

ROYALISTS & ROUNDHEADS III

PRESTON ~ WORCESTER ~ TIPPERMUIR ~ DUNBAR



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Royalists & Roundheads III includes four battles—Preston, Worcester, Tippermuir, and Dunbar. All four games use a common system that reflects the battle-field tactics of the day. For beginning players, it is recommended that they play the games, ignoring those 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 III* includes the following:

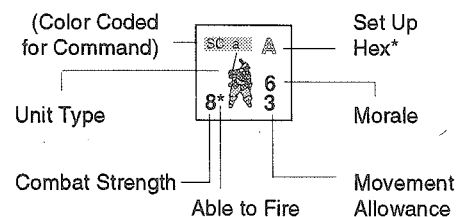
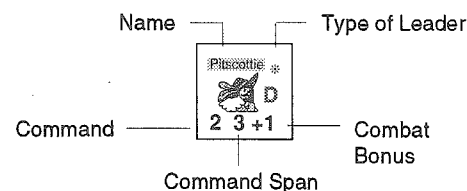
- One 22" by 34" map, backprinted
- 400 die cut counters
- 1 rulebook
- 1 six-sided die

2.1 GAME MAP

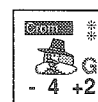
The game map is a representation of the battlefields where the battles occurred. A hexagonal grid has been superimposed to regulate play.

2.2 GAME COUNTERS

Game counters represent combat units or leaders, or are informational counters.

Combat Unit**Leader Unit**

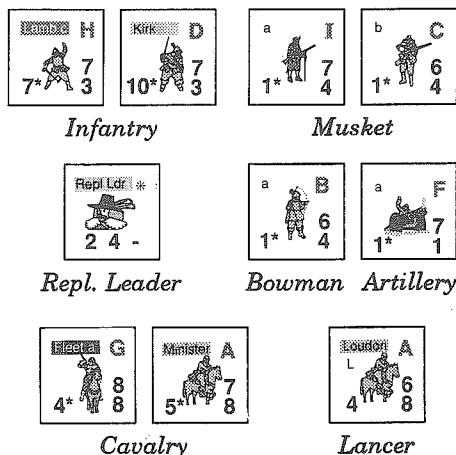
* Set up letters are color-coded by battle: Worcester (black), Dunbar (red), Preston (dark green), Tippermuir (purple).

UNIT TYPE:

Overall Leader

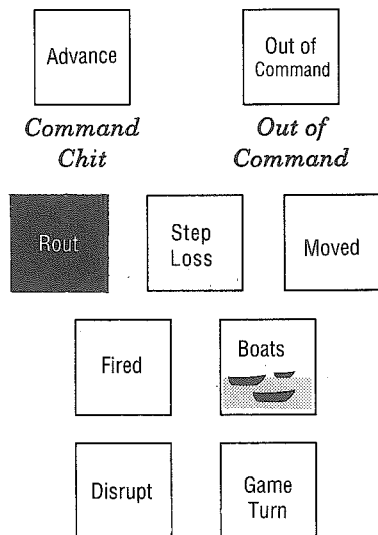


Leader



Leaders and the units they control are color-coded for ease of play.

INFORMATIONAL COUNTERS



2.3 GAME CHARTS

The rulebook contains a number of charts and tables that are needed to play the game. It is recommended that these be photocopied before playing the game.

2.4 GAME SCALE

Each hex represents 100 to 115 yards, and each strength point represents 70 to 100 men.

3.0 Sequence of Play

Royalists & Roundheads III uses the following Sequence of Play for each game turn. The number of turns varies according to the battle and scenario chosen. The player whose turn it is, is referred to as the phasing player, his opponent as the non-phasing player.

GAME TURN

I. ORDER PHASE

A. [*] Initial Placement of Command

At the beginning of a scenario, players place a Command Chit on each leader.

B. [*] 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

Note: Each scenario lists which player moves first.

A. 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.

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

III. FIRST PLAYER COMBAT PHASE

A. Fire Combat Phase

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

2. *Offensive Fire*—All phasing units that have enemy units within their range may fire.

B. Melee

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

1. Attacker checks morale of attacking units.

2. If any attacking units have passed their morale check, defender checks morale of defending units.

3. 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. If both players are required to retreat, the defender does so first.

IV. FIRST PLAYER RALLY PHASE

1. First player attempts to rally eligible routed units.

2. 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. RALLY PHASE

1. Second player attempts to rally eligible routed units.

2. First player checks to see if he rolls for victory.

4.0 Leaders

There are two types of leaders in *Royalists & Roundheads III*—leaders and overall leaders. Overall leaders are in command of their side's entire force, whereas leaders are only in command of those units assigned to them.

4.1 LEADER RATINGS

Leaders have three ratings: Command, Command Span, and Combat Bonus. Overall leaders have two ratings: 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. The deceased leader's command chit is placed under the replacement leader. Leaders that do not have a replacement leader side (such as some overall leaders) are simply 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. If no subordinate unit remains on the map, the leader is removed from play.

- Replacement leaders alone in a hex that is entered by enemy combat units, are immediately moved to the nearest friendly combat unit under their command. If no subordinate remains, the leader is removed from play.

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 has a Command Chit placed under the leader counter. The owning player chooses the command chit (*Note: This a change from the standard rules of the first two volumes of the *Royalists & Roundheads* system*). Overall leaders without combat units assigned to them do not receive Command Chits. Command chits do not have to be shown to the opposing player. 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 (any fractions rounded up) and must end their movement closer to enemy units than they began. In command units with the Attack Command which begin a turn in enemy

ZOC, may not move; they must attack. Combat units with an Attack Command Chit receive a +1 die-roll modifier in Melee Combat, while 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 at least one hex closer, to an enemy unit; if they begin the turn adjacent to an enemy unit, they may not move. 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 no more than 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 receive 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, and then a further 4 hexes. 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; no die-roll is needed to do this. 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 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. Such units must conform as far as possible to the requirements of their command chits. 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 existing Command Chit continues to apply. 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 can only occur 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 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 adjacent in-command unit under the command of the same leader, or it can trace through a series of adjacent such friendly combat units to a combat unit that is in command.

5.33 Effects of Being Out of Command

Combat units out of command suffer the following restrictions:

- They may not move adjacent to an enemy combat unit.
- If in an enemy zone of control, they may not move.
- They receive no die-roll modifiers for their Command Chit during Melee Combat.
- If they move, they must attempt to move within command span of their leader.

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 one hex (only), and in the next turn's Command Phase, the owning player may place a command chit under

the Overall Leader, to be used by all units tracing command to the Overall Leader. If an Overall Leader has a Command Chit, that is the Command Chit which is applied to all combat units tracing command to the Overall Leader.

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 it is tracing 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 zone of control, unless it too is a 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 zone of control before the Combat Phase begins, but only on a die-roll of 5 or 6 (on a result of 1-4 they may not retreat). A separate die-roll must be made for each skirmish unit which wishes to retreat.
- Skirmish units *may* retreat through enemy zones of control.

5.5 ROUTED COMBAT UNITS AND COMMAND CHITS

Routed combat units follow no commands, instead they may be moved up to 2 hexes away from the closest enemy combat unit during the Movement Phase.

5.6 ARTILLERY UNITS AND COMMAND CHITS

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

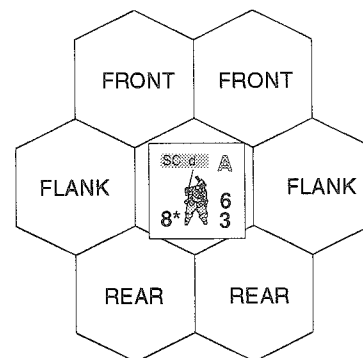
6.0 Facing & Zones of Control (ZOC)

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 Movement Phase and at the end of the Combat Phase if they took part in Melee Combat. If a combat unit wishes to change facing without moving, it may do so. *Exception:* Units which retreat after routing during the fire combat phase, change direction so that they are facing their direction of retreat.

6.13 Facing affects a combat unit's Zone of Control (6.2), and also 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 during that Movement Phase 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. Note that routed units do not exert ZOCs at all.

6.22 ZOC Extension Restrictions

ZOCs do not extend across hexsides or into hexes across or into which that 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 an enemy ZOC may 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 *moving* combat unit 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 slower 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, each unit in a stack checks morale separately, starting with the top unit.

8.0 Movement

During a friendly Movement Phase, a player may move as many of his units as he wishes, subject only to the restrictions listed in rules sections 5 and 6.

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 (MP) 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, and each type of terrain has its own costs to enter. There are also different costs for each type of unit to enter the various 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 (i.e., must move *along* the road). The different types of terrain and their effects are listed on the Terrain Effects Chart.

8.3 ENEMY UNITS AND MOVEMENT

A combat unit may never enter a hex occupied by an enemy combat unit. A combat unit may, however, 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 (skirmish units, of course, may fire in any direction: see 6.14). 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 applies any appropriate modifiers listed 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. The results on the Fire Combat table are as follows:

Result	Effect
—	No effect.
M	All combat units in the target hex must check morale.
1	The top combat unit in the target hex suffers a step loss (see 9.42), and all combat units in the hex check morale.

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. When determining range, 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 not 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 morale.
1	Top combat unit in target hex loses one step; all combat units in hex check 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.

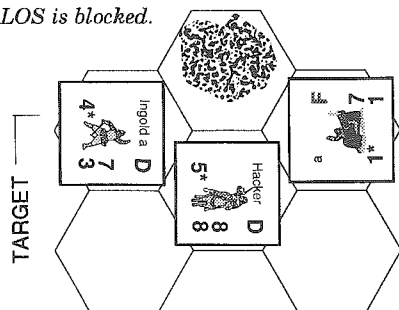
9.14 Offensive Fire

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

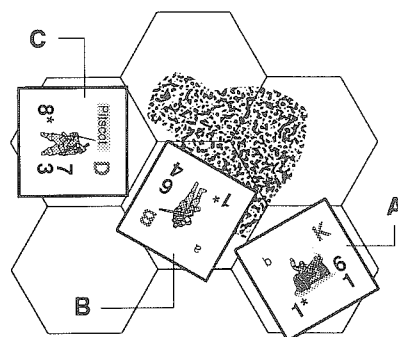
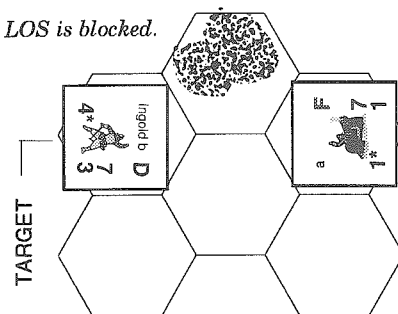
Combat units firing at a range of 2 hexes or more may fire only at targets to which they can trace a Line of Sight (LOS); i.e., they must be able to see it. LOS is traced from the center of the firing hex to the center of the target hex. If

LOS is blocked.



LOS is blocked, fire is not possible. If LOS runs along a hexside, with a blocking hex on either one or two sides of the line, LOS is blocked (see diagrams). If *any part* of a hex contains blocking terrain (or a unit), the entire hex is held to be blocking. Units can fire *into* blocking terrain, but not *through* it.

LOS is blocked.



Unit A can fire at unit B (i.e., fire into blocking terrain), but not at unit C.

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
4. Town

9.22 Combat Units Firing at Enemy Units on a Different Elevation

The following types 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.
4. Town

► 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 in his combat unit's Front hexes (see 6.1). 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. The attacker chooses the order in which a series of melee attacks are resolved.
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. If at least one attacking unit passed its morale check, defending combat units check morale. If they fail the morale

R&R II ~ MELEE TABLE

DICE-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
<div>TABLE MODIFIERS:<ul style="list-style-type: none">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 either attacking or defending units add the Leader Combat bonus as a die-roll modifier.Units attacking defending units through rear or flank hexsides have a +1 die-roll modifier.Check Terrain Effects Chart for other modifiers.Melee Combat Results<ul style="list-style-type: none">- = No effectM = All combat units must check morale.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, e.g, attacking units are in more than one hex and defender rolls this result, owning player decides which top units will take the losses. All combat units then check morale.</div>											

R&R II ~ RANGE TABLE

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

R&R II ~ FIRE COMBAT TABLE

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

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

TERRAIN EFFECTS CHART

	MOVEMENT COSTS					Defensive Modifiers	
TERRAIN TYPE	Inf.	Cav.	Leaders (8 MP)	Art.	Skir.	FIRE	MELEE
Clear							
Level 1	1	1	1	2	1	-	-
Level 2	1	1	1	2	1	-	-
Level 3	1	1	1	2	1	-	-
Level 4	2	2	2	2	2	-	-
Level 5	2	2	2	2	2	-	-
Woods	NA	NA	3	NA	2	-2	-1
Lake	NA	NA	NA	NA	NA	-	-
Sea	NA	NA	NA	NA	NA	-	-
Town or City	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	-	-
Moor	2	2	2	2	2	-	-1
Cultivated Field	2	2	2	2	2	-	-
Fort	1	1	1	1	1	-	-1
Up Steep Slope	+2	+2	+2	NA	+2	-2	-2 ⁽¹⁾
Down Steep Slope	+1	+1	+1	NA	+1	-1	-1
Up 1 Level	+1	+1	+1	+1	+1	-1	-1
Down 1 Level	As Other Terrain			+1	As Other Terrain	-	-
Stream / Burn	+1	+1	+1	+1	+1	-	-1
Hedge	+2	NA	+2	NA	+1	-2	-2
Wall	NA	NA	NA	NA	NA	NA ⁽²⁾	NA
Gate	As Other Terrain					-2	-3
Ford	+1	+1	+1	+1	+1	-	-2
River Hexside	NA	NA	NA	NA	NA	-	-
Marsh	NA	NA	2	NA	2	-	-2
Bridge ⁽³⁾	+1	+1	As Other Terrain	+1	+1	-	-2
Buildings	Ignore and use other terrain in hex					-	-
<div>NA = Not Allowed.</div> <div>Defensive Modifiers are added to Fire Combat and Melee Combat dice-rolls of combat units attacking into or through the hex or hexside listed.</div> <div>(1) Cavalry may not melee up a steep slope.</div> <div>(2) Units in a city or fort hex adjacent to a wall hexside may fire through the wall.</div> <div>(3) Note that the bridge at hexes 1808/1908 on the Worcester map had historically been destroyed; treat as stream hexside.</div>							

R&R III ~ ADVANCED MELEE TABLE

DICE-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	-	-	-	-	-	-	-	-	-	-	-
1	-	-	-	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	-	-	-	D
3	-	-	-	-	-	-	-	-	-	D	D
4	-	-	-	-	-	-	-	D	D	D	D
5	-	-	-	-	-	D	D	D	D	D	1
6	-	-	-	-	D	D	D	D	D	1	1
7	-	-	-	D	D	D	D	D	1	1	2
8	-	-	D	D	D	D	D	1	1	2	2
9	-	D	D	D	D	D	1	1	2	2	3
10	D	D	D	D	1	1	1	2	2	3	3
11	D	D	D	1	1	1	2	2	3	3	4
12	D	D	D	1	1	2	2	3	3	4	5
13	D	D	1	1	2	2	3	3	4	4	5
14	1	1	1	2	2	3	3	4	5	5	5
15	1	1	2	2	3	3	4	4	5	6	6
16	1	1	2	3	3	4	4	5	6	6	7

ADVANCED MELEE TABLE MODIFIERS:

- Lancers with an Attack Command are doubled when attacking and have a +2 dice-roll modifier.
 - Cavalry with an Attack Command when attacking have a +2 dice-roll modifier.
 - Infantry with an Attack Command when attacking have a +1 dice-roll modifier.
 - Defending Combat units with a Stand Command have a +1 dice-roll modifier.
 - Defending Infantry units with a Stand Command being attacked by enemy units the majority of which are cavalry units have a +2 dice-roll modifier.
 - Disordered units have a -1 dice-roll modifier.
- Routed units have a -2 dice-roll modifier.
 - Leaders stacked with either attacking or defending units add the Leader Combat bonus as a dice-roll modifier.
 - Units attacking through the defender's rear or flank hexside have a +2 dice-roll modifier.
 - Attackers with at least a 2-1 ratio, comparing strengths, have a +1 dice-roll modifier; a 3-1 ratio yields a +2 DRM; 4-1 a +3 DRM; and 5-1+ a +4 DRM.
 - Defenders with a 1-2 ratio or less, comparing strengths, have a +2 dice-roll modifier.
 - Check Terrain Effects Chart for other modifiers.

R&R III ~ ADVANCED FIRE TABLE

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

check, they rout and retreat 3 hexes to their rear. Defending units that pass their morale check accept combat.

5. Both players now total the combat strength of the units involved and *each* player rolls a die. The results are modified by leader combat bonus if leader is stacked with attacking or defending units, as well as by terrain, Command Chit, and rout. Results are applied simultaneously. If both are required to retreat, the defender does so first.
6. Morale checks as required are now made. If all defending combat units vacate the hex, all attacking units from one hex must 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 unit's strength and then roll a die. The die-roll is adjusted for applicable modifiers, and the result is then checked on the Die-Roll column to find the correct line to cross index for results. Die-rolls modified to less than Zero are resolved on the Zero line, while 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:

Results	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.g.</i> , attacking units are in more than one hex and defender rolls this result, owning player decides which top unit(s) 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 suffer 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 permanently removed from play.
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.
5. It cannot retreat into a hex occupied by an enemy unit.
6. Two units stacked together that both fail morale are forced to unstack and retreat separately.

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 all combat units from one attacking hex into the hex vacated. If the attacker has two combat units stacked together in the hex from which he wishes to advance, he must 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. They 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 can make only one morale check as the result of each type of combat, even if required to make more than one check. For example, if a unit were required to make three checks as the result of Fire Combat, it would only make one. Note, however, that a unit is required to check morale at the start of the Melee Phase, and may be required to do so again as a *result* of melee. To check morale, roll two dice, subtract one from the dice 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 owning player retreats the unit from 1 to 3 hexes (owning player making the decision).

10.1 EFFECTS OF ROUT

A combat unit that has routed has the following restrictions:

1. Routed units cannot enter enemy ZOC.
2. Routed units cannot initiate melee combat.
3. Routed units have their movement allowance halved (any fractions are 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 (*i.e.*, must end the

move further from the nearest enemy unit, than they began the turn, though not necessarily *three* hexes further away). 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 (larger) 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.

If, at the conclusion of the First Player Rally Phase of any turn, the First Player's losses have reached the "victory check" total specified in the scenario, the Second Player rolls two dice. If the total required for victory is rolled, the game ends immediately with the victory of the Second Player; if not, play continues. Note that it is perfectly possible for a victory check to be required one turn and *not* the next, owing to the rallying of routed units and the consequent fall in a player's current casualty total.

12.0 Cavalry Fire Combat (Optional)

Cavalry with the ability to fire must have an Attack or Advance command to do so, and their weapons are deemed expended after they have fired once. If they are subsequently given a Withdraw or Muster order, they may "reload," and they may again fire (once) if later given an Attack or Advance Command. This process can be repeated. They may not employ defensive fire at all.

13.0 Tippermuir

September 1, 1644

In the early morning hours of September 1, 1644, Montrose's small Royalist army approached Perth, ready to meet the Covenanting army of Lord Elcho. James Graham, the Fifth Earl and First Marquis of Montrose, had much to be thankful for. On the previous day, as his army marched to Perth, he had met a Covenanting band of bowmen under the leadership of Lord Kilpont, the eldest son of the Seventh Earl of Menteith. Rather than launch an immediate attack, Montrose attempted to parlay with the bowmen. So successful was the meeting that Lord Kilpont not only didn't offer battle, but when Montrose's army fell in and began to march, Kilpont's men joined in the march and became part of Montrose's force. Instead of being weakened before facing Elcho, Montrose had been strengthened significantly.

Inside Perth, things were not as upbeat. Lord Elcho had been given the task of molding raw levies and new militia from Fife, Angus, and Perth into a fighting force. As he led them out of Perth to face Montrose, Elcho could rely only on the cavalry of Lord Drummond.

A couple of miles from Perth, the two forces met. Elcho took a good defensive position on the slopes facing the Pow Water, over which Montrose would have to advance. Elcho also positioned his army to give the best position for his cavalry to maneuver. His troops had plenty of ammunition and outnumbered the Royalists by a wide margin. To keep up the spirit of his troops Elcho had ministers with them, some going so far as to promise them victory. As Montrose's army appeared on the other side of the Pow, the

Covenanters began to yell Elcho's battle cry, "Jesus and no quarter!"

For Montrose, this was his first major test. His small army was almost out of ammunition, had no cavalry, and no artillery. He stretched his army out to protect against Drummond's cavalry turning a flank. Elcho responded by sending part of Drummond's cavalry on a probe of Montrose's left wing, hoping that Montrose would launch an uncoordinated frontal attack. Instead, Alasdair MacDonald sent a portion of his force to blunt Drummond's threat. The Royalists not only blunted the probe, but sent Drummond's cavalry back so swiftly that Elcho's right wing was thrown into temporary confusion and, worse, blocked the field of fire of Elcho's artillery. Montrose, sensing that the time was ripe, ordered a general advance across the entire battlefield. When Montrose's Irish regiment came in range of Elcho's infantry, they paused and emptied their single volley into the massed Covenanters. The charge then resumed against a temporarily disorganized opponent.

Except for the left wing where Sir James Scott and the best of the Fife levies held their own, the rest of the Covenanter line gave way. Elcho ordered a withdrawal up the ridge behind his force. This Scott performed well, but the less experienced levies began to take this withdrawal as a sign that the battle was lost; the center of Elcho's line began to break as many levies proceeded to hurl down their weapons and armor as they fled over the ridge to Perth. When Drummond's cavalry also broke, only Scott remained to conduct an orderly withdrawal. Montrose's forces had carried the day. Tippermuir was the first of Montrose's victories and one of his most complete.

13.1 BATTLE SCENARIO

This scenario begins with the 0800 turn and ends at the conclusion of the 1300 turn (11 turns).

SET UP

All units set up within 2 hexes of their set up hex. Each counter has a set-up letter (printed in purple), corresponding to a letter on the map.

ORDER OF MOVEMENT

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

SPECIAL RULES

Royalist units with a dot next to their fire strength (Ulster a, b, c, d, e, and f) may only fire once, because historically they had only one round of ammunition per man. The Royalist player must keep track of the units that have fired on a piece of scratch paper.

VICTORY CONDITIONS

► Covenanter Victory

Check the following table:

<i>Royalist Losses</i>	<i>Dice-Roll Needed (on 2 dice) For Victory</i>
21-23	10-12
24-28	9-12
29-32	8-12
33-35	7-12
36-40	6-12
41-45	5-12
46+	4-12

► Royalist Victory

Check the following table:

<i>Covenanter Losses</i>	<i>Dice-Roll Needed (on 2 dice) For Victory</i>
31-35	10-12
36-45	9-12
46-49	8-12
50-53	7-12
54-57	6-12
58-60	5-12
61+	4-12

- If at the end of the last game-turn, neither player has achieved victory on the above table, the side with more losses is considered the loser and the other side gains a marginal victory.

13.2 CAMPAIGN SCENARIO

Victory conditions are the same as the Battle Scenario. The Royalists move first. Set up for the Covenanters is the same. The game begins at 0530 and ends at 1300 (16 game turns). No Royalist units begin on the map. Instead, they enter on the first turn at entry hexes 6701, 6601, 6501, 6401, 6301, and/or 6201. When entering, the first unit expends the cost to enter the entry hex, the next unit to do

so expends 1 plus the cost to enter the entry hex. A third unit would pay 2 plus the cost to enter the entry hex, and so on.

14.0 Dunbar

On July 22, 1650, Cromwell launched a preemptive strike into Scotland. His intent was to eliminate any Scottish threat by taking the war to his enemy first. Leaving Berwick, Cromwell marched into Scotland, making a coastal advance in conjunction with his fleet, which had the job of keeping the New Model Army in supply. Dunbar, the main port between Berwick and Edinburgh, fell four days later. After that the fortunes of Cromwell began to turn.

David Leslie had been given command of the Scottish army opposing Cromwell. His army was largely raw and inexperienced. His basic strategy was to move parallel to Cromwell, harrassing at every opportunity, but avoiding battle unless it was at a significant advantage.

By late August, Cromwell had become frustrated with Leslie's tactics and began to fall back to Dunbar. Leslie reacted by moving to cut off Dunbar by land from Berwick. On September 2, Leslie reached Doon Hill before Cromwell. Doon Hill overlooked the road leading from Dunbar to Berwick.

Cromwell, faced with this situation, decided to take the initiative and launch an attack the next morning. Leslie made his first major mistake and ignored the possibility that Cromwell with the smaller army would attack. Instead, he made plans to initiate the attack.

On September 3, while Leslie began to move his right wing down from Doon Hill to their attack positions, Lambert's cavalry began their attack on the Scots center. Lambert made little headway, but his move did force Leslie to abandon his attack in order to deal with the threat to his center. This he did, and Lambert's attack started to wind down. However, once Leslie had diverted strength from his right wing to the center, Cromwell attacked with his cavalry. The Scots cavalry broke, and in short order the Scots infantry was surrounded. With the New Model Army infantry pressuring in the front and both flanks collapsing from the assaults of Cromwell and Lambert, the

Scots infantry (close to 10,000 strong) surrendered. Cromwell had made up for operational errors with a complete victory on the field of battle.

14.1 BATTLE SCENARIO

This game begins with the 0530 turn and ends at the conclusion of the 1200 turn (14 turns).

SET UP

The Parliamentarians set up within one hex of H, I J, and K, and within 2 hexes of G. (Each counter has a set-up letter printed in red, corresponding to one of those on the map). The Covenanters set up within one hex of F and E, and within 2 hexes of A, B, C, and D.

ORDER OF MOVEMENT

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

VICTORY CONDITIONS

► Parliamentary Victory

Check the following table:

<i>Covenanter Losses</i>	<i>Dice-Roll Needed (on 2 dice) For Victory</i>
46-52	10-12
53-60	9-12
61-66	8-12
67-72	7-12
73-75	6-12
76-80	5-12
81+	4-12

► Covenanter Victory

Check the following table:

<i>Parliamentarian Losses</i>	<i>Dice-Roll Needed (on 2 dice) For Victory</i>
41-45	10-12
46-50	9-12
51-55	8-12
56-60	7-12
61-68	6-12
69-75	5-12
76+	4-12

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

15.0 Preston

Preston was the battle that cost Charles I his head. While a prisoner at Carrisbrooke Castle, Charles made plans to start a second Civil War. Two of his supporters, Sir Phillip Musgrave and Sir Marmaduke Langdale, gathered together a small force and seized Carlisle and Berwick. With control of two strong points on the major roads between Scotland and England, Charles finalized plans for the Scots to enter the fray on his side. The Duke of Hamilton began to raise an army in Scotland to invade England.

On July 8, 1648, Hamilton's army linked up with Langdale's smaller force and entered England. The undisciplined army moved slowly south, spending as much time looting as it did marching. In the meantime, Cromwell was losing no time gathering together his New Model Army and marching north. On August 17th, at Preston on Ribble Moor, Cromwell made contact with the invading army. Mistaking Langdale's force for the entire army, Cromwell immediately readied his army for the attack. Hamilton chose to march his Scots infantry across the River Ribble, and ordered Langdale to hold Cromwell as long as he could. Hamilton then ordered a messenger to be sent to Wigan to recall the Scots cavalry. His plan was to gather on the south side of the Ribble, while Langdale and his Royalists fought a delaying action against Cromwell. Langdale positioned his troops among the hedged fields next to Ribble Moor. The hedged fields created a strong defensive position, especially since Cromwell's cavalry could not attack through the hedges. Cromwell, in his letter to William Lenthall three days after the battle, described his attack plan as follows:

"There being a lane, very deep and ill, up to the enemy's Army and leading to the town, we commanded two regiments of horse, the first whereof was Colonel Harrison's and next was my own to charge up the lane; and on either side of them advanced the 'Main Battle'—which were Lieutenant Colonel Read's, Colonel Dean's and Colonel Pride's on the right, Colonel Bright's and my Lord General's (Fairfax) on the left, and Colonel Asheton with the Lancashire Regiments in reserve."

It would take four hours for Cromwell to force his way through the fields and

into Preston, with his cavalry's charge up the narrow road in the middle of the position being the final factor that broke open the position. During this time, Hamilton and some cavalry had joined the battle, but the Scots infantry stood silently on the other side of Ribble River and the cavalry from Wigan did not appear. When Langdale's men were forced from Preston, Cromwell's troops fell upon the Scots infantry, which broke under the onslaught. Cromwell had victory in hand, and Hamilton had a well deserved defeat because of his refusal to use his infantry to support Langdale. Had he done so, the battle of Preston might have been remembered as a Royalist victory.

15.1 BATTLE SCENARIO

The game begins on the 1100 turn and ends at the conclusion of the 1530 turn (10 turns).

SET UP

Parliamentarians set up within one hex of E and D, and within two hexes of F. The Royalists set up within one hex of B, and within two hexes of A and C. Each counter contains a set-up letter (printed in dark green), corresponding to one of those on the map.

ORDER OF MOVEMENT

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

VICTORY CONDITIONS

The game ends in a victory for the Parliamentarian player at the end of any turn in which all hexes of Preston (6522, 6622, 6623, 6722, 6723, 6822, 6823, 6824, 6825, 6922, and 7023 are occupied, or were last occupied by, Parliamentarian units. At the end of the last turn, if the above has not occurred, the Royalist player wins if he controls (was last to occupy or currently occupies) all hexes of Preston. If neither occurs, then the side with the most *eliminated* strength points loses (routed units are not counted).

15.2 HISTORICAL SCENARIO

The historical scenario uses the above victory conditions, set ups, length of game, and order of appearance. It adds one rule. Baillie and all his units may not move or be given a command other than stand, until a Royalist unit moves within 2 hexes of the Ribble Bridge or crosses the River Ribble.

15.3 "WHAT IF" SCENARIO

This scenario postulates that the battle occurs the next day with the Royalists setting up their units south of the River Ribble (on the same side of the river as set up hex A), and the Parliamentarians setting up on the north side of the river (where Preston and all other set up hexes are located). Players may set up their units wherever they like on the indicated side of the river. The game length is the same as 16.1, and the Parliamentarians are considered the first player. The victory conditions are as follows:

► Royalist Victory

Check the following tables:

Parliamentarian Losses	Dice-Roll Needed (on 2 dice) For Victory
40-44	10 - 12
45-49	9 - 12
50 - 55	8 - 12
56 - 60	7 - 12
61-64	6 - 12
65 - 70	5 - 12
71 +	4 - 12

► Parliamentarian Victory

Check the following table:

Royalist Losses	Dice-Roll Needed (on 2 dice) For Victory
38-42	10 - 12
43-47	9 - 12
48-52	8 - 12
53-56	7 - 12
57-61	6 - 12
62 -64	5 - 12
65 +	4 - 12

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

16.0 Worcester

In 1651, Charles II launched his campaign to restore the crown of England to the Stuart family. With the support of the Scots, he had invaded England and started the Third English Civil War. By

late August of 1651, Charles had taken control of the city of Worcester and its Red Fort. Here Cromwell advanced and prepared for an assault. It was his intention to avoid a long siege. He planned to draw Charles' army out of Worcester and beat it in the open. To do so, he ordered Fleetwood to cross the Teme, while a bridge of boats would be floated down the Severn and used by Cromwell to cross. On the afternoon of September 3, Fleetwood began to cross the Teme. Cromwell kept his force out of sight on Bund Hill waiting for the boats to be put in place on the Severn, while his infantry and artillery secured Red Hill with instruction to react to any action from the Scots forces inside the Red Fort and Worcester.

Charles had held a council of war during the morning to decide on how to react to the advance of Fleetwood. It was decided to defend the Teme, and Montgomerie was sent. By mid-afternoon, the battle raged along the Teme. Then the boats appeared on the Severn. Cromwell sent troops to cover the Severn near its confluence with the Teme. Under this protection, the boats were quickly turned into a bridge and Cromwell's cavalry raced across the Severn and into Montgomerie's flank. By late afternoon, morale in Montgomerie's force began to crumble. To alleviate the pressure on Montgomerie, Charles launched an attack from Worcester against Lambert. The Parliamentarians fought back, and, as the artillery opened up on the Royalists, Charles' initial success faded. When he retreated, the Parliamentarians surged forward, with the Essex militia forcing its way into the Red Fort. With Montgomerie losing as well and night falling, Charles retreated into Worcester, where the hopelessness of the situation became apparent. Urged to take flight before he was captured, Charles left his army behind and, with Leslie and some other officers, took flight. By the next day after some sharp fighting within Worcester, the Royalist army had ceased to exist, with most of the infantry either dead or captured and the cavalry in full flight. The Third Civil War had ended.

16.1 BATTLE SCENARIO

The game begins with the 1430 turn and ends at the conclusion of the 2100 turn (14 turns).

SET UP

The Parliamentarians set up within one hex of set up hexes A, B, C, and E, and within 2 hexes of D and F. Boat bridge enters on the first turn at the hexside, between hexes 1018 and 1019. Royalists set up within one hex of set up hexes G, H, I, J, K, and M, and within 3 hexes of L. Each counter contains a set-up letter (printed in black), corresponding to one of those on the map.

ORDER OF MOVEMENT

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

SPECIAL RULES

The Parliamentary player has a boat bridge counter. It moves along river hex sides, at a rate of 6 hexsides per turn. When the Parliamentary player decides to use the boat bridge as a bridge, he flips it to its bridge side at the end of any Movement Phase and places it on the hexside between two hexes. (It may not be flipped if one of the two hexsides is occupied by an enemy unit—lone leaders do not count.) On the next Movement Phase, the bridged hexside may be crossed at no extra movement points. Units attacking across a bridged hexside are subject to the same combat effects as those attacking across a bridge (see Terrain Effects Chart).

The Royalist player may stack 3 combat units in each hex of Fort Royal (3420 and 3320), as long as one of them is an artillery unit. The other two may be any other type of unit (cavalry, lancer, infantry, bowman, musket).

VICTORY CONDITIONS

► Parliamentary Victory

Check the following table:

<i>Royalist Losses</i>	<i>Dice-Roll Needed (on 2 dice) For Victory</i>
60 - 65	10 - 12
66 - 72	9 - 12
73 - 80	8 - 12
81 - 85	7 - 12
86 - 95	6 - 12
96 - 102	5 - 12
103 +	4 - 12

► Royalist Victory

Check the following table:

<i>Parliamentarian Losses</i>	<i>Dice-Roll Needed (on 2 dice) For Victory</i>
60 - 65	10 - 12
66 - 72	9 - 12
73 - 80	8 - 12
81 - 85	7 - 12
86 - 95	6 - 12
96 - 102	5 - 12
103 +	4 - 12

- If at the end of the last turn, neither player has won by the above method, the game is considered a Parliamentary victory if at least 8 city hexes of Worcester are controlled by the Parliamentary player (a friendly unit either occupies the hex or was the last to do so), or if the Parliamentary player has inflicted losses in a ratio of at least 2:1 on the Royalists. The Royalist player wins if the Parliamentary player has obtained neither of the Parliamentary victory conditions.

17.0 Advanced Rules

These rules are intended to address some of the limitations of the basic system for Royalists & Roundheads. These rules may be used with any of the games in the system. They will add some playing time and complexity to the system. Players may pick and choose which of the rules to use with the basic system. These rules are meant to be added to and expanded upon in future games in the series, while the basic game will remain standard. Use the Advanced Tables when using the Disruption rules.

17.1 DISRUPTION AND ROUT

Whenever a unit receives a "D" result on the Advanced Melee Combat Table or on the Advanced Fire Table, the player makes a Disruption dice-roll (using 2 dice). On a dice-roll higher than the unit's morale rating, the unit is disrupted and a Disrupted marker is placed on it. If there is more than one unit in the hex, the unit on top checks for disruption. The second unit only checks in turn if the top unit becomes disrupted. Leaders increase by 1 the morale level of the units

they are stacked with. If the unit fails its disruption check by more than 2, it becomes routed rather than disrupted.

EXAMPLE: During Melee, there are two units and a leader stacked in a hex. The opposing force attacks and the melee result is "D." The two units each have morale ratings of 7. These are increased to 8 because their leader is present. The owning player rolls 2 dice, and the result is 10. The top unit becomes disrupted (if the result had been an 11, the top unit would have routed), and the other unit is checked. The player rolls 2 dice, and the result is 8. The second unit with a modified morale rating of 8 does not disrupt.

17.11 Effects of Disruption

When a unit becomes disrupted, a disrupted marker is placed on top of it and it is retreated 1 to 3 hexes; alternatively, the owning player may choose to take a step loss rather than retreat. All basic rules for retreat apply. Disrupted units suffer the following restrictions:

1. Disrupted units may not enter an enemy ZOC.
2. Disrupted units have a -1 dice roll modifier in melee.
3. Disrupted units may only move one hex during movement.

17.12 Disruption Removal

During the Rally Phase of each turn, all disrupted units not in an enemy ZOC may attempt to remove disruption. Two dice are rolled and compared to the disrupted unit's morale rating (modified by a plus one if a leader is present). If the result is equal to or less than the morale rating, the "disrupted" marker is removed, and the unit functions normally. On a dice-roll more than the morale rating but not more than 2 higher, the unit continues to be disrupted and retreats three more hexes. On a dice-roll more than 2 higher than the unit's morale, the unit routs, is checked to see if it throws down its arms, and retreats three hexes.

17.13 Effects of Rout

When a unit routs (or a routed unit has to check its morale as a prelude to melee or as a result of combat), it checks to see if it retains its weapons. To do so, the owning player rolls two dice and compares the result to the unit's morale rating (modifying the rating by +1 if a leader

is present). If the result is higher than the unit's morale rating, the unit has dropped its weapons, and the unit is removed from play. If the result is equal to or less than the unit's morale rating, the unit retains its rout marker (and weapons) and is retreated three hexes. If it is unable to retreat (as per Basic Rules for retreat), it takes a step loss and does not retreat. However, unlike the basic game, it still retains a rout marker.

When a unit is routed, it suffers the following restrictions:

1. It may not enter an enemy ZOC.
2. It may not move during movement.
3. It has a -2 dice-roll modifier during melee.
4. It may not use Fire Combat.

17.14 Rout Removal

During the Rally Phase, routed units not in an enemy ZOC are checked (at the owning player's discretion) for rout removal. Two dice are rolled, and, if the result is equal to or less than the morale of the unit (modified by +1 if a friendly leader is present), the rout marker is removed, and a disrupted marker is placed on the unit. If the result is greater than the unit's morale, the unit remains routed, is retreated 3 hexes, and checks to see if it has retained its weapons (see 17.13).

17.2 ADVANCED ROYALISTS & ROUNDHEADS SEQUENCE OF PLAY

When using the Action Chits (see 17.21) use the following Sequence of Play. It will lengthen play, but it will also create more tension and challenge to the game.

ADVANCED SEQUENCE OF PLAY

I. Order Phase

A. Initial Placement of Command

At the beginning of a scenario, players place a Command Chit on each leader.

B. Command Change

Both players may attempt to change command chits.

II. Action Phase

Players take turns drawing action chits from an opaque container (Royalist player first, then Parliamentarian, and

so on); at Dunbar, the Covenanters draw first). As each chit is drawn, the owning player either selects a leader (and his units) to move, selects a Leader (and his units) to conduct combat, or passes. After the action concludes, the next chit is drawn, and the owning player again chooses what kind of action (movement or combat) to perform, or passes. When all action chits have been drawn, or the pass option has been selected for two consecutive turns (whether by two different players, or the same player twice), the Action Phase concludes.

III. RALLY PHASE

Both players attempt to rally their disrupted and routed units.

IV. END PHASE

Both players check for automatic victory. If only one player makes a successful dice-roll, that player wins. If either both players make successful dice-rolls or neither player does, play continues and the next turn begins. The game turn marker is adjusted on the game turn track.

17.21 Action Chits

Action chits have two sides—moved and fired. The background colors of the Action Chits match those of the contending armies. The chits should be placed in an opaque container. During the Action Phase the players take it in turns to draw chits from the container, one at a time. If a green chit is drawn Royalist player (Covenanter in Dunbar) chooses a leader (and his units) to move, or to have combat, or he passes. If a buff chit is drawn, the Parliamentarian player gets to choose (at Tippermuir the Covenanter).

PASS OPTION

When choosing the Pass option, the action chit is placed to one side, and another chit is drawn. If the next player chooses a pass option then the turn is over (even if the same player has passed twice).

MOVEMENT OPTION

The owning player may move all of the units of one leader's command, plus any skirmish and/or artillery units. At the end of movement, the moved side of the action chit is placed uppermost on the leader or on the Moved/Fired box of the appropriate leader on the off-map

chart. Players must note which skirmish units have moved. These units may not move again during the current turn. Out of command units may move when their leader is activated, but must follow the basic rules for out of command units.

COMBAT OPTION

The owning player may conduct combat (fire and melee) with all the units of one leader's command, plus any skirmish units and/or artillery units. First, fire combat is conducted and then melee. At the end of combat, the fired side of the action chit is placed uppermost on the leader or on the appropriate leader's box on the off-map chart. Players must note which skirmish and artillery units have performed combat. These units may not conduct combat again during the current turn. Note that with the advanced rules, there is *no* defensive fire.

17.22 Off Map Leader Boxes

Each leader has an off-map box for his current command and for his action chits. These boxes may be used if players prefer not to clutter up the map with markers.

17.3 MELEE ODDS MODIFIERS

Before resolving melee, the attacker should compare his attacking strength points to the total strength points of the defender. A ratio is created and rounded in favor of the defender (for example, if an attacker with 5 strength points is attacking a defender with 2 strength points, the ratio would be 2 to 1. The attacker receives a die roll modifier of +1 if the ratio is 2 to 1, +2 if the ratio is 3 to 1, or +3 if the ratio is 4 to 1 or greater. The defender receives a die roll modifier of +2 if the ratio is 1 to 2 or less.

17.4 SPLIT COMMANDS

Leaders controlling infantry and/or cavalry, may split their command chit when the "attack" command chit is chosen. When "attack" is chosen, the cavalry may move, while the other units are considered to have a "stand" command. When the player elects the split option, the leader must be moved with the cavalry. This option must be announced at the beginning of a turn. At the beginning of any turn in which the leader is in command span of the infantry or cavalry that did not move, the player may announce

that the rest of his force now has the "attack" command as well.

17.5 CAVALRY SECOND COMBAT OPTION

When attacking cavalry advances into a hex vacated as the result of combat, it may advance one further hex (within the restrictions of ZOCs), change facing, and conduct another attack. This second attack occurs after all melee combat has been conducted. The unit does *not* have to be in command in order to execute the second attack.

19.0 Designer's Notes

Okay, you've noticed that I've added some advanced rules. First, the plan here is to maintain the regular (basic) system and use the advanced rules section as a place for rules that add time and complexity to the game. The two biggest rules additions are the new sequence of play and the disruption rules. In each case, they have been changes that I have mulled over for a while. In both cases, they add a bit more complexity and time to the game. I feel the end result is worth the extra time, but they in no way *need* to be added. In playtesting, I found that they added enjoyment and a touch more "realism" to the game. Please note that I have changed the basic rules in one significant way—players now must decide on their own command chits. I went back and forth on this, but I think in the long run this adds much more replayability to the games.

As far as the battles themselves go, each one has a different problem for each side to overcome or master. I, as always, will refrain from giving strategies, but I am very happy with the mix of games for this quad. My one recommendation is to play the Historical Scenario for Preston solitaire. With the Scots army not being allowed to cross the Ribble River until activated by the Parliamentarians coming within two hexes of Ribble Bridge or crossing one of the fords, it does not offer much hope for the Royalists.

One other thing, you will notice that some leaders are rated differently for different battles. This is not a mistake; it is intentional.

As for the future of the Royalists & Roundheads system, I am rounding up the next four battles now. Currently, it

looks like the first and second battles of Newbury, Brentford, Turnham Green, Alton, Tadcaster, Corbridge, Beaumaris, Cheriton, Carbisdale, and/or the invasion of Jersey are all possibilities. In any case, there are still a lot of battles to be done, and if you have any ideas of other battles you would like to see, feel free to write to me through 3W and I'll investigate. Meanwhile, my strategic game on the English Civil War, *Ironsides*, will be appearing in mid-1993. In conclusion, let me dedicate this game to my parents, Robert and Joan Markham, who have put up with me with grace and patience for over four decades.

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Action Chit Record Sheet

PARLIAMENTARIAN PLAYER

Dunbar

Command	Moved / Fired	Command	Moved / Fired	Command	Moved / Fired
CROMWELL		LAMBERT		MONK	
Command	Moved / Fired				
PRIDE					

Worcester

Command	Moved / Fired	Command	Moved / Fired	Command	Moved / Fired
CROMWELL		DEANE		FLEETWOOD	
Command	Moved / Fired	Command	Moved / Fired		
LAMBERT		HARRISON			

Tippermuir

Command	Moved / Fired	Command	Moved / Fired	Command	Moved / Fired
ELCHO		MURRAY		SCOTT	
Command	Moved / Fired				
DRUMMOND					

Preston

Command	Moved / Fired	Command	Moved / Fired	Command	Moved / Fired
CROMWELL		DEANE		FAIRFAX	

ROYALIST PLAYER

Dunbar

Command	Moved / Fired	Command	Moved / Fired	Command	Moved / Fired
LESLIE		CRAIG		HOLBURN	
Command	Moved / Fired	Command	Moved / Fired		
INNES		PITSCOTTIE			

Worcester

Command	Moved / Fired	Command	Moved / Fired	Command	Moved / Fired
CHARLES II		MONTGOMERIE		LESLIE	
Command	Moved / Fired	Command	Moved / Fired	Command	Moved / Fired
HAMILTON		ROTHES		FORBES	

Tippermuir

Command	Moved / Fired	Command	Moved / Fired
MONTROSE		MACDONALD	

Preston

Command	Moved / Fired	Command	Moved / Fired	Command	Moved / Fired
HAMILTON		BAILLIE		LANGDALE	

TURN TRACK

0530	0600	0630	0700	0730	0800	0830	0900	0930	1000	1030	1100	1130
1200	1230	1300	1330	1400	1430	1500	1530	1600	1630	1700	1730	1800
1830	1900	1930	2000	2030	2100							

Royalists and Roundheads III

Dunbar

Crom * - 4 +2	Crom a G 4* 9 8	Crom b G 4* 9 8	Fleet a G 4* 8 8	Fleet b G 4* 8 8	Twist a G 3* 7 8	Twist b G 3* 7 8	Lambert * 4 5 +1	Lamb a H 5* 8 8	Lamb b H 4* 8 8
What a H 5* 8 8	What b H 4* 8 8	Libby a H 3* 7 8	Libby b H 3* 7 8	Lamb c H 7* 7 3	Lamb d H 7* 7 3	Lamb e H 7* 7 3	Lamb f H 7* 7 3	Pride * 3 5 +1	Crom c I 8* 8 3

Parliamentarians

Crom d I 8* 8 3	Pride a I 7* 8 3	Pride b I 7* 8 3	a I 1* 7 4	b I 1* 7 4	a I 1* 7 4	b I 1* 7 4	Monk * 3 3 +1	Monk a J 6* 7 3	Monk b J 6* 7 3
Monk c J 6* 7 3	Monk d J 6* 7 3	c J 1* 7 4	c J 1* 7 4	a K 1* 6 1	b K 1* 6 1	c K 1* 6 1	d K 1* 6 1	e K 1* 6 1	Game Turn

Leslie * - 5 +2	Arnott A 5* 7 8	Brechin A 5* 7 8	Brown A 5* 7 8	Beymer A 4* 7 8	Montg A 5* 7 8	Loudon A 4* 6 8	Minister A 5* 7 8	Cragg A 5* 7 8	Hackett A 5* 7 8
Leven A 4* 6 8	Craig * 2 4 -	Ker E 3* 7 8	Riccart E 4* 8 8	Stuart E 3* 7 8	Kinhill E 3* 7 8	Leslie E 3* 8 8	a F 1* 7 1	b F 1* 7 1	c F 1* 7 1

Covenanters

Holburn * 3 4 +1	Holburn B 10* 6 3	Cassill B 10* 6 3	Wedder B 9* 7 3	H.M.L. B 9* 8 3	Green B 10* 6 3	Innes * 2 4 -	Edzell C 10* 7 3	Glen C 9* 7 3	Innes C 8* 6 3
Kirkud C 10* 6 3	Piscottie * 2 3 +1	Kirk D 10* 7 3	Lovat D 10* 7 3	Valley D 8* 7 3	Piscot D 8* 7 3	a B 1* 6 4	b C 1* 6 4	c D 1* 6 4	a B 1* 6 4

b C 1* 6 4	c D 1* 6 4	Advance	Advance	Advance	Advance	Advance	Attack	Stand	Stand
Attack	Attack	Attack	Stand	Stand	Stand	Stand	Stand	b I 1* 7 4	c M 1* 7 4

Front 1

Fleet * 4 6 +1	Cobb a A 5* 7 3	Cobb b A 5* 7 3	Hayn a A 5* 7 3	Hayn b A 5* 7 3	Gibb a B 5* 7 3	Gibb b B 5* 7 3	Mars a B 5* 7 3	Mar b B 5* 7 3	Blake a B 5* 7 3
Blake b B 4* 7 3	Grey a B 6* 7 3	Grey b B 5* 7 3	Deane * 4 4 +1	Matt a C 5* 7 3	Matt b C 4* 7 3	Fleet C 6* 8 8	Twistle C 5* 7 8	Kenrick C 5* 7 8	Cromwell * - 5 +2

Parliamentarians

LGD D 5* 9 8	Crom D 6* 9 8	Hacker D 5* 8 8	Ingold a D 4* 7 3	Ingold b D 4* 7 3	Fair a D 5* 7 3	Fair b D 5* 7 3	Goff a D 5* 7 3	Goff b D 5* 7 3	Dean a D 5* 7 3
Dean b D 5* 7 3	Lambert * 4 4 +2	Pride a E 6* 7 3	Pride b E 5* 7 3	Coop a E 4* 7 3	Coop b E 4* 7 3	Essex E 8* 6 3	Chesh E 8* 6 3	Hamilton * 3 4 +1	What F 6* 8 8

Tom F 6* 7 8	Haris F 5* 7 8	Lamb F 5* 8 8	Saund F 5* 7 8	Despot F 4* 7 8	Rich F 4* 7 8	a F 1* 6 1	b F 1* 6 1	c F 1* 6 1	a A 1* 7 4
a A 1* 7 4	b B 1* 7 4	b B 1* 7 4	c C 1* 7 4	c C 1* 7 4	Charles * - 4 +1	Forbes * 3 4 +1	Forb a G 8* 7 3	Forb b G 8* 7 3	Forb c G 8* 7 3

Forb d G 8* 7 3	Montg * 3 5 +1	Keith a H 5* 7 3	Keith b H 5* 7 3	Keith c H 5* 7 3	Pits a I 5* 8 3	Pits b I 5* 8 3	Pits c I 5* 8 3	Dalz a J 5* 7 3	Dalz b J 5* 7 3
Dalz c J 5* 7 3	Leslie * 4 5 +2	Scot a K 6* 6 8	Scot b K 6* 6 8	Scot c K 6* 6 8	Scot d K 5* 6 8	Scot e K 5* 6 8	a H 1* 7 4	b H 1* 7 4	c I 1* 7 4

Royalists

d I 1* 7 4	e M 1* 7 4	f M 1* 7 4	Hamilton * 3 4 +1	Ham a L 4* 7 3	Ham b L 5* 7 3	Ham c L 6* 7 3	Ham d L 6* 7 3	Ham e L 5* 6 3	Ham f L 5* 6 3
Roths * 3 4 +1	Roth a M 5* 7 3	Roth b M 5* 7 3	Roth c M 6* 7 3	Roth d M 6* 7 3	a L 1* 8 0	b L 1* 8 0	c G 1* 8 0	d G 1* 8 0	a H 1* 7 4

Worcester

Blake a 3* 5 2	Mar b 3* 5 2	Mars a 3* 5 2	Gibb b 3* 5 2	Gibb a 3* 5 2	Hayn b 3* 5 2	Hayn a 3* 5 2	Cobb b 3* 5 2	Cobb a 3* 5 2	Repl Ldr 2 4 -
Repl Ldr 2 4 -	Kenrick 3* 5 6	Twistie 3* 5 6	Fleet 3* 5 6	Matt b 2* 5 2	Matt a 3* 5 2	Repl Ldr 2 4 -	Grey b 3* 5 2	Grey a 3* 5 2	Blake b 2* 5 2

Parliamentarians

Dean a 3* 5 2	Goff b 3* 5 2	Goff a 3* 5 2	Fair b 3* 5 2	Fair a 3* 5 2	Ingold b 2* 5 2	Ingold a 2* 5 2	Hacker 3* 6 6	Crom 3* 7 6	LGD 3* 7 6
What 4* 6 6	Repl Ldr 2 4 -	Chesh 4* 4 2	Essex 4* 4 2	Coop b 2* 5 2	Coop a 2* 5 2	Pride b 3* 5 2	Pride a 3* 5 2	Repl Ldr 2 4 -	Dean a 3* 5 2

				Rich 2* 5 6	Dashor 2* 5 6	Saund 3* 5 6	Lamb 3* 6 6	Harris 3* 5 6	Tomil 3* 5 6
Forb c 4* 5 2	Forb b 4* 5 2	Forb a 4* 5 2	Repl Ldr 2 4 -						

Daiz b 3* 5 2	Daiz a 3* 5 2	Pits c 3* 6 2	Pits b 3* 6 2	Pits a 3* 6 2	Keith c 3* 5 2	Keith b 3* 5 2	Keith a 3* 5 2	Repl Ldr 2 4 -	Forb c 4* 5 2
		Scot e 3* 4 6	Scot d 3* 4 6	Scot c 3* 4 6	Scot b 3* 4 6	Scot a 3* 4 6	Repl Ldr 2 4 -	Daiz c 3* 5 2	

Royalists

Ham f 3* 4 2	Ham e 3* 4 2	Ham d 3* 5 2	Ham c 3* 5 2	Ham b 3* 5 2	Ham a 2* 5 2	Repl Ldr 2 4 -			
				Roth d 3* 5 2	Roth c 3* 5 2	Roth b 3* 5 2	Roth a 3* 5 2	Repl Ldr 2 4 -	

Royalists and Roundheads III

Back 1

Lamb b 2* 6 6	Lamb a 3* 6 6	Repl Ldr 2 4 -	Twist b 2* 5 6	Twist a 2* 5 6	Fleet b 2* 6 6	Fleet a 2* 6 6	Crom b 2* 7 6	Crom a 2* 7 6	Crom - 3 -
Crom c 4* 6 2	Repl Ldr 2 4 -	Lamb f 4* 5 2	Lamb e 4* 5 2	Lamb d 4* 5 2	Lamb c 4* 5 2	Libur b 2* 5 6	Libur a 2* 5 6	What b 2* 6 6	What a 3* 6 6

Parliamentarians

Monk b 3* 5 2	Monk a 3* 5 2	Repl Ldr 2 3 -					Pride b 4* 6 2	Pride a 4* 6 2	Crom d 4* 6 2
								Monk d 3* 5 2	Monk c 3* 5 2

Hackett 3* 5 6	Orago 3* 4 6	Minister 3* 5 6	Loudon 2* 4 6	Monte 3* 5 6	Beymer 2* 5 6	Brown 3* 5 6	Brechin 3* 5 6	Arnott 3* 5 6	Repl Ldr - 3 -
			Leslie 2* 6 6	Kinhilt 2* 5 6	Stuart 2* 5 6	Riccart 2* 6 6	Ker 2* 5 6	Repl Ldr 2 3 -	Leven 2* 4 6

Covenanters





















Innes 4* 4 2	Glen 5* 5 2	Edzell 5* 5 2	Repl Ldr 2 3 -	Green 5* 4 2	H.M.L. 5* 6 2	Wedder 5* 5 2	Cassill 5* 4 2	Holburn 5* 4 2	Repl Ldr 2 3 -
				Pitscot 4* 5 2	Valley 4* 5 2	Lovat 5* 5 2	Kirk 5* 5 2	Repl Ldr 2 3 -	Kirkud 5* 4 2

Reserve	Advance	Advance	Attack	Attack	Attack	Attack	Attack		
		Reserve	Withdraw	Withdraw	Withdraw	Withdraw	Advance	Advance	Advance

Tippermuir

Elcho * D - 5 +1	File a D 6 3	File b D 6 3	File c D 6 3	File d D 6 3	File e D 6 3	File f D 5 3	File g D 6 3	Murray * E 2 4 -	Ang a E 8* 6 3	Ang b E 8* 6 3
Ang c E 8* 6 3	Ang d E 7* 6 3	Ang e E 7* 6 3	Ang f E 7* 6 3	Scott * F 2 5 +1	Perth a F 7* 7 3	Perth b F 7* 7 3	Perth c F 7* 7 3	Perth d F 6* 6 3	Perth e F 6* 6 3	

Covenanters

Montrose *  A - 5 +2	ljk a A  8 3 6* 3	ljk b A  8 3 5* 3	ljk c A  8 3 5* 3	Atholl a A  8 3 5* 3	Atholl b A  8 3 5* 3	Perth f F  6 3 6* 3	a G  6 1 1* 1	b H  6 1 1* 1	Drum *  I 2 4 +1
Atholl c A  8 3 5* 3	MacDon *  B 3 5 +1	Uister a B  9 3 5* 3	Uister b B  9 3 5* 3	Uister c B  8 3 5* 3	Uister d B  8 3 5* 3	Uister e B  7 3 3* 3	Laird a I  7 8 2* 8	Laird b I  7 8 2* 8	Laird c J  7 8 2* 8

Royalists

Uister f B 3* 7 3	Kilpont a C 1* 7 4	Kilpont b C 1* 7 4	Kilpont c C 1* 7 4	Kilpont d C 1* 7 4	Kilpont e C 1* 7 4	Reserve	Reserve	Reserve	Reserve	
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Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	
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Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	
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Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	
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Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	
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Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	
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Royalists and Roundheads III

Front 2

Hamilton * B - 4 +1	Hamil B 2* 7 8	Langdale * C 4 5 +2	NH a C 2* 7 8	NH b C 2* 7 8	NH c C 2* 7 8	Ld a C 5* 7 3	Ld b C 5* 7 3	Ld c C 5* 7 3	Ld d C 5* 7 3	
a C 1* 7 4	b C 1* 7 4	a C 1* 7 4	b C 1* 7 4	Baillie * A 2 5 -	SC a A 8* 6 3	SC b A 8* 6 3	SC c A 8* 6 3	SC d A 8* 6 3	SC e A 7* 6 3	

Royalists

SC f A 7* 6 3	SC g A 7* 6 3	c A 1* 7 4	Crom * E - 5 +2	Crom a E 4* 9 8	Crom b E 4* 9 8	Crom c E 4* 9 8	Harris a E 4* 8 8	Harris b E 4* 8 8	Harris c E 3* 8 8	
d A 1* 7 4	c A 1* 7 4	d A 1* 7 4	Ashe a E 6* 8 3	Ashe b E 6* 8 3	Ashe c E 6* 8 3	Deane * D 4 5 +1	Read a D 6* 7 3	Read b D 6* 7 3	Read c D 6* 7 3	

Parliamentarians

Dean a D 3* 7 8	Dean b D 3* 7 8	Pride a D 3* 8 8	Pride b D 3* 8 8	Pride c D 3* 8 8	Fairfax * F 4 6 +2	Bright a F 5* 7 3	Bright b F 5* 7 3	Lamb a F 5* 8 3	Lamb b F 5* 8 3	
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Fair a F 6* 8 3	Fair b F 6* 8 3	Fair c F 5* 8 3	a F 1* 7 4	b F 1* 7 4	c F 1* 7 4	d F 1* 7 4	a F 1* 7 4	b F 1* 7 4	Moved	
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Moved	Moved	Moved	Moved	Moved	Moved	Moved	Moved	Moved	Moved	
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Moved	Moved	Moved	Moved	Moved	Moved	Moved	Moved	Moved	Moved	
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Royalists

Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Moved	Moved	Moved	
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Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Step Loss	Advance	Advance	Boats	
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Preston

Ldr d 3* 5 2	Ldr c 3* 5 2	Ldr b 3* 5 2	Ldr a 3* 5 2	NH c 1* 5 6	NH b 1* 5 6	NH a 1* 5 6	Repl Ldr 2 4 -	Hamil 1* 5 6	Repl Ldr 2 3 -
SC e 4* 4 2	SC d 4* 4 2	SC c 4* 4 2	SC b 4* 4 2	SC a 4* 4 3	Rep Ldr 2 4 -				

Royalists

Harri c  6 2* 6 6	Harri b  6 2* 6 6	Harri a  6 2* 6 6	Crom c  7 2* 7 6	Crom b  7 2* 7 6	Crom a  7 2* 7 6	Repl Ldr  2 4 -	SC g  4 4* 2 2	SC f  4 4* 2 2
Read c  5 3* 5 2	Read b  5 3* 5 2	Read a  5 3* 5 2	Repl Ldr  2 4 -	Ashe c  6 3* 6 2	Ashe b  6 3* 6 2	Ashe a  6 3* 6 2		

Parliamentarians

Lamb b 3* 6 2	Lamb a 3* 6 2	Bright b 3* 5 2	Bright a 3* 5 2	Repl Ldr 2 4 -	Pride c 2* 6 6	Pride b 2* 6 6	Pride a 2* 6 6	Dean b 2* 5 6	Dean a 2* 5 6
Fired					Fair c 3* 6 2	Fair b 3* 6 2	Fair a 3* 6 2		

Parliamentarians

Fired	Fired	Fired
Bridge	Withdraw	Attack

Royalists

Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout
Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout

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Royalists and Roundheads III

Back 2

Ang b 4* 4 2	Ang a 4* 4 2	Repl Ldr 2 3 -	Fife f 3* 4 2	Fife e 3* 4 2	Fife d 5* 4 2	Fife c 5* 4 2	Fife b 5* 4 2	Fife a 5* 4 2	Repl Ldr 2 4 -
Perth a 3* 4 2	Perth b 3* 4 2	Perth c 4* 5 2	Perth d 4* 5 2	Perth e 4* 5 2	Repl Ldr 2 4 -	Ang i 4* 4 2	Ang e 4* 4 2	Ang d 4* 4 2	Ang c 4* 4 2

Covenanters

Repl Ldr 2 4 -			Perth f 3* 4 2	Atholl b 3* 6 2	Atholl a 3* 6 2	libk c 3* 6 2	libk b 3* 6 2	libk a 3* 6 2	Repl Ldr 2 4 -
Laird c 1* 5 6	Laird b 1* 5 6	Laird a 1* 5 6	Uister e 2 5 2	Uister d 3 6 2	Uister c 3 6 2	Uister b 3 7 2	Uister a 3 7 2	Repl Ldr 2 4 -	Atholl c 3* 6 2

Royalists

Muster	Muster	Muster	Muster						Uister f 2 5 2
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Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt
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Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt
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Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt	Disrupt
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Rout	Rout	Rout	Rout	Rout	Out of Command	Out of Command	Out of Command	Out of Command	Out of Command
Rout	Rout	Rout	Rout	Rout	Out of Command	Out of Command	Out of Command	Out of Command	Out of Command

