Buckingham & Hertfordshire). Additional strength can be added to a new block immediately with each strength costing 1 AP. Multiple blocks may be deployed in the same Area if desired.

> APs can only be used to add strength to Regional blocks and Regional Leaders only in their Home Region. APs cannot be used to add strength to Artillery blocks, to blocks in Contested Areas nor to blocks Besieged in non-Port Cities (i.e. York or Oxford).

6.31 Recruitment in Besieged Ports
This rule is not used in the Introductory Game.

6.4 OPERATIONAL PHASE EVENTS

6.41 Bradford Clubmen
This card is not used in the Introductory Game.

6.42 Camp Fever
The player who played this card chooses an Area containing two or more blocks of the other player. Besieging blocks count but Besieged blocks do not. Ireland or Scotland may not be chosen as they are not Areas. The other player must reduce the strength of two of the Infantry/Cavalry blocks in that Area by 1 each. If the player has only one Infantry/Cavalry block in the Area, because the other block(s) are Artillery, then the player reduces that single block by 1 strength. In the unlikely case that the player only has Artillery blocks in the Area, then this card event has no effect.

> *If a block is reduced to less than strength 1 due to the Attrition Event then it is immediately Eliminated.* 7.8

6.43 Clubmen
These cards are not used in the Introductory Game.

6.44 Desertion of Regional Troops
The other player must choose one Regional block that is outside its Home Region, reduce its strength by 1, then place it back in its Home Region, in a Friendly Area if there is one, or a Neutral Area otherwise (if there is no such Area then the block must be returned to the Recruitment Pool). If the other player has no Regional block outside its Home Region then the player must reduce the strength of any one block by 1.

> *If a block is reduced to less than strength 1 due to the Desertion Event then it is immediately Eliminated.* 7.8

6.45 Fortification of London
From now on, the rules exception regarding London's walls being automatically breached during a Storming no longer applies. 8.3

6.46 Parliamentarian Ships Captured/The Excise Ordinance Raises War Funds
The normal rules for Recruitment 6.3, apply to these Card Events.

6.47 Supplies from the Continent
The normal rules for Recruitment 6.3 apply to this Card Event, but the usual exception for Artillery blocks does not apply.

6.48 The Hothams' Plot/Carew's Plot
These cards are not used in the Introductory Game.

7.0 TACTICAL PHASE

The Tactical Phase consists of the following segments:
- Tactical Phase Events are enacted
- Battles are resolved
- Siege combat is resolved

7.01 Tactical Phase Events
Either player who played a card with a Tactical Phase Event must decide which Battle will be effected by the Event. If both player played such a card, first Player 1 and then Player 2 decides. See 7.9 for details of specific events.

7.02 Battles
Player 1 selects a Contested Area and the Battle in that Area is resolved. Then Player 1 selects another Area and that Battle is resolved. This continues until there are no more Contested Areas. See 7.1 to 7.7 for details.

7.03 Siege Combat
Player 1 selects an Area with a Besieged Fortified City. First the Besieged Player chooses whether or not to Sally from that City and then the Besieging Player chooses whether or not to Storm that City. Then Player 1 selects another Area with a Besieged City. This continues until all Besieged Cities have been resolved. See 8.0 for details.

> *If an Area is both Contested **and** contains a Besieged City (i.e. "relief forces" have attacked the besiegers) then there will be a Battle in that Area and possibly also Siege Combat.*
>
> *If an Area is Contested and contains a Fortified City that is not Besieged, then the City may become Besieged as a result of the Battle, in which case Siege Combat may occur.*

7.1 BATTLE RESERVES

The Attacker may have moved blocks into the Contested Area via multiple borders. As soon as a Contested Area is selected by Player 1, the Attacker must declare the ***Main Attack***. All blocks that crossed this border, even if they started from different Areas, take part in Round 1 of the Battle. Blocks that crossed other borders are placed in ***Reserve***.

Blocks moved into the Contested Area by the Defender to reinforce the blocks already there are also placed in ***Reserve***.

Blocks in Reserve may not Fire, Engage, or take hits in Round 1. They enter the Battle and in Round 2.

> Artillery blocks in Reserve may NOT Fire in Round 2 and Round 3, except for a block benefiting from the Well-positioned Artillery event. 7.97

Control of an Area changes if ***all*** Defending Infantry and Cavalry blocks not in Reserve are Eliminated in Round 1. The Defender is now the Attacker, and vice versa, for the remainder of the Battle.

7.2 WITHDRAW BEFORE BATTLE

After the Attacker has declared the Main Attack, the Defender may attempt to Withdraw Before Battle.

Both the Defender and the Attacker announce how many Cavalry blocks are in the Contested Area excluding those in Reserve. If only the Defender has Cavalry blocks then the Withdrawal is automatically successful. If only the Attacker has Cavalry blocks then the Withdrawal is automatically a failure (treat as a '1−' result on the Withdrawal Before Battle Table). Otherwise, the Defender must roll a die and consult the Withdrawal Table to determine the outcome. The following modifiers are made to the result:

- +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 (+ if the Defender has more blocks, - if the Attacker has more blocks)

Withdrawal Before Battle Table

DIE ROLL					
1−	**2**	**3**	**4**	**5**	**6+**
✘ 2	✘ 1	✘	✔ 2	✔ 1	✔

✘ = Failure, ✔ = Success

1 = strength lost by Defender blocks (Cavalry if possible)

If the Withdrawal was a success then proceed to the End of Battle. **7.5**. If the Withdrawal was a failure then proceed to the Battle Rounds (however if the Defender only has Cavalry blocks then any Attacker Infantry blocks in the Main Attack are placed in Reserve). The Defender may freely choose which block or blocks lose strength but must assign all losses to Cavalry blocks if possible.

7.3 BATTLE ROUNDS

Both Players now place all of their blocks taking part in the Battle in the appropriate boxes of the Battle Mat. Any blocks in Reserve remain upright facing towards the owning player. All other blocks are revealed by tipping each of them forward so that the label is on top, with the block's current strength on the opposite side of the block to the player.

Battles are fought for a maximum of *three* Battle Rounds. Each Battle Round takes places according to the following sequence:

- **General Retreat:** this is not used in the Introductory game.
- **Reserves enter the Battle and are revealed** (Round 2 only).
- **Artillery Fire** (Round 1 only): first Defending and then Attacking Artillery blocks Fire.
- **Infantry Fire:** this is not used in the Introductory game.
- **Cavalry Engage**: first Defending and then Attacking Cavalry blocks Engage.
- **Infantry Engage**: first Defending and then Attacking Infantry blocks Engage.

Proceed to the End of Battle **7.5** at the end Round 3, or at the end of Round 1 or 2 if either player has no blocks remaining (excluding Artillery).

7.4 FIRE AND ENGAGE

When a block Fires or Engages it rolls as many dice as its current *strength*. A hit is scored for each die roll equal to or lower than the block's *effectiveness*.

Individual enemy blocks cannot be targeted. Each hit reduces by 1 strength the *strongest* enemy block of the targeted type at that instant. When two or more blocks share the highest strength, the owner chooses which to reduce. When blocks are reduced below strength 1, they are *immediately* Eliminated. **7.8**

7.41 Artillery Fire
Before rolling for all blocks, the player must declare each block's target: Cavalry or Infantry. Each hit reduces the strongest enemy block of that class. If Cavalry is targeted then the Artillery block Fires at -1 effectiveness.

> Artillery blocks only Fire in Round 1, except for a block benefitting from the Well-positioned Artillery event. **7.97** Artillery blocks never take hits during a Battle.

7.42 Cavalry Engage
If there are any enemy Cavalry blocks in the opposing Cavalry box, then all hits from Cavalry Engage are applied to them. If there are no enemy Cavalry blocks in the opposing Cavalry box, then each Cavalry block Engages at +1 effectiveness and all hits are applied to enemy Infantry blocks.

7.43 Cavalry Pursuit
Cavalry Pursuit is not used in the Introductory Game.

7.44 Infantry Engage
If there are any enemy Infantry blocks, then all hits are applied to them. If more than enough hits are caused to Eliminate all enemy Infantry blocks, then excess hits are applied to any enemy Cavalry block(s).

If there are no enemy Infantry blocks then all hits are applied to enemy Cavalry block(s).

7.5 END OF BATTLE

If the End of Battle occurred because one player Withdrew Before Battle then that player is the Loser and the other player is the Victor.

If the End of Battle occurred because one player had no blocks remaining at the end of a Round (excluding Artillery) then that player is the Loser and the other player is the Victor.

Otherwise, the player with fewest blocks remaining (excluding Artillery) is the Loser. If both players have the same number of blocks remaining, then the Attacker is the Loser and the Defender is the Victor.

Both players now stand their blocks upright. Then the Loser *must* Retreat all Infantry and Cavalry blocks (including any that were in Reserve). If the Loser had no Infantry or Cavalry blocks remaining, then any *Artillery blocks are Eliminated* and may be captured **7.81**. Otherwise, Artillery blocks must Retreat and may lose strength. **7.61**. Then the Victor *may* Regroup any or all blocks.

7.6 RETREAT

The Loser must observe the following requirements when retreating blocks:

- Defending blocks may Retreat into a Fortified City in the Area of the Battle. Otherwise, blocks must Retreat to adjacent *Friendly* or *Vacant* Areas. They may Retreat to multiple adjacent Areas via different borders.
- No more blocks may Retreat across a border than the Border Limit. **6.13**

- Blocks may **not** Retreat via borders that were crossed by the **opposing** player's blocks to enter the Area of the battle. When blocks of both players have crossed the **same** border, only the player whose blocks last entered the Area of battle via that border may Retreat through it.

> *Blocks may Retreat to a Friendly Area with unresolved Siege Combat, but may not take part in that Siege Combat.*

> If a block is unable to Retreat then it is Eliminated.

7.61 Artillery Retreat
The Artillery Retreat rule is not used in the Introductory Game.

7.62 Regional Block Retreat
When a Regional block Retreats, it must either:
- Retreat to an Area in its Home Region,
- Retreat to an Area that already contains a Leader or its Regional Leader (such a Leader may have Retreated itself during the same or a previous Battle Round),
- or, Retreat to the same Area and at the same time as a Leader or its Regional Leader.

7.63 Local Block Retreat

Local blocks are not used in the Introductory Game.

7.7 REGROUP

Any or all of the Victor's blocks (including any that were in Reserve) **may** move to any **one** adjacent Area that is currently Friendly or Vacant.

7.71 Regional Block Regroup
A Regional block may only Regroup to an Area outside of its Home Region if a Leader or its Regional Leader Regroups with it.

7.8 ELIMINATED BLOCKS

Eliminated Royalist blocks are returned to the Royalist Recruitment pool, and Eliminated Parliamentarian blocks are returned to the Parliamentarian Recruitment pool.

7.81 Captured Artillery
The Captured Artillery rule is not used in the Introductory Game.

7.82 "Stranded" Regional Blocks
Check for "stranded" Regional blocks after a Retreat or Regroup – if any Regional block is in an Area outside its Home Region that does not contain a Leader or its Regional Leader then it is Eliminated. This may happen if a Leader or Regional Leader has been Eliminated in the Battle, Retreated from the Battle, or Regrouped after the Battle.

7.9 TACTICAL PHASE EVENTS

7.91 Advantageous Terrain
In a Battle (but not during Withdrawal Before Battle nor during a Storming of London with incomplete walls i.e. if the Fortification of London Event has not taken place) in which the player who played this card is the Defender, all Defending **Infantry** blocks have Positional Defence for all Battle Rounds. This is identical to Fortified Defence (see **8.41**), but with the difference that half-hits are **rounded down** for the purposes of Fire and Engage (e.g. an Infantry block with 3½ strength would only roll 3 dice when Engaging) and at the end of the Battle.

EXCEPTION: Infantry blocks that began the Battle in Reserve do NOT benefit from Positional Defence.

> *If control of the Area changes after Round 1 **7.1**, then the new Defender's Infantry blocks will have Positional Defence and not the previous Defender's.*

7.92 Determined Last Stand
The normal rules for Fortified Defence are applied **8.31** i.e. half-hits are **rounded up** for the purposes of Fire and Engage, and at the end of the Battle.

7.93 Mining
This only applies to Storming. **8.3**

7.94 Surprise Attack
The Surprise Attack cards are not used in the Introductory Game.

7.95 Terrain Disfavours Cavalry
The reduction in effectiveness also applies to any Withdrawal Before Battle. Note that this Event affects both players during the chosen Battle.

7.96 Turncoats
The Turncoats cards are not use in the Introductory Game.

7.97 Well-positioned Artillery
As noted above, this event enables an Artillery block in Reserve to participate in Rounds 2 and 3 of a Battle.

8.0 SIEGES

A Siege may take place in an Area with a Fortified City. Sieges are initiated either:
- during the Operational Phase when blocks enter a non-Vacant Enemy Area that contains a Fortified City and all of the Enemy blocks Withdraw into the City, or
- during the Tactical Phase when a Battle has taken place in an Area that contains a Fortified City, at least one Defending block has Retreated into the City and at least one Attacking block remains in the Area.

Besieging and Besieged blocks remain upright except when a Battle or Siege Combat takes place.

8.01 Siege Markers
When a Siege is initiated, if the total number of Besieging Infantry and Cavalry blocks is at least equal to the Size of the City then a Siege Marker is placed upright beside the City with a value of 0 at the top edge. Whenever the number of Besieging Infantry and Cavalry blocks changes (due to blocks entering or leaving the Area or being Eliminated) then the Besieging player compares the number of blocks to the Size of the City: if there are fewer blocks than the Size of the City then the player removes any Siege Marker. If there are at least as many blocks as the Size of the City then the player places a Siege Marker of value 0 if there is not already one there.

8.1 RELIEF OF A SIEGE

A Besieged player may attempt to relieve a siege by Attacking the Besieging army with blocks that move from other Areas. A normal Battle is fought with the Besieger as Defender and the relief force as Attacker. Before the declaration of any Main Attack, if there is a Siege Marker then the Besieger must decide whether to maintain or temporarily break off the Siege.

If the Besieger decides to maintain the Siege, then the Player must choose at least as many blocks as the Size of the City. These blocks do not take part in the Battle. If the Besieger loses the Battle, then these blocks must Retreat and the Siege Marker is removed.

If the Besieger decides to temporarily break off the Siege, then the value of the Siege Marker is reduced by 1. All of the Besieger's Defending blocks take part in the Battle. The Besieged blocks, including Garrison blocks, may participate in the Battle as Reserves. The Besieged Player decides whether they participate at the start of the Battle Rounds before any

blocks are revealed. If the Besieged Player loses the Battle then these blocks, and no others, may Retreat back into the City. If the Besieger loses the Battle then the Siege Marker is removed.

8.2 SALLYING

If there is no Siege Marker then treat a Sally as a normal Battle. The Besieged player may select any or all of the Besieged blocks to sally – these will be the Attacking blocks in the Battle. All of the Besieging blocks will be the Defending blocks in the Battle. The Defender may attempt to Withdraw Before Battle.

If there is a Siege Marker, then first the Besieged player may bombard the Besieging forces with any Artillery blocks in the City. For each Artillery block, the Besieged Player selects an upright block as a target and then Fires. The effectiveness is reduced by one irrespective of the type of block targeted.

Then the Besieged Player decides whether or not to Sally with any Besieged Cavalry or Infantry blocks and selects an equal number from among the upright Besieging blocks (this may be all of the Besieging blocks). The Sallying blocks are Attacking and the selected Besieging blocks are Defending. None of the other Besieging blocks take part. Sallying differs from a normal Battle in that:

- The Defender may not attempt to Withdraw Before Battle.
- Defending Artillery blocks fire at –1 effectiveness, even if the Attacking blocks are all Infantry. If, at the end of a Battle Round, there are no Cavalry or Infantry blocks among the Defending blocks, then each Defending Artillery block loses 1 strength (representing the sallying troops capturing some of the cannons).
- After each Battle Round the Attacker decides whether to continue the Sallying. If not, the End of Battle takes place.
- There is no Retreat or Regroup during the End of Battle.

8.3 STORMING

Firstly, the 'Mining' Card Event is resolved if the Besieging player played the card it is on. Then the Besieging player may bombard the City if the total strength of any Besieging Artillery blocks is at least 2. Roll a die, cross reference against the total Artillery strength and consult the Bombardment Table to determine whether a breach has occurred in the walls of the City. A breach nullifies the effects of Fortified Defence 8.31 but only lasts for the duration of any Storming – the breach is repaired afterwards.

Bombardment Table

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

✘ = No breach ✔ = A breach has occurred

London's walls are incomplete and therefore are automatically treated as though breached, unless the 'Fortification of London' event has occurred.

Then the Besieging decides whether or not to Storm with any Besieging Cavalry or Infantry blocks. The Storming blocks are Attacking. Storming differs from a normal Battle in that:

- The Defender may not attempt to Withdraw Before Battle.
- A maximum number of blocks may Storm a City equal to twice the city's size, *except for Hull*, which may only be Stormed by 1 block.
- Besieging blocks that exceed the above limit are in Reserve. Reserve blocks may be freely exchanged for Storming blocks at the *beginning* of Battle Rounds 2 and 3.
- Attacking Artillery blocks must stay in Reserve (i.e. they may not Fire). Defending Artillery blocks Fire at full effectiveness against both Infantry and Cavalry in Round 1 only. They do not Fire in Rounds 2 and 3.
- Cavalry blocks Engage at the same time as Infantry and are at normal effectiveness even if there are no enemy Cavalry blocks present.
- Defending Infantry blocks Engage at +1 effectiveness.
- All Defending blocks have Fortified Defence 8.31 unless a breach occurred or London is being Stormed and the Fortification of London Event has not taken place.
- Different classes of blocks are not targeted separately – any hits are applied to the strongest enemy block irrespective of class.
- After each Battle Round the Attacker decides whether to continue the Storming. If not, then the End of Battle takes place.
- If all of the Defender's Infantry and Cavalry blocks are Eliminated then the Attacker gains control of the City. All Defending Artillery blocks are Eliminated.
- There is no Retreat or Regroup after the End of Battle.

8.31 Fortified Defence

Unless a breach has occurred, or unless London is being Stormed and the Fortification of London Event has not taken place, all Defending blocks during a Storming benefit from Fortified Defence: two hits are required for a block to lose one strength. Each hit is a *half-hit,* reducing the strength of the block by ½, and the next *half-hit* **must** be taken on that same block. For the purposes of determining strength for Engaging, half-hits are rounded up (e.g. an Infantry block with 2½ strength would roll 3 dice when Engaging). A half-hit lasts from Round to Round, but is recovered (rounded up) at the end of the Storming (e.g. a block with 1½ strength would be increased back up to 2 strength).

> *The effect of a half-hit may be shown by rotating a block by 45 degrees anticlockwise. When a block recovers at the end of Storming then it can be rotated 45 degrees clockwise.*

9.0 SUPPLY PHASE

9.1 SUPPLY

9.11 Provision of Supply

An Area can provide supply to the following:

- **Mountain Area:** three Infantry/Cavalry blocks, of which no more than one block may be Cavalry. There are only three mountain areas on the map: Cumberland, NW Wales and Central Wales.
- **Other Area:** four Infantry/Cavalry blocks, of which no more than two blocks may be Cavalry.

Cities can provide supply in addition to the above:

- A Fortified or Unfortified **Minor City** can supply one additional Infantry block.
- A **Major City** can supply two additional Infantry blocks.
- **London** can **s**upply four additional Infantry blocks.

EXCEPTION: A Besieging army does **not** benefit from the additional supply provided by the Fortified City that it is Besieging.

> Artillery blocks do not require supply – they are ignored during Supply and Siege Attrition.

9.12 Supply Attrition

When there are more blocks in an Area than can be supplied, the owning player chooses which blocks are unsupplied and reduces each block by one strength. Blocks Eliminated due to this reduction in strength are treated as per 7.8.

In the case where there are too many Cavalry blocks and too many Infantry/Cavalry blocks in total, then reducing Cavalry blocks satisfies both requirements. For example, if there are 3 Cavalry blocks and 2 Infantry blocks in Lincolnshire then the owning player need only reduce 1 Cavalry block by one strength.

> *At any point during the resolution of Supply Attrition, a player who has played the card with the 'Quartermaster General' Event may declare the two blocks which benefit from this Card Event.*

9.2 SIEGE RESOLUTION

For each Besieged City that has a Siege Marker with a Value of 1 or more, the Besieged Player determines Siege Attrition and Surrender by rolling a die, cross referencing against the Value of the Siege Marker and consulting the Siege Attrition and Surrender Table.

9.21 Siege Attrition

If the Siege Attrition and Surrender Table indicates Attrition then the Besieged Player must reduce the blocks in the Besieged City by a total strength equal to the number of blocks. The Besieged Player may freely choose which block or blocks lose how much strength. For example, if there are 3 block Besieged in London, then the blocks must be reduced by a total of 3 strength, which could be all blocks by 1 strength each, 1 block by 2 strength and another by 1 strength, or a single block by 3 strength.

If the Siege Attrition and Surrender Table indicates Attrition (cavalry) then attrition only occurs if there is at least one Cavalry block in the City. At least 1 reduction in strength must be made to a Cavalry block, but any additional reduction may be made to any block – there is no requirement for all of the strength reduction to be made to Cavalry blocks.

If the Siege Attrition and Surrender Tables indicates Attrition (non-Port City) then attrition only occurs if the Besieged City is either Oxford or York.

> *Cavalry and non-Port City Attrition are not cumulative. Attrition is either zero or 1 strength loss per Besieged block.*

9.22 Surrender

If the Siege Attrition and Surrender Table indicated Surrender, then this occurs after any reduction in strength caused by Siege Attrition.

When a City surrenders then the Besieging player gains control of the City. All Besieged Artillery blocks are Eliminated. All Besieged Cavalry and Infantry blocks are moved by the Besieged player into one or more adjacent Areas that are either Friendly, or are Neutral but contain a Sympathetic City. If there is no such Area then each block loses a step and must be moved to the nearest Friendly Area, or Neutral Area with a Sympathetic City. Supply Limits are ignored in the Areas where the Blocks are moved to.

> *Regional blocks cannot be placed in an Area outside of their Home Region as a result of surrender, unless that Area contains a Leader or a Regional Leader with the same Home Region (or such a Leader was one of the besieged blocks that surrendered and is then placed in the same Area as the Regional block). If a Regional block cannot be placed in an Area adjacent to the Area containing the City that surrendered, then it is placed in the nearest Friendly Area in its Home Region. If there is no such Friendly Area, then the block is Eliminated.*

Siege Attrition and Surrender Table

		DIE ROLL					
		1	2	3	4	5	6
Value of Siege Marker	**1**				✗	🐴	✓1
	2		✗	🐴	1	✓✗	✓1
	3	✗	✗	1	✓✗	✓1	✓1
	4	✗	✗🐴	✓1	✓1	✓1	✓1
	5	✓✗🐴	✓1	✓1	✓1	✓1	✓1

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

9.3 PROGESSION OF SIEGES

After Siege Resolution, increase the value of all remaining Siege Markers by 1 by rotating them appropriately (or if already at 3, then replace with a Marker with the value of 4 at the top edge).

10

10.0 VICTORY PHASE

If either player has at least 3 VPs (i.e. there are 3 or more VPs for that player's side) then that player has won the game and secured a Major Victory. Otherwise, the game continues.

EXCEPTIONS: There is no Victory Phase in either of the 1642 Turns. If it is the last Turn of 1643 then the game automatically ends. At this point, victory is determined as follows:

- Royalist Minor Victory: 1 or more VPs for the King
- Parliamentarian Minor Victory: 0 VPs or 1 or more VPs for Parliament.

10.1 VICTORY PHASE EVENTS

10.11 King Charles Surrender to the Scots
This Card is not used in the Introductory Game.

10.12 Rupert Dismissed by the King
This Card is not used in the Introductory Game.

11.0 YEAR END PHASE

In the Introductory Game, the Year Ends Phase only occurs at the end of 1642. The following steps occur:
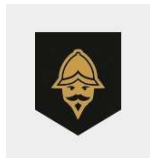
- Regional Recruitment takes place. **11.2**
- Regional blocks return home. **11.3**
- The card decks are prepared for the next year. **11.4**

The Royalist Player carries out Regional Recruitment and Regional blocks return home before the Parliamentarian player.

11.1 NEW BLOCKS

The rules for New Blocks are not used in the Introductory Game.

11.2 REGIONAL RECRUITMENT

For each Region on the map, the number of Recruitment Points (RPs) that a Player may use is equal to the number of Areas that are Friendly. Each *unbesieged* Major City that a Player controls contributes an additional RP (indicated by the soldier's head icon shown on the left) and London, if unbesieged, contributes 2 RPs (indicated by two soldier's head icons) **11.22**.

For example, if a Player has a block in Somerset then that player will receive 1 RP for Somerset and 1 RP for Bristol. If there are no blocks in Somerset then it is Neutral and does not provide an RP for either Player. However, Bristol will be controlled by the Parliamentarians because the City is Sympathetic to that side, and so the City will provide 1 RP to the Parliamentarian Player.

For each RP, a player may:

- Add one strength to one Infantry or Cavalry block in an Area in the Region. Strength can be added to the same block multiple times, each for 1 RP.
  EXCEPTIONS: strength may not be added to Regional blocks outside their Home Region, nor to Besieged blocks.

- Deploy an Infantry or Cavalry block from the player's Recruitment Pool at strength 1. A non-Regional block may be deployed in any Friendly Area or in a Sympathetic Victory City in a Neutral Area. A Regional block must be deployed in a Friendly or Vacant Area in its Home Region. No block can be deployed in an Area if it would result in the blocks in that Area exceeding the Supply Limit. Strength can be added to a new block immediately, each strength costing 1 RP. Multiple blocks may be deployed in the same Area if desired.

> A Regional block or Regional Leader may never be deployed outside of its Home Region. London blocks must be deployed in Buckingham & Hertfordshire.

11.21 Manufacture of Cannons
Manufacture of Cannons is not used in the Introductory Game.

11.22 London Recruitment
If London is not Besieged then it provides an additional 2 RPs to the player who controls it. These RPs may use to add strength to blocks or deploy blocks in or adjacent to Buckingham & Hertfordshire. Each of these RPs may be used to add 1 strength to an Artillery block or to deploy an Artillery block at strength 1.

11.3 REGIONAL BLOCKS RETURN HOME

The players must move all Regional blocks and Regional Leaders back to their Home Regions. A block may be placed in any Friendly Area provided that it does not result in the blocks in that Area exceeding the Supply Limit. If there is no eligible Area then the block is placed in the Recruitment Pool. London blocks must be placed in Buckingham & Hertfordshire, unless this is an Enemy Area, in which case the blocks are returned to the Recruitment Pool.

EXCEPTIONS: Besieged Regional blocks do not return home. For any Regional or Regional Leader block that is in the same Area as a Leader, the owning player may choose whether the block remains where it is or returns home.

11.4 PREPARATION OF CARD DECKS FOR THE NEXT YEAR

The players add to their decks:

- any cards that have 1643 shown with an upward arrow
- the 4 cards that were discarded at the beginning of the current Year
- the 2 cards played in the current Year, except any which have been removed from the game or placed beside the map.

Then the players shuffle their decks. The Year marker should be moved to 1643.

12.0 SCENARIOS

12.1 THE FULL WAR

This Scenario is not used in the Introductory Game.

12.2 THE EARLY WAR

September 1642 – end of 1643: 8 Turns

In this introductory scenario, the Royalist player must match the historical performance of the Royalists to win. The 2 VP swing can be achieved by taking 2 Cities (in history they took Oxford and Bristol) or by capturing London.

12.21 Scenario Rules
The specific scenario rules are described in 10.0 above.

12.22 Preparation of the Card Decks
Remove from the game the following cards: 'The Hothams' Plot' and 'Carew's Plot' cards from the Royalist deck and 'The Hothams' Plot is Foiled', 'Carew's Plot is Foiled' and 'Bradford Clubmen' cards from the Parliamentarian deck.

Remove all other cards from each deck showing the year 1643 at the top and set them aside (these will be added back into the decks during the Year End Phase of 1642). Remove from the game all cards from each deck showing the years 1644, 1645 and 1646 at the top.

12.23 Initial Set Up of the Markers and Blocks
The Victory Point marker is placed in the 1 space on the Parliamentarian side of the Victory Track. The Year marker is placed on the 1642 space.

For the set up of blocks, refer to the 'September 1642' sides of the Set Up Sheets or the lists below. Blocks are deployed upright at full strength on the map in the indicated Area or in the Recruitment Pool.

> Remove from the game the Garrison blocks and the blocks in the Off Map sections of the Set Up Sheets.

Royalists
- Northumberland: Newcastle, *Northumb.* N Horse, *Northumb.* N Foot
- Lancashire: *Lancashire* N Foot
- Cheshire: Charles, Rupert, *Cheshire* W Foot, *Cheshire* M Horse, *Cheshire* M Foot, both Cannon
- Staffordshire & Warwickshire: Northampton
- SE Wales: both *SE Wales* W Foot
- Cornwall: Hopton
- Recruitment Pool: *Rec. Pool* N Horse, both *Rec. Pool* W Horse, *Rec. Pool* M Foot, *Rec. Pool* S Horse, *Rec. Pool* S Foot

Parliamentarians
- West Riding: F Fairfax, N Horse
- Derbyshire & Nottinghamshire: *Derbyshire* M Foot
- Oxfordshire: Brooke
- Gloucestershire: Essex, *Gloucester* M Horse, *Gloucester* S Horse, *Gloucester* S Foot, *Gloucester* E Foot, both Cannon
- Buckinghamshire & Hertfordshire: both *London* L Foot
- SW Wales: *SW Wales* W Foot
- Shropshire & Herefordshire: *Shropshire* W Foot
- Devon: *Devon* S Foot
- Recruitment Pool: *Rec. Pool* N Foot, both *Rec. Pool* E Horse, *Rec Pool* E Foot, *Rec Pool* M Horse, Waller, *Rec Pool* S Horse, *Rec. Pool* L Foot

12.3 THE MID-TO-LATE WAR

This Scenario is not used in the Introductory Game.

12.4 THE MID WAR

This Scenario is not used in the Introductory Game.

12.5 PRELUDE TO WAR

This Scenario is not used in the Introductory Game.

13.0 THE FULL GAME

The Full Game (i.e. using the normal rules) differs from the Introductory Game in having the following additions to the rules:

1.3 CONTENTS

All cards and blocks are used in the game.

2.2 TURNS

2.11 Irish Cessation
This rule is used.

2.22 Earl of Callendar Enters England
This rule is used.

2.3 PHASES

2.31 Initiative Phase
An Exception is added for the 'Surprise Attack' card and a rule relating to the Year.

3.1 BLOCK INFORMATION

3.13 Discipline
The Discipline number for Cavalry blocks is used.

3.24 Regional Blocks
An explanation is added about Covenanter blocks.

3.25 Non-Regional Blocks
An explanation is added about the Henrietta and Irish blocks.

3.26 Local Blocks
An explanation is added about Local blocks.

4.1 AREAS

4.12 Scotland
An explanation is added about the Covenanter blocks.

4.13 Ireland
An explanation is added about the *Cessation* Irish blocks.

4.14 The Continent
An explanation is added about the Henrietta block.

4.3 SEAS AND PORTS

This rules section is expanded to describe the Seas and two different types of Ports.

4.4 RECRUITMENT POOL

This rules section is expanded to describe blocks that are removed from the game rather than being returned to the Recruitment Pool.

4.52 Capture of the King
This rule is used.

6.1 LAND MOVES

6.16 Regional Blocks
A rules is added for Covenanter blocks.

6.2 SEA MOVES

The rules for Sea Moves are used.

6.3 RECRUITMENT

An Exception is added for Garrison blocks.

6.31 Recruitment in Besieged Ports
This rule is used.

6.4 OPERATIONAL PHASE EVENTS

Rules are added for the 'Bradford Clubmen', 'Clubmen', and 'The Hothams' Plot'/'Carew's Plot' cards.

7.2 WITHDRAW BEFORE BATTLE

An Exception is added for the 'Surprise Attack' event.

7.3 BATTLE ROUNDS

Rules for General Retreat, Infantry Fire and Cavalry Pursuit are added.

7.6 RETREAT

7.61 Artillery Retreat
The Artillery Retreat rule is used.

7.63 Local Block Retreat
A rule is added for Garrison blocks.

7.8 ELIMINATED BLOCKS

Rules for various blocks are added.

7.81 Captured Artillery
This rule is used.

7.9 TACTICAL PHASE EVENTS

Rules are added for the 'Surprise Attack' and 'Turncoats' cards.

10.1 VICTORY PHASE EVENTS

Rules are added for the 'King Charles Surrenders to the Scots' and 'Rupert Dismissed by the King' cards.

11.1 NEW BLOCKS

Rules are added for the Henrietta, Manchester, New Model and various other blocks.

11.2 REGIONAL RECRUITMENT

11.21 Manufacture of Cannons
The rule for Manufacture of Cannons is used.

11.4 PREPARATON OF CARD DECKS FOR THE NEXT YEAR

These rules are expanded.