

ROB MARKHAM'S

Royalists & Roundheads

STANDARD RULES

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Royalists & Roundheads Game System by
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1.0 Introduction

Royalists & Roundheads includes several battles. All games use a common system that reflects the battlefield tactics of the day. Beginning players, are recommended to ignore the rules noted with an asterisk [*] in the following text. After a few games, beginners may want to include those rules for the added realism that these rules impart (along with their complexity).

2.0 Game Components

Each copy of *Royalists & Roundheads* includes the following:

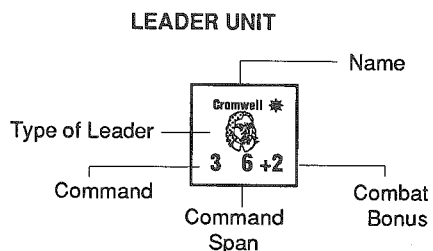
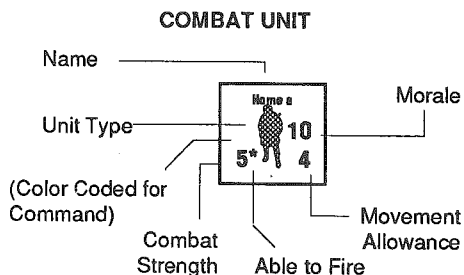
- Four 17" by 22" maps, backprinted
- 400 Die-cut counters
- 1 Sheet of charts and tables
- 1 Rulebook
- 1 Six-sided die

2.1 GAME MAP

The game map is a representation of the battlefields where the battles occurred. A hexagonal grid has been superimposed to regulate play.

2.2 GAME COUNTERS

The game counters represent combat units, leaders, and informational counters.



SAMPLE UNITS

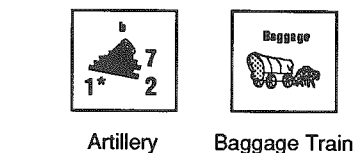
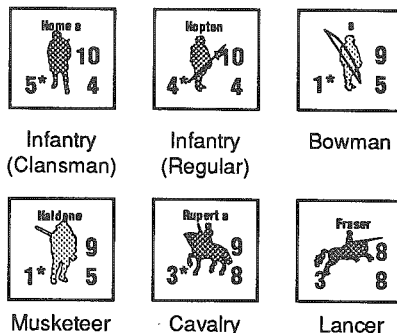


Overall Leader

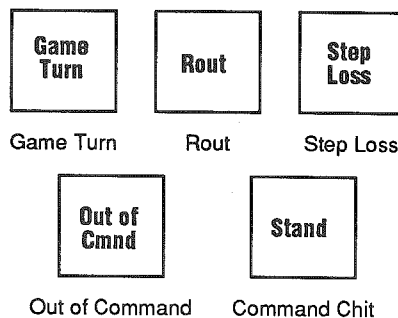


Leader

Leaders and the units they control are color-coded for ease of play. Set-up sections will also note which combat units are controlled by which Leaders.



INFORMATIONAL COUNTERS



2.3 GAME CHARTS

The rules contains a number of charts and tables that are needed to play the game:

- Terrain Effects Chart
- Fire Combat Table and Range Table
- Melee Table
- Game Turn Track

3.0 Sequence of Play

Royalists & Roundheads uses the following Sequence of Play for each Game Turn. The number of turns varies according to the battle and scenario chosen.

GAME TURN

I. Order Phase

- Initial Placement of Command**—At the beginning of a scenario, players place a Command Chit on each Leader. [*]
- Command Change**—Players may attempt to change the current commands that each or any of their Leaders are currently using. [*]

II. First Player Movement Phase

(Each scenario lists which player moves first).

- The first player checks to see if any

units are Out of Command. Those units Out of Command are marked with an Out of Command marker.

- The first player then moves all eligible units that he desires to move.

Note: The units belonging to the player whose phase it is, are said to be "phasing units;" the enemy units are referred to as "non-phasing" units.

III. First Player Combat Phase

A. Fire Combat Phase

- Defensive Fire**—All non-phasing units that have enemy units within their range may fire.
- Offensive Fire**—All Phasing units that have enemy units within their range may fire.

B. Melee

During the Melee Phase, the attacker may conduct melee attacks against adjacent enemy units.

- Attacker checks morale of attacking units.
- Defender checks morale of defending units if any attacking units pass their morale check.
- Melee combat is resolved between attacking and defending units that have passed morale in steps 1 and 2. Both players roll on the Melee Table and resolve results simultaneously.

IV. First Player Rally Phase

- First player attempts to rally eligible routed units.
- Second player checks to see if he rolls for victory.

V. Second Player Movement Phase

Second player now checks his units for being Out of Command and then moves.

VI. Second Player Combat Phase

Second player conducts offensive fire and melee, while first player conducts defensive fire.

VII. Second Player Rally Phase

- Second player attempts to rally eligible routed units.
- First player checks to see if he rolls for victory.

4.0 Leaders

There are two types of Leaders in *Royalists & Roundheads*—"Leaders" and "Overall Leaders." Overall Leaders are in command of their side's entire force, whereas Leaders are in command of those units assigned to them. Each scenario

designates the Overall Leaders and the combat units assigned to the Leaders.

4.1 LEADER RATINGS

Leaders and Overall Leaders have three ratings: Command, Command Span, and Combat Bonus.

4.11 Command [*]—This rating is used to determine if a Command Chit can be changed or not (see 5.0).

4.12 Command Span—This is the number of hexes a combat unit may be away from the Leader and still be in command (see 5.31).

4.13 Combat Bonus—This is a die roll modifier used during Melee.

4.2 LEADER CASUALTIES

A Leader stacked with a combat unit or units that are eliminated during Melee is killed if no friendly units remain in the hex. The Leader is flipped to its replacement Leader side. It is then moved to the nearest friendly combat unit under the Leader's command. Leaders that do not have a replacement Leader side (such as some Overall Leaders) are removed from play.

A Leader alone in a hex that is entered by an enemy combat unit is flipped to its replacement side and is then moved to the nearest friendly combat unit under the Leader's command.

A replacement leader alone in a hex that is entered by enemy combat units is immediately moved to the nearest friendly combat unit under its command.

4.3 OVERALL LEADERS (**)

Overall Leaders have special abilities. In some scenarios, they are used to control specific combat units as Leaders do, but in all scenarios Overall Leaders also have special abilities. Their special abilities are as follows:

1. Overall Leaders stacked with a friendly Leader during the Command Phase automatically can change the Command Chit of the Leader. [*]
2. Leaders, within the Command Span of their Overall Leader during the Command Phase, get a -1 die roll modifier on any attempt to change their Command Chit. [*]
3. Overall Leaders may change their own Command Chit without a die roll.
4. Combat units assigned to other friendly Leaders, may trace command to their Overall Leader instead.

5.0 Command

During the initial Command Phase of each game, each Leader commanding combat units (i.e., assigned to them in the scenario rules, including some Overall Leaders in certain scenarios) has a Command Chit placed under the Leader counter. The nature of the Command Chits should be concealed from your opponent. Overall Leaders without combat units assigned to them do not receive Command Chits. During ensuing Command Phases, these Command Chits may be changed (see 5.2).

5.1 COMMAND CHITS [*]

There are six different Command Chits; each has a different effect on the combat units.

5.11 Attack Command Chit

All combat units in command, using the Attack Command Chit, must move *at least* half their movement allowance (rounded up) and must end their movement closer to enemy units than they began (meaning at least one hex closer, or be adjacent to an enemy combat unit). Combat units with an Attack Command Chit receive a +1 die roll modifier in Melee combat. Cavalry Lancers receive a +1 die roll modifier and have their Combat Strength doubled. Combat units adjacent to enemy combat units must perform combat, either fire and/or Melee.

5.12 Advance Command Chit

All combat units in command, using the Advance Command Chit, may move up to their full Movement Allowance during the Movement Phase. They must end the turn one hex closer or be adjacent to an enemy combat unit. Combat units receive no Melee combat die roll modifiers for having an Advance Command Chit.

5.13 Stand Command Chit

All combat units in command, using the Stand Command Chit, may move one hex during the Movement Phase. Combat units receive a +1 die roll modifier during Melee Combat, if defending.

5.14 Retreat Command Chit

All combat units in command, using the Retreat Command Chit, may move up to their full movement allowance during the Movement Phase. They must end the Movement Phase at least one hex further away from enemy combat units than they started. They re-

ceive no Melee Combat die roll modifiers.

5.15 Reserve Command Chit

All combat units in command, using the Reserve Command Chit, may move up to their full Movement Allowance during the Movement Phase. They may never enter a hex that is closer to an enemy unit than 5 hexes away. To determine the 5 hex range, count the enemy occupied hex, but not the hex to be entered by the friendly unit. Reserve combat units that begin a turn closer than 5 hexes to an enemy unit, may either not move, or move so that at the end of the Movement Phase they are 5 or more hexes away from the closest enemy combat unit. Reserve combat units receive no Melee Combat die roll modifiers.

5.16 Muster Command Chit

During the Command Phase of any turn in which at least two combat units of a leader's force are either routed or destroyed, the Command Chit of the Leader may be changed to Muster with no Command die rolls. Combat units with a Muster Command may move up to their full Movement allowance during the Movement Phase. They may never enter a hex that is closer to an enemy combat unit than 5 or more hexes away. Muster units that begin a turn closer than 5 hexes to an enemy unit, must move so that they are 5 hexes away at the end of the turn. Leaders with a Muster Command have their Command Span increased by one hex. Muster combat units receive no Melee Combat die roll modifiers.

► *Note:* In some cases, a situation in the game will create a position where the player will not be able to comply with the movement restrictions of a Command Chit. In such a case, the player must reveal the Command Chit and demonstrate to the opposing player that certain units cannot perform the Command Chit's requirements. Having done so, play resumes with the Command Chit unchanged.

5.2 CHANGING COMMAND CHITS [*]

During the Command Phase of each turn, a Leader's Command Chit may be changed. To do so, a die is rolled and compared to the Leader's Command Rating. If the die result is equal to or less than the Command Rating of the Leader, the Command Chit may be replaced with a different Command Chit. Otherwise,

the same Command Chit is used. Muster Command is an exception, and can be automatically changed whenever a Leader has at least two of his combat units eliminated or routed.

5.21 Effects of Overall Leaders on Changing Command Chits

- If a leader is within the Command Span of an Overall Leader, he has a -1 die roll modifier.
- A Leader stacked with an overall Leader during the Command Phase may automatically change his Command Chit.
- An Overall Leader may change his own Command Chit without rolling. This only occurs when the Overall Leader has combat units assigned directly to him at the beginning of a scenario.

5.3 COMBAT UNITS AND COMMAND

At the beginning of each Movement Phase all combat units, except Skirmishers, must check to see if they are within the Command Span of their leader. Combat units that are not in command are considered Out of Command and are marked so.

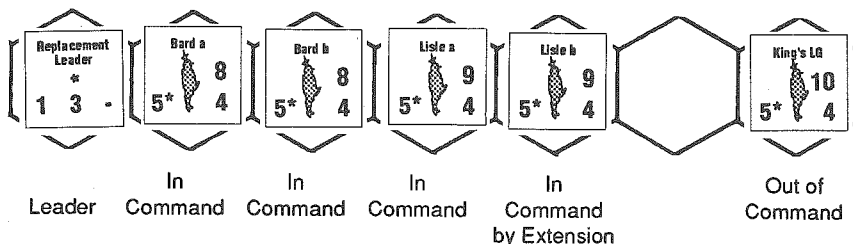
5.31 Command Span

Each Leader has a Command Span Rating. The rating is the number of hexes from a leader a combat unit can be, and still be in command. When tracing Command Span, count the hex the combat unit is in, but not the hex the leader is in, and trace from the Leader to the combat unit. Enemy Zones of Control (ZOCs) block Command Span, unless occupied by a friendly combat unit. Hexes occupied by enemy combat units block Command Span.

5.32 Command Span Extension

A combat unit outside its Leader's Command Span may be in command if it is adjacent to a friendly in-command unit under the command of the same Leader, or if it can trace through a series of adjacent friendly combat units to a combat unit that is in command.

Example:



5.33 Effects of Being Out of Command

Combat units Out of Command have the following restrictions:

- They may not move adjacent to an enemy combat unit.
- If in an enemy Zone of Control (ZOC), they may not move.
- They receive no die roll modifiers for their Command Chit during Melee Combat.
- They must attempt to move within Command Span of their Leader if they do move.

5.34 Overall Leaders and Command Span

Combat units may trace command from an Overall Leader even if not assigned to the Overall Leader (units assigned to an Overall Leader, treat that leader as a Leader rather than Overall Leader for that purpose). When tracing to an Overall Leader with no Command Chit, the combat units may follow their own Leader's Command Chit, or they may move only one hex and on the next turn's Command Phase, the player may place a Command Chit under the Overall Leader which will be used by all units tracing command to the Overall Leader. If the Overall Leader from which a combat unit is tracing command has a Command Chit, that is the Command Chit the combat unit must follow.

- *Example:* A combat unit under Kilpont has to trace command to Montrose, the Overall Leader. Montrose has an Advance command Chit, whereas Kilpont has an Attack Command Chit. The combat unit would use Montrose's advance Command Chit, because that is the Leader that the combat unit traced command to.

5.4 SKIRMISHERS AND COMMAND

Skirmish units (musketeers, bowmen, and dragoons) are moved independently and ignore the Command Chits. Skirmish units have the following restrictions and abilities:

- They may not enter an enemy combat

unit's ZOC, unless it is another skirmish unit.

- They may always retreat up to 3 hexes from an enemy infantry unit's Zone of Control before the Combat Phase begins.
- They may retreat up to 3 hexes from an enemy cavalry or cavalry lancer unit's ZOC before the Combat Phase begins, if the owning player rolls a 5 or 6 for the skirmish unit.
- Skirmish units may retreat through enemy ZOCs.

5.5 ROUTED COMBAT UNITS AND COMMAND CHITS

Routed combat units follow no commands, instead they may be moved up to 2 hexes during the Movement Phase. They must end their move further away from the nearest enemy unit.

5.6 ARTILLERY UNITS AND COMMAND CHITS

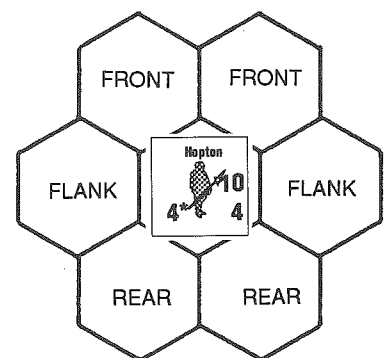
Artillery units move and fire independently. They do not use command Chits.

6.0 Facing & Zones of Control (ZOC)

All combat units except skirmish units have *Zones of Control* and *Facing*.

6.1 FACING

A combat unit must face (point) in a specific direction at all times. All combat units must be faced toward a vertex (joint) of the hex it is in, not a hexside, as seen in the diagram below. All units in the same hex must face in the same direction.



6.11 Facing determines which of the unit's hexsides are Front, which are Flank, and which are Rear. There are always two of each (*Exception:* Skirmishers; see 6.14).

6.12 A combat unit may change facing—in any direction—only during the

ROB MARKHAM'S ENGLISH CIVIL WAR QUAD

The Battles of *Justice Mills, Kilsyth, Naseby and Marston Moor*

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Playtesters: Alex Kachevsky, Mark Seaman,
and Brian Mulvihill

Maps: Ted Koller; Rules: Joyce Gusner

Counters: Rick Pavek

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14.0 Justice Mills

When Montrose and his Royalists reached the Aberdeen area on Thursday, September 12, 1644, he was faced with a dilemma. In front of him, defending Aberdeen, was the Covenant force led by the inexperienced Lord of Burleigh, while behind him and advancing quickly was the Covenant army of Argyll, a much stronger and experienced force. Montrose decided to attack Burleigh on the next day, wanting to avoid being placed between two larger enemy forces. On the morning of the 13th, Montrose followed his normal custom and sent an envoy under the white flag of truce to ask for Aberdeen's surrender. The messenger and drummer boy entered Aberdeen and presented their offer to the Council of War set up to defend Aberdeen. The Council of War refused Montrose's offer. As the envoy was returning to Royalist lines, a musketeer from the Fife Regiment fired, killing the drummer boy. Anger swept the Royalist forces. Alasdair MacDonald asked Montrose and received his permission to sack Aberdeen after the battle. From this point on, the Royalists forces had upped the stakes. Should they fail, news of their plan would be used as ruthlessly by their enemies as it was to be used by them.

The battle started with an ill advised attack by Gordon on the Royalist right flank. This attack was crushed by Rollo, who countered by pushing Gordon back and advancing himself. Meanwhile, on the other flank, Forbes had gained surprise by moving down a sunken road to Justice Mills, from where he launched a flanking attack. Unfortunately, at the point of the crucial attack, Forbes paused long enough for Montrose to rush Rollo over from his other flank. Forbes attack faltered and ended in resounding defeat as Forbes himself was captured. With both flanks secured, Montrose now advanced in the middle and after some

sharp fighting, gained the ridge in front of Aberdeen. At this point, the Covenanters broke, and Aberdeen was sacked.

14.1 BATTLE SCENARIO

This scenario focuses on the actual battle. It begins with the 1300 turn and ends at the conclusion of the 1900 turn (13 turns).

SET UP

ROYALIST	
UNIT (ASSIGNED TO)	HEX
Montrose (Overall Ldr.)	5616
McDonald (Ldr.)	5414
Artillery a	5213
Artillery b	5412
Irish 3 a Inf. (McDnld)	5413
Irish 3 b Inf. (McDnld)	5413
Irish 2 a Inf. (McDnld)	5414
Irish 2 b Inf. (McDnld)	5414
Irish 1 a Inf. (McDnld)	5314
Irish 1 b Inf. (McDnld)	5314
Rollo (Ldr.)	6311
Rollo Cav. (Rollo)	6411
Sibald (Rollo)	6311
Musket a	6111
Hay (Ldr.)	4916
Bowmen a	6211
Musket b	4815
Bowmen b	4716
Hay Cav. (Hay)	4916
Gordon Cav. (Hay)	5016
Command Chits	
McDonald	Stand
Hay	Stand
Rollo	Stand

COVENANTERS	
Burleigh (Overall Ldr.)	4903
Artillery a	4705
Artillery b	4905
Fife a Inf. (Burleigh)	4903
Fife b Inf. (Burleigh)	4903
Levy a Inf. (Burleigh)	4703
Levy b Inf. (Burleigh)	4703
Levy c Inf. (Burleigh)	4604
Gordon (Ldr.)	5703
Crichton Cav. (Gordon)	5703
Gordon Cav. (Gordon)	5803
Crichton Lancer (Gordon)	5604
Forbes (Ldr.)	4406
Fraser Lancer (Forbes)	4505
Fraser Cav. (Forbes)	4306
Forbes a Cav. (Forbes)	4306
Forbes b Cav. (Forbes)	4207
Aberdeen a Inf. (Burleigh)	5103
Aberdeen b Inf. (Burleigh)	5103

Command Chits

Burleigh	Stand
Gordon	Attack
Forbes	Advance

ORDER OF MOVEMENT

The Covenanter player is the first player, the Royalist the second player.

VICTORY CONDITIONS

For a Covenanter victory, check the following table.

ROYALIST LOSSES	DICE ROLL (on 2 dice) NEEDED FOR VICTORY
20 pts. - 24 pts.	9-12
25 pts. - 29 pts.	7-12
30 pts. - 34 pts.	5-12
35 pts. +	3-12

For a Royalist victory, check the following table:

COVENANTER LOSSES	DICE ROLL NEEDED FOR VICTORY
30 pts. - 34 pts.	9-12
35 pts. - 39 pts.	8-12
40 pts. - 44pts.	7-12
45 pts. - 49 pts.	6-12
50 pts. - 54 pts.	4-12
55 pts. +	3-12

► If at the end of the 1900 turn, there is no winner by the above method, the game is considered a victory for the Covenanters.

14.2 CAMPAIGN SCENARIO

The campaign scenario for Justice Mills uses the same victory conditions as the Battle Scenario and uses the same order of movement. The game begins on the 0900 turn and ends at the conclusion of the 1900 turn.

SET UP

The Royalist forces set up first within 5 hexes of hex 6823.

The Covenant forces set up within 5 hexes of hex 4805.

COMMANDS

All leaders begin the game with whatever Command Chit the owning player chooses.

15.0 Kilsyth

In the summer of 1645, James Graham, the First Marquis of Montrose, and the Royalist forces he led were faced with a rare opportunity. The Royalist victory at the battle of Alford left their northern flank secure for the first time, and allowed Montrose his first chance to attack south toward Perth. Taking advantage of the disarray that the breakout of the plague in Perth was causing, Montrose hoped he would have enough strength to take Perth in a quick strike. His attempt

failed when Covenant forces under General Baillie defeated him near Tippermuir. Montrose retreated to await reinforcements, while Baillie followed at a respectful distance, waiting for his chance to strike again. At Kilsyth, Montrose rested and reorganized as reserves began to reach him. Against Baillie's judgement, he was ordered to attack the Royalists. As the battle developed, a probe by Haldane turned into a meeting engagement that wheeled back and forth across the Auchinvalley until Kilpont led his forces into a flank attack on the Covenant center, which crumbled Home's forces and sent the Covenanters fleeing. For Montrose, however, this would be another victory that led nowhere. Baillie was able to secure the town of Stirling, and thus blocked Montrose from launching another attack south

15.1 BATTLE SCENARIO

The game begins on the 1100 turn and ends at the conclusion of the 2000 (19 turns later).

SET UP

ROYALISTS

UNIT (ASSIGNED TO)	HEX
Montrose (Overall Ldr.)	2513
Irish a inf. (Kilpont)	2013
Irish b Inf. (Kilpont)	2013
Inchbrackie Inf. (Kilpont)	1813
Strathbogie Inf. a (Kilpont)	1913
Strathbogie Inf. b (Kilpont)	1913
Inverey/Minimore Inf. (Kilpont)	1912
West Clans 1 a (Montrose)	2712
West Clans 1 b (Montrose)	2613
West Clans 2 a (Montrose)	2414
West Clans 2 b (Montrose)	2513
West Clans 3 a (Montrose)	2314
West Clans 3 b (Montrose)	2215
Gordon Cav. a (Gordon)	2704
Gordon Cav. b (Gordon)	2704
Aboyne Cav. (Gordon)	2402
Arradoul Cav. (Gordon)	2302
Dragooners Mil. Cav. (Gordon)	2502
Kilpont (Ldr.)	2013
Gordon (Ldr.)	2704

Commands

Montrose	Advance
Kilpont	Reserve
Gordon	Advance

COVENANTERS

UNIT (ASSIGNED TO)	HEX
Baillie (Overall Leader)	3315
Haldane Musket	3313

UNIT (ASSIGNED TO)	HEX
Home a (Home)	2814
Home b (Home)	2714
Home c (Home)	2615
Home d (Home)	2515
Argyle (Home)	3215
Kennedy (Home)	3115
Lindsay a (Home)	2517
Lindsay b (Home)	2717
Burleigh a (Leslie)	2422
Burleigh b (Leslie)	2422
Fordell a (Leslie)	2621
Fordell b (Leslie)	2621
Balcarres Lncr. a (Balcarres)	2906
Balcarres Cav. b (Balcarres)	2908
Barclay Cav. (Balcarres)	2810
Cambo Inf. a (Leslie)	2521
Cambo Inf. b (Leslie)	2521
Balcarres (Ldr.)	2908
Leslie (Ldr.)	2521
Home (Ldr.)	2615

Commands

Balcarres	Advance
Leslie	Reserve
Home	Advance

ORDER OF MOVEMENT

The Covenanter is the first player, the Royalist the second player.

VICTORY CONDITIONS

For the Royalists to win, check the following table:

COVENANTERS' LOSSES	DICE ROLL (on 2 dice) NEEDED FOR VICTORY
34 pts. - 39 pts.	9-12
40 pts. - 44 pts.	7-12
45 pts. - 50 pts.	6-12
51 pts. - 54 pts.	5-12
55 pts. +	3-12

For the Covenanters to win, check the following table:

ROYALIST LOSSES	DICE ROLL (on 2 dice) NEEDED FOR VICTORY
32 pts. - 36 pts.	9-12
37 pts. - 44 pts.	7-12
45 pts. - 50 pts.	6-12
51 pts. - 54 pts.	5-12
55 pts. +	3-12

➤ If at the end of the 2000 game turn, neither player has achieved victory on the above tables, the game is considered a draw.

15.2 KILSYTH CAMPAIGN SCENARIO

This game begins at the 0900 turn and ends at the conclusion of the 2000 turn (23 game turns).

SET UP

ROYALISTS

UNIT (ASSIGNED TO)	HEX
Montrose (Overall Ldr.)	1805
Irish Inf. a (Kilpont)	1806
Irish inf. b (Kilpont)	1806
Inchbrackie (Kilpont)	1803
Strathbogie a Inf. (Kilpont)	1805
Strathbogie b Inf. (Kilpont)	1805
Inverey/Minimore Inf. (Kilpont)	1804
West Clan 1 a Inf. (Montrose)	1809
West Clan 1 b Inf. (Montrose)	1809
West Clan 2 a Inf. (Montrose)	1808
West Clan 2 b Inf. (Montrose)	1808
West Clan 3 a Inf. (Montrose)	1807
West Clan 3 b Inf. (Montrose)	1807
Gordon Cav. a (Gordon)	2009
Gordon Cav. b (Gordon)	2009
Aboyne Cav. (Gordon)	2006
Arradoul Cav. (Gordon)	2007
Dragooners Mil. Cav. (Gordon)	2008
Kilpont (Ldr.)	1806
Gordon (Ldr.)	2008

Commands

Montrose	Reserve
Kilpont	Reserve
Gordon	Reserve

COVENANTERS

UNIT (ASSIGNED TO)	HEX
Baillie (Overall Ldr.)	2223
Haldane Musket	2621
Home Inf. a (Home)	2123
Home Inf. b (Home)	2123
Home Inf. c (Home)	2024
Home Inf. d (Home)	2024
Argyle Inf. (Home)	2322
Kennedy (Home)	2223
Lindsay a (Home)	1924
Lindsay b (Home)	1924
Burleigh a Inf. (Leslie)	2025
Burleigh b Inf. (Leslie)	2025
Fordell a Inf. (Leslie)	2224
Fordell b Inf. (Leslie)	2224
Balcarres Lancer a (Balcarres)	2522
Balcarres Cav. b (Balcarres)	2623
Barclay Cav. (Balcarres)	2723
Cambo a Inf. (Leslie)	2124
Cambo b Inf. (Leslie)	2124
Balcarres (Ldr.)	2623
Leslie (Ldr.)	2124
Home (Ldr.)	2123

ORDER OF MOVEMENT

The Covenanter is the first player, the Royalist the second player.

VICTORY CONDITIONS

These are the same as for the battle Scenario, 15.1.

16.0 Naseby

On June 15, 1645, king Charles faced the Parliamentarian force led by Fairfax. The Royalists began the battle with an assault against the larger Parliamentarian force. Rupert on the Royalist right flank successfully charged Ireton, breaking the Parliamentarian cavalry, while Astley advanced on the center against Skippon. On the other flank the Royalist cavalry under Langdale was beaten back ferociously by Cromwell's forces. The initial part of the battle concluded with the center holding on both sides while Rupert's forces charged into the Parliamentarian rear and fell upon the baggage train. Langdale clung on in a worsening situation against Cromwell's assault. When Langdale finally broke, the crucial part of the battle began. The Royalist infantry in the center had broken into the second line of Parliamentary infantry. If Rupert could rally his force and return from the baggage train quickly enough, he could engage Cromwell, and give Astley time enough to crush the center. Unfortunately for Rupert, it was Cromwell who reached the center first and began rolling up the Royalist left flank, while Okey demonstrated on the right. The end result was that Rupert arrived back in time to allow the king to escape. The upshot of Naseby was that the Royalists would no longer be able to mount an offensive. The Parliamentarians would now be able to take the offensive, which they did effectively until the end of the war.

16.1 BATTLE SCENARIO

The battle scenario begins on the 1000 turn and ends at the conclusion of the 2000 turn (21 game turns).

SET UP

ROYALIST

UNIT (ASSIGNED TO)	HEX
King Charles (Overall Ldr.)	2731
Rupert (Leader)	3227
Astley (Leader)	2627
Langdale (Leader)	1927
Rupert LG Cav. (Rupert)	3525
Maurice LG Cav. (Rupert)	3427
Rupert a Cav. (Rupert)	3326
Rupert b Cav. (Rupert)	3227
Rupert c Cav. (Rupert)	3126
Queen's Cav. (Rupert)	3027
Maurice Cav. (Rupert)	2926
Northampton a Cav. (Rupert)	3528
Northampton b Cav. (Rupert)	3429
Vaughn a Cav. (Rupert)	3328

UNIT (ASSIGNED TO)	HEX
Vaughn b Cav. (Rupert)	3329
Vaughn c Cav. (Rupert)	3128
Command Musket a Skr.	3627
Command Musket b Skr.	1627
No. Horse a Cav. (Langdale)	2227
No. Horse b Cav. (Langdale)	2126
No. Horse c Cav. (Langdale)	2027
No. Horse d Cav. (Langdale)	1927
No. Horse e Cav. (Langdale)	1827
No. Horse f Cav. (Langdale)	1727
No. Horse g Cav. (Langdale)	2229
No. Horse h Cav. (Langdale)	2129
No. Horse i Cav. (Langdale)	2029
No. Horse j Cav. (Langdale)	1929
No. Horse k Cav. (Langdale)	1829
Howard a Cav. (Astley)	2727
Howard b Cav. (Astley)	2528
Howard c Cav. (Astley)	2729
Newark Horse a Cav. (Astley)	2930
Newark Horse b Cav. (Astley)	2532
King's LG Cav. (Astley)	2831
York Inf. (Astley)	2828
Hopton Inf. (Astley)	2627
Page Inf. (Astley)	2726
Bard a Inf. (Astley)	2526
Bard b Inf. (Astley)	2629
Lisle a Inf. (Astley)	2427
Lisle b Inf. (Astley)	2529
King's Lifeguard Inf. (Astley)	2831
Rupert Inf. (Astley)	2632

Commands

Rupert	Attack
Astley	Advance
Langdale	Advance

► *Special Note:* The Parliamentary baggage train counts as 3 victory points for the Royalists if destroyed. The baggage train is eliminated if it suffers a step loss or is required to retreat as a result of a morale check.

PARLIAMENTARIANS

UNIT (ASSIGNED TO)	HEX
Fairfax (Overall Ldr.)	2416
Ireton (Leader)	3418
Skippon (Leader)	2618
Cromwell (Leader)	1820
Butler a Cav. (Ireton)	3618
Butler b Cav. (Ireton)	3517
Vermuyden a Cav. (Ireton)	3418
Vermuyden b Cav. (Ireton)	3317
Ireton a Cav. (Ireton)	3218
Ireton b Cav. (Ireton)	3117
Riche a Cav. (Ireton)	3616
Riche b Cav. (Ireton)	3515
Fleetwood a Cav. (Ireton)	3416
Fleetwood b Cav. (Ireton)	3315
Assn. Horse a Cav. (Ireton)	3216
Whalley a Cav. (Cromwell)	2019
Whalley b Cav. (Cromwell)	1919
Pye a Cav. (Cromwell)	1820
Cromwell a Cav. (Cromwell)	1720

UNIT (ASSIGNED TO)	HEX
Cromwell b Cav. (Cromwell)	1621
Sheffield a Cav. (Cromwell)	2017
Sheffield b Cav. (Cromwell)	1917
Pye b Cav. (Cromwell)	1818
Fiennes a Cav. (Cromwell)	1718
Rossiter b Cav. (Cromwell)	1619
Assn. Horse b Cav. (Cromwell)	1816
Fiennes b Cav. (Cromwell)	1716
Rossiter a Cav. (Cromwell)	1617
Skippon a Inf. (Skippon)	2818
Skippon b Inf. (Skippon)	2818
Waller a Inf. (Skippon)	2717
Waller b Inf. (Skippon)	2717
Pickering a Inf. (Skippon)	2618
Pickering b Inf. (Skippon)	2618
Montague a Inf. (Skippon)	2517
Montague b Inf. (Skippon)	2517
Fairfax a Inf. (Skippon)	2418
Fairfax b Inf. (Skippon)	2418
Pride a Inf. (Skippon)	2614
Hammond a Inf. (Skippon)	2616
Hammond b Inf. (Skippon)	2616
Rainsborough a Inf. (Skippon)	2416
Rainsborough b Inf. (Skippon)	2416
Pride b Inf. (Skippon)	2614
Forlorn Hope a SKR	2820
Forlorn Hope b SKR	2620
Forlorn Hope c SKR	2420
Okey a SKR	3825
Okey b SKR	3823
Okey c SKR	3821
Baggage Guard SKR	2406
Baggage Wagons	2406

Commands

Ireton	Stand
Skippon	Stand
Cromwell	Stand

VICTORY CONDITIONS

For the Royalist to win, check the following table:

PARLIAMENTARY LOSSES	DICE ROLL (two dice) NEEDED FOR VICTORY:
50 pts.- 60 pts.	10-12
61 pts.- 70 pts.	9-12
71 pts.- 80 pts.	8-12
81 pts.- 90 pts.	7-12
91 pts.- 100 pts.	5-12
100 pts. +	3-12

For the Parliamentarian to win, check the following table:

ROYALIST LOSSES	DICE ROLL NEEDED FOR VICTORY:
35 pts.- 40 pts.	10-12
41 pts.- 50 pts.	9-12
51 pts.- 60 pts.	7-12
61 pts.- 70 pts.	5-12
71 pts. +	3-12

► If at the end of the 2000 game turn, neither player has achieved victory on

the above tables, the game is considered a draw.

17.0 Marston Moor

Marston Moor was the largest battle of the English Civil War. On July 2, 1644, at Long Marston, seven miles from York, the two forces met. Battle deployments began on July 2, and hope of a battle that day seemed dim. In fact, Rupert and his staff had just decided to retire for supper when the Parliamentary forces struck. The initial assault on the flanks was a mixed affair. Cromwell was able to strike the Royalist right flank effectively, while Fairfax's horse on the Royalist left flank was routed and chased by Goring's forces. In the center, Leven was forced back by the Royalists of Newcastle. In the turmoil of the battlefield, Cromwell and Rupert squared off in the royalist rear. Rupert's failure to gain a victory led to Thomas Fairfax's forces linking up with Cromwell and a final sweep of the field began. The Royalist failure at Marston Moor resulted in the loss of Northern England to the Royalist cause.

17.1 BATTLE SCENARIO

The battle scenario begins on the 1600 turn and ends at the conclusion of the 2030 turn (10 game turns).

SET UP

ROYALIST	
UNIT (ASSIGNED TO)	HEX
Rupert (Overall Ldr.)	5211
Byron (Leader)	4714
Tuke Cav. (Byron)	4714
Byron Cav. (Byron)	4515
Urry Cav. (Byron)	4615
Vaughan Cav. (Byron)	4714
Napier a Inf. (Byron)	4816
Napier b Inf. (Byron)	5016
Trevor Cav. (Byron)	5015
Moinx Cav. (Byron)	4613
Tidsly Cav. (Byron)	4712
Leveson Cav. (Byron)	4813
Rupert Cav. (Byron)	5211
Rupert Life Gd. Cav. (Byron)	5211
Newcastle (Leader)	5616
Widdring Cav. (Newcast)	5513
Newcastle a Inf. (Newcast)	5415
Newcastle b Inf. (Newcast)	5515
Newcastle c Inf. (Newcast)	5516
Newcastle d Inf. (Newcast)	5715
Newcastle e Inf. (Newcast)	5417
Newcastle f Inf. (Newcast)	5617
Newcastle g Inf. (Newcast)	5715
Moore Inf. (Newcast)	5618
Tidsly Inf. (Newcast)	5818
Artillery a	5518

Artillery b	5718
Eythn (Leader)	6518
Blakistn Cav. (Eythn)	6217
Brighton Inf. (Eythn)	6318
Vane Inf. (Eythn)	6419
Chester Inf. (Eythn)	6518
Milward Inf. (Eythn)	6619
Chisnll Inf. (Eythn)	6719
Tiller Inf. (Eythn)	6519
Goring (Leader)	6920
Fresch Cav. (Goring)	6720
Eyre Cav. (Goring)	6821
Langdale Cav. (Goring)	6921
Dacre a Cav. (Goring)	6820
Dacre b Cav. (Goring)	6920
Artillery c	6218
Artillery d	6319
Carnaby Cav. (Goring)	7021

Command Chit

Rupert	Overall Leader
Byron	Stand
Newcastle	Stand
Eythn	Stand
Goring	Stand

PARLIAMENTARIANS

Fairfax (Overall Ldr.)	5723
Bright Inf. (Leven)	5822
Constable Inf. (Leven)	5922
Yester Inf. (Leven)	5521
Livingston Inf. (Leven)	5622
Coupar Inf. (Leven)	5722
Dunfer Inf. (Leven)	5823
Rigby Inf. (Leven)	5423
Dodding Inf. (Leven)	5523
Ashton Inf. (Leven)	5623
Fairfax Inf. (Leven)	5723
Cromwell (Leader)	5023
Fraser Cav. (Cromwell)	4622
Norwich Cav. (Cromwell)	4822
Sidney Cav. (Cromwell)	4922
Cromwell Cav. (Cromwell)	5023
Crawford 1 a Inf. (Cromwell)	5122
Crawford 1 b Inf. (Cromwell)	5122
Crawford 2 a Inf. (Cromwell)	5223
Crawford 2 b Inf. (Cromwell)	5223
Fleetwood Cav. (Cromwell)	5023
Vermyn Cav. (Cromwell)	4923
Leslie Cav. (Cromwell)	4924
Kirkeud Cav. (Cromwell)	5025
Balcarres Cav. (Cromwell)	5125
Artillery a	4921
Artillery b	5121
Artillery c	5921
Leven (Leader)	5826
Reserve Inf. (Leven)	5726
Erskine Inf. (Leven)	5826
Dunhope Inf. (Leven)	5926
Sinclair Inf. (Leven)	5827
Manchester (Leader)	6325
Killhead Inf. (Manchstr)	5924
Rae Inf. (Manchstr)	6024
Casillis Inf. (Manchstr)	6124
Bchich Inf. (Manchstr)	6225
Loudon Inf. (Manchstr)	6324

Hamilton Inf. (Manchstr)	6123
Maitland Inf. (Manchstr)	6224
Fifeshire Inf. (Manchstr)	6323
Manchester Cav. (Manchstr)	6325
T. Fairfax (Leader)	6824
Fairfax a Cav. (T. Fair)	6723
Fairfax b Cav. (T. Fair)	6824
Fairfax c Cav. (T. Fair)	6924
Lambert a Cav. (T. Fair)	6825
Lambert b Cav. (T. Fair)	6724
Lambert c Cav. (T. Fair)	6624
Balgonie Cav. (T. Fair)	6524
Eglington Cav. (T. Fair)	6626
Balshire Cav. (T. Fair)	6727
Artillery d	6122
Artillery e	6223
Artillery f	6423

Commands

Fairfax	Overall Leader
Leven	Advance
Cromwell	Attack
Manchester	Advance
T. Fairfax	Attack

ORDER OF MOVEMENT

The Parliamentarian is the first player, the Royalist is the second player.

► Special rules: owing to wet powder, artillery may not fire at a range of more than 6 hexes.

VICTORY CONDITIONS

For the Royalists to win, check the following table:

PARLIAMENTARIAN LOSSES	DICE ROLL (two dice) NEEDED FOR VICTORY
40 pts. - 45 pts.	9-12
46 pts. - 60 pts.	8-12
61 pts. - 75 pts.	7-12
76 pts. - 90 pts.	6-12
91 pts. - 100 pts.	5-12
101 pts+	4-12

For the Parliamentarians to win, check the following table:

ROYALIST LOSSES	DICE ROLL (two dice) NEEDED FOR VICTORY
35 pts. - 40 pts.	9-12
41 pts. - 55 pts.	8-12
56 pts. - 70 pts.	7-12
71 pts. - 85 pts.	6-12
86 pts. - 95 pts.	5-12
96 pts. +	4-12

► If at the end of 2030 turn, neither player has achieved victory on the above tables, the game is considered a draw.

17.2 CAMPAIGN SCENARIO

Set Up, Order of Movement and Victory Conditions are the same as the Battle Scenario (15.1). Players select their own Commands for the leaders, and the scenario begins at the start of the 1200 turn and ends at the conclusion of the 2030 turn (18 turns).

Movement Phase and at the end of the Combat Phase if it took part in Melee combat. If a combat unit wishes to change facing without moving, it may do so.

6.13 Facing affects a combat unit's ZOC (6.2) and combat (9.0).

6.14 Skirmish units have no facing. All hexsides are considered Front.

6.15 Combat units, except skirmish units, may only move through one of their two frontal hexsides. To change facing during the Movement Phase, the first change is free. Each ensuing change costs one movement point. Therefore, a unit may change facing at no cost and then move, but if it proceeds to change facing after moving it costs one movement point to change facing again. Since skirmish units have no facing, they never pay facing change costs.

6.16 At the end of Melee combat, facing changes have no cost.

6.2 ZONES OF CONTROL (ZOC)

Combat units exert Zones of Control; Leaders and skirmish units do not.

6.21 ZOC and Facing

Combat units exert ZOCs through their Front and Flank hexsides: they do not exert a ZOC into their Rear hexsides. *Exception:* Routed units exert ZOCs only through their Frontal hexsides, not their Flank hexsides.

6.22 ZOC Extension Restrictions

ZOCs do not extend through hexsides or into hexes across or into which a combat unit could not normally move.

6.23 ZOC and Out of Command Units

Out of Command combat units may not leave an enemy ZOC.

6.24 Effects of ZOC

- A unit must stop when it enters an enemy ZOC. It may not move further in that Movement Phase regardless of how many movement points it has remaining.
- A friendly combat unit negates the effect of an enemy ZOC for purposes of tracing a command Span, but it does *not* do so for movement or retreat purposes.
- If more than one combat unit exerts a ZOC into the hex, there is no additional effect.

6.25 Leaving a ZOC

A combat unit that begins a Movement

Phase in any enemy ZOC may not move out of that ZOC if it has a Retreat, Stand, Muster, or Reserve Command, and it is in Command. Routed units may also leave an enemy ZOC.

- *Note:* When not using command Chits and playing the Basic Game, combat units may not exit an enemy ZOC except by retreat or elimination of the enemy unit in whose ZOC the combat unit is.

7.0 Stacking

Stacking refers to having more than one combat unit in a hex at any given time. There are no stacking restrictions for Leaders or Overall Leaders. Stacking limits apply at all times during the turn.

Unless stacked together at the beginning of a scenario, only one combat unit is allowed per hex. A combat unit may *not* move through another combat unit, unless the combat unit moving is a skirmish unit.

7.1 STACKED UNITS

Two combat units of the same type (*i.e.*, infantry, cavalry, etc.) may begin the game stacked together. Combat units may unstack. Unstacking is voluntary, but restacking is not allowed. When combat units unstack, they may not restack for the remainder of the game.

7.11 Stacking Restrictions

- Stacked combat units are treated as one combat unit, while stacked together.
- A stack moves with the movement allowance of its slowest component combat unit.
- Combat units may not change their position in a stack. The lower combat unit in the stack is exposed when the upper unit is destroyed.
- Leaders do not count for stacking purposes.

7.12 Stacking and Morale Checks

For purposes of morale, a stack checks morale separately for each unit, starting with the top unit.

8.0 Movement

During a friendly Move Phase, a player may move all of his units.

8.1 MOVEMENT ALLOWANCE

All combat units have their movement allowance printed on their counter. The Movement Allowance represents the total number of Movement Points (MPs)

that the unit may use in any one Movement Phase (within Command Chit restrictions). These MPs may not be saved or transferred in any way. A unit does not have to use all of its Movement allowance, but it may never expend more. Combat units, with the exception of skirmish units, must always move through their frontal hexes. Since skirmish units have no facing, they may move in any direction. **Leaders have no printed Movement Allowance; it is 8.**

8.2 TERRAIN AND MOVEMENT

Each battlefield has different terrain, with the types of terrain in each hex having its own costs to enter. Each type of unit has different costs to enter the various terrain types of terrain. Roads tend to speed up movement or make it easier. To take advantage of a road, a unit must enter that type of hex from a similar, connecting, and contiguous hex. The different types of terrain and their effects are listed on the Terrain Effects Chart.

8.3 ENEMY UNITS AND MOVEMENT

A friendly combat unit may never enter a hex occupied by an enemy combat unit. A friendly combat unit may enter a hex containing only an enemy leader (see 4.2).

9.0 Combat

During each Combat Phase, combat is resolved in the following order:

- A. Defensive Fire Combat
- B. Offensive Fire Combat
- C. Melee Combat

9.1 FIRE COMBAT

Some combat units have the ability to perform Fire Combat. These have an asterisk after their Combat Strength. Combat units may only fire through frontal hexsides, except skirmish units, which may fire in any direction. To conduct Fire Combat, eligible combat units check line of sight (see 9.2) and the Range Table. The player then rolls a die and modifies it by modifiers on the Range Table and Terrain Chart. Each unit fires separately. Combat units may be fired at more than once, but combat units may only fire once defensively or offensively in each Combat Phase. The results on the Fire Combat table are as follows:

Result	Effect
–	No effect.
M	All combat units in the target hex must make a morale check.

Result	Effect
1	The top combat unit in the target hex suffers a step loss and all combat units in the hex make a morale check.

9.11 Range Table

The Range Table lists ranges for different types of combat units firing. The player cross-indexes the type of unit with the distance in hexes from the firing unit to the target. The firing unit's hex is not counted but the target hex is counted. The results are as follows:

Result	Effect
-	May fire; no die roll modifier.
-1,+1,+2	May fire; add the number as a die roll modifier.
X	May <i>not</i> fire: out of range.

9.12 Fire Combat Table

Using the column that corresponds to the type of combat unit firing, the player rolls one die, modifies it by range (see Range Table) and by Terrain (See Terrain Effects Chart), and then applies the results. There are 3 possible results:

Result	Effect
-	No result; a miss
M	All combat units in target check for morale.
1	Top combat unit in target hex loses one step; all combat units in hex check for morale.

9.13 Defensive Fire

During the Defensive Fire Segment of the Fire Phase, all non-phasing combat units with Fire capability may perform Fire Combat.

9.14 Offensive fire

During the Offensive Fire Segment of the Fire Phase, all phasing combat units with Fire capability may perform Fire Combat.

9.2 LINE OF SIGHT

Combat units firing at 2 hexes or more may fire only at targets to which they can trace a Line of Sight (LOS): i.e., they must be able to see it. LOS is traced from the center of the firing hex to the center of the target hex. If LOS is blocked, fire is not possible.

9.21 Combat Units Firing at Enemy Units on the Same Elevation

The following block LOS when firing and target units are at the same elevation:

1. A wooded hex at the same elevation.
2. Combat units on the same elevation.
3. A hex of higher elevation.

9.22 Combat Units Firing at Enemy Units on a Different Elevation

The following block LOS when firing and target units are at different (higher or lower) elevations:

1. A hex of higher elevation than the lower level, that is closer to the target than to the firing unit.
2. Woods.
3. Combat units Adjacent to the target unit.

► Terrain or units can block the LOS between units on different elevations if the blocking hex is higher than the lower unit. To determine whether something blocks between units on different levels, count the hexes between the lower unit and the potential obstacle. If this distance is less than half the number of hexes between the firing and target units, the LOS is blocked. If the number is equal to or greater than the total distance, LOS is clear.

9.3 MELEE COMBAT

During Melee Combat, the phasing player may attack enemy combat units that are in the front hexes (see 6.1) of his combat units. Out of Command, Routed, Skirmish and Artillery units may not initiate Melee. More than one unit may attack an enemy combat unit.

9.31 Melee Requirements

A unit does not have to melee, but if it does there are certain requirements:

1. If a combat unit fired during Offensive Fire, it must melee the combat unit(s) it fired at.
2. All combat units in the defending hex must be attacked as one unit.
3. Combat units, initiating melee, must have an Advance, Stand, or Attack command.

9.32 Melee Procedure

The following procedure is used to resolve Melee Combat:

1. Attacker announces which combat units are attacking and what enemy combat units will be meleed.

2. The attacking combat units check their morale. If a unit fails morale, it does not rout, but does not attack. Units, which pass the morale check, **must attack**.
3. Skirmish units and cavalry units which have a Retreat or Stand command, being attacked by infantry combat units, may now retreat 1 to 3 hexes. Skirmish units being attacked by cavalry units may retreat on a die roll of 5 or 6.
4. Defending combat units check morale, if at least one attacking unit passed morale. If they fail the morale check, they rout and retreat 3 hexes to their rear. Defending units that pass morale accept combat.
5. Both players now total the combat strength of the units involved and each player rolls a die, which is modified by Leader combat bonus if a Leader is stacked with attacking units and/or defending units, as well as by terrain, Command Chit, and rout. Results are applied simultaneously.
6. Morale checks as required are now made. If all defending combat units vacate the hex, all attacking units from one hex may advance.

9.4 MELEE COMBAT TABLE

The Melee Combat Table has a number of columns that correspond to the combat strength of the attacking or defending units. When resolving Melee combat, players find the column that corresponds to their units's strength and then roll a die. This die-roll is subject to a number of modifiers (see table). The modified die-roll is now cross-indexed with the unit's strength, and the result read off. Die rolls modified to less than Zero are resolved on the Zero line; die rolls modified to greater than 9 are resolved on the 9 line.

9.41 Melee Combat Results

Results on the Melee Combat Table are as follows:

Result	Effect
-	No effect.
M	All combat units must make a morale check.
1,2,3,4	Number of step losses that the combat units must take; starting with top units. If more than one hex is affected, i.e., attacking units

are in more than one hex and defender rolls this result, player decides which top units will take the losses. All combat units then check morale.

9.42 Step Loss

All combat units with a reverse side have four possible steps to lose. Units with no reverse side (those with only 1 combat strength point) may absorb 2 step losses.

1. For the first step lost, place a Step Loss marker under the unit. There is no effect on its combat or movement abilities.
2. For the second step lost, remove the marker and flip the unit to its "Reduced" side. The unit will now have a lower combat strength and morale rating. If there is no reverse side, the unit is eliminated.
3. For the third step lost, place a Step Loss marker under the Reduced combat unit. The marker has no further effect.
4. For the fourth step lost, the combat unit is permanently removed from play.

9.5 ADVANCE AND RETREAT

A combat unit that is forced to retreat by a failed morale check as the result of Melee Combat, retreats 1 to 3 hexes, with the following restrictions:

1. It cannot move across a hexside or into a hex it would not be able to move across or enter during Movement.
2. It cannot enter an enemy occupied hex.
3. It cannot enter an enemy ZOC, even if occupied by a friendly unit.
4. It cannot retreat off the map.

Combat units that must retreat, but cannot, lose an additional step instead. A rout marker is not placed on such units. If a defender vacates a hex as a result of melee or a skirmisher unit withdrawal, the attacker **must** advance one combat unit into the hex vacated. If the attacker has two combat units stacked together, he may advance both.

9.6 ARTILLERY AND RETREAT

Artillery units may never retreat during Melee Combat and are eliminated if forced to do so as a result of Melee Combat. An artillery unit may retreat one hex as a result of Fire Combat.

10.0 Morale

During Fire Combat and Melee, there is a possibility that a combat unit's morale is required to be checked. Units make only one morale check per type of combat phase, even if required to do more than one check. Therefore, if a unit as the result of a Fire Combat Phase was required to make three checks, it would only make one. To make a morale check, roll two dice, subtract one from the die result if a leader is stacked with the combat unit, and compare to the combat unit's morale rating. If the dice roll is equal to or less than the morale rating, the combat unit has passed the morale check. If the dice roll is higher, the combat unit routs. A rout marker is placed upon it, and the unit is retreated from 1 to 3 hexes (owning player making the decision).

10.1 EFFECTS OF ROUT

A combat unit that has routed is subject to the following restrictions:

1. Routed units cannot enter an enemy ZOC.
2. Routed units cannot initiate Melee Combat.
3. Routed units have their movement allowance halved (any fractions rounded down).
4. Routed units have a -1 die roll modifier when defending in Melee Combat.
5. Routed units may not take part in Fire Combat.
6. Routed units forced to make a morale check, have a +1 added to their dice roll.
7. Routed units have no ZOCs.

10.2 RECOVERY

During the Recovery Phase of each game turn, routed units within the command span of their leader or their overall commander, and not in an enemy ZOC, make a morale check. If the result is equal to or less than their Morale Rating, the rout marker is removed. If the result is greater than their Morale Rating, they continue to rout and are retreated three hexes. Leaders stacked with routed units have a -1 dice roll modifier on the Morale Check.

11.0 Victory Conditions

Each scenario lists the number of combat strength points a side may lose before the opponent begins checking for victory. To count losses, the player totals

the strength points of eliminated units by using the front (or largest) side combat strength of the unit. To this is added 3 points for each leader eliminated, and 5 points for an overall leader that is eliminated. Combat units on the board on their reduced side Subtract the reduced combat strength from the full combat strength and the difference counts for victory conditions. The full combat strength of currently routed units is also added.

When the losses reach the indicated level, the opponent checks during his Rally Phase of that turn and each turn after that.

12.0 Optional Rules

The use of the following rules is encouraged, once you have mastered the regular rules.

12.1 OPTIONAL INITIAL COMMANDS

Instead of using the commands that each scenario lists for the leaders, players select the initial commands for each of their leaders.

12.2 CAVALRY FIRE COMBAT

Cavalry with the ability to fire may generally fire only once in the game, and must have an Attack or Advance command to do so. *Exception:* Cavalry which has fired, and is subsequently given a Withdraw or Muster Command, may then fire *again* if given an Attack or Advance Command. Cavalry may never use defensive fire.

13.0 Designer's Notes

This system has been a long time coming for me. It began six years ago, when I did some reading about the battle of Naseby. I went so far as to make up a map and push the counters around, albeit with a much different system. Other projects quickly pushed this to one side, and then two years later, I went to Scotland on vacation. While there, I picked up a monograph on the battle of Justice Mills. The book rekindled my interest, and after talking with Keith Poulter, I began the first four games in earnest. The final product is meant to be a medium complexity game that can still be played in an evening. To get it to this point, I have jettisoned some of the complexity that the system initially had. Formation became the biggest casualty. To do it right would have added 10 extra pages of rules, and the end result did not justify the added complexity. At least, in

my playtesting of the game I drew that conclusion.

I will refrain from playing tips, except for one. It is very simple—when a command starts to fall apart, switch to the Muster Command Chit and reform as quickly as possible. Don't try to fight until the last man.

The system itself is meant to be played with the Command Chits. When doing so, you will get some of the frustration the leaders of the period must have felt, as changes from the initial plan are very difficult to implement. You can play the game without the Command Chits and still have a good time (and a less frustrating one), but I strongly recommend that you try the Command Chits when you feel ready.

Lastly, I would like to dedicate this game to the Yearling family of Plymouth, who lived under Royalist rule with Parliamentary hearts.

The English Civil War—For further reading we recommend the following:

Emberton, Wilfred; *Skippon's Brave Boys*, 1984.

Hill, Christopher; *God's Englishman*, 1970.

Gwynne, John; *Military Memoirs of the Great Civil War, 1822*.

Osprey Publishing; *New Model Army 1645-60* (Men-at-Arms Series no. 110), 1981.

Wedgewood, C.V.; *The King's Peace*, 1955, *The King's War*, 1958, *A Coffin for King Charles*, 1964.

Zagorin, Perez; *The Court and the Country*, 1969.

TERRAIN EFFECTS CHART

TERRAIN TYPE	MOVEMENT COSTS					DEFENSIVE MODIFIERS	
	INF.	CAV.	LEADERS (8MP)	ART.	SKIR.	FIRE	MELEE
Clear Level 1	1	1	1	2	1	—	—
Clear Level 2	1	1	1	2	1	—	—
Clear Level 3	1	1	1	2	1	—	—
Clear Level 4	2	2	2	2	2	—	—
Clear Level 5	2	2	2	2	2	—	—
Woods	NA	NA	3	NA	2	-2	-1
River	NA	NA	NA	NA	NA	—	—
City	NA	NA	2	NA	NA	—	—
Town	1	1	1	1	1	-1	-1
Road	1/2	1/2	1/2	1/2	1/2	—	—
Trail	1	1/2	1/2	1	1	—	—
Up 1 Level	+1	+1	+1	+1	+1	-1	-1
Down 1 Level	—	—	—	+1	—	—	—
Hedge Hexside	NA	NA	+2	NA	+2	-1	-1
Ditch Hexside	+1	+1	+1	+1	+1	-1	-1
Stream/Burn	+1	+1	+1	+1	+1	—	-1
Enclosure	+1	+1	+1	+1	+1	-1	-1
Orchard	+1	+1	+1	+1	+1	-1	—
Sunken Road	1/2	1/2	1/2	1/2	1/2	-1	-1

NA = Not Applicable. *Defensive Modifiers* are added to Fire Combat and Melee Combat die rolls of combat units attacking into or through the hex or hexside listed.

NOTE:

In the Naseby counters, the colors of the replacement leaders for Cromwell and Ireton are reversed. This is a printing error. Please bear this in mind to avoid confusion.

FIRE COMBAT TABLE

DIE ROLL	TYPE OF UNIT FIRING				
	Bow	Musket	Infantry	Cavalry	Artillery
0	-	-	-	-	-
1	-	-	-	-	-
2	-	-	-	-	-
3	-	-	-	-	-
4	-	-	-	-	-
5	M	-	M	-	M
6	M	M	1	M	M
7+	1	M	1	M	1

Fire Combat Table Results; — = No effect. M = All combat units in the target hex must make a morale check. 1 = The top combat unit in the target hex suffers a step loss and all combat units in the hex make a morale check.

RANGE TABLE

DISTANCE IN HEXES	BOW	MUSKET	INFANTRY	CAVALRY	ARTILLERY
1	+1	+1	-	-	-2
2	+1	-	X	X	+1
3-4	-	X	X	X	+1
5-8	-	X	X	X	-
9-10	+1	X	X	X	-

Range Table Results:

— = May fire; no die roll modifier. -1, +1, +2 = May fire; add the number as a die roll modifier. X = May not fire: out of range.

Royalists & Roundheads

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MELEE TABLE

DIE ROLL	# OF COMBAT STRENGTH POINTS											
	1-3	4-6	7-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46+	
0	-	-	-	-	-	-	-	-	M	M	M	
1	-	-	-	-	-	-	-	M	M	M	M	
2	-	-	-	-	-	-	M	M	M	1	1	
3	-	-	-	-	M	M	M	M	1	1	1	
4	-	-	M	M	M	M	1	1	1	1	2	
5	-	M	M	M	M	1	1	1	1	2	2	
6	M	M	M	1	1	1	1	1	2	2	3	
7	M	1	1	1	1	1	1	2	2	3	3	
8	1	1	1	1	1	1	2	2	2	3	4	
9	1	1	1	1	1	1	2	2	3	4	4	

Melee Table Modifiers:

- Lancers with an Attack Command are doubled when attacking and have a +1 die roll modifier
- Cavalry with an Attack Command when attacking have a +1 die roll modifier.
- Infantry with an Attack Command when attacking have a +1 die roll modifier.
- Defending Combat units with a Stand Command have a +1 die roll modifier.
- Routed units have a -1 die roll modifier.
- Leaders stacked with attacking or defending units add the Leader Combat bonus as a die roll modifier.

- Units attacking defending units through the defender's rear or flank hexside have a +1 die roll modifier.
- Check Terrain Effects Chart for other modifiers.

Melee Combat Results

- = No effect

M = All combat units must make a morale check

1, 2, 3, 4 = Number of step losses that the combat units must take; starting with top units. If more than one hex is effected, i.e. attacking units are in more than one hex and defender rolls this result, player decides which top units will take the losses. All combat units then check morale.

GAME TURN TRACK

0900	0930	1000	1030	1100	1130	1200	1230	1300	1330	1400	1430
1500	1530	1600	1630	1700	1730	1800	1830	1900	1930	2000	2030

Royalists

Kilsyth

Royalists and Roundheads

Naseby

Front Sheet 1

Montrose * 4 5 +2	Irish a 5* 9 4	Irish b 5* 9 4	Inchbrackie 5* 9 4	Strathbogie a 5* 10 4	Strthbgie b 5* 10 4	Inverey/ Mintmore 4* 9 4	West Clans 4 9 4	West Clans 4 9 4	West Clans 5 9 4
West Clans 4 9 4	West Clans 3 9 4	West Clans 4 9 4	Gordon a 2 9 8	Gordon b 2 9 8	Aboyne 2 8 8	Arradoul 2 8 8	Dragooners 2 7 8	Kilpont * 3 5 +1	Gordon * 2 4 +1

Covenanters

Baillie * 2 4 +1	Haldane 1* 9 5	Home a 5* 10 4	Home b 5* 10 4	Home c 4* 10 4	Home d 4* 10 4	Argyle 4* 8 4	Kennedy 5 7 4	Lindsay a 4* 8 3	Lindsay b 4* 8 3
Burleigh a 5 7 3	Burleigh b 4 7 3	Fordell a 5 7 3	Fordell b 4 7 3	Balcarres a 1 8 8	Balcarres b 2 8 8	Barclay 1 8 8	Cambo a 5 7 3	Cambo b 4 7 3	Balcarres * 2 4 +1

Leslie * 2 4 +1	Home * 2 5 +1	Attack	Advance	Stand	Retreat	Reserve	Muster	Attack	Advance
Stand	Retreat	Reserve	Muster	Attack	Advance	Stand	Retreat	Reserve	Muster

Attack	Advance	Stand	Retreat	Reserve	Muster	Attack	Advance	Stand	Retreat
Reserve	Muster	Attack	Advance	Stand	Retreat	Reserve	Muster	Step Loss	Step Loss

Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss
Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss

Fairfax * 3 5 +1	Ireton * 2 5 +1	Skippon * 2 6 +1	Cromwell * 3 6 +2	Butler a 4 9 8	Butler b 4 9 8	Vermuyden a 3 9 8	Vermuyden b 3 9 8	Ireton a 4 9 8	Ireton b 3 9 8
Riche a 4 8 8	Riche b 4 8 8	Fleetwood a 3 8 8	Fleetwood b 3 8 8	Assn Horse a 1 7 8	Whalley a 3 9 8	Whalley b 3 9 8	Pye a 2 9 8	Cromwell a 4 9 8	Cromwell b 4 9 8

Parliamentarians

Sheffield a 4 9 8	Sheffield b 3 9 8	Pye b 3 9 8	Fiennes a 2 7 8	Rassiter b 3 9 8	Association Horse b 1 7 8	Fiennes b 1 7 8	Rossiter a 3 9 8	Skippon a 5* 9 4	Skippon b 5* 9 4
Waller a 5* 8 4	Waller b 5* 8 4	Pickering a 6* 8 3	Pickering b 6* 8 3	Montague a 3* 8 4	Montague b 3* 8 4	Fairfax a 4* 9 4	Fairfax b 4* 9 4	Pride a 4* 9 4	Hammond a 4* 9 4


















Hammond b 4* 9 4	Rnsborough a 5* 8 3	Rnsborough b 5* 8 3	Pride b 3* 9 4	Forlorn Hope a 9 5	Forlorn Hope b 9 5	Forlorn Hope c 9 5	Okey a 1* 9 5	Okey b 1* 9 5	Okey c 1* 9 5
Baggage 	Bag. Guard 1* 8 5	Charles I * 2 4 +1	Rupert * 3 6 +2	Astley * 2 5 +1	Langdale * 2 5 -	Rupert LG 2 10 8	Maurice LG 2 10 8	Rupert a 3 9 8	Rupert b 3 9 8

Royalists



















Rupert c 3 9 8	Queen's 3 10 8	Maurice 3 9 8	Nrthampton a 3 9 8	Nrthampton b 3 9 8	Vaughn a 2 9 8	Vaughn b 3 9 8	Vaughn c 2 9 8	Command a 1* 9 5	Command b 1* 9 5
North Horse a 2 8 8	North Horse b 2 8 8	North Horse c 2 8 8	North Horse d 2 8 8	North Horse e 2 8 8	North Horse f 2 8 8	North Horse g 1 8 8	North Horse h 1 8 8	North Horse i 1 8 8	North Horse j 1 8 8

North Horse k 1 8 8	Howard a 2 8 8	Howard b 2 8 8	Howard c 2 8 8	Newark Hrse a 9 8	Newark Hrse b 9 8	King's LG 3 10 8	York 4* 10 4	Hopton 4* 10 4	Page 3* 10 4
Bard a 5* 8 4	Bard b 5* 8 4	Lisle a 5* 9 4	Lisle b 5* 9 4	King's LG 5* 10 4	Rupert 5* 10 4	Game Turn	Game Turn	Step Loss	Step Loss

Naseby

 Ireton b 2* 7 5	 Ireton a 2* 7 5	 Vermuyden b 2* 7 5	 Vermuyden a 2* 7 5	 Butler b 2* 7 5	 Butler a 2* 7 5	 Replacement Leader 1 3 -	 Replacement Leader 1 3 -	 Replacement Leader 1 3 -	
 Cromwell b 2* 7 5	 Cromwell a 2* 7 5	 Pye a 1* 7 5	 Whalley b 2* 7 5	 Whalley a 2* 7 5	 Fleetwood b 2* 6 5		 Fleetwood a 2* 6 5	 Riche b 2* 6 5	 Riche a 2* 6 5

Parliamentarians

<div>Skippon b</div> <div><div>7 3* 2</div></div>	<div>Skippon a</div> <div><div>7 3* 2</div></div>	<div>Rossiter a</div> <div><div>7 2* 5</div></div>	<div>Rassiter b</div> <div><div>7 2* 5</div></div>	<div>Fiennes a</div> <div><div>5 1* 5</div></div>	<div>Pye b</div> <div><div>7 1* 5</div></div>	<div>Sheffield b</div> <div><div>7 2* 5</div></div>	<div>Sheffield a</div> <div><div>7 2* 5</div></div>		
<div>Hammond a</div> <div><div>7 2* 2</div></div>	<div>Pride a</div> <div><div>7 2* 2</div></div>	<div>Fairfax b</div> <div><div>7 2* 2</div></div>	<div>Fairfax a</div> <div><div>7 2* 2</div></div>	<div>Montague b</div> <div><div>6 2* 2</div></div>	<div>Montague a</div> <div><div>6 2* 2</div></div>	<div>Pickering b</div> <div><div>6 3* 2</div></div>	<div>Pickering a</div> <div><div>6 3* 2</div></div>	<div>Waller b</div> <div><div>6 3* 2</div></div>	<div>Waller a</div> <div><div>6 3* 2</div></div>

						Pride b 2* 7 2	Rinsbrough b 3* 6 2	Rinsbrough a 3* 6 2	Hammond b 2* 7 2
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Rupert b 2* 7 5	Rupert a 2* 7 5	Maurice LG 1* 8 5	Rupert LG 1* 8 5	Replacement Leader 1 3 -	Replacement Leader 1 3 -	Replacement Leader 1 3 -
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Royalists

Vaughn c  7 1* 5	Vaughn b  7 2* 5	Vaughn a  7 1* 5	Northampton b  7 2* 5	Northampton a  7 2* 5	Maurice  7 2* 5	Queen's  8 2* 5	Rupert c  7 2* 5	
			North Horse f  6 1* 5	North Horse e  6 1* 5	North Horse d  6 1* 5	North Horse c  6 1* 5	North Horse b  6 1* 5	North Horse a  6 1* 5

Page 2* 8 2	Hopton 2* 8 2	York 2* 8 2	King's LG 2* 8 6	Newark Horse b 2* 7 5	Newark Horse a 2* 7 5	Howard c 1 6 5	Howard b 1 6 5	Howard a 1 6 5
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Rout	Rout			Rupert 3* 8 2	King's LG 3* 8 2	Lisle b 3* 7 2	Lisle a 3* 7 2	Bard b 3* 6 2	Bard a 3* 6 2
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

Royalists and Roundheads

Royalists

West Clans 3 7 2	West Clans 2 7 2	West Clans 2 7 2	Inveroy/ Minimore 2* 7 2	Strathgogie b 3* 8 2	Strathgogie a 3* 8 2	Inchbrackie 3* 7 2	Irish b 3* 7 2	Irish a 3* 7 2	Replacement Leader 1 4 -
Replacement Leader 1 3 -	Replacement Leader 1 3 -	Dragooners 1* 5 5	Arradoul 1* 6 5	Aboyne 1* 6 5	Gordon b 1* 7 5	Gordon a 1* 7 5	West Clans 2 7 2	West Clans 2 7 2	West Clans 2 7 2

Kilsyth

Covenanters

Lindsay b  6 2* 2	Lindsay a  6 2* 2	Kennedy  5 3 2	Argyle  6 2* 2	Home d  8 2* 2	Home c  8 2* 2	Home b  8 3* 2	Home a  8 3* 2		
Replacement Leader  1 3 -	Cambo b  5 2 2	Cambo a  5 3 2	Balcarras b  6 1* 5			Fordell b  5 2 2	Fordell a  5 3 2	Burleigh b  5 2 2	Burleigh a  5 3 2

Retreat	Stand	Attack	Muster	Reserve	Retreat	Stand	Advance	Replacement Leader 2 3 -	Replacement Leader 2 3 -
Stand	Advance	Attack	Muster	Reserve	Retreat	Advance	Attack	Muster	Reserve

Attack	Muster	Retreat	Advance	Retreat	Stand	Advance	Attack	Muster	Reserve
Out of Cmd	Out of Cmd	Reserve	Muster	Stand	Advance	Reserve	Muster	Attack	Retreat

Out of Cmd	Out of Cmd	Out of Cmd	Out of Cmd	Out of Cmd	Out of Cmd	Out of Cmd	Out of Cmd	Out of Cmd	Out of Cmd
Out of Cmd	Out of Cmd	Out of Cmd	Out of Cmd	Out of Cmd	Out of Cmd	Out of Cmd	Out of Cmd	Out of Cmd	Out of Cmd

Marston Moor

Fairfax * 3 5 +1	Bright 5* 3	Constable 5* 3	Yester 6* 3	Livingston 6* 3	Coupar 6* 3	Dunfer 6* 3	Rigby 4* 3	Dodding 4* 3	Ashton 4* 3
Fairfax 5* 3	Cromwell * 3 6 +2	Fraser 5* 6	Norwich 3* 6	Sidney 5* 6	Cromwell 5* 6	Crowford 1a 7* 3	Crawford 1b 7* 3	Crawford 2a 5* 3	Crawford 2b 5* 3

Parliamentary

Fleetwood 5* 6	Vernyn 5* 6	Leslie 3 6	Kirkend 3 6	Balcarres 3 6	a 1* 2	b 1* 2	c 1* 2	Leven * 1 6 -	Reserve 5* 3
Erskine 5* 3	Dunhope 6* 3	Sinclair 6* 3	Mancheston * 2 5 +1	Killhead 6* 3	Rae 6* 3	Casillis 6* 3	Bohich 6* 3	Loudon 6* 3	Hamilton 6* 3

Maitland 6* 3	Fifeshire 6* 3	Manchester 5* 6	T. Fairfax * 2 6 +1	Fairfax a 4* 6	Fairfax b 4* 6	Fairfax c 4* 6	Lambert a 3* 6	Lambert b 3* 6	Lambert c 3* 6
Balgone 2 6	Eglinton 2 6	Balshe 2 6	d 1* 2	e 1* 2	f 1* 2	Rupert * 3 5 +2	Byron * 2 6 +1	Tuke 2* 6	Byron 2* 6

Urry 2* 6	Vaughn 3* 6	Napier a 8* 3	Napier b 6* 3	Trevor 4* 6	Molix 2* 6	Tidsly 2* 6	Leveson 2* 6	Rupert 4* 6	Rupert LG 4* 6
Newcastle * 2 5 -	Widdring 5* 6	Newcastle a 4* 3	Newcastle b 4* 3	Newcastle c 5* 3	Newcastle d 4* 3	Newcastle e 4* 3	Newcastle f 5* 3	Newcastle g 4* 3	Moore 6* 3

Royalists

Tidsly 8* 3	Artillery a 1* 2	Artillery b 1* 2	Eythn * 2 6 +1	Blakistn 5 6	Brighton 7* 3	Vane 6* 3	Chester 6* 3	Milward 3* 3	Chianil 4* 3
Tifler 8* 3	Goring * 3 6 +1	Fresch 3* 6	Eyre 3* 6	Langdale 6* 6	Dacre a 4* 6	Dacre b 4* 6	Artillery c 1* 2	Artillery d 1* 2	Carnaby 3* 6

Royalists and Roundheads

Burleigh * 2 5 +1	a 1* 2	b 1* 2	Fife a 5* 4	Fife b 5* 4	Levy a 10 3	Levy b 10 3	Levy c 8* 3	Gordon * 2 4 -	Crichton 3* 8
Gordon 1* 8	Crichton 3 8	Fraser 3 8	Forbes * 2 4 -	Fraser 3* 8	Forbes a 3* 8	Forbes b 1* 8	Aberdeen a 10 3	Aberdeen b 10 3	Montrose * 4 5 +2

Justice Mills

Covenanters

Front Sheet 2

Royalists

McDonald * 2 4 +2	a 1* 2	b 1* 2	Irish 3a 5* 4	Irish 3b 5* 4	Irish 2a 5* 4	Irish 2b 5* 4	Irish 1a 5* 4	Irish 1b 5* 4	Rollo * 2 4 +2
Rollo 2* 8	Sibold 2* 8	a 1* 5	Hay * 2 4 +1	a 1* 5	b 1* 5	b 1* 5	Hay 2* 8	Gordon 2* 8	Step Loss

Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss
Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss

Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss
Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss

Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss
Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss

Covenants

Justice Mills

Royalists and Roundheads

Marston Moor

Back Sheet 2

Crichton 6 2* 5	Replacement Leader 1 3 -	Levy c 5 4* 2	Levy b 5 5 2	Levy a 5 5 2	Fife b 6 3* 2	Fife a 6 3* 2	Replacement Leader 1 3 -
Aberdeen b 5 5 3	Aberdeen a 5 5 3	Forbes a 6 2* 5	Fraser 6 2* 5	Replacement Leader 1 3 -	Fraser 6 2 5	Crichton 6 2 5	

Royalists

Replacement Leader 1 3 -	Irish 1b 7 3* 2	Irish 1a 7 3* 2	Irish 2b 7 3* 2	Irish 2a 7 3* 2	Irish 3b 7 3* 2	Irish 3a 7 3* 2	Replacement Leader 1 3 -
Out of Cmnd	Gordon 7 1* 5	Hay 8 1* 5		Replacement Leader 1 3 -	Sibold 7 1* 5	Relio 8 1* 5	

Out of Cmnd Out of Cmnd Out of Cmnd Out of Cmnd Out of Cmnd Out of Cmnd Out of Cmnd Out of Cmnd Out of Cmnd Rout




















Rout Rout Rout Rout Rout Rout Rout Rout Rout Rout

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Rout Rout Rout Rout Rout Rout Rout Rout Rout Rout

Ashton  7 2* 2	Dodding  7 2* 2	Rigby  7 2* 2	Dunfer  6 3* 2	Coupar  6 3* 2	Livingston  6 3* 2	Yester  6 3* 2	Constable  7 3* 2	Bright  7 3* 2	
Crawford 2b  7 3* 2	Crawford 2a  7 3* 2	Crawford 1b  7 3* 2	Crawford 1a  7 4* 2	Cromwell  8 3* 4	Sidney  7 3* 4	Norwich  7 2* 4	Fraser  6 3* 4	Replacement Leader  1 3 -	Fairfax  7 3* 4

Parliamentary

<div>Reserve</div> <div></div> <div>6</div> <div>3* 2</div>	<div>Replacement Leader</div> <div></div> <div>1 3 -</div>			<div>Balcarres</div> <div></div> <div>7</div> <div>2 4</div>	<div>Kirkend</div> <div></div> <div>6</div> <div>2 4</div>	<div>Leslie</div> <div></div> <div>7</div> <div>2 4</div>	<div>Vernydn</div> <div></div> <div>6</div> <div>3* 4</div>	<div>Fleetwood</div> <div></div> <div>6</div> <div>3* 4</div>	
<div>Hamilton</div> <div></div> <div>7</div> <div>3* 2</div>	<div>Loudon</div> <div></div> <div>7</div> <div>3* 2</div>	<div>Bohich</div> <div></div> <div>6</div> <div>3* 2</div>	<div>Casillis</div> <div></div> <div>6</div> <div>3* 2</div>	<div>Rae</div> <div></div> <div>6</div> <div>3* 2</div>	<div>Killhead</div> <div></div> <div>6</div> <div>3* 2</div>	<div>Replacement Leader</div> <div></div> <div>1 3 -</div>	<div>Sinclair</div> <div></div> <div>6</div> <div>3* 2</div>	<div>Dunhope</div> <div></div> <div>6</div> <div>3* 2</div>	<div>Erskine</div> <div></div> <div>6</div> <div>3* 2</div>

Lambert c 7 2* 4	Lambert b 7 2* 4	Lambert a 7 2* 4	Fairfax c 7 2* 4	Fairfax b 7 2* 4	Fairfax a 7 2* 4	Replacement Leader 1 3 -	Manchester 8 3* 4	Fifeshire 6 3* 2	Maitland 7 3* 2
Byron 8 1* 4	Tuke 7 1* 4	Replacement Leader 1 3 -					Balslie 6 1 4	Eglinton 6 1 4	Balgownie 6 1 4

Rupert LG 8 2* 4	Rupert 8 2* 4	Lovesson 7 1* 4	Tidsly 7 1* 4	Molux 7 1* 4	Trevor 7 2* 4	Napier b 7 3* 2	Napier a 7 4* 2	Vaughn 7 2* 4	Urry 7 1* 4
Moore 7 3* 2	Newcastle g 6 2* 2	Newcastle f 6 3* 2	Newcastle e 7 2* 2	Newcastle d 6 2* 2	Newcastle c 7 3* 2	Newcastle b 6 2* 2	Newcastle a 6 2* 2	Widdring 7 3* 4	Replacement Leader 1 3 -

Royalists

Chisnall 7 2* 2	Milward 6 2* 2	Chester 6 3* 2	Vane 6 3* 2	Brighton 7 4* 2	Blakistn 7 3* 4	Replacement Leader 1 3 -	Tidsly 7 4* 2
Carnaby 7 2* 4	Dacre b 7 2* 4	Dacre a 7 2* 4	Langdale 6 3* 4	Eyre 7 2* 4	Fresch 6 2* 4	Replacement Leader 1 3 -	Tijler 6 4* 2

