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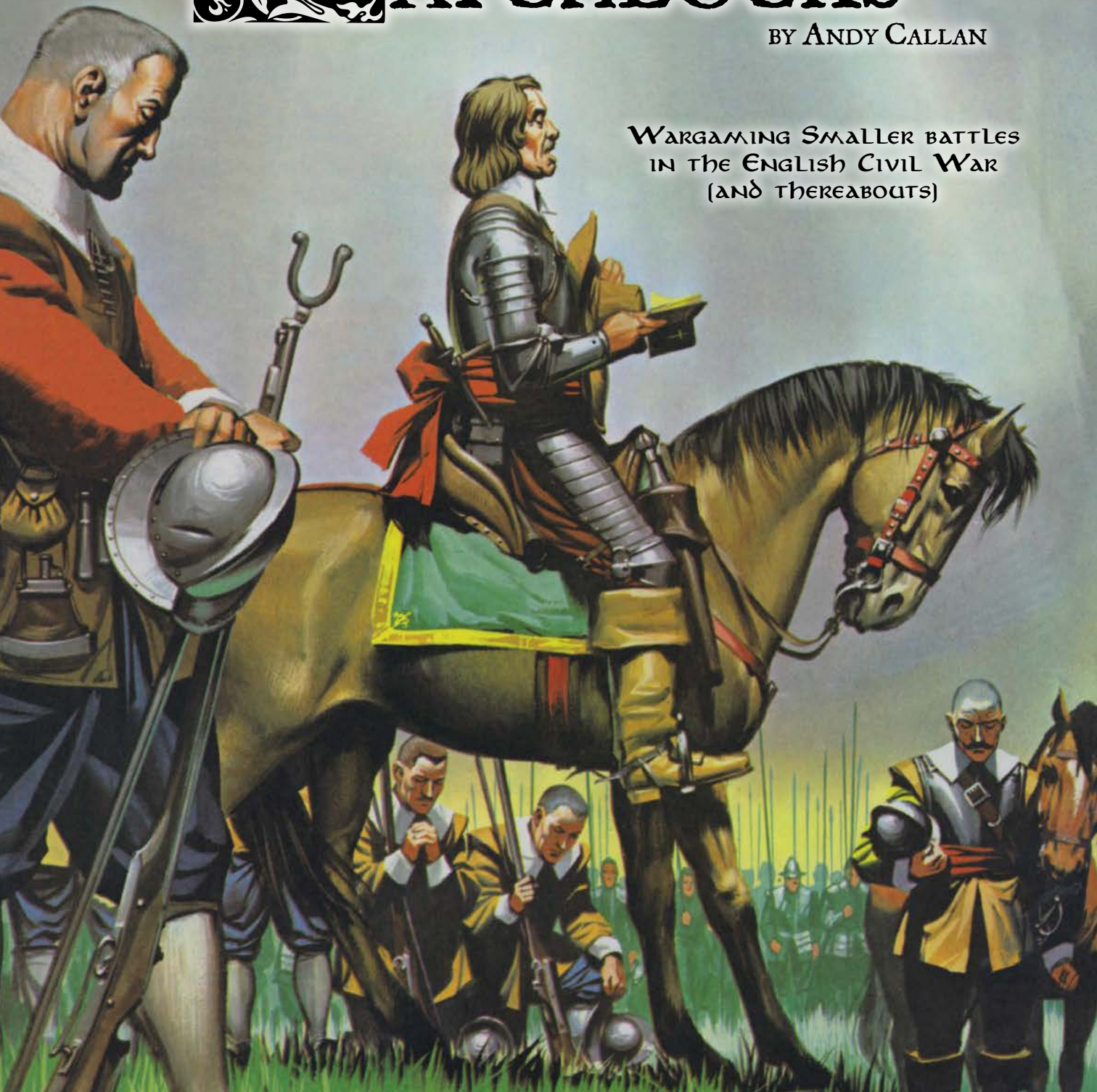
EVER MIND THE

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ATCHLOCKS

BY ANDY CALLAN

WARGAMING SMALLER BATTLES
IN THE ENGLISH CIVIL WAR
(AND THEREABOUTS)



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INTRODUCTION

The original version of *Never Mind the Billhooks* (published in *Wargames Illustrated* 393, September 2020) was a set of rules for wargaming smaller battles in the Wars of the Roses. It had always seemed to me that it would be easy to take the game forward a few decades into the Italian Wars of the early 16th Century or back into the Hundred Years' War. Therefore, the publication of the pan-European, late-medieval *Never Mind the Billhooks Deluxe* (or *Billux Dillux*) in late 2022 was a natural progression.

I had always doubted whether the game's mechanisms would translate well into anything much beyond the late medieval period, as armies became more drilled and disciplined, and Command and Control systems grew more professional, but, in the summer of 2023, there was a flurry of interest on the *Billhooks* Facebook page, when Pat Stoddart raised the idea of an English Civil War version. Fellow *Billhooker* Nigel Davie came up with the working title and I began to have doubts about my doubts. After all, apart from the rare, set-piece encounters like Edgehill and Naseby, the Civil War was fought out locally, in a series of minor actions and smaller battles - just the sort of thing toward which my Wars of the Roses game was pitched. If I was aiming at a sort of Adwalton Moor - rather than Marston Moor - level of game, why not see if the Wars of the Roses *Billhooks* 'engine' might still be a runner in another fratricidal English conflict, fought over the same ground two centuries later?

The more I thought about it, the more I realised that, weaponry aside, the essentials hadn't really changed that much. In particular, these smaller affairs seemed to be rather uncoordinated, and short on generalship at the grand tactical level, so *Billhooks*' card-driven turn sequence would be a good way of representing them.

What finally set me going was picking up a very nice, ready-painted 28mm ECW collection (Warlord plastics) at the Nottingham Britcon show in August 2023. With that, there was no stopping me, and I started working on the rules in earnest.

I set out to keep the game mechanisms and unit sizes as close to the original as possible (if it ain't bust, don't fix it!), while adding the essential 'chrome' in the form of new troop types and period-specific amendments. Throughout the process I drew on my experience of writing a number of sets of ECW rules over the years. The special 'Doctrine Dice' attack sequence, which is a novel and key feature of *Matchlocks*, has its roots in something I wrote almost half a century ago!

Some local try-outs worked well, so I felt confident enough to put the rules out to the wider *Billhooks* community for playtesting and feedback. Their comments and encouragement have made vital contributions to the development of this finished product. Thanks, guys!

Like the original rules, this is a game, not a simulation, so it can be used for pretty much any 17th Century conflict; from the Thirty Years' War to the Monmouth Rebellion. New players should find it easy to pick up, and fun to play, but still something that produces credible battle narratives with plenty of period flavour. For experienced *Billhookers*, there is much that is familiar, particularly in the way that many low-level tactical decisions (and even some key events!) are taken out of the players' hands and left to the frustrating whims of Dame Fortune - which is just as it should be.

"The dice being nowhere so uncertain as in the field" (Sir William Waller, 1650).

Andy Callan, in the year of our Lord 2024

CREDITS


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(and *Matchlocks!*) community on 

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THE RULES

I WHAT IS NEEDED TO PLAY

1) **Two Armies**, typically of around 150 28mm figures each, although there is nothing to stop Players 'going large'! There are no fixed figure:man ratios, or time and ground scales - this is a game, not a simulation.

- **The ubiquitous base-size question.** The Armies we used in the development of these rules had Infantry bases with a 15mm frontage and Cavalry with a 20mm frontage. Players can use any collection they already have, though, and any basing system they prefer. Whatever base sizes are used, a single infantry Move should be roughly similar to the frontage of a Battalia, and long-range musketry, around twice as much. If the preferred basing system is significantly different, Players should adjust the ranges and Moves given here so that relative proportions are maintained; that way, the rules will still work as intended.

When using smaller-scale figures, we suggest halving all Moves and ranges, or substituting centimetres for inches.

- If Players have more (or fewer) figures in their Units than in the organisations suggested in these rules, simply treat any reference to 'figures' as Strength Points instead - so a Battalia has 24 figures OR 24 strength points, and a Squadron has 8. Instead of removing figures, record losses using markers or some sort of paper-based roster system.

2) **Lots of ordinary six-sided dice (D6s)**: at least twelve per Player, plus some small/micro D6s for tracking the ammunition supply of Musketeers.

3) Three decks of cards: Play, Bonus, and Special Events (see p. 10).

4) Four sets of Tokens: Disarray, Daunted, Order, and Army Morale.

Cards, tokens* and a quick reference sheet can be downloaded from the Never Mind the Billhooks website - nevermindthebillhooks.com - or found in the back of this rulebook.

II HOW THE BATTLE/ GAME IS WON AND LOST

Loss of Army Morale

When an on-table event means a Player must surrender an Army Morale Token and they have none left (see XVI, p. 25).

Loss of Player Morale

When one Player concedes.

III ARMY AND UNIT ORGANISATION

A Player's Army is made up of individual Units; Units form Brigades, and Brigades form Armies. For the English Civil War, these Armies are either Royalist or Parliamentarian.

A Unit is the collective term for any combined group of friendly individual figures.

A Unit is formed of a **Detachment, one or more Divisions, a Battalia, a Squadron, a Company, or a Section**. This depends on the troop type within the Unit.

FOOT

Detachments

Formed of six **Musketeer** figures, individually based.

Detachments operate either a) as a 'Forlorn' of Skirmishers in a loose formation spread up to one base width apart, or b) as a 'Plotton', in two ranks of three (used when attached to Horse to give fire support).

Battalia - Mixed Infantry Formations

The standard infantry formation is the Battalia - a mixed Unit of **Musketeers** and **Pikemen**.

Formed of 24 figures in two ranks of twelve. Typically, this is 16 Musketeers and eight Pikemen (include any Officers, Musicians, and Colour-bearers in that total). For games set early in the Civil War, they might be closer to half-and-half. Later in the war, the proportion of pikemen often fell below one third.

Divisions

Formed of twelve infantry figures.

Except in the case of independent Units of Firelocks (specialist troops equipped with flintlock rather than

*Players can also use the Never Mind the Billhooks MDF tokens for use in Matchlocks.



matchlock muskets), divisions may only be formed by breaking down Battalia into sub-Units of their component Arms. **This can only be done at the start of a game, and the Divisions cannot subsequently be re-formed into Battalia.**

Example: a three-Battalia Brigade (72 figures) might be broken down into four divisions of Musketeers (48) and two Stands (or one Square) of Pikes (24).

Historically, this practice seems only to have been used in smaller battles or in close country. **Independent Divisions may only be used by mutual agreement or as part of a special scenario.** Otherwise, the mixed arms Battalia is the standard infantry formation, as it was at the time.

Divisions are formed of twelve Musketeers or Pikemen, in two ranks of six figures.

Pikemen may be deployed as a single (twelve-man) **Pike Stand**, or as a double (two x twelve-man) **Square**.

A Square counts as only one Unit for Orders, Combat, and Morale purposes.

HORSE

Squadrons

Formed of eight **Harquebusiers** or **Cuirassiers**. Harquebusiers operate either in a single-rank line or a two-rank column. Cuirassiers always operate in column.

Harquebusiers are the standard 'Ironsides' or 'Cavalier' cavalry type. The term was rather outdated by the 1640s, and was simply used to describe all non-Cuirassier cavalry.

Detachments

Formed of a half-Squadron of four **Harquebusiers** in a loose formation. Used for skirmishing (or 'pickeering') on horseback.

DRAGOONS

Companies

Formed of eight **Dragoons** (Mounted Infantry), in a loose formation with their bases up to one base-width apart. When dismounted, they operate as Skirmishers.

ARTILLERY

Section

Formed of one Field Gun (a Saker or anything heavier) and three crew, or one **Light Gun** or **Galloper Gun**

and two crew. Field Guns are immobile, and must be deployed singly, at least 12" apart (so no 'grand batteries'!) at the start of the game.

One or two Light Guns may be attached to a Brigade. A light horse-drawn 'Galloper Gun' may be attached to a Cavalry Brigade. Until they are deployed, Light Guns and Gallopers always move with their parent Unit.

ARMY TROOP RESTRICTIONS

There was no such thing as a typical English Civil War Army (e.g. neither side had any infantry at The Battle of Winceby!), so this game has no Army Lists. Players should feel free to make up their own! The only restriction is that:

Detachments, Dragoons, and Artillery may not comprise more than a quarter of an Army's troop points.

When getting to know the rules, we recommend aiming to have roughly equal points of Infantry and Cavalry in the two Armies. This will help Players to learn the strengths and weaknesses of each, and how best to use them in combination.

TROOP QUALITY

The quality of the troops in a Unit:

- Influences its fighting ability
- May restrict Actions
- Affects points values.

Troops can be rated as follows:

Raw - newly-levied troops with little training (typical of the start of the war).

Seasoned - trained troops with some combat experience.

Veteran - battle-hardened and highly-motivated troops.

Artillery are always rated as Seasoned.

BRIGADES

Armies are sub-divided into Brigades, each one typically made up of two to four Units, and controlled by a Brigadier.

Always keep a gap of at least 3" between friendly Units (terrain permitting).

Each Army is also under the overall command of a General.





Forlorn Hope Detachment of Skirmishers



Company of Dismounted Dragons



Battalia of Foot



Detachment of Parliamentarian Horse



Division of Pike



Division of Musketeers



Field Gun with three crew



Royalist Harquebusiers Squadron in Line



Column of Cuirassiers



Light Gun with two crew



Royalist Horse Detachment



Parliamentarian Harquebusiers Squadron in Line

IV POINTS VALUES

Individual figures and their Units are assigned a Points Value in line with their equipment and quality. Points Values are used as a way of balancing a game when not playing a historical scenario - two Players fielding Armies made up of equal Points Values will find their forces closely matched.

A total of around 150 to 200 points per Army makes for a good-sized game that can be completed by two experienced Players within a couple of hours.

Consult the list below to work out the Points Values of a Player's troops and the Army's total strength.

Note: The Army General comes free, but each Brigadier costs 5 points.

POINTS COST

	PER FIGURE /MODEL	PER UNIT
Cuirassiers	2.5	20 (per Squadron)
Harquebusiers	2	16 (per Squadron), 8 (per Detachment)
Dragoons	1.5	12 (per Company)
Muskets and Pikes	1	24 (per Battalia), 12 (per Division)
Musketeer detachment	1	6 (per Forlorn or Plotton)
Brigadier	5	-
Field Gun	6	9 (including 3 crew)
Light Gun or Galloper Gun	4	6 (including 2 crew)

EXTRA POINTS COST PER UNIT

Troops are **Veteran** +25% (so a Veteran Battalia costs 30 points (24 x 1.25). A Veteran detachment costs 2 points extra.

Troops are **Raw** -25% (so a squadron of Raw Horse (Harquebusiers) costs 12 points (16 x 0.75).

Detachments are always Seasoned or Veteran - skirmishing is not a job for raw troops!

Field defences (trenches or breastworks) for a Division of Infantry or Section of Artillery: 3 points.

Field defences for a Battalia: 6 points.

V LEADERS

Leaders perform a vital role in the game; they issue Orders to troops and influence many aspects of play.

Collectively, the Brigadiers and the General are known as Leaders.

Brigadiers command Brigades, typically of two to four Units.

The General is the Army Commander (C-in-C).

Leaders Move 10". Always use mounted figures.

Each Leader should be given a name and a rank; e.g. Lord, Sir-, Colonel, or Major - Players should use historical inspiration, or their imagination!

Each Leader's name should be written on their own Leader Card from the Play Deck (more on this is in VI).



COMMAND CLASS

Brigadiers may have a Command Class of either 1, 2, or 3.

Assume every Leader is Command Class 2, unless Players want things a bit more unpredictable, in which case roll 1D6 per Leader:

5 - 6: Class 3 (**Expert**). Experienced commanders and wily tacticians.

2 - 4: Class 2 (**Able**). This covers most professional soldiers.

1: Class 1 (**Amateur**). Typical of some early-war commanders, appointed for their political leanings, or aristocratic eminence. They have their uses...

If rolling for Command Class, Players should do so before assigning Brigadiers to Brigades - that way they can make best use of their talents.

The **General** does not have a Command Class in this game. Reflecting contemporary practice, he has a limited function once the fighting starts, since his main duty was done when he had drawn up the Army in his preferred battle order

THE ROLE OF LEADERS

Leaders issue Orders to their Units, and are able to Rally any wavering troops under their command.

RISK TO LEADERS

A Leader cannot be specially targeted by Shooting or in Melee, but he may be harmed if he is attached to a Unit that suffers heavy casualties.

In this game, Leaders only have one 'life', but if a Brigadier is lost, he may be replaced at the end of the **next** turn, if the Player rolls 4+ on the dice.

Roll 1D6 for the Command Class of his stand-in.

The General cannot be replaced.

A Leader attached to a Unit that is destroyed (wiped out) by Shooting or in Melee is always lost.

VI PREPARE FOR BATTLE

Before the battle begins, Players should make the following preparations regarding the card decks and placement of their figures.

1) **Prepare the three card decks:** Play Deck, Bonus Deck, and Special Events Deck (see further explanation below).

One Leader Card is required to represent each corresponding Leader model in a Player's Army.

Once Players have written the rank and name of their Leaders on the appropriate card (see **V**, p. 8), the Leader Cards should be added to the Play Deck, and the three Decks should then be shuffled and each placed face-down on or near the battlefield.

2) **Terrain set-up.** Toss a coin. The winner sets up the tabletop terrain, while the opponent chooses on which side of the table to position their troops.

3) **Scouting Phase:** Each Player declares how many Harquebusier Squadrons and Dragoon Companies they have in their Army. If one Player has at least 50% more than the other side, the latter have been 'out-scouted', and must deploy two of their Brigades first.

4) **Dice-off to see who goes first.** Players then take turns to position their troops, starting with all Skirmishers, Dragoons, and Artillery, then (unless one

side is out-scouted) one Brigade at a time in an agreed Deployment Zone (e.g. up to 9" in from the baseline - Player's table edge - and with only Skirmishers and Cavalry allowed to deploy within 9" of the table sides). The front lines of the two Armies should not be more than 48" apart (this is long range for Field Artillery).

5) **Calculate initial Army Morale.** Players take one Army Morale Token for each division of Musketeers, Stand of Pikes, Squadron of Cavalry, Company of Dragoons, Field Gun, or pair of Light Guns in their Army. Players take two Tokens for each Battalia or Square of Pikes. Take no Tokens for any detachments. Count the total to calculate each Player's initial Army Morale. The Tokens should be kept out of sight (e.g. inside a tabletop building), somewhere on the Player's baseline.

During the course of a game, Players will lose Army Morale Tokens as their troops suffer setbacks on the battlefield (see **XVI**, p. 25).

VII TURN SEQUENCE

The game begins with Players taking turns to Move Units or Shoot Artillery during the Manoeuvre and Bombardment Phase, which ends when any troops engage the enemy.

Play then switches to the Main Battle Phase, in which the order of play is determined by drawing cards.

MANOEUVRE AND BOMBARDMENT PHASE

Players start by taking turns to Move one Unit or Shoot one Gun. For Move purposes, a Unit can be:

A Single Unit (such as a Detachment, a Battalia, or a Squadron).

A Leader on his own **or** a Unit with a Leader attached to it.

During this phase, Players may choose to Move different Units or keep moving the same one. For example, they may send a Cavalry Unit off on a wide flanking Move, or Move Skirmishers to occupy an area of terrain.

All Moves in this phase are free single Actions, so any Units that Move in this phase may be Ordered again in the first turn of the Main Battle Phase.

For Movement rates, see Section **X**, p. 14. No Movement penalties apply for Moves or manoeuvres made in Good Going in this phase.



The same Gun cannot Shoot in successive turns in this phase. All Artillery fire is at half effect (roll 1D6 per crewman).

The Manoeuvre and Bombardment Phase ends, and the Main Battle Phase begins, as soon as any Infantry or Cavalry engage the enemy by Shooting or Attacking.

If the Manoeuvre and Bombardment Phase is ended by any formed Musketeers Shooting a volley, it counts as their first Shot for ammunition-supply purposes (see XI, p. 15).

MAIN BATTLE PHASE

After the Manoeuvre and Bombardment Phase ends, the order of play in the Main Battle Phase is determined by turning over cards from the Play Deck (Leaders, Skirmishers and Artillery, and Bonus Cards).

Play proceeds with one card activated at a time, until only one remains in the Play Deck - always ignore the final card left in the Play Deck (tough luck if this is a Leader Card!).

ENDING THE TURN

Once all the cards (except the last one) in the Play Deck have been turned, carry out the following tasks:

1) **Free Actions.** Except for Skirmishers and Artillery, any non-Daunted Unit that was inactive this turn may now either:

- a) Remove one Disarray Token OR
- b) Take one Shoot Action (in the case of formed Musketeers only).

2) **Morale Tests.** Take a Morale Crisis Test (see XIII, p. 23) for every Unit that is now Daunted or reduced to half strength or less, **unless** it is engaged in an ongoing Melee, or it won a Melee this turn and then suffered no further losses.

3) **Replacements.** Roll 4+ on a D6 to replace a Brigadier lost in action in a previous turn.

4) **Tidy up.** Gather up all Order Tokens (except for unused 'Support' orders see p. 13) from the battlefield.

5) **Shuffle.** Re-shuffle all the cards in the Play Deck and Bonus Deck.

UNDERSTANDING THE CARD DECKS

THE PLAY DECK consists of:

One **Leader Card** for each Leader in the two Armies - usually the General (C-in-C) and at least two Brigadiers per side.

Two **Bonus Cards**.

Two **Skirmishers and Artillery Cards** - one for each side. Dragoons are also activated by this card.

LEADER CARDS

When a Leader Card is drawn from the Play Deck, the Leader named may issue Orders to his troops (see VIII, p. 11).

BONUS CARDS

When a Bonus Card is drawn from the Play Deck, dice off to see which Player then draws a card from the Bonus Deck.

Dice off: both Players roll 1D6; the highest wins. Nobody gets the card if the scores are tied.

The winner can either play the card immediately, or save it and interrupt the run of play later in the turn. If it is not used, it must be returned to the Bonus Deck at the end of the turn. USE IT OR LOSE IT!

SKIRMISHERS AND ARTILLERY CARDS

When one of these cards is drawn, the Player indicated may perform Initiative Actions with ALL of their Skirmishers and any Artillery (see IX, p. 12). Remember, 'Skirmishers' covers all Detachments and Dragoons (whether on Foot or Mounted).

THE BONUS DECK consists of five cards:

Perk: Any unengaged Unit can take a single free Action (e.g. Shoot, Move, or Rally).

Forfeit: Play on an enemy Unit when it is given an Order; it can only take one Action, not two, this turn.

Reroll: Claim an immediate reroll of any single dice or hand of dice thrown for any purpose this turn.



VIII ORDERS

Orders are issued by Brigadiers to instruct Units under their command to perform Actions.

When a **Brigadier's** card is drawn from the Play Deck, his card is **In Play**, and he may issue Orders to Units belonging to his Brigade that are within his command range of 10".

The Command Class of a Brigadier dictates how many Order Tokens he can use while his card is in play.

Amateur: One Token.

Able: Two Tokens.

Expert: Three Tokens.

When the **General's** card is in play he can:

a) Give an extra Order Token (valid for only the current turn) to one Brigadier within his command range (10") .

b) Move up to 12" to join and rally a Unit.

c) Move up to 12" to join a Cavalry squadron and lead it in an Attack (a risky business!).

d) Move up to 24" to take up a different position on the battlefield.

LEADERS AND ORDER TOKENS

While his card is in play, a Brigadier can use one Order Token to do one of the following:

1) **Move himself:** The Leader figure Moves independently up to 12" and in any direction without Turning or Wheeling restrictions. This includes Moving to attach himself to a Unit so that his base is touching the Unit's. Once attached to a Unit, he can Move himself for free along with the Unit when he gives it an Order to Move. The Player places the Order Token beside their own Leader.

2) **Give an Order:** To one Unit within his Command Range (10") or to which he is attached. Put an Order Token next to the Unit. A Leader attached to a Unit engaged in a Continuing Melee (see p. 22) cannot give Orders - he is too busy fighting!

Jeopardy: Make your opponent reroll a single dice they throw for any purpose this turn.

Special Event: Draw a card from the Special Events Deck. Play it once at any time in the battle. After the Special Event Card comes up for the second time in a game, discard it so that only four cards remain in the Bonus Deck.

THE SPECIAL EVENT DECK

A set of nine Special Events that will influence the course of the battle (see p. 30-31).



3) **Give a Group Order:** To two or more Units in the same Brigade. This counts as one order, as long as all the Units in the group are ordered to do the same thing, e.g. "Brigade Advance" or "First Line, all fire at the enemy redcoat regiment". "First line advance, Second line support" counts as two Orders.

4) **Rally:** Rally a Disarrayed or Daunted Unit (see XIV and XV, p. 24 - 25).

ISSUING ORDERS

A Brigadier may only give orders to Units belonging to his own Brigade.

Except for Skirmishers and Artillery acting on Initiative (see IX), a Unit **must** have a Leader attached or within Command Range to receive an Order and to carry out Actions.

The **Command Range of all Leaders is 10" in any direction** measured from the Leader figure's base to any point of the Unit being issued the Order.

A Unit may only receive one Order Token per turn. It may then take up to two Actions (see IX).

Summary:

A Leader can only Move and issue Orders when his card is in play.

Brigadiers issue Orders to their own Brigades.

They can use one Order Token to give an order to one Unit, or the same order to a group of Units.

A Leader's Command Range is 10".

A Unit that receives an Order then gets **two actions**.

Skirmishers and Artillery don't need Order Tokens.

Place an Order Token next to a Unit to indicate activation, then say what you want it to do.

Choose two Actions per Unit from the Action List.

IX ACTIONS

After receiving an Order from their Brigadier, Units proceed to carry out their instructions in the form of Actions. These include Moving, Shooting, Rallying, and hand-to-hand fighting (Melee). Individual Units are activated one at a time, in any sequence. Group Orders must be carried out simultaneously.

A Unit that has been issued with an Order Token can take up to two Actions per turn. For example, Move twice, Wheel then Move, or Move then Shoot.

There are special rules for Shooting then Attacking. See Tactical Doctrine (p. 19).

INITIATIVE ACTIONS

Skirmishers and Artillery: Skirmishers and Artillery do not need to receive an Order Token to take an Action - they act on their own Initiative (do whatever the Player wants), taking their two Actions when their card is turned. **However**, any Leader within command range **can** choose to give them an Order.

Note: Skirmishers and Artillery cannot act on Initiative and be given an Order in the same turn.

Continuing Melees: Units engaged in a continuing Melee also do not need orders, but all they can do is continue to fight, and they cannot be issued with any other Order in the same turn unless they win the Melee first. A Continuing Melee takes place when the first Bonus Card is drawn in the next turn.



NOTE: In Matchlocks, no rerolls are ever rerolled a second time.

MATCHLOCKS ACTION LIST

A Unit can perform up to **TWO** of the following Actions per turn, in any sequence:

MOVE

Advancing within the Unit's forward arc (a line extending 45° to the right and left of its front rank) may be done without any difficulty. Anything else usually causes Disarray (see 'Movement Penalties', p.14).

Note: Skirmishers or Dragoons can Move freely in any direction without becoming Disarrayed.

WHEEL

The Unit turns using either flank as its axis. If it turns more than 45° it must take a Disarray Token.

Note: Skirmishers and Dragoons are not Disarrayed by Wheeling.

ABOUT FACE

Turn through 180°. Because the Unit has turned more than 45° in one Action, it must take a Disarray Token.

Note: Skirmishers and Dragoons are not Disarrayed by doing an About Face.

SHOOT

Units will always Shoot at the nearest enemy unless an attached Leader orders a different target.

Note: Only stationary Musketeers (not Skirmishers) can be ordered to Shoot twice in a turn, i.e. take two Shoot Actions. Formed Musketeers not given any orders in a turn may Shoot once at the turn's end.

ATTACK

Advance to engage the enemy in Melee. A Unit cannot Shoot and Attack except as part of the Tactical Doctrine rules (see p. 19).

SUPPORT

Only Cavalry can do this. Support friendly troops by 'feeding in' to the rear of a continuing Cavalry-vs-Cavalry Melee, either immediately **or** in a subsequent turn - in which case the supporting Unit may now advance to stay within moving distance of the one ahead (leave the Order Token in place at the end of the current turn).

RALLY

A Leader **must** be attached to a Raw or Daunted Unit for it to make any Rally Action during a turn. Other Units may be given an order to Rally by their Brigadier.

For each Rally Action, remove one **Disarray** Token from a Unit.

It takes two Rally Actions to remove a **Daunted** Token, and a Leader must always be attached to do so.

A Rallied Unit may be positioned to face in any direction.

MOUNT/DISMOUNT

Applies only to Dragoons. Other mounted troops always stay on horseback.

PACK-UP

Limber or unlimber a Light Gun or Galloper. Field Guns cannot be moved from their initial position.

SPECIAL ACTIONS (These count as two Actions - Units cannot do anything else in the same turn).

RE-ORGANISE HORSE

Two damaged but non-Daunted Seasoned/Veteran Squadrons within 10" may reform as a new one at up to full strength (eight figures - ignore any leftovers). A Leader must join one of the Units to do so. Cuirassiers cannot be combined with Harquebusiers. A combined Seasoned and Veteran Squadron counts as Seasoned. Doing this costs 1 Army Morale Token (*worth it, as the new Squadron is less likely to fail a test!*).

ANYTHING ELSE

Since wargamers can be relied upon to be very inventive in such matters, this covers any innovative or 'fancy' Order that might come up during the course of a game and is not explicitly mentioned anywhere in these rules; e.g. Pull down a dry-stone wall to make a gap.

X MOVEMENT

Units and Leaders Move about the battlefield in order to engage with the enemy, to be well placed to issue Orders, or to get out of trouble.

All Units can Move dead ahead or obliquely inside their 'forward arc' - a line extending 45° to the right and left of their front rank - without any penalty.

Skirmishers and Dragoons operate in loose 'swarms', and can **Move in any direction** without penalty.

Leaders can likewise Move in any direction, unimpeded, up to 10" (All Leaders are represented by mounted figures).

Note: Game etiquette. Whether or not to allow pre-measuring before Movement and Shooting is up to the Players; both should agree to play by the same convention. Either way, do not get too picky about an odd fraction of an inch.

INFANTRY

Formed Troops Move:

6" in Good Going.

4" in Bad Going (marshes, woods etc.).

There are further Movement Penalties listed below.

Skirmishers and Dismounted Dragoons Move 8".

Bad Going does not reduce their Movement.

CAVALRY

Horse: Harquebusiers (this covers most Civil war era Cavalry) and **Mounted Dragoons Move:**

10" in Good Going.

4" in Bad Going (boggy or broken ground only - they cannot enter or Move inside woods).

Cuirassiers Move:

8" in Good Going.

4" in Bad Going. (broken ground only - they cannot enter or Move inside boggy ground or woods).

There are further Movement Penalties listed below.

ARTILLERY

Light Guns may be manhandled 4". Galloper Guns move 8". Field Guns are immobile.

Guns cannot enter any Bad Going or woods.

All Guns may pivot in position up to 45°, but then fire at reduced effect (see below).

CHARGE!

Charging is something only Cavalry can do (see Tactical Doctrine, p. 19). Charging adds 4" to their Movement. If it takes two Move Actions to contact the enemy, only the second can be at Charge rate.

A Cavalry Charge Action must start at least half a Charge Move (7") away from the enemy. To claim the special Melee bonuses for charging (see p. 20), it must go straight ahead and cannot be made uphill.

Buildings

Musketeers and dismounted Dragoons are normally the only troops allowed to Move into buildings, unless this forms part of a special scenario. Each building should be given a maximum occupancy limit - normally no more than six figures - unless it is a particularly big structure.

Occupants cannot be targeted (except by Artillery) unless they have already been seen to Shoot from the building this turn. Otherwise, they are assumed to be taking cover.

Woods

A Unit in a wood must be designated as either inside a wood, or lining its edge. This has implications for Shooting.

MOVEMENT PENALTIES

Certain types of Moves cause Units to become Disarrayed.

Skirmishers and Dragoons operate in loose 'swarms' and are not restricted in the same way as 'formed' Units - their exemptions are noted below.

1) **Arc:** If a Unit Moves outside of its forward arc, including sideways shuffles, Evades, and forced retreats, it receives one Disarray Token. Note that formed troops cannot be Ordered to 'back off' facing the enemy - they must turn around and change Facing (see 2, below).

*Note: Skirmishers and Dragoons are exempt, **except** when they Evade an Attack (see XII, p. 18).*

2) **Wheels and Facing About:** If a Unit Wheels or changes facing through more than 45° during one Action, it receives one Disarray Token.

Note: Skirmishes and Dragoons are exempt from this penalty.



3) **Obstacles:** Crossing a stream or man-made linear obstacle (such as field defences, a hedge, or a wall), takes one Action to move up to it, then another to cross it. Unless the status of the obstacle is defined in the scenario, roll 1D6 to see if there are any hazards involved in the crossing.

6: Cross with no difficulty.

2 - 5: Cross, but take a Disarray Token.

Note: Infantry Skirmishers are exempt.

1: Can't cross here. Try again next turn.

Next turn: 1 = impassable, 2-6 = cross, but take 2 Disarrays.

Make a note of the difficulty of the obstacle for any subsequent attempts to cross it.

4) **Disarray:** Any Unit that Moves in Bad Going or off-road on a steep hill receives one Disarray Token for each such Move.

Note: Infantry Skirmishers are exempt.

Units can never have more than two Disarray Tokens.

MOVING THROUGH FRIENDLY TROOPS

Troops can advance or retreat through friendly troops with no penalty, but only if they are of the same arm (e.g. Infantry can Move through Infantry, or Cavalry can Move through Cavalry), and neither is Disarrayed. Otherwise, both Units receive one Disarray Token. It takes one Action to move up to a Unit, and another to pass through it.

Exception: Skirmishers and Dragoons on Foot never Disarray other troops.

MOVEMENT SUMMARY

TROOP TYPE	GOOD GOING	BAD GOING
Leader	Mounted 10"	6"
Skirmishers and Dragoons	Foot 8" Mounted 10"	Foot 8" Mounted 4"
Formed Infantry	6"	4"*
Cuirassiers †	8"	4"*
Harquebusiers †	10"	4"*
Light Guns/ Gallopers †	4" /8"	-
CHARGE!+	+4"	-

* Receive a Disarray Token. † No Movement in woods. + Cavalry only.

XI SHOOTING

Musketeers, Skirmishers, and Artillery fire at the enemy according to the following rules. (See Tactical Doctrine, p. 19, for special rules for pre-Melee Shooting.)

SPOTTING

To Shoot at an enemy Unit, the Unit doing the Shooting must be able to spot the target. Units may Shoot as a whole (i.e. all the men in the Unit) as long as **all** the models have sight of some part of the target. Only visible enemy figures within a target Unit may be Killed/removed. Any extra Kills on hidden/unseen enemy figures do not count.

Targets can be spotted:

a) Automatically in the open when they are in clear Line of Sight of the Shooting Unit.

Note: Except for Skirmishers, any other troops (enemy or friendly) on the same level obstruct Line of Sight.

b) At 6" in dense cover (woods or buildings).

c) At 12" behind light cover (low walls or hedges).

d) If they have Shot from cover themselves, thus revealing their position.

SHOOTING FROM COVER AND HILLS

Only Musket-armed troops can Shoot from buildings.

Only Musket-armed troops can Shoot inside a wood. Their Maximum Range is then only 6".

Troops Shooting out from the edge of a wood use their normal ranges.

Artillery on a hill may be Ordered to Shoot over the heads of a friendly Unit lower down to hit a target further away. The target must be **at least 24"** beyond any intervening friendly troops.

TARGETS AND THE SHOOTING ARC

Measure Range from the front centre of the Shooting Unit to the nearest point of the Target Unit (not between individual figures). In the case of a Battalia measure from the central Pike Stand rather than from either wing of Musketeers.

This is not a precise science, so try not to fall out about the odd fraction of an inch!

Troops engaged in Melee cannot be Shot at. The shooters risk hitting their own men!



For the same reason, a Shooting Unit cannot Shoot through any friendly troops, even Skirmishers.

The **Shooting arc** is 45° either side of straight ahead (measured from each end of the Shooting Unit).

Targets outside of this arc cannot be hit.

Ordinarily, troops must Shoot at the nearest target, except:

- A Leader may order a different target. Any Unit with a Leader attached may choose its target.
- The Musketeers in a Battlia formation can choose to Shoot at the enemy that is nearest to either 'wing', as long as it is visible and within the Shooting arc of both.
- Artillery must return fire if Shot at this turn; otherwise, they always target the nearest formed enemy Unit.

Shooting through gaps

To Shoot at a target that is visible only through a gap between Units or terrain, the gap must be at least 4" wide.

Artillery's line of shot must not pass within 3" of any friendly troops - it makes them nervous!

SHOOT!

1) Roll dice to score Hits on the target Unit. To work out how many dice to roll, count the number of troops/figures in the Shooting Unit, adjusted by the following factors:

- Formed Musketeers Shoot with **one rank per Action** (if using the suggested two-deep formations), or with half their number if any deeper **or** shallower (e.g. in three ranks, or only one). So, they can stand still and all Shoot, or Shoot once with one rank or half their number, and then Move (or vice-versa).
- Disarrayed or Daunted Units can only Shoot with one rank (or half their number) **per turn**.

Note: This does not affect Disarrayed Skirmishers - their loose formation means that they are not in ranks anyway.

c) All Guns Shoot only once per turn, but Artillerymen count double. So, with a full crew of three, roll six dice for a Field Gun, **unless** the Gun pivoted this turn, or it is Shooting during the preliminary 'Manoeuvre and Bombardment Phase', in which case roll only one dice per crewman.

Note: Field Guns need at least two crewmen to be able to fire (Light Guns need only one).

d) Halve the number of dice rolled when Skirmishers and Artillery Shoot **at each other** (they make difficult targets for aimed Shooting). Formed Musketeers Shoot at them **at full effect**.

e) Dismounted Dragoons count the number of figures minus 1 (to represent horse-holders).

2) Roll the final total of dice (round halves up).

To score a successful Hit, different troop types require different dice scores. See the Shooting Chart:

SHOOTING: RANGE AND HITTING

TROOP TYPE	SHORT RANGE	TO HIT	LONG RANGE	TO HIT
Formed Musketeers*	0" - 9"	5+*	Up to 15"	6*
Skirmishers	0" - 12"	5+	-	-
Mounted troops	6"	5+	Up to 9"+	6
Artillery†:				
Light Guns	Under 12"	5+†	12" - 30"	6†
Field Guns	-	6†	0" - 48"	6†

* **Veterans**: Always reroll any 1s, once. Seasoned Musketeers reroll 1s the **first time** they Shoot. We make no distinction between the effectiveness of matchlock and flintlock muskets.

† Mounted Skirmishers and Dragoons only.

‡ **Artillery Misfire**: If four or more 6s are rolled in the same Shoot Action, the Gun malfunctions and must be repaired (roll once per turn, needs a 5+) before it can fire again.



SHOOTING: SAVING THROWS

To avoid Hits becoming Kills, the defending Player takes all the successful Hit dice scored and rolls them in an effort to 'Save' their troops from becoming casualties. Consult the chart below to see what dice score is required to Save or Kill. The score required to Save varies according to the target's troop type.

TROOP TYPE	SCORE	RESULT
Cuirassiers and Harquebusiers	1 - 3	Kill
	4+	Save
Pike Stand or Square	1 - 3	Kill
	4+	Save
Infantry in Battalia, Musketeers, Skirmishers, Dragoons, and gun crew	1 - 4	Kill
	5+	Save

SHOOTING: SAVING THROW ADJUSTMENTS

Infantry in cover: behind and touching fieldworks, walls, in a building, inside a wood, or lining its edge, gain +1 when Saving, e.g. Musketeers in cover Save on 4+.

Only Skirmishers on foot count hedges as cover.

Mounted troops get no protection from cover, except when behind a building or high wall.

Special rules for Artillery. Any Hits caused by Artillery are automatic Kills (armour is no use!). A Pike Square (these are always tightly packed) also suffers one extra Kill on the rear division as the cannon ball bounces through (E.g. 1 Artillery Hit = 2 Kills, 2 Hits = 3 Kills, etc.).

REMOVING CASUALTIES

Always take casualties from the rear rank of a Unit - troops are assumed to Move forward to fill any gaps in the front rank.

If the target is a Pike Square, all Hits are shared equally between its two component divisions, with any leftovers falling on the one in the line of fire.

Any Shooting Hits on a mixed Pike and Shot Battalia are taken first by its Musketeers (*this saves messing about with having to work out who hits what*), leaving the Pikes as a 'rump' of the Unit.

SHOOTING AND MORALE

A Unit reduced to half-strength or less by Shooting must take a Morale Crisis Test **at the end of the turn** (see XIII, p. 23).

LEADERS ATTACHED TO UNITS THAT ARE UNDER FIRE

If a target Unit with a Leader attached takes **more than three** Shooting Kills, roll 1D6 for each **extra** Kill. The Leader is wounded and permanently out of action on any roll of 1.

A lost Brigadier is replaced at the end of the **next** turn if 4+ is rolled. Roll for his stand-in's Command Class. The General cannot be replaced.

A Leader attached to a Unit that is destroyed by Shooting is lost.

A Leader on his own cannot be targeted by enemy Shooting.

AMMUNITION SUPPLY

Musketeers (in Divisions or Battalia) Shoot in volleys (one rank or half their number per Action). Their first volley is always 'free', but after that, they only have enough ammunition for six more.

Players should trace a Unit's Shots by placing a micro/small dice behind the Unit. The dice starts with the 6 uppermost, and the number is reduced by one when the Unit takes its second Shoot Action, and on each subsequent occasion (no matter how many figures Shoot). Using cotton wool smoke enhances the look of the thing.

When reduced to zero, the Unit can no longer Fire at full effect, but for the rest of the battle, they can deliver Scattered Fire (Shoot with one rank or half of their number **per turn**, hitting on 6s at any range), as long as they do not Move in the same turn.

Cavalry (Cuirassiers and Harquebusiers) Shoot only twice in a battle. Mounted Skirmishers can Shoot three times.

Artillery, Skirmishers on foot, and Dragoons have unlimited ammunition.

SHOOTING EXAMPLES

1. A mixed Battalia at full strength has 16 Musketeers, so it rolls eight dice per volley (= 1 rank, or half their number). They can do two Shoot Actions in a turn, which would give a total of 16 dice, Hitting on 5+ at Short Range, 6 at Long Range. This would use up one third of their regular ammunition, so don't waste it!

2. A reduced detachment of five skirmishing Musketeers would normally roll five dice. However, if they are Shooting at other Skirmishers or Artillery, they must halve this score (2.5), rounding up to three.

They are hitting on 5+, but even so, setting Skirmishers against Skirmishers or Artillery is rarely going to be very effective. They are best used to harass targets that can't Shoot back, or to provoke enemy Musketeers into wasting their ammunition.

XII MELEE

Push of pike and clash of swords: Civil War combat at the sharp end!

To enter into Melee, a Unit must Attack (Move into contact with) an enemy Unit. Some Defenders may choose to **Evade** (see below), but they will usually engage their Attacker, and both sides must roll to determine what tactics they adopt for the fight (see Tactical Doctrine, p. 19).

Troops cannot Attack an enemy they (**or** the Leader who is Ordering them) could not see when they started their Move.

Infantry Skirmishers and Dragoons on foot never Attack.

Mounted Skirmishers and Dragoons may only Attack enemy Skirmishers or the flank/rear of Daunted Infantry.

FRONTAL ATTACKS

Always 'set to partners' - align the opposing Units so they are touching bases, and face-to-face, allowing overlaps only if different-sized bases are in use. A Unit can never Move into contact across **two** enemy Units.

FLANK ATTACKS

Unengaged Units (i.e. those not already in a Melee) can Turn to Face (or form Hedgehog in the case of Pikes, or a Battalia Attacked by Cavalry) **unless** the Attacking Unit took only one Move Action to make contact, but doing so leaves them no time to

Shoot or Counter-Attack. This emergency change of Facing in self-defence does not Disarray the defenders, unless they are **Raw**.

*Note: The intention here is to make flank Attacks rather more difficult than in most other sets of rules. But if they come off, they can be devastating! **Rear Attacks** are always deadly - Units cannot Turn to Face them.*

FIGHT OR FLIGHT?

Defenders will react to an Attack depending on their Troop Type:

Formed Infantry always stand and fight.

Cavalry may **Evade** enemy Infantry (see below) but **must** always engage enemy Cavalry, moving to meet their Attackers.

Artillery: Stand and Shoot if deployed and has not already Shot this turn. Otherwise, the Gunners flee and don't return, leaving the Attackers to capture the Gun.

Skirmishers and Dragoons (on foot or mounted): Usually try to Evade an Attack, as follows:

EVADE MOVES

Skirmishers on foot and in the open cannot successfully Evade any Cavalry who take only one Action to get to them.

Otherwise, every Evading Unit does an About Face, takes a Disarray Token, and makes one Move directly away from its Attackers. If there is cover within one Move, Skirmishers on foot will take shelter there instead. If the Unit Evades off the table, it does not come back, but there is no loss of Army Morale Tokens.

If an Attacking Unit's opponent Evades, the Attacker may choose to halt on the enemy's original position or continue up to its maximum Move - this may include moving on to Attack a different enemy Unit that the Evaders passed through.

Any friendly Cavalry passed through by Evading Skirmishers or Dragoons may roll dice for their tactics (see Tactical Doctrine, p. 19) if they would otherwise be caught at the halt by enemy Cavalry.

HEDGEHOG FORMATION



The pikes in the Battalia or Division are turned (temporarily) to protect the unit from every possible angle of attack.

TACTICAL DOCTRINE

A Brigadier gives the order to Attack, but the tactics used in combat by both Attacker and Defender are decided by their own Unit Commanders – represented by the rolling of dice.

*Battlefield tactics were in a state of flux at the start of the Civil War, with an ongoing debate between adherents of the Dutch and Swedish schools. As the war progressed, commanders learned what worked best for English conditions. Since wargamers are likely to opt for the most effective tactics, this game takes the choice out of their hands, and leaves it to a dice roll (the **Doctrine Dice**). This represents the Unit Commander's personal preferences, based on battlefield experience or his understanding of the advice provided in one of the many tactical manuals printed at the time. It also reflects the training and confidence of the troops; veterans are more likely to choose the best tactics. Note: the use of pistols by Cavalry who Charge or Attack at the trot is 'factored in' to their Melee effect.*

Foot vs Foot

Both sides roll a D6.

Veterans reroll a 1.

Raw troops, or any who have already shot this turn, reroll a 6.

1 - 2: Fire one rank at long range effect, before the Melee.

3 - 5: Fire one rank at short range effect, before the Melee.

6: Fire with two ranks at short range effect, before the Melee.

Add any hits to the Melee total. Shooting reduces ammunition as normal.

Horse vs Horse

Both sides roll a D6.

Royalists and any Horse in line formation reroll a 1.

Cuirassiers, Raw Horse, and any in column formation reroll a 6.

Veterans and any Unit with a Leader attached may reroll **any** dice score.

The two sides meet halfway, but if both roll a 1, they just exchange Shots - no Melee happens!

1: Engage by fire (with pistols and/or carbines). Shoot with one rank, but then Hit only on 5 or 6 in the first round of Melee.

2 - 4: Attack/Counter-Attack at a trot. Reroll 1s in first round of Melee.

5+: Charge/Counter-Charge at a gallop. Reroll all misses in the first round of Melee.

Note: If the enemy is less than 7" away, you cannot get up to Charge speed, so treat this roll as a 2 - 4 instead.

Horse vs Foot

Horse roll a D6 as above.

Foot roll a D6 as above if Attacked frontally. If Attacked in the flank by Cavalry who take more than one Move Action to make contact, they roll a dice:

1-3: Turn To Face and take a Disarray Token.

4+: Close ranks and form a Hedgehog.

Raw troops take a Disarray token, whatever they do.

Pike Stands/Squares **always** form a Hedgehog against a Cavalry Attack from any direction.

Skirmisher Musketeers and Dragoons on foot cannot Attack. Mounted Skirmishers and Dragoons may only Attack enemy Skirmishers or the flank/rear of Daunted Infantry. If Attacked, roll a D6:

1: Stand and Shoot.

2+: Evade.



FIGHT!

THE FIRST ROUND OF MELEE

1. Total up the number of troops/figures fighting. Make the following adjustments:

Infantry Battalia: count two ranks, or ALL of their figures in a hedgehog Attacked by Cavalry.

Musketeer Divisions: Count two ranks of figures.

Pike Stands and Squares: When Attacking, they count four ranks in the first round of a Melee, three ranks when defending frontally, or ALL of their figures when in hedgehog and Attacked by Cavalry.

Skirmishers and Dragoons: Count all their figures.

Cavalry: Count two ranks of figures.

If Disarrayed or Daunted:

- Infantry count only their front rank (or half their number).
- Cavalry count only half their number.

Any troops Attacked in the flank or rear: Count only half a rank.

Attacking across a defended obstacle:

- Cavalry become Disarrayed.
- Pikes count two ranks. Other Infantry count only their front rank or half their number.

Attacking a defended building: Only Infantry can do this. They count only their front rank.

2. Once it has been established how many troops can fight (as above), determine how many dice should be rolled to Hit, as follows:

Cavalry (Cuirassiers and Harquebusiers): 1.5D6 per figure (three dice for two figures).

Mounted Dragoons: 1D6 per figure vs Infantry, 0.5 D6 per figure vs Cavalry (one dice for two figures)

Pikemen: 1D6 per figure.

Musketeers, Skirmishers, dismounted Dragoons, and Artillerymen: 0.5 per figure (one dice for two figures).

For example, a full-strength Battalia would roll 16 dice (8 for its pikes and $16/2 = 8$ for its Musketeers).

3. Now roll the total number of dice (halves are rounded up).

4. Dice scores of **4+ are all Hits**, but Cavalry who used their pistols before the Melee only Hit on 5+.

5. A Leader attached to a Cavalry Unit in Melee adds extra Hits (without rolling for them), according to his Command Class (Expert: 3 Hits, Able: 2, Amateur: 1) The General always adds 2 Hits.

6. Roll all Hits again for Saving Throws (see below).

MELEE: HITS ADJUSTMENTS

Veterans **or** any troops who are Attacking or following up: reroll any dice scores of 1.

Cavalry (charging, on the flat) Reroll 1s, 2s, and 3s in first round of combat.

EXCEPTIONS

There are no rerolls for:

Cavalry vs a Pike formation, vs a hedgehog, or frontally vs a Battalia.

Any troops Attacking or Charging while in Disarray.

Infantry Attacking uphill.

Attacking across a defended obstacle (e.g. fieldworks) or into a defended building.

MELEE: SAVING THROWS

As with Shooting, the Player takes all the successful Hit dice scored against their Unit, and rolls them to attempt to Save their troops/figures from becoming casualties.

Remember to include any Shooting Hits taken in the Attack sequence, but use the Saves below.

Consult the chart below to see what dice score is required to Save.

Note: This is not quite the same as in Shooting; armour makes more of a difference.

TROOP TYPE	SCORE	RESULT
Cuirassiers	1 - 2	Kill
	3+	Save
Harquebusiers, Pikemen, and Infantry in Battalia	1 - 3	Kill
	4+	Save
Musketeers, Skirmishers, and Dragoons	1 - 4	Kill
	5+	Save
Artillery crew	1 - 4	Kill
	5+	Save



MELEE: SAVING THROW ADJUSTMENTS

Infantry defending cover (behind walls or fieldworks or inside a building) gain +1 when Saving, e.g. Musketeers in cover Save for 4+ like Pikemen.

Note: Woods and hedges give no extra protection in Melee.

APPLYING CASUALTIES/KILLS

Always remove casualties from the rear rank first; troops are assumed to Move forward to fill any gaps in the front rank. As in Shooting, any Hits on a mixed Pike and Shot Battalia are taken first by its Musketeers, and any Hits on a Pike Square are shared equally between its two divisions, with any leftovers taken by the one in contact with the enemy.

Leaders

If a Unit in Melee has a Leader attached **and** it takes more than three Kills in a round of combat, roll 1D6 for each Kill above three. As in Shooting, the Leader is lost on any roll of 1.

If a Unit is destroyed in Melee, any attached Leader is always lost.

WINNING AND LOSING THE MELEE

- 1) Count the total number of Kills - the Player suffering the most is the **loser** of this round of combat.
- 2) The loser must make an immediate Morale Crisis Test (see XIII, p. 23). A Unit that is destroyed (wiped out) in Melee is automatically Broken and Routed, without taking the test.
- 3) If the Unit fails and Retreats or Routs, victorious **Cavalry** must Follow Up or Pursue (see below) as an immediate, free Action. Victorious **Infantry** with an attached Leader can **choose** to Follow Up by making a single Move as an immediate, free Action. Otherwise, they hold their ground

Cavalry vs Pikes: If Cavalry do not Daunt or Break a Battalia or Pike formation in the first round of Melee, they must disengage. They immediately About Face, take one Disarray Token, and Retreat one Move.



FOLLOWING UP AND PURSUIT

Victorious Cavalry must Follow Up (stay in contact with a **Daunted** enemy). Raw Horse must follow up and take a Disarray.

If the enemy is Destroyed or Broken, Raw Cavalry and any Cavalry who **Charged in line** must **always** Pursue the Routing troops (*there are always some notional survivors from a 'destroyed' Unit*) for two Charge Moves (28"), and take three (!) Disarray Tokens (an exception to the usual maximum of two). If this takes them off-table, they do not come back, losing one Army Morale Token for each Squadron that does so.

Seasoned and Veteran Cavalry who did not Charge in line pursue for just 10" and take one Disarray Token, unless a Leader is attached, and he wishes them to hold their ground.

If the pursuers run into another enemy Unit, treat this as a new Melee in the next turn. There is no Tactical Doctrine phase in this case; both sides hit on 4+ in the first round, with the pursuers always counting as Disarrayed.

CONTINUING MELEE

After the first round of combat, the Melee continues next turn if:

- 1) The first round was tied, **or**
- 2) The losers pass their Morale Crisis Test, **or**
- 3) The winners Follow Up.

Fight another round of Melee when the first Bonus Card is drawn from the Play Deck during the next turn, OR whenever a new combatant joins the fight.

THE SECOND ROUND OF MELEE

A Unit that was Attacked in the flank or rear can now Turn To Face, if it has a Leader attached, and his card is drawn before the first Bonus Card. However, the Action of turning causes Disarray, so it counts only one rank in the second round (half a rank for Cavalry).

In a second round of **Cavalry vs Cavalry** Melee, a Squadron given a Support Order may now advance and 'feed in' to the combat from the rear. The fresh Squadron adds one rank of figures (Hitting on 4+, rerolling 1s) to the already-engaged Unit's total, and shares any Hits taken in this round. If they lose the Melee, test Morale for the strongest* Unit, and apply the result to both.

The second round proceeds exactly as the first, except that:

- Dice scores of 5+ are Hits (except for a Squadron 'fed in', as above).
- The winner of the previous round rerolls any 1s.
- All Combatant Units take a Disarray Token at the end of the second round.

THE THIRD ROUND OF MELEE

This proceeds exactly as the Second Round of Combat with the following exceptions:

- Both sides now have a Disarray Token, so only their front ranks (half a rank for Cavalry) can fight, unless a new Squadron with a Support Order is fed-in to a Cavalry Melee for this third round.

AFTER THREE ROUNDS OF MELEE

If neither side is Daunted or Broken after three rounds of Melee, both are exhausted, and take another Disarray Token.

Infantry Defenders hold their ground, and the original Attackers must immediately Fall Back one Move, facing the enemy. In the case of Cavalry vs Cavalry, dice-off (reroll a tie) to decide who Falls Back.

Note how the heaviest fighting takes place in the opening rounds, then tails off as both sides become fatigued.

FLANK AND REAR ATTACKS INTO A CONTINUING MELEE

Attacking into the flank or rear of a continuing Melee is potentially decisive.

If troops in a continuing Melee are Attacked in their **flank or rear**, they must take an immediate Morale Crisis Test (see XIII, p. 23), and must pass the test in order to put up a fight. If they pass the test, they count their end-file (the file in contact with the enemy i.e. two figures if the unit is 2 ranks deep) against a flank Attack, and half a rank against one from the rear, with other applicable figures engaging the original enemy. Work out the combat as one big Melee rather than separate calculations. If the Attackers somehow contrive to lose the Melee, test Morale for the strongest* Unit, and apply the result to both.

*The strongest unit is that with the most number of figures remaining.

XIII MORALE

At certain times during a game, Units will be required to make a Morale Crisis Test. If the Unit passes its test, it has stood firm in the face of the crisis, and fights on. If it fails, bad things happen!

WHEN SHOULD A UNIT TAKE A MORALE CRISIS TEST?

1. IMMEDIATELY IF...

- a) **Lost Melee:** When a Unit loses a round of Melee.
- b) **Routing Friends:** When a Unit sees (has Line of Sight to) friendly troops of equal or higher original points value Destroyed or Broken and Routing within 10" of its front or flank. *For example, a Battalia (24 points) would ignore one Routing Squadron (16 pts), but would have to test if it saw two Squadrons Routing.*
- c) **Flank or rear Attack:** If enemy troops Attack into the flank or rear of an ongoing Melee, a Unit that is already engaged must take an immediate Morale Crisis Test.

Infantry in enclosures or cover are not affected by the sight of any number of Routing or wiped-out Cavalry.

A Unit never has to test more than once for this while the current Leader card is in play, even if it sees more than one Unit wiped out or Routing.

Remember that other troops - friendly and enemy - obstruct Line of Sight.

d) **Last Men Standing:** If all the other Units in the Brigade are now Daunted, Destroyed, or Broken.

2. AT THE END OF A TURN IF...

Any Unit that is now Daunted or reduced to half-strength or less must take a Morale Crisis Test, **unless** it is engaged in a continuing Melee, or it won a Melee this turn (**or** its opponents disengaged), **and** it then took no more Kills in the rest of the turn. A Unit tests just once for any Routs it sees happening now.

Conduct End of Turn Morale Crisis Tests from left to right across the table (viewed by the Player who Moved last) in the turn.

MAKING A MORALE CRISIS TEST

Pike formations and Infantry Battalia: roll 2D6 +1.

Musketeer Divisions: roll 2D6.

Cavalry: roll 1D6 +2.

Dragoons (mounted and on foot): roll 1D6 +1.

Skirmishers, Artillery, any six-man garrisons of a building: roll 1D6.

Note: As small Units, Dragoons, Artillery, and Skirmishers are in peril whenever they have to take a Morale Crisis Test - it really is a morale crisis for them!



AUTO PASSES AND AUTO FAILS FOR INFANTRY

A straight dice score of double 6 is always a Morale Crisis Test pass.

A straight dice score of double 1 is always a Morale Crisis Test fail.

The dice Goddess has spoken!

REROLLS

In the following (positive) circumstances, a Unit should reroll a dice score of 1:

- a) If its Troop Quality is Veteran.
- b) If it is a Seasoned Unit that is still at full strength.
- c) If it won a Melee this turn **or** its opponent in a Melee withdrew.
- d) If it has an Expert Leader **or** the Army General attached.

In the following (negative) circumstances, the Unit should reroll a 6:

- a) If its Troop Quality is Raw.
- b) If it is Disarrayed or Daunted.
- c) If it is under Attack in its flank or rear.
- d) If all the other Units in the Brigade are now Daunted, Destroyed, or Broken.

If the positive and negative situations are equal, (e.g. the Army General leading a Raw Unit), they cancel each other out, so take the first throw of the dice with no rerolls.

CHECKING THE MORALE CRISIS TEST RESULT

Pass

A Unit passes the test if the adjusted dice total is **5+ and more than** the number of Kills sustained by the Unit during the entire battle so far.

E.g. a Cavalry Squadron that has lost 4 figures would pass on a roll of 3 or more, since it rolls 1D6+2.

If the Unit is involved in Melee, the fight continues.

Fail

1) If the adjusted dice total is **5+, but equal to or less than** the number of Kills sustained by the Unit during the entire battle so far, the Unit is **Daunted**.

E.g. a Battalia that has lost 7 figures will fail on a roll of 5 or 6, but will pass on a roll of 7 or more (since a Battalia rolls 2D6+1).

It (and any Leader with it) must immediately Fall Back one Move towards its own baseline (figures should stay facing the enemy) **and** take a Daunted Token, **unless** it already has one. Put the Token beside the Unit.

Daunted troops who Fall Back through a friendly Unit of equal or lower original points value, or of a different arm (e.g. Cavalry through infantry) cause that Unit to take a Disarray Token.

If the Fall Back takes troops into contact with another enemy Unit, treat this as a new combat, which takes place immediately.

2) A Unit fails the test if the adjusted dice total is **4 or less**. The Unit is **Broken**.

Broken troops and any attached Leader must **Rout 10"** - straight back towards their own baseline.

Note: This might lead to Morale Crisis Tests for nearby friendly Units.

The Broken Unit and any attached Leader then scatter to the four winds. Take the figures off the table and put them back in their box!

Failing a Morale Crisis Test usually leads to the loss of an Army Morale Token (see XVI, p. 25).

XIV DISARRAY

Units may become Disarrayed following difficult manoeuvres, or as a result of combat.

A Unit in Disarray is less effective at Shooting and in Melee.

DISARRAY EFFECTS

- For Shooting and Melee: a Disarrayed Infantry Unit counts only its front rank (or half its number). Disarrayed Cavalry count only half. Skirmishers on foot Shoot at full effect, but count only half in Melee.
- A Disarrayed Unit is more likely to fail a Morale Crisis Test (see above).
- **A Unit can never have more than two Disarray Tokens**, except for victorious Cavalry who pursued after Charging, who can have up to three.

Rallying from Disarray

A Leader must join a Raw Unit or any Skirmishers, Dragoons, or Artillery to Rally Off (remove) a Disarray Token as a Rally Action during a turn. Seasoned and Veteran troops may be Ordered to do so.

XV DAUNTED

Daunted troops are scared and shaken. Psychologically, they are close to quitting the battle.

DAUNTED EFFECTS

- A Daunted Unit has the same disadvantages as one in Disarray (see above). **In addition:** Although it can defend itself if Attacked, it cannot be given any other Orders. It will remain Daunted, and must make a Morale Crisis Test at the end of each turn.
- Regardless of circumstances, a Unit can never have more than one Daunted Token.
- A Daunted Unit that fails a Morale crisis test and becomes Daunted again must immediately Fall Back one Move, facing the enemy.
- A Daunted Unit that passes a Morale Crisis Test stays Daunted, but does not retreat. It must still take a Morale Crisis Test at the end of each turn.

Rallying from Daunted

A Leader must always join a Unit to Rally Off (remove) a Daunted Token (two Rally Actions), but a Unit cannot be given the Daunted status and then Rallied in the same turn.

XVI WINNING THE BATTLE AND ARMY MORALE TOKENS

To Win a game of Never Mind the Matchlocks a Player must do sufficient damage to break the enemy Army's Morale, or to persuade their opponent to concede.

Starting Pool of Army Morale Tokens

Take one Army Morale Token for each Division of Musketeers, Stand of Pikes, Squadron of Cavalry, Company of Dragoons, Field Gun, or pair of Light Guns in the Army.

Take **two** Tokens for each Battalia or Square of Pikes.

Take no Tokens for any Detachments.

Count the total; this is the initial Army Morale level.

Losing Army Morale Tokens

When bad things happen, a Player must surrender one or more of their Army Morale Tokens.

Note that it is up to each Player to demand the surrender of Morale Tokens from their opponent as a result of events on the table (so don't forget!). Put any surrendered Tokens into a common discard pile.

Lose one Army Morale Token (two in the case of a Battalia or Pike Square) when a Unit (other than a Detachment) fails a Morale Crisis Test and takes a Daunted Token.



Lose another Army Morale Token (two in the case of a Battalia or Pike Square) if an already-Daunted Unit (other than a Detachment) is Broken or Destroyed, or Retreats off the table.

Lose two Army Morale Tokens (four in the case of a Battalia or Pike Square) if an a non-Daunted Unit (other than a Detachment) is Broken or Destroyed, or Retreats off the table.

Lose one Army Morale Token if a Field Gun or a pair of Light Guns is captured by the enemy.

Lose two Army Morale Tokens if the General (C-in-C) is lost in action.

Claim back one lost Army Morale Token (two in the case of a Battalia or Pike Square) when a friendly Daunted Unit (other than a detachment) is Rallied, or when a lost Field Gun or pair of Light Guns is recaptured.

If a Player has to surrender a Morale Token and has none left to give, they have lost the Battle.

XVII MUSTERING THE FORCES

OPTIONAL RULE

Rather than simply choosing your Army as outlined in section IV, or fighting a historical scenario, here's another way of setting up a game.

Players usually build the opposing Armies for a game by agreeing a points total, then putting together two forces worth that many points, always bearing in mind the requirement that Skirmishers, Dragoons, and Artillery should not exceed one quarter of the total. For something a bit more unpredictable and entertaining, try this instead:

Sort out the figures in your collection into Units of the different troop types described in III. Make out a card for each Unit. This might just be a simple text description, e.g. 'One Battalia of Foot (24 points)', or maybe something a bit more elaborate. (You could even incorporate an image of the figures!)

As you add to your collection (as wargamers always do!), make an extra card for each new Unit.

Now, when building your Army for a game:

- 1) Agree a points total for each Army (so many points for troops and so many for Leaders).
- 2) Allow the Player commanding each Army to choose cards representing at least half of its agreed troop points total in Battalia of Foot and Squadrons of Horse (roughly equal numbers of each, or as close as you can get).
- 3) Shuffle all the rest of the cards, get your opponent to cut them, and deal out cards to each Player until you have both equalled or exceeded the agreed troop points total. Ignore the normal restrictions on Skirmishers, Dragoons, and Artillery.

For example, if the agreed points total was 160 for troops, you might start with a core force of two Battalia of Foot (48 points) and two Squadrons of Horse (32 points) for a total of 80 points.

After that, you would deal yourself extra cards from your Unit Deck until you equal or exceed 160. For example, you might get:

Two detachments of Skirmishers (12 points),

Two Squadrons of Horse (32 points),

One Battalia of Foot (24 points),

One Field Gun and crew (9 points), giving you a grand total of 157 points.

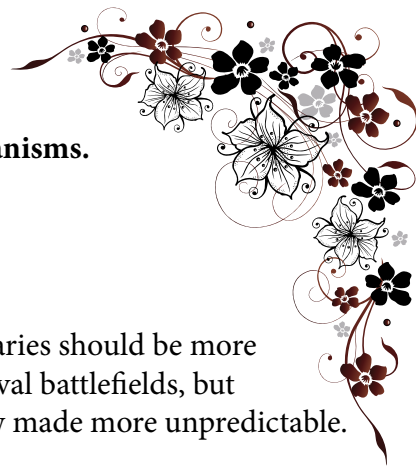
Since you have not yet equalled or exceeded the total, you get to draw one more card. This might be anything from a Light Gun and crew (6 points, for a total of 163) to another Battalia of Foot (24 points, a total of 181).

In this way, points are rarely exactly equal (real armies never were!), the Players are not able to build themselves tailor-made 'Super Armies', and each game will present them with a unique set of tactical challenges.



Royalist Leader

XVIII SUMMARY OF MATCHLOCKS RULES COMPARED TO NEVER MIND THE BILLHOOKS DELUXE



Experienced Billhooks Players will find much that is familiar in the core mechanisms.

These are the most significant changes:

III ARMY AND UNIT ORGANISATION

Both Horse and Foot are organised in Brigades of two to four Units each, rather than 'Wards'.

IV POINTS VALUES

Like earlier Knights, Cuirassiers are a dubious luxury in the English Civil War. Other Horse are the equivalent of Demi-lances in earlier periods, but their pistols now give them some Shooting capacity as well.

It is up to you to discover whether Divisions of Musketeers or mixed Pike-and-Shot Battalia are the best value for your troop points. Musketeers might give more 'bangs for your buck', but they are very vulnerable to Cavalry in the open.

VI PREPARE FOR BATTLE

The Scouting Phase is no longer optional. All non-Cuirassier Cavalry count in terms of 'out-scouting'.

VII TURN SEQUENCE

The game now starts with a **Manoeuvre and Bombardment** phase, rather than Moving a Unit. You may choose to fire a Gun instead, but only at half effect (roll only 1D6 per Gunner). Civil War battles often opened with an initial exchange of artillery, but usually this was to little effect.

THE BONUS DECK

The 'Dummy' is replaced with a new **Jeopardy** card, which you use to make your Opponent reroll one dice! Now it's always worth winning a Bonus Card dice-off.

VIII ORDERS

Command and Control is becoming more professional and effective. The Command Range is now 10", and a Brigadier can use one Order Token to give a Group Order, as long as all the Units do the same thing.

Cavalry may now be given a Support Order, so they can feed into a second- or third-round Cavalry Melee.

X MOVEMENT

Hedges and field boundaries should be more common than on medieval battlefields, but crossing obstacles is now made more unpredictable.

XI SHOOTING

Generally speaking, you will find that Musketeers are less effective than massed Longbowmen. This means Skirmishers and Dragoons can become more than just a nuisance unless driven off promptly - Cavalry detachments are good at doing this.

Formed Musketeers fire in volleys - one rank per Shoot Action (or with half of their number, if based more than two-deep or in a single rank).

After their initial allocation of seven volleys (first free, then six more) is used up, they can continue to deliver a scattered fire indefinitely, but at reduced effect.

Field Artillery has a range of 48", Light Guns 30". Guns malfunction if four or more 6s are rolled.

XII MELEE

The Attack Sequence is entirely new to reflect the tactics of the time. Units roll dice to see what tactics they adopt (remember this as the 'Doctrine Dice').

XIII MORALE

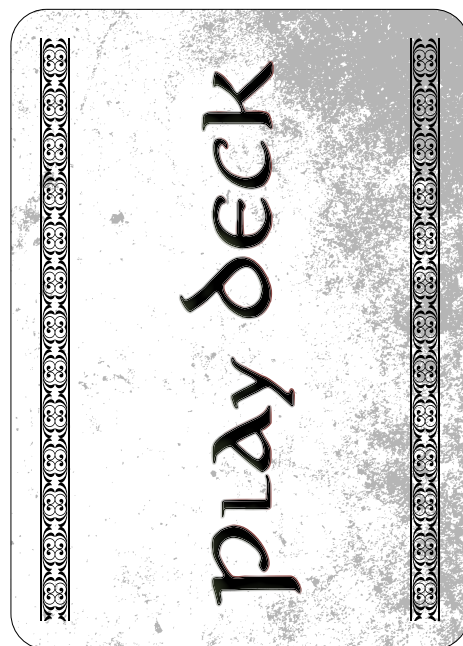
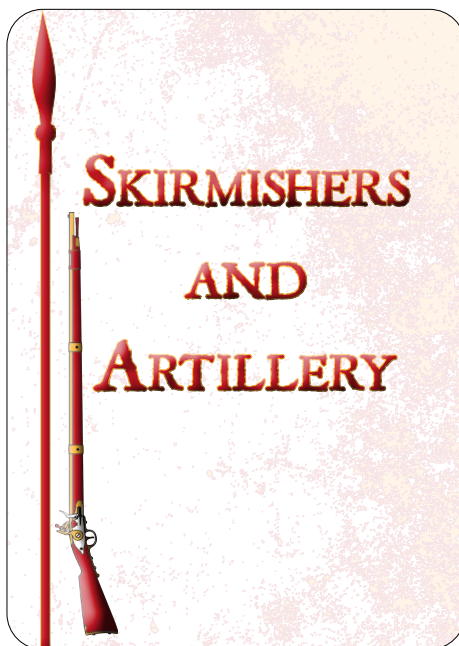
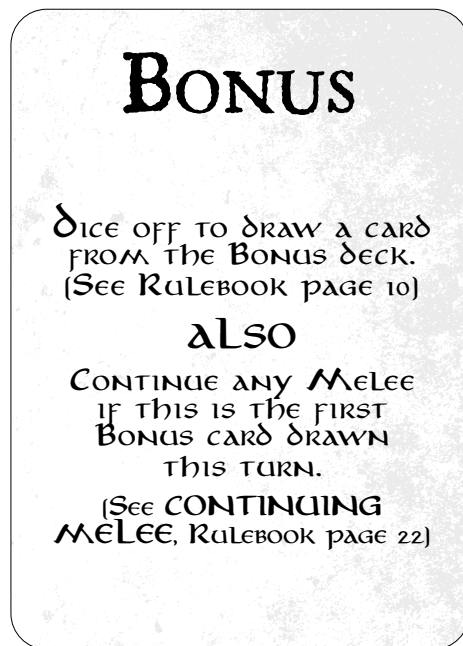
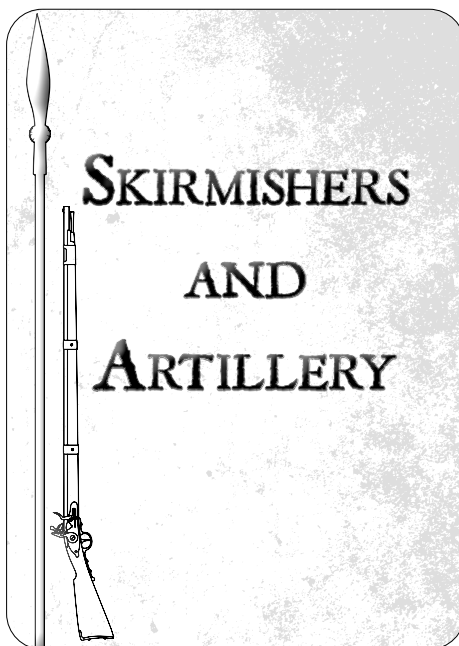
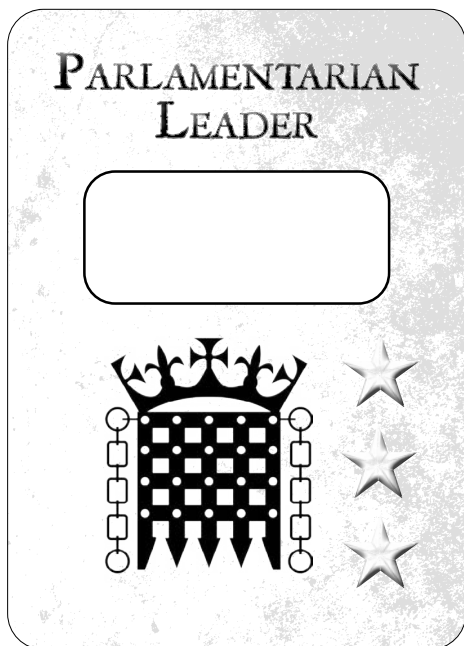
Cavalry roll D6+2 and Battalia roll 2D6+1, so they are less flaky than their medieval equivalents.

Captured Guns and a dead General now contribute to the loss of Army Morale Tokens.

The last Unit left in a Brigade (after all the others are Daunted or Routed) always rerolls a 6.

Veterans and full-strength Seasoned troops always reroll a 1, so they are less likely to be spooked by events going on around them, unlike Raw troops, who always reroll a 6. You will find that cascading Morale-collapses remain as much a feature of this game as they were in the original Billhooks rules.

THE PLAY DECK



CARDS

THE BONUS DECK

FORFEIT

Play on an enemy Unit when it is given an Order Token - this turn it can take only one (not two) Actions.

REROLL

Claim an immediate reroll of any single dice or hand of dice you throw for any purpose this turn.

SPECIAL EVENT

Draw a card from the Special Events Deck. Play it once at any time in the battle. After this Special Event Card comes up for the second time in a game, discard it so that only four cards remain in the Bonus Deck.

PERK

Any unengaged Unit can take a single free Action (e.g. Shoot, Move, or Rally).

JEOPARDY

Make your opponent reroll a single dice they throw for any purpose this turn.

BONUS DECK

CARDS

THE SPECIAL EVENTS DECK

No more than two Special Events may happen in one game. After the Special Event card is drawn from the Bonus Deck for the second time in a game, remove it, leaving only four cards - Perk, Forfeit, Reroll, and Jeopardy.



Extra Ammunition Supply

When one of your Battalia or Musketeer companies has used up its initial allocation, it gets an extra two volleys of Shooting.



Well-drilled

Play on any friendly Unit not engaged in Melee to remove all its Disarray Tokens.



Ambush

You have an extra detachment of six Skirmishers hidden in an unoccupied building, wood, or other patch of Bad Going, anywhere on the battlefield. They are activated by your Skirmishers and Artillery card.



Skittish Mount

An enemy Leader's horse bolts, throwing him from the saddle. He is stunned and cannot Move or give any Orders for the rest of this turn.

This card must be played immediately.



Get Off Our Land!

A mob of angry Clubmen appear on the enemy's baseline. Treat them as one of your own Units activated by your Skirmishers and Artillery card.

See QRS for troop stats.



Loot The Baggage!

Play this card on a Leaderless enemy cavalry Unit within two Moves of your baseline.

They spot your baggage train and head off-table to loot it, never to return, but with no loss of Army Morale Tokens.



CARDS

Scattered Showers

Heavy rain means no Shooting for the rest of this turn and all of the next one.

This card must be played immediately.



Powder Explosion

A careless enemy Musketeer blows himself and his regimental budge-barrel to kingdom come. Choose an enemy infantry Unit to take a Morale Crisis Test. Any mounted Units within one Move take a Disarray Token.

This card must be played immediately.



All these cards (along with tokens) can be downloaded free of charge from nevermindthebillhooks.com

The Fog of War

The battlefield becomes shrouded in smoke or mist. Maximum Shooting range is permanently reduced to 9", and all weapons now Hit only on 6.

This card must be played immediately.



SPECIAL EVENTS DECK



QUICK REFERENCE SHEET

TROOP TYPE (figures per Unit)	POINTS per figure (Unit)	MOVE (Attack/ Charge)	SHOOT Range/to hit	MELEE - D6 per figure	SAVE - vs firing	SAVE - Melee	NOTES
ENGLAND							
HORSE							
Cuirassiers (8)	2-5 (20)	8" (14")	6" (5/6)	1-5	3+	3+	Two Shots per battle.
Harquebusiers (8)	2 (16)	10" (14")	6" (5/6)	1-5	4+	4+	Two Shots per battle.
Mtd. Skirmishers (4)	2(8)	10" (14")	9" (6)	1-25	4+	4+	Three Shots per battle.
Leader	5 (CinCo)	10"	-	-	2+	2+	Adds his star-rating in hits in a Cavalry Melee.
FOOT							
Battalia (24)	1 (24)	6"	S 9" (5/6) L 15" (6)	P1, M 0.5	5+	4+	Seven Shots (ranks) per battle. Fire 1 rank per Action.
Musketeer Division (12)	1 (12)	6"	S 9" (5/6) L 15" (6)	0.5	5+	5+	Seven Shots (ranks) per battle. Fire 1 rank per Action.
Pike Stand (12)	1 (12)	6"	-	1	4+	4+	Count all ranks in Melee. A Pike Square is two Stands.
Skirmishers (6)	1 (6)	8"	12" (5/6)	0.5	5+	5+	Fire once per turn.
Clubmen (Special Event) (20)	-	8"	12" (6)	0.5	6+	5+	Raw. D6 figures fire once per turn. Only 3 shots.
DRAGOONS							
Mtd. Dragoons (8)	1-5 (12)	10"	9" (6)	0.5*	5+	5+	(*1 vs foot). Mounting or dismounting is 1 Action.
Dragoons on Foot (8)	1-5 (12)	8"	12" (5/6)	0.5	5+	5+	Shoot with number of figures minus 1 horseholder.
ARTILLERY							
Field Gun and three crew	2 (9)	-	48" (6)	0.5	5+	5+	Fire once per turn. 2D6 per figure. Immobile.
Light Gun and two crew	2 (6)	4"	30" (6)	0.5	5+	5+	Fire once per turn. 2D6 per figure. 1 Action to set up.
Gallopier Gun and two crew	2 (8)	10"	24" (6)	0.5	5+	5+	Fire once per turn. 2D6 per figure. 1 Action to set up.

Additional stats for Scottish, Irish, and Thirty Years' War troops may be downloaded from nevermindthebillhooks.com