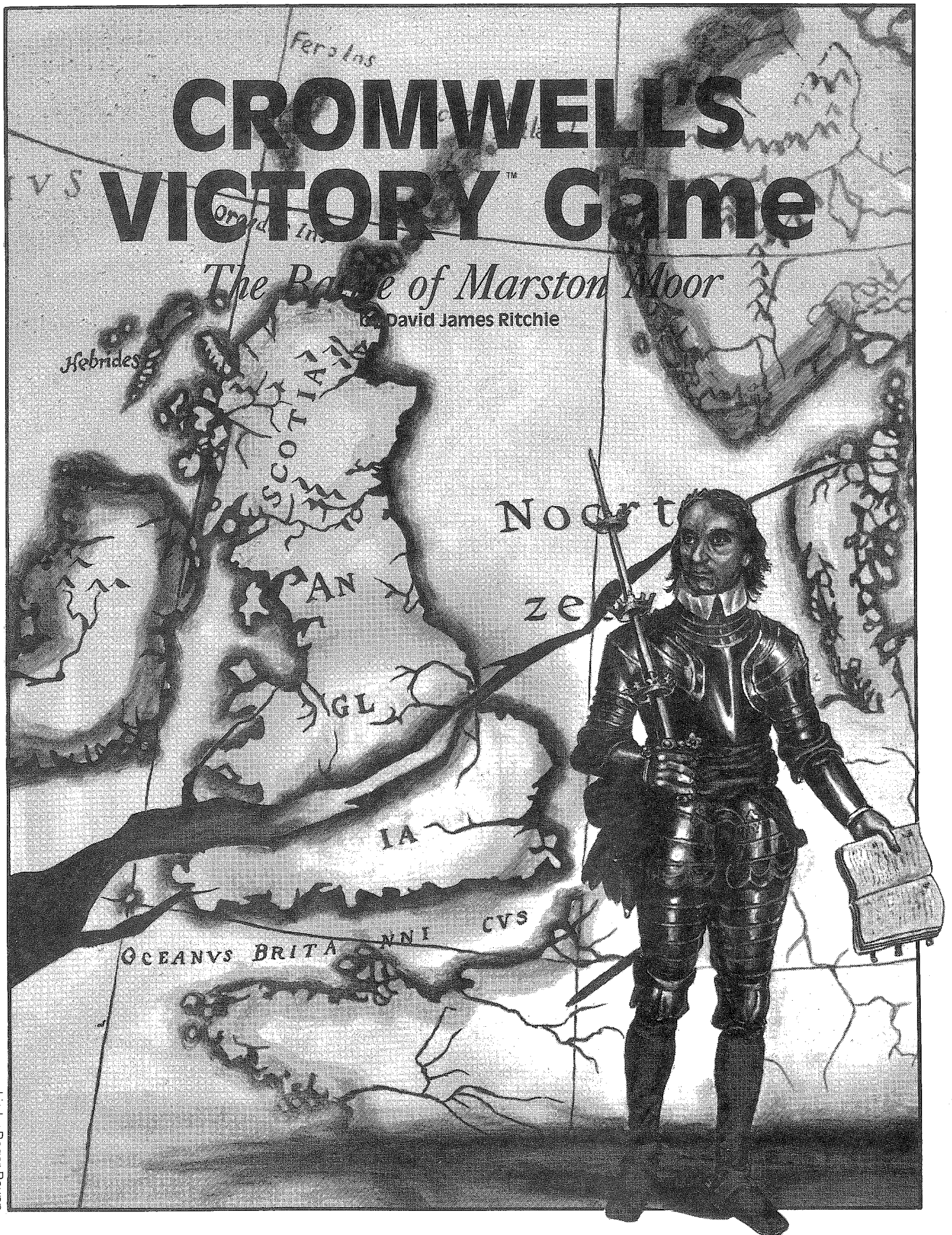


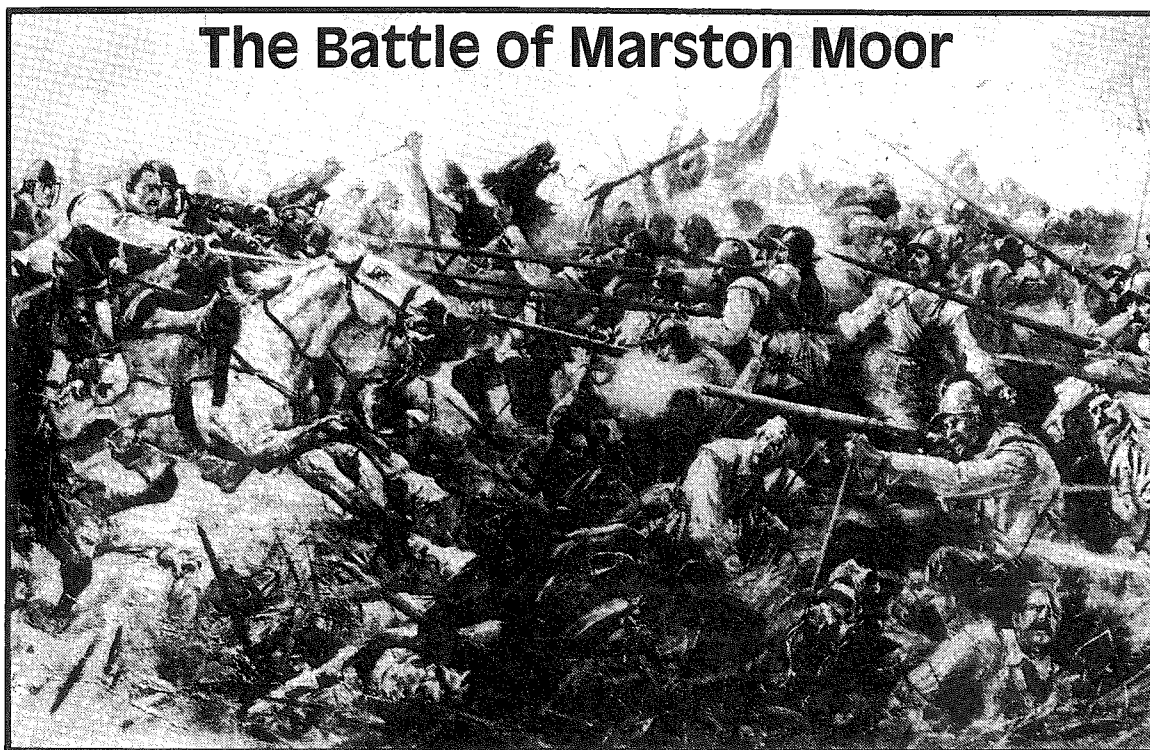
CROMWELL'S VICTORY™ Game

The Battle of Marston Moor

by David James Ritchie



CROMWELL'S VICTORY™ Game



Library of Congress

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Special thanks to Brad Hessel, who got the ball rolling.

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[1.0] INTRODUCTION

The CROMWELL'S VICTORY™ game is a tactical two-player game of the English Civil War battle at Long Marston on 2 July 1644. The combined Royalist armies of Newcastle and Prince Rupert met and fought the Allied Parliamentary and Scottish armies of Fairfax, Manchester, and Leven.

In the course of play, one player (the Royalist player) controls the Royalist Army. His opponent (the Allied player) controls the Allied Army. Each player, in turn, moves cardboard pieces representing the units that were actually present at the battle across a realistic game map showing the Long Marston area as it looked in 1644, and uses those pieces to attack his opponent's pieces according to the procedures set forth in these rules. This process continues for 12 game turns, at the end of which the players check 15.0 (*How to Win*) to find out who won the game (and the battle).

[2.0] GAME PARTS

GENERAL RULE

Each CROMWELL'S VICTORY™ game includes:

- One 22" × 16" game map
- One sheet of 100 cardboard playing pieces
- One 12-page rules booklet

In addition, one 6-sided die is required for play and must be supplied by the players.

CASES

[2.1] The mapsheet shows the area over which the battle was fought.

A hex grid has been placed over the terrain on the map to control the movement and positioning of the pieces. Each hexagon (hex) is individually numbered and represents an area 200 yards across. Also printed on the map are a *Terrain Key*, showing what the various colors and symbols on the map mean, and a *Turn Track*, described below.

[2.2] The *Turn Track* is used to record the passage of time.

This track consists of 12 numbered boxes, each representing a single game turn consisting of 30 minutes of the historical battle. The *Game Turn Marker* provided in the game is moved along the track to record the passage of time.

[2.3] The *Terrain Effects Chart* (TEC) indicates both the number of movement points a unit spends to enter different types of terrain and the effect on the attacker's combat strength when attacking into, out of, or across certain terrain features.

[2.4] The *Combat Table* is used to find the outcome of attacks by one player's pieces against the opposing player's pieces.

[2.5] The *Artillery Table* is used to find the outcome of bombardments of one player's pieces by the opposing player's artillery pieces.

[2.6] The cardboard playing pieces represent the actual military units, leaders, and artillery pieces that took part in the battle.

There are three basic types of playing pieces:

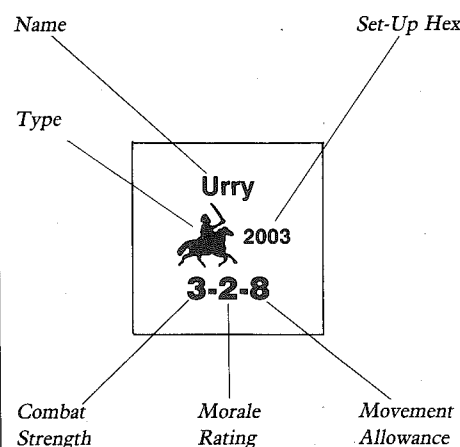
- *Units*, representing brigades and regiments of Foot, Light Horse, and Heavy Horse.
- *Leaders*, representing the named officers and their staffs that were actually present at the battle.
- *Artillery Pieces*, representing groups of 3 to 5 guns.

[2.7] The numbers and symbols on the pieces describe the characteristics of each piece.

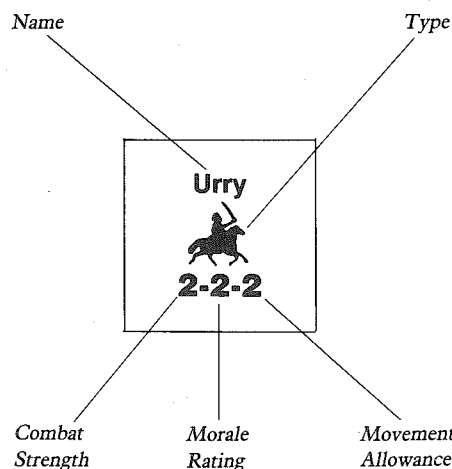
Units contain six items of information: the unit's *Name*, *Type*, *Set-Up Hex*, *Combat Strength*, *Morale Rating*, and *Movement Allowance*. Leaders contain five items of information: the leader's *Name*, *Type Symbol*, *Set-Up Hex*, *Command Rating*, and *Movement Allowance*. Artillery pieces contain only two items of information: a *Type Symbol* and *Set-up Hex*. This information is organized as shown in the diagrams below:

SAMPLE UNIT

FRONT (Ordered)

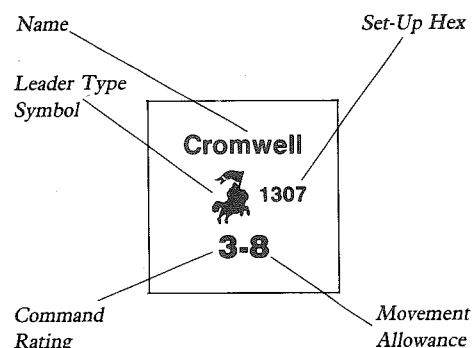


BACK (Disrupted)

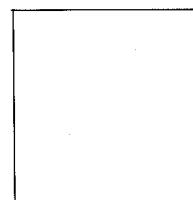


SAMPLE LEADER

FRONT

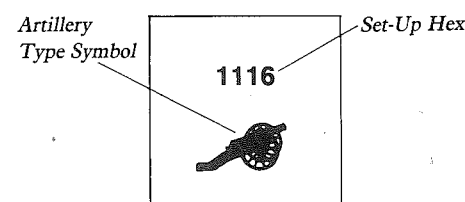


BACK

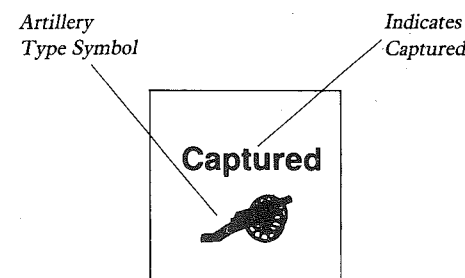


SAMPLE ARTILLERY PIECE

FRONT (Start)



BACK (Captured)



Combat Strength is the relative strength of a unit when attacking and defending, expressed in terms of strength points. Each strength point represents between 75 and 100 men, depending on unit type.

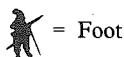
Morale Rating is the relative level of training and motivation of a unit, expressed as a numerical rating. It is used when a unit attempts to rally.

Movement Allowance is the maximum num-

ber of clear hexes that a unit can enter in a single movement phase, expressed in movement points. More than one MP can be spent to enter a hex depending on the terrain in the hex and in the hexside through which the hex is entered.

Command Rating is the relative leadership ability of a named leader.

Type is the general category into which a piece fits, and determines the piece's capabilities. The *type symbols* on the units include:



= Foot



= Light Horse



= Heavy Horse

The Manchester Heavy Horse unit contains a "●" symbol on its front face to indicate that the troops composing that regiment were trained to fight as Dragoons as well as Heavy Horse. This unit is treated in all ways as a Heavy Horse unit; however, when defending

in a close or train hex, it is considered a foot unit, and uses the appropriate (foot) line of the Combat Table.

Name is the most common name by which a unit or leader was known at the time of the battle, and is used for purposes of identification.

Set-up Hex is the four-digit identification number of the hex in which the piece is placed at the beginning of the game.

[2.8] Color indicates to which force each piece belongs.

There are five separate forces in the game, each of which represents one of the smaller regional or national armies that make up the two opposing armies on the battlefield. Whenever the word *force* is used in the rules, it refers to these smaller components of the armies.

[2.9] The terms *enemy* and *friendly* are used to describe the relationship and functions of game pieces to each other.

All of the pieces controlled by one player are friendly to each other. The opposing player's pieces are enemy pieces. Frequently, the phase in which a piece can perform game activity is termed a *friendly phase* (as in, "a friendly movement phase"). A phase in which the piece cannot perform game activity while enemy pieces can is termed an *enemy phase* (as in, "an enemy movement phase").

[3.0] HOW TO SET UP

Prepare for play by following the numbered steps below in order:

Step 1: Carefully cut the pieces out of their cardboard stringers with a pair of sharp scissors, sorting them by color and type.

Step 2: Backfold the map against the creases, and lay it out on a smooth, flat surface.

Step 3: Decide which player will command each of the opposing armies. The Royalist player sits on the north side of the battlefield and the Allied player sits on the south side of the battlefield.

Step 4: Set up the pieces so that their front faces appear in the numbered hexes on the map that correspond to the *Set-Up Hex* numbers printed on the front of each piece. For convenience, the Royalist player should set up the Royalist Army — Prince Rupert's and Newcastle's forces — and the Allied player should set up the Allied Army — Fairfax's force, Manchester's force, and Leven's force (the army of the Scottish Kirk).

Step 5: Place the Game Turn Marker in the 1 box on the *Turn Track*.

You are now ready to fight the battle of Marston Moor.

[4.0] HOW TO PLAY

GENERAL RULE

The game is played in a series of 12 sequenced rounds of activity called *game turns*. Each game turn consists of ten separate segments called *phases*, which are performed in the or-

der given in the *course of play* below. Each phase is devoted to a particular type of activity performed by one of the players. The player who is currently performing permissible activity during a phase is called the *active player*; his opponent is called the *inactive player*. Only the active player performs activity during a phase; the inactive player's units defend when attacked, but are otherwise passive. In addition, the active player is limited to actions specifically permitted during that phase. When all ten phases have been completed, the game turn is over and play proceeds to the next game turn. When all 12 game turns have been completed, the game is over and the players check 15.0 (*How to win*) to find out who won.

COURSE OF PLAY

Step 1: Visibility Phase

If it is game turn 6 or earlier, *skip this step* and go to step 2. If it is game turn 7 or later, the Royalist player makes a visibility check according to procedures detailed in 5.0 (*Visibility*).

Step 2: Allied Rally Phase

The Allied player makes a rally check for each and every eligible Allied unit as detailed in 6.0 (*How to Rally*).

Step 3: Allied Artillery Phase

The Allied player fires any or all artillery pieces that he controls at any Royalist units he desires as detailed in 7.0 (*Artillery*).

Step 4: Allied March Phase

The Allied player moves any or all the Allied units and leaders on the map as detailed in 8.0 (*How to Move*).

Step 5: Allied Combat Phase

The Allied player attacks adjacent Royalist units with his leaders and ordered units as detailed in 9.0 (*Who Must Attack*), 10.0 (*How to Attack*) and 11.0 (*Combat Results*).

Step 6: Royalist Rally Phase

The Royalist player makes a rally check for each and every eligible disrupted Royalist unit as detailed in 6.0 (*How to Rally*).

Step 7: Royalist Artillery Phase

The Royalist player fires any or all artillery pieces that he controls at any Allied units he desires as detailed in 7.0 (*Artillery*).

Step 8: Royalist March Phase

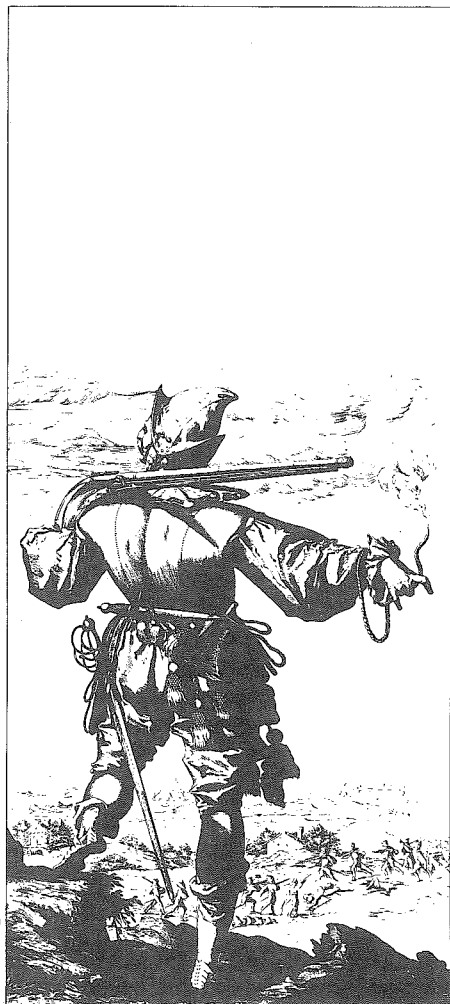
The Royalist player moves any or all the Royalist units and leaders on the map according to the movement procedures in 8.0 (*How to Move*).

Step 9: Royalist Combat Phase

The Royalist player uses his leaders and ordered units to attack adjacent Allied units as detailed in 9.0 (*Who Must Attack*), 10.0 (*How to Attack*) and 11.0 (*Combat Results*).

Step 10: Game Turn Record Phase

The Allied player advances the Game Turn Marker one box on the Turn Track to indicate



the passage of one game turn. If the Game Turn Marker is already in the last (12) box of the Turn Track, the game is over.

[5.0] VISIBILITY

GENERAL RULE

Thick cannon and musket smoke, dust clouds raised by thousands of horses and men on the march, a flash rain storm in the early evening and, finally, toward the end of the battle, the approach of night — all hampered the armies at Marston Moor. As a reflection of the poor visibility engendered by these factors, the Royalist player makes a visibility check during the visibility phase at the beginning of each game turn after game turn 6. The result, lasting throughout the ensuing game turn, will be one of three possible visibility levels: *Clear*, *Obscured*, or *Minimal*.

PROCEDURE

If it is game turn 6 or earlier, the visibility is clear, and the visibility phase (step 1) of the game turn is skipped. If it is game turn 7 or later, the Royalist player rolls a die and modifies the result by adding 2 if it is game turn 8 or game turn 9, 3 if it is game turn 10, 4 if it is game turn 11, and 5 if it is game turn 12. These modifications are summarized on the Turn Track. If the modified die roll result is 1-3, visibility is clear. If the modified die roll result is 4 or 5, visibility is obscured. If the modified die roll result is 6, visibility is minimal. The effects of the various visibility levels are detailed in the cases below.

CASES

[5.1] Clear visibility does not affect the capabilities of the units in the game.

[5.2] Obscured visibility restricts the ability of units to move and rally.

The movement allowance of all ordered units (but not leaders or disrupted units) is halved (drop fractions) whenever visibility is obscured. In addition, 1 is added to the die roll for each rally check whenever visibility is obscured.

[5.3] Minimal visibility restricts the ability of units to move, rally, and charge, and it severely restricts the ability of artillery pieces to fire.

During minimal visibility game turns, all the effects of obscured visibility (5.2) are in full effect. In addition, artillery pieces can't fire more than a 2-hex (one intervening hex) distance, and Heavy Horse units can charge only if they are stacked with or adjacent to a leader of the same force (color) at the end of their movement phase.

[5.4] Units suffer special restrictions on the first game turn when an unmodified 6 is rolled during a visibility check.

It is entirely possible that this effect will not occur during a particular game. Visibility is considered clear except for the effects listed in this case; no other visibility effects occur during this game turn. If an unmodified 6 is

rolled, both rally phases and both artillery phases (steps 2, 3, 6, and 7) are skipped during that game turn. In addition, every die roll on the Combat Table during the game turn is reduced by 2, and all attacking units that are still ordered after their attack has been resolved are immediately disrupted.

[6.0] HOW TO RALLY

GENERAL RULE

The procedure by which disrupted units regain full effectiveness is called *rallying*. The Royalist player must make a rally check for all eligible disrupted Royalist units during the Royalist rally phase. The Allied player must make a rally check for all eligible disrupted Allied units during the Allied rally phase. No rally checks are possible at any other time during the game turn. Eligibility for rallying is defined in case 6.2.

PROCEDURE

The active player executes the following steps in order for each of his eligible disrupted units:

Step 1: The active player finds the morale rating of the unit for which he is making the rally check.

Step 2: The active player modifies the printed morale rating by adding to it the command rating of any one leader of his choice that is of the same force (color) as the unit and that is either stacked in the same hex with or adjacent to the unit.

Step 3: The active player adds 2 to the number found in step 2 if the unit for which he is making the rally check is a foot unit in a close hex, or he adds 1 to the number found in step 2 if the unit (regardless of its type) is in its own train hex. He subtracts 2 from the number found in step 2 if the unit (regardless of its type) is in the enemy train hex. These modifiers are cumulative. The Royalist Train hex is hex 2810. The Allied Train hex is hex 0814.

Step 4: The active player rolls one die, adds 1 to the result if the visibility is obscured or minimal, and compares the result to the modified morale rating found in step 3. If the die roll result is less than or equal to the modified morale rating, the unit rallies, and the player flips it over to its ordered (front) side. If the result is greater than the modified morale rating, the unit remains disrupted, and the active player makes a rally check for the next eligible unit of his choice. He must make another rally check for the unit (if it is still eligible) during his next rally phase. Die rolls greater than 6 are treated as 6.

CASES

[6.1] The active player makes rally checks for his eligible disrupted units in any order he chooses.

However, he must make a rally check for each of his eligible disrupted units during each of his rally phases, and he can't make a rally check for any ineligible disrupted unit.

[6.2] A unit's eligibility for a rally check is affected by the proximity of enemy units and the morale of the army of which it is a part.

- Units are ineligible for a rally check when next to ordered enemy units, *unless* the disrupted unit is a foot unit in a woods, close, or train hex, and all the ordered enemy units are horse units.

- Units that are part of a demoralized army (13.0) are ineligible for a rally check, unless any of the following statements apply to the unit:

A. The unit is stacked in the same hex with a leader of the same force (color).

B. The unit is one of the six horse units of Manchester's force.

C. The unit is one of the seven foot units of Newcastle's force.

Except as noted herein, all disrupted units are always eligible for a rally check during a friendly rally phase.

[7.0] ARTILLERY

GENERAL RULE

Each player controls a number of artillery pieces at the start of the game. These pieces are not units. They can't move or participate in combat. However, each piece can be used to bombard (fire on) enemy units during a friendly artillery phase. Leaders and artillery pieces are never affected by a bombardment. Artillery pieces are never disrupted or eliminated. However, they can be captured and may be used to bombard enemy units.

PROCEDURE

During his artillery phase the active player can, at his option, bombard any one enemy unit with each artillery piece under his control. Artillery pieces under a player's control include those that started the game under that player's control and that are not currently captured by the opposing player as well as all the opposing player's artillery pieces that are currently captured. For each bombardment, the active player performs the following steps in order:

Step 1: The active player traces a path of hexes consisting of the fewest possible hexes in a straight line between the bombarding artillery piece (exclusive) and the enemy unit he wants to bombard (inclusive). The result is the range. If any part of this path of hexes is *blocked* (7.3), the bombardment can't take place, and the active player can choose another target unit (if one exists).

Step 2: The active player reads across the row of numbers at the top of the *Artillery Table* until he comes to the number that is the same as the range found in step 1. This is the range column for the bombardment.

Step 3: The active player rolls a die, adding 1 to the roll if the target unit is in a close, train, or woods hex. He then reads down the row of possible die roll results in the left-hand column

of the Artillery Table until he comes to the number that matches the modified die roll.

Step 4: The active player reads across the row of results corresponding to the modified die roll until he comes to the result occupying the range column for the bombardment (step 2). This is the result of the bombardment.

Step 5: If the result is a **Dd** and the target unit is ordered, it is immediately disrupted. The inactive player flips the unit over to its back (disrupted) side to show this. If the result is a —, or if the result is **Dd** and the target unit is already disrupted, the bombardment has *no effect*. Regardless of the effect on the target unit, artillery pieces and leaders (of either side) are never affected by a bombardment.

CASES

[7.1] The active player announces bombardments individually in any order he chooses.

Each bombardment is resolved immediately after being announced and before any other bombardment is resolved. Thus, it is possible to bombard an enemy unit any number of times during the same artillery phase, trying to disrupt a key unit with another bombardment should the previous bombardment fail to have any effect.

[7.2] An enemy unit can be bombarded any number of times during an artillery phase. However, each artillery piece can bombard only one enemy unit.

[7.3] Artillery pieces can only bombard enemy units that they can "see."

An artillery piece can "see" into and out of any type of terrain. However, artillery pieces can't see *through* woods, close, town, train, hilltop, or plump hexes or hexes containing artillery pieces or units of either side. These types of hexes are called *blocking hexes* because they block the line of sight to the target. **EXCEPTIONS:** See cases 7.4 and 7.5.

[7.4] Artillery pieces in hilltop hexes that are firing into non-hilltop hexes ignore blocking hexes that are more than half the total distance in hexes from the hex occupied by the target unit.

[7.5] Artillery pieces in hilltop hexes that are firing into other hilltop hexes ignore blocking hexes except for the plump hexes (hilltop hexes 0815, 0915, and 0916) and those hexes occupied by other artillery pieces or units.

[7.6] If the most direct path between an artillery piece and a target unit can be traced through two hexes, one of which is a blocking hex and the other of which is not a blocking hex, the path is traced through the non-blocking hex.

[7.7] Artillery pieces are friendly to the player controlling the last unit (not leader) to enter or pass through their hex.

Whenever the hex occupied by an artillery piece is occupied by an enemy unit, the artillery piece is *captured* and is flipped over to its captured (back) side to indicate this. It is now friendly to the player whose unit captured it.

Whenever the hex containing a captured artillery piece is occupied by a unit friendly to the original owner, the artillery piece is recaptured and is flipped over to its front side. An artillery piece can't be disrupted or eliminated though it can be captured and recaptured any number of times during a game. The active player can use any or all friendly artillery pieces to bombard enemy units during his artillery phase.

[7.8] Artillery pieces have no combat strength or Zone of Control (9.1), and they ignore both friendly and enemy ZOCs for all purposes.

[8.0] HOW TO MOVE

GENERAL RULE

During his movement phase, the active player can move as many of his units and leaders as he desires in any direction up to the limit of each unit/leader's movement allowance, according to the procedures and within the restrictions detailed in this section. Artillery pieces can't move. Except where specifically noted, the following movement restrictions apply to both units and leaders.

PROCEDURE

Units and leaders move one at a time, tracing a path of connected hexes through the hex grid as they move. Each piece's movement allowance consists of a number of *movement points* (MPs). To enter a hex, the piece must spend one or more MPs depending on the terrain in that hex. In some cases, additional MPs must be spent in order to cross the terrain in the hex-side through which the unit enters the hex. **EXCEPTION:** *Disrupted units have special movement rules (11.8).*

CASES

[8.1] Only the active player can move his pieces during a movement phase.

He can move any of his pieces that he wants (other than artillery) in any order he wants. However, the active player can't have combat during a movement phase. The inactive player can't move or have combat during the active player's movement phase. Movement is always voluntary; a player is never forced to move.

[8.2] Pieces must be moved individually.

Once a player moves a piece and withdraws his hand from that piece, the piece can't be moved any further or have its move altered during that movement phase. In addition, once a player has begun to announce his attacks, he has irreversibly initiated his combat phase and can't move any more pieces.

[8.3] The presence of other pieces in a hex affects the ability of leaders and units to enter or to end their movement phase in that hex.

Units and leaders can always enter hexes occupied by other friendly units and leaders. There is no additional MP cost for entering or leaving a friendly-occupied hex. However, there can be only one unit (and any number of friendly leaders) in a hex at the end of a movement phase. Artillery pieces are not units and are un-

affected by this rule. If there is more than one unit in a hex at the end of a movement phase, the active player must immediately eliminate (permanently remove from the game) all units in excess of one from that hex. Units removed in this fashion *do* count for army demoralization (13.0) and victory-point accumulation (15.0). A piece can never enter a hex containing an enemy leader, the enemy leader is automatically placed in the nearest hex containing a friendly unit (of any force). There is no effect on the moving unit when it forces an enemy leader to displace to another hex. If there are two or more hexes into which a leader could be placed, the player controlling that leader decides to which hex the leader is displaced. Artillery pieces have no effect on movement.

[8.4] Pieces can only enter connected hexes. Units and leaders can't skip hexes during their movement.

[8.5] A unit or leader can't spend more MPs during a movement phase than it has in its movement allowance.

If a piece does not have sufficient MPs to pay all movement costs associated with entering a hex, it can't enter that hex. A unit or leader does not have to spend all its available MPs; however, unused MPs can't be saved for later use or loaned to another piece. Movement points that are not used during the movement phase in which they become available are lost. Unlike some games, the CROMWELL'S VICTORY game does *not* permit units or leaders to move a minimum of one hex regardless of their movement allowances.

[8.6] The MP cost to enter each type of terrain on the map is listed in the *Terrain Effects Chart*.

It costs 1 MP to enter a clear hex. Other hexes can cost more to enter. To find the MP entry cost for a hex, players should find the type of terrain in that hex in the *Type of Action* column on the Terrain Effects Chart, read across the row of numbers until they come to the number in the column representing the type of unit that is moving (foot, heavy horse, or light horse). That number is the number of MPs it costs that unit type to enter that specific terrain type. Leaders always pay 1 MP to enter all types of hex except town hexes (which no piece can enter, even via a lane), and they ignore crossing costs (see case 8.7). Their movement allowance is unaffected by visibility. Under certain circumstances, units and leaders can exit the map at a cost of 1 additional MP. See case 13.8 for details.

[8.7] The MP cost to cross certain hexsides must be paid in addition to other MP costs to enter a hex.

Movement-point costs listed on the Terrain Effects Chart with a + in front of them are *hexside* crossing costs that are added to the cost of entering a hex whenever that hex is entered across that type of hexside. If no extra cost is listed in a unit type column, units of that type ignore that type of hexside for purposes of movement. Leaders always ignore all hexside terrain when moving.

[8.8] Lanes negate the effects of other terrain for purposes of movement.

Whenever a unit enters a hex containing a lane via a hexside containing the lane symbol, the unit pays 1 MP to enter the hex, ignoring all hexside terrain that it can cross to enter the hex. Note, however, that a unit can't enter a hex that is normally prohibited to it (contains a P on the Terrain Effects Chart) by moving along a lane. Lanes do not negate prohibitions against movement; they only allow units that could enter a hex anyway to do so at a lower cost in MPs. Lanes have no effect on leader movement or combat.

[8.9] Enemy ZOCs (9.1) do not affect movement.

[9.0] WHO MUST ATTACK

GENERAL RULE

Each non-disrupted unit exerts a *Zone of Control* (ZOC) into the six hexes surrounding the one it occupies. All of the active player's ordered units in the ZOC of an enemy unit at the beginning of the active player's combat phase must attack one or more enemy units during the combat phase. The active player must attack all enemy ordered units in a friendly ZOC. The active player's disrupted units can't attack, but the inactive player's disrupted units can be attacked at the active player's option. Artillery pieces can't attack or be attacked in the combat phase. Leaders that are not stacked with a friendly unit can't attack or be attacked. Leaders stacked with a friendly unit add their command rating to the combat strength of the unit with which they are stacked.

PROCEDURE

At the beginning of his combat phase, before resolving any combats, the active player announces which of his units are attacking and which enemy units each is attacking. Only when all combats have been announced is the first combat resolved.

CASES

[9.1] All ordered units exert a zone of control (ZOC) on the six adjacent hexes at all times.

Leaders, artillery pieces, and disrupted units never exert a ZOC. ZOC are unaffected by the presence of any type of terrain or playing piece. If an ordered unit is in the ZOC of an enemy unit, the enemy unit is also in the ZOC of that ordered unit. Friendly and enemy ZOC's coexist in the same hex. There is no additional effect from having more than one ZOC exerted on a hex.

[9.2] The manner in which attacks are divided up are entirely up to the active player. However, the active player chooses which of his units will attack which enemy units.

All of the inactive player's ordered units that are in the ZOC of one of the active player's units must be attacked, and all the active player's ordered units that are in an enemy unit's ZOC must make an attack. Within this restriction, the active player can divide his attacks in whatever way he feels will give him the best results.

[9.3] A unit can only attack adjacent enemy units. A given enemy unit can be attacked in a single combat by up to six units, each occupying one of the six adjacent hexes.

[9.4] A unit can't attack or be attacked more than once per combat phase.

When more than one unit is attacking the same enemy unit, all attacking units must execute their attacks in a single combined combat. The combat strengths of all the attacking units are combined into a single total combat strength for purposes of this attack.

[9.5] Each unit's combat strength is a single indivisible number. A unit's combat strength can't be divided up among different combats when either attacking or defending.

[9.6] When the active player's attacking units in more than one hex are all adjacent to the same defending units in more than one hex, the attacking units can resolve their attacks as a single combined attack, at the active player's option.

All of the attacking units must be adjacent to all the defending units for this option to be exercised. In such cases, the combat strengths of the attacking units are combined into a single total combat strength, and the combat strengths of the defending units are combined into a single total combat strength.

[9.7] Modifications to the combat strengths of individual units are made before the combat strengths are combined.

If the defending units occupy more than one type of terrain, the combat is resolved on the single terrain line on the Combat Table most favorable to the defending units.

[9.8] The attacker can divide up his attacks in such a way that some attacks are executed at an unfavorable combat ratio in order to obtain a more favorable combat ratio in other attacks.

Combat ratios lower than the lowest combat ratio shown on the terrain line on which the combat is being resolved are treated as the lowest combat ratio shown on that line. Combat ratios higher than the highest combat ratio shown on the line are resolved at the highest combat ratio shown.

[10.0] HOW TO ATTACK

GENERAL RULE

The active player is considered the attacker

and the inactive player is considered the defender during each combat phase. The attacker's units are called attacking units, and the defender's units are called defending units. For each attack announced at the beginning of the combat phase, the attacker calculates a *combat ratio* based on each unit's combat strength, which he indexes against a die roll on the Combat Table to resolve the combat.

PROCEDURE

Resolve each combat by executing the following steps in order:

Step 1: The attacker announces which of his Heavy Horse units that are attacking disrupted enemy foot units out of or into clear, slope, or hilltop hexes are conducting a charge. The combat strength of the charging units is *doubled*.

Step 2: The attacker *halves* the combat strengths of all of his units attacking out of a marsh hex, across a ditch hexside or stream hexside, or up a slope hexside, rounding fractions down.

Step 3: The attacker totals the combat strengths (modified as per steps 1 and 2) of all attacking units participating in the combat into a single combat strength, and adds to it the command rating of any one eligible leader stacked with each attacking unit.

Step 4: The defender combines the combat strengths of all defending units participating in the combat into a single total combat strength, and adds to it the command rating of any one eligible leader per defending unit that is stacked with that leader.

Step 5: The defender finds the terrain line on the Combat Table (one of the five lines at the top of the table containing a terrain type and a series of number ratios) that most closely represents the terrain occupied by the defending units. If the defenders occupy more than one terrain type, the terrain type most favorable to the defender is used to resolve the combat. This is the *terrain line* for the combat.

Step 6: The attacker expresses the results of steps 3 and 4 as a ratio of attacking units' combat strength to defending units' combat strength, and finds the combat ratio on the terrain line selected in step 5 that most closely approximates this ratio of strength. If the ratio of attacker's strength to defender's strength is not exactly equal to one of the combat ratios listed, the attacker rounds the calculated ratio downward to conform to one of the listed combat ratios on the table.

Step 7: The attacker rolls one six-sided die and finds the die roll result in the left-hand column of the Combat Table. He then reads across the row of entries corresponding to the die roll until he reaches the combat ratio column found in step 6. The attacker finds the result of the combat is where the row and column meet. All combat results are applied immediately *before* proceeding to resolve any other combats. When all combats announced at the beginning

of the combat phase have been resolved and all combat results applied to the affected units, the combat phase is over.

CASES

[10.1] The effects of terrain on defending units are incorporated into the Combat Table.

There are 5 terrain lines at the top of the Combat Table. Only the terrain line matching the terrain occupied by the defending units is used to resolve any given combat. The *Train/Close* — *Horse* terrain line is used only when defending Heavy or Light Horse units occupy a train or close hex. Similarly, the *Train/Woods* — *Foot* terrain line is used only when defending foot units occupy a train or woods hex, and the *Close* — *Foot* terrain line is used only when the defending foot units occupy a close hex. If the defender occupies more than one type of terrain in a combined combat, the line for the occupied terrain most favorable to the defender is used to resolve the combat. Terrain lines are organized on the Combat Table so that the lower the terrain line, the more favorable it is to the defender.

[10.2] Ordered Heavy Horse units can charge disrupted enemy foot units (only).

When one or more ordered Heavy Horse units are attacking one or more disrupted enemy foot units, the attacker can, at his option, announce a charge. Charges can be conducted only if *all* the attacking Heavy Horse units involved in the combat charge and only if all of the defending units are disrupted foot units. Heavy Horse can charge if friendly foot units are involved in the attack, so long as the other requirements for conducting a charge are met. Heavy Horse can charge into or out of clear, hilltop, and slope hexes, and can charge across ditch and stream hexsides. However, they can only charge across slope *hexsides* if they are charging "upslope" (e.g., from the slope hex forming that slope hexside into a hex that doesn't contain part of the splash contour of the slope forming that slope hexside). In minimal visibility, the Heavy Horse units must be next to or stacked with an eligible leader at the beginning of the combat phase to announce a charge. See case 13.9 for special charge restrictions placed on Heavy Horse units of demoralized armies. Charging Heavy Horse units have their combat strengths *doubled*.

[10.3] Charging heavy horse units that are ordered after the results of their combat have been applied are immediately disrupted. Charging horse units that were disrupted as a result of their combat suffer no further adverse result.

[10.4] The command ratings of eligible leaders are added to the combat strength of units with which they are stacked.

A leader is eligible if it is the same color as the unit with which it is stacked. However, the amount added to the unit's combat strength can't exceed the unit's printed combat strength. If the printed combat strength on the face-up side of the unit is less than the command rating of the eligible leader, only an

amount equal to the unit's printed combat strength is added. The combat rating of only one eligible leader can be added to a given unit's combat strength, though any number of leaders can add their command ratings to a given combat if they are stacked with different units.

[11.0] COMBAT RESULTS

GENERAL RULE

There are six possible combat results: **Ad**, (Attacker Disrupted), **Dd**, (Defender Disrupted), **Dx**, (Disruption Exchange), **De**, (Defender Eliminated), **Ae**, (Attacker Eliminated) and **—** (No Effect). Only one of these results will occur for each combat. Results are applied to the affected units and leaders immediately, before any other combats are resolved.

PROCEDURE

The active player looks at the Combat Table and reads across the row of entries indicated by the combat resolution die roll until he comes to the column for the combat ratio for the combat. Where row and column meet, he finds a result whose effects are applied immediately to the affected units.

CASES

[11.1] If the result is an **Ad** (Attacker Disrupted), all attacking units are immediately disrupted. Disrupted units are governed by special movement and combat considerations detailed in cases 11.7 and 11.8. Disrupted units remain disrupted until rallied as detailed in *How to Rally*, (6.0).

[11.2] If the result is a **Dd** (Defender Disrupted), all defending ordered units in the combat are immediately disrupted.

Disrupted defending units in the combat are immediately eliminated (removed from play) as if they had suffered the **De** result (11.4). Otherwise, disrupted units are governed by special movement and combat rules (11.7 and 11.8). Disrupted units remain disrupted until rallied as detailed in 6.0 (*How to Rally*).

[11.3] If the result is a **Dx** (Disruption Exchange), both the attacker and the defender suffer disruption.

First, all disrupted defending units are eliminated (as if they had suffered the **De** result described in 11.4). Second, all ordered defending units are disrupted. Finally, the active player disrupts a number of his own units whose printed combat strength at least equals the face-up combat strength of the disrupted or eliminated defending units. Only units actually participating in the combat are affected by these results. If the total printed combat strengths of the attacking units are less than the face-up combat strengths of the defending units, all attacking units are simply disrupted; there is no further effect. Disrupted units can be rallied as detailed in 6.0 (*How to Rally*).

[11.4] If the result is a **De** (Defender Eliminated), all the defending units are immediately and permanently eliminated (removed from play). Eliminated units count for demoraliza-

tion and victory-point purposes as detailed in 13.0 (*Demoralization*) and 15.0 (*How to Win*).

They have no further effect on play and never re-enter the game.

[11.5] If the result is an **Ae** (Attacker Eliminated), all the attacking units are immediately and permanently eliminated from play. Eliminated units count for demoralization and victory-point purposes as detailed in 13.0 (*Demoralization*) and 15.0 (*How to Win*). They have no further effect on play and never re-enter the game.

[11.6] If the result is a **—** (No Effect), there is no effect whatsoever from the combat, and the players proceed to resolve the next combat situation.

[11.7] Disrupted units are flipped over to their back sides. Disrupted units have their combat strengths and movement allowances reduced to the numbers printed on their back sides until they are rallied.



[11.8] Disrupted units suffer special movement and combat restrictions:

- Disrupted units can't attack. They defend normally, but if they suffer a second disruption effect as a result of combat (not artillery fire) while disrupted, they are eliminated.
- Disrupted units have no ZOCs, and the active player is never required to attack them (though he can do so at his option).
- Disrupted foot units can be charged by Heavy Horse units.
- Disrupted units are unaffected by enemy ZOC.
- Disrupted units do not expend MPs to move. Instead, the movement allowance on the back of each unit is the number of *hexes* the unit can move each friendly movement phase while disrupted. Disrupted units can enter all types of terrain and cross all types of hexsides that they would be permitted to enter or cross while ordered, regardless of the normal MP cost (see also 13.7).

Disruption results only affect units. Leaders and artillery are not affected in any way by the disruption of a unit with which they are stacked.

[11.9] Leaders aren't directly affected by combat results. However, if the unit with which a leader is stacked is eliminated, the player who controls that leader must make an *evasion roll* to survive. The player counts the distance in hexes from the leader to the nearest friendly unit, ignoring the presence of intervening terrain or enemy units. Distances greater than 6 are treated as 6. The player then rolls a single 6-sided die. If the result is greater than or equal to the distance to the nearest friendly unit, the leader is placed atop that unit. If there are two or more friendly units onto which a leader could displace, the player controlling the leader decides to which hex the leader goes. If the die roll is less than this distance, the leader is immediately and permanently eliminated (removed from play). Leaders thus eliminated

do count for 13.0 (*Demoralization*) and 15.0 (*Victory Point*) purposes. There is no limit to the number of times a leader can be forced to displace if stacked with units that are subsequently eliminated; however, the leader does not add his command rating to any unresolved combat in a phase in which the leader has already been displaced.

Rupert  2309 3-8	Leven  0813 1-8
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[12.0] LEADERS

GENERAL RULE

Leaders represent individually named generals and their aides. Leaders are not units and do not have the same capabilities. Instead, they increase the capabilities of units in their immediate vicinity by adding their command ratings to both those units' combat strengths or morale ratings.

CASES

[12.1] Leaders have no ZOCs or combat strength. They are unaffected by enemy ZOCs and can't participate in combat (as attacker or defender) when alone. If stacked with a friendly unit of the same force (color), up to one leader per hex can add its command rating to the modified combat strength of the unit with which it is stacked. If a leader's command rating is greater than the current unmodified combat strength of the unit with which it is stacked, an amount equal to the unit's current unmodified (printed) combat strength is added to the unit's combat strength, and the rest of the leader's command rating is ignored. Like combat strengths, command ratings can't be divided up for use in more than one situation.

[12.2] Only one leader at a time can modify the combat strength of any given unit.

If more than one friendly leader of the same force occupies a hex, the player controlling those leaders must decide which leader affects combat involving the unit in that hex.

[12.3] Leaders move in a manner similar to units.

However, leaders pay no MPs to cross hexsides and pay only 1 MP for each hex they enter. Leaders can't enter town hexes. They can enter all other types of hexes, and can, under certain circumstances, exit the map. Leaders can't enter hexes occupied by enemy units. They can enter hexes occupied by enemy artillery pieces only if those artillery pieces are currently captured. Leaders can freely enter, but can't end their movement in, hexes containing

enemy leaders. Leaders do not displace onto friendly units when their hex is entered by enemy leaders.

[12.4] Leaders add their command rating to the morale rating of friendly units of the same force with which they are stacked or to which they are adjacent during a rally check.

Only one leader's command rating is used to modify a given unit's morale rating, but it can be the command rating of any friendly leader of the same force in the same or an adjacent hex. The player controlling the unit decides which leader's command rating modifies the unit's morale check. There is no limit (except that posed by physical proximity) to the number of friendly units of the same force whose morale rating can be modified by the presence of the same leader during a given rally phase.

[12.5] The command rating of eligible leaders is always added to eligible units' morale ratings during the rally phase and to units' combat ratings during the combat phase.

A player can't choose not to make this modification. Only when more than one leader's command rating could modify a unit's morale rating or combat strength does the player controlling the unit have an option; and then he only has the option of choosing which leader's command rating to apply to the unit's morale rating or combat strength.

[12.6] Leaders must be of the same force as units in order to have any effect on those units.

The five forces in the game are distinguished by color. Leaders have no effect on a unit of a different force, even when they are stacked with or next to such a unit.

[12.7] Enemy units and leaders can freely enter hexes containing leaders that are not stacked with a friendly unit.

When an enemy unit enters a hex occupied by a leader that is not stacked with a friendly unit, the leader is automatically displaced onto the nearest friendly unit (owning player's choice of which unit, if more than one friendly unit is equidistant). If no friendly units are left on the map when an enemy unit enters a leader's hex, the leader is eliminated instead.

[12.8] Leaders aren't directly affected by combat results and aren't affected in any way by artillery fire. However, if stacked with a unit that is eliminated, the leader must make an *evasion roll* (11.9).

[12.9] The Allied leader *Leven* flees the battlefield whenever the Allied train is first entered by a Royalist unit.

At the moment a Royalist unit first enters the Allied train hex, the *Leven* piece is removed directly from the map and set aside. It never re-enters play and does not count for demoralization or victory point accumulation.

[13.0] DEMORALIZATION

GENERAL RULE

Both players' armies have a demoralization

level, representing the amount of punishment the army can take before beginning to disintegrate. During play, the elimination of friendly units and leaders and the enemy capture of artillery pieces and trains result in the accumulation of loss points. When the number of loss points accumulated by an army reaches that army's demoralization level, the army immediately becomes permanently demoralized. Demoralization severely limits the capabilities of an army's units.

PROCEDURE

Each player individually keeps a running tally on a sheet of scratch paper of the number of loss points that his army has accumulated. As soon as an army reaches its demoralization level, the player commanding that army announces this fact. Thereafter, no further loss points are accumulated by either player — only one army can be demoralized per game.

CASES

[13.1] The Royalist Army has a demoralization level of 100 loss points and the Allied Army has a demoralization level of 115 loss points.

[13.2] Units become demoralized whenever their army reaches its demoralization level. All units of an army (regardless of the force to which they are attached) become demoralized whenever their army becomes demoralized.

EXCEPTION: The seven Newcastle foot regiments and the six Manchester horse regiments never become demoralized, and are never affected by the provisions of the rules in this section.

[13.3] Only one army per game can become demoralized.

As soon as one army becomes demoralized, all recording of loss points ceases for the rest of the game. Loss points are added to each army's total at the exact moment they are accumulated, and a player must immediately announce the fact when his army has reached or exceeded its demoralization level. If both armies reach or exceed their demoralization levels at exactly the same time as a result of a combat, the inactive player's army is demoralized, and the active player's army is unaffected.

[13.4] Once an army has become demoralized, it remains demoralized for the rest of the game. A demoralized army never ceases to suffer the effects of demoralization.

[13.5] Loss points are accumulated by an army whenever its leaders or units are eliminated or its artillery pieces or train are captured.

- Whenever a unit is eliminated in combat (either due to an elimination result or because the unit suffered a disruption effect while already disrupted), a number of loss points equal to the combat strength printed on the unit's ordered (front) side is added to the accumulated loss point total of its army.

- Whenever a leader other than *Leven* is eliminated for any reason, a number of loss

points equal to *five times* the leader's command rating is added to the accumulated loss point total of it army.

- Whenever an artillery piece is captured/recaptured, the player who gained control (captured/recaptured) the artillery piece subtracts 5 loss points from his army's accumulated loss point total, and his opponent adds 5 loss points to his army's accumulated loss point total.
- Whenever a train hex is first entered by an enemy unit, the army to which the train belongs adds 20 loss points to its accumulated loss point total, and the enemy army subtracts 5 loss points from its accumulated loss point total.

It is possible during a given game for both train hexes on the map to be entered, resulting in a loss point addition to the army owning the train and a loss point subtraction from the army entering the train hex. However, loss points are only added or subtracted as a result of the *first* entry of each individual train hex by an enemy unit. On the other hand, the loss point additions and subtractions resulting from the capture/recapture of a particular artillery piece can occur any number of times during play.

[13.6] Demoralized units are only eligible for a rally check during their army's rally phase only if they are stacked in the same hex with a friendly leader of the same force. The foot units of Newcastle's force and the horse units of Manchester's force are always eligible for a rally check during their army's rally phase, since they never become demoralized.

[13.7] All disrupted units of a demoralized army have their movement allowance doubled. Instead of moving 2 hexes per game turn, they move 4 hexes per game turn.

[13.8] Demoralized units can leave the map. Only leaders and demoralized units of a demoralized army can exit the map (the Allied leader, Leven, is an exception, 12.9). Demoralized Royalist units and Royalist leaders can exit the map only via any hex on the northern map edge or any hex on the eastern map edge between hexes 1622 and 2622 (inclusive). Demoralized Allied units and Allied leaders can exit the map only via any hex on the southern map edge. Once a unit or leader exits the map, it can never re-enter the game. Disrupted units that exit the map can't be rallied. They remain disrupted for the rest of the game and count for victory-point accumulation. Ordered units and leaders that exit the map have no further effect on the game; they do *not* count for victory-point accumulation. It costs both leaders and units (including disrupted units) one additional MP to exit the map.

[13.9] Demoralized Heavy Horse units with a morale rating of less than 3 can't charge. Only the Rupert, Byron, and RLG Units of the Royalist Army can charge once that army is demoralized. No Allied Heavy Horse units other than those attached to Manchester's force (which do not become demoralized) can charge

once the Allied Army has become demoralized.

[14.0] TRAINS AND LOOTING

GENERAL RULE

Ordered units that enter the enemy train hex are immediately and automatically disrupted. Furthermore, nearby friendly units can join in the looting. This represents the effect on the unit when large numbers of troops simply wander off to join in the looting of the enemy train.

CASES

[14.1] Ordered foot units that enter the enemy train hex are immediately disrupted.

[14.2] All ordered units that are not next to ordered enemy units and that are within 3 hexes (two intervening hexes) of the enemy train hex when it is first entered must make an immediate looting check.

[14.3] The looting check is conducted exactly like a rally check, except as is noted below.

The active player conducts a looting check individually for each eligible unit, ignoring the presence of terrain and friendly leaders. Each ordered unit that fails its looting check (the die roll is greater than the unit's morale rating) is immediately disrupted, as if the unit had just suffered a **Dd** result in combat. Each unit that passes this looting check (the die roll is less than or equal to the unit's morale rating) remains ordered. Units disrupted as a result of this procedure can be rallied during succeeding friendly rally phases.

[14.4] Looting the enemy train is worth victory points, as detailed in case 15.4.

[15.0] HOW TO WIN

GENERAL RULE

Victory in the CROMWELL'S VICTORY game is determined by the accumulation of victory points (VPs) for eliminating enemy units and leaders, disrupting enemy units, capturing enemy artillery pieces and trains, and demoralizing the enemy army. The players total their VPs at the end of the game and compare their totals (expressing them as a ratio of the larger total to 1) to find out who won.

PROCEDURE

The Royalist player makes two columns on a piece of scratch paper, one for himself and one for the Allied player. As the Allied player examines the eliminated units and leaders, captured artillery pieces, and disrupted units left on the map (or exited during play), he calls out their VP value, which the Royalist player records. The Royalist player then records the appropriate VP values for looting trains and for demoralizing the enemy army in the appropriate columns and totals the numbers in each column. He divides the smaller total by the larger total and expresses the result as a ratio to

1 (i.e. 1.5 to 1, 2.3 to 1, etc.). This result is called the victory ratio, and it determines who has won the game.

CASES

[15.1] Victory points are awarded for eliminating enemy units and leaders.

For each enemy unit that a player eliminated during the game, the player gains a number of VPs equal to the combat strength printed on the unit's ordered side. For each enemy leader other than Leven, Cromwell, and Rupert that a player eliminates during the game, the player gains a number of VPs equal to 3 times the command rating printed on the leader's playing piece. VPs are never received for eliminating Leven. The Royalist player gets 30 VPs if Cromwell is eliminated. The Allied player gets 15 VPs if Rupert is eliminated. A player is credited with eliminating an enemy unit or leader if that unit or leader was removed from play for any reason other than having voluntarily exited the map.

[15.2] Victory points are awarded for disrupting enemy foot units.

Each player gains a number of VPs equal to one-half (rounded down) of the printed combat strength of each enemy foot unit that is disrupted (not eliminated) at the end of the game. Both foot units that are still on the map and foot units that were previously exited while disrupted are counted for this purpose. Disrupted horse units are ignored for this purpose.

[15.3] Victory points are awarded for capturing enemy artillery pieces.

Each player receives 10 VPs for each enemy artillery piece with its captured face up at the end of the game. Players receive no VPs for controlling or recapturing friendly artillery pieces, or for capturing enemy artillery that the other army has recaptured by the end of the game.

[15.4] Victory points are awarded for looting the enemy train.

A train is automatically looted whenever it is first entered by an enemy unit. The Royalist player automatically gains 35 VPs if one or more of his units enters the Allied train (hex 0814) at any time during the game. The Allied player automatically gains 20 VPs if one or more of his units enters the Royalist train (hex 2810) at any time during the game. The status of the train hexes at the end of the game is immaterial. VPs are awarded for entering the enemy train, regardless of who occupies the train hex at the end of the game.

[15.5] Victory points are awarded for demoralizing the enemy army.

If the Allied Army becomes demoralized during play, the Royalist player is automatically awarded 75 VPs at the end of the game. If the Royalist Army becomes demoralized during play, the Allied player is automatically awarded 50 VPs at the end of the game.

moralized during play, the Allied player is automatically awarded 50 VPs at the end of the game.

[15.6] If neither player attained a victory ratio of exactly 1.5 to 1 or greater, the game ends in a *draw*. Both armies retire to their respective bases to lick their wounds.

[15.7] If either player attains a victory ratio equal to or greater than 1.5 to 1, but less than 2 to 1, that player wins a *marginal victory*. The winner retains control of the battlefield, but otherwise gains no advantage from his victory.

[15.8] If either player attains a victory ratio equal to or greater than 2 to 1, but less than 2.5 to 1, that player wins a *major victory*. The winner gains control of Yorkshire, and the loser is forced to retire from active campaigning and spend most of the summer reorganizing and rebuilding his army.

[15.9] If either player attains a victory ratio equal to or greater than 2.5 to 1, that player wins a *crushing victory*. The winner gains control of all northern England, as enemy garrisons topple one after another. The loser's army is so battered that it is forced to retire from active campaigning for the next year. While the Civil War drags on for two more years, it is now only a matter of time before the loser of this battle also loses the war.

[16.0] THE SHORT GAME

GENERAL RULE

For players whose time is limited or for those who would like a less involved play situation, we have provided a shorter version of the game. The short game begins with game turn 8 and continues through the end of game turn 12, lasting 5 game turns. Instead of portraying the battle situation from 4 o'clock in the afternoon (which was historically the point at which both armies finished occupying the field), the short game shows the situation as it was at 7:30 in the evening, the point at which the two sides stopped skirmishing and began to seriously fight the battle. Except as noted in this section, all the rules of 1.0 through 15.0 are in effect throughout the short game.

CASES

[16.1] All artillery pieces, units, and leaders (except for the Royalist leaders Rupert, Newcastle, and Eythin) are set up at the start of the game in the set-up hexes printed on their pieces. Rupert, Newcastle, and Eythin are set up in Hex 2311.

[16.2] All Royalist units with a morale rating less than 3 are set up with their back (disrupted) sides showing.

As soon as the players have set up their pieces (and before play begins), the Royalist player makes a rally check for each and every one of

his disrupted units, just as if his rally phase was currently in progress. Units that pass their rally check are flipped over to their front (ordered) side. Units that fail their rally check start the game disrupted.

[16.3] The Allied Army's demoralization level is 60, and the Royalist Army's demoralization level is 50.

[16.4] The special visibility effects (5.4) are in effect throughout game turn 8.

There is no visibility check on game turn 8. Instead, the players are to assume that an unmodified 6 was rolled during a hypothetical visibility check during step 1 of that game turn. The effects of case 5.4 never occur on any other game turn during the short game.

[16.5] Ditch hexsides have no effect on play during game turn 8.

Ditch hexsides are ignored for both movement and combat during game turn 8. Thereafter, the ditch hexsides are treated as shown on the Terrain Effects Chart for the rest of the game. This rule represents the effect of the Allied Army's surprise charge combined with the flash rainstorm that soaked the powder of the Royalist musketeers guarding the ditch. The Allied player will tend to benefit far more than the Royalist player from this rule.

[17.0] CHARTS & TABLES

CROMWELL'S VICTORY™ Game Counter Section Nr. 1 (100 pieces): Front
Total quantity of sections in game: 1

Eyre 1420 4-2-8	Fresch 1529 4-2-8	Trevor 1967 5-2-8	Rupert 2207 6-3-8	RLG 2308 4-3-8	Tuke 2102 3-2-8	Molnx 2203 3-2-8	Tidly 2204 3-2-8	Leveson 2205 3-2-8	Vaughan 2004 4-2-8
Urry 2003 3-2-8	Byron 2002 4-3-8	Tillier 1519 10-2-4	Chisnall 1519 6-2-4	Milward 1719 4-2-4	Chester 1718 10-2-4	Vane 1817 8-2-4	Brightn 1716 10-2-4	Tidly 1714 10-2-4	Moore 1712 8-2-4
Rupert's Army									
1/Napier 1805 12-2-4	2/Napier 1807 8-2-4	1517	1716	1308	Turn Now	Mnchester 0917 1-8	Mnchester 0917 12-2-4	Mnchester 1119 7-4-8	Fleetw 1204 7-4-8
Rupert 2309 3-8	Byron 2002 1-8	1714	1712	1309	Norwich 1305 4-4-8	Cromwell 1307 3-8	Cromwell 1307 7-4-8	Sidney 1206 7-4-8	Vermyn 1206 7-4-8
Manchester's Army									
Fraser 1304 7-1-6	Newcastle 2219 1-8	Newcastle 1813 6-3-4	Newcastle 1812 6-3-4	Newcastle 1811 6-3-4	Newcastle 2010 6-3-4	Newcastle 2011 6-3-4	Newcastle 2013 6-3-4	Newcastle 2013 6-3-4	1/Crld 1308 18-2-3
Leslie 1006 4-1-6	Eythn 1215 2-8	Goring 1421 2-8	Widdring 1210 6-2-8	Blakishn 1916 6-2-8	1/Dacre 1422 5-2-8	2/Dacre 1421 5-2-8	Carnaby 1422 3-2-8	Langdale 1421 10-2-6	2/Crld 1309 12-2-4
Newcastle's Army									
Kirkhead 1907 4-1-6	Balgownie 2011 4-1-6	Eglinton 2020 4-1-6	Reserve 2012 7-1-4	Sinclair 2013 7-1-4	Erskine 2013 7-1-4	Dunhope 2014 7-1-4	Yester 1210 7-1-4	Livgtn 1211 7-1-4	Coupar 1212 7-1-4
Balcars 0006 4-1-6	Balgownie 2021 3-1-6	Leven 2013 1-8	Dunfer 1213 7-1-4	Kilhead 1614 7-1-4	Casillis 1615 7-1-4	Bchich 1216 7-1-4	Loudon 1917 7-1-4	Rae 1115 7-1-4	Hamilton 1116 7-1-4
Leven's Army									
Maitland 1117 7-1-4	1116	1117	Fairfax 1113 1-8	Rigby 1110 5-2-4	Dodding 1111 5-2-4	Ashton 1112 5-2-4	Fairfax 1113 5-2-4	Bright 1113 5-2-4	Constable 1214 5-2-4
Fleethre 1118 7-1-4	1118	1313	T.Frx 1122 2-8	1/Lambri 1021 5-2-8	2/Lambri 1020 5-2-8	3/Lambri 1019 5-2-8	1/Fairfax 1120 6-2-8	2/Fairfax 1121 6-2-8	3/Fairfax 1122 6-2-8

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Fairfax's Army

CROMWELL'S VICTORY™ Game Counter Section Nr. 1 (100 pieces): Back
Total quantity of sections in game: 1

Vaughan 2-2-2	Leveson 2-2-2	Tidly 2-2-2	Molnx 2-2-2	Tuke 2-2-2	RLG 2-3-2	Rupert 4-3-2	Trevor 3-2-2	Frash 3-2-2	Eyre 3-2-2
Moore 6-2-2	Tidly 7-2-2	Brightn 7-2-2	Vane 6-2-2	Chester 7-2-2	Millward 2-2-2	Chisnall 4-2-2	Tillier 7-2-2	Byron 2-3-2	Urry 2-2-2
Rupert's Army									
Fleetw 5-4-2	Mnchester 5-4-2	Mnchester 8-2-2	Captured	Captured	Captured	2/Napier 6-2-2	1/Napier 8-2-2		
Vermyn 5-4-2	Sidney 5-4-2	Cromwell 5-4-2	Norwich 3-4-2	Captured	Captured	Captured			
Manchester's Army									
1/Cricht 12-2-2	Newcastle 4-3-2	Newcastle 4-3-2	Newcastle 4-3-2	Newcastle 4-3-2	Newcastle 4-3-2	Newcastle 4-3-2	Newcastle 4-3-2	Fraser 5-1-2	
2/Cricht 8-2-2	Langdale 7-2-2	Carnaby 2-2-2	2/Dacre 3-2-2	1/Dacre 3-2-2	Blakistn 4-2-2	Widdring 4-2-2	Leslie 3-1-2		
Newcastle's Army									
Coupar 3-1-2	Livgtn 3-1-2	Yester 3-1-2	Dunhope 3-1-2	Erskine 3-1-2	Sinclair 3-1-2	Reserve 3-1-2	Eglinton 3-1-2	Balgownie 3-1-2	Kirkhead 3-1-2
Hamilton 3-1-2	Rae 3-1-2	Loudon 3-1-2	Bchich 3-1-2	Casillis 3-1-2	Kilhead 3-1-2	Dunfer 3-1-2	Balgownie 2-1-2	Balcars 3-1-2	
Leven's Army									
Constable 3-2-2	Bright 3-2-2	Fairfax 3-2-2	Ashton 3-2-2	Dodding 3-2-2	Rigby 3-2-2	Captured	Captured	Maitland 3-1-2	
3/Fairfax 4-2-2	2/Fairfax 4-2-2	1/Fairfax 4-2-2	3/Lambert 3-2-2	2/Lambert 3-2-2	1/Lambert 3-2-2	Captured	Captured	Fleethire 3-1-2	

Fairfax's Army

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[17.1] Terrain Effects Chart

Action Type	Unit Type MP Cost		
	Foot	Light Horse	Heavy Horse
Enter Clear Hex	1	1	1
Enter Hilltop Hex	1	1	1
Enter Slope Hex	1	1	1
Enter Woods Hex	2	P	P
Enter Town Hex	P	P	P
Enter Marsh Hex	2	2	3
Enter Train Hex	2	2	2
Enter Close Hex	2	3	3
Enter Any Hex (except Town) via Lane Hexside	1	1	1
Cross Stream Hexside	+2	+2	+3
Cross Ditch Hexside	+2	+3	+4
Cross Slope Hexside	—	+1	+1

Action Type	Attacking Effects		
	Foot	Light Horse	Heavy Horse
Attack into/out of Clear Hex	—	—	C
Attack into/out of Hilltop Hex	—	—	C
Attack into/out of Slope Hex	—	—	C
Attack into/out of Train Hex	—	—	—
Attack into/out of Close Hex	—	—	—
Attack into Woods Hex	—	P	P
Attack into Town Hex	P	P	P
Attack out of Marsh Hex	H	H	H
Attack Across Ditch Hexside	H	H	HC
Attack Across Stream Hexside	H	H	HC
Attack Up Across Slope Hexside	H	H	HC
Attack Down Across Slope Hexside	—	—	—

KEY: # = The MP cost to enter the hex. + # = The additional cost to enter the hex through this type of hexside. **P** = Entering or attacking into this hex type is prohibited to this unit type. **H** = This unit type's combat strength is halved when it is executing this action. **C** = Heavy Horse units can charge into, out of, or across this terrain type.

Course of Play

- Step 1:** Visibility Phase
- Step 2:** Allied Rally Phase
- Step 3:** Allied Artillery Phase
- Step 4:** Allied March Phase
- Step 5:** Allied Combat Phase
- Step 6:** Royalist Rally Phase
- Step 7:** Royalist Artillery Phase
- Step 8:** Royalist March Phase
- Step 9:** Royalist Combat Phase
- Step 10:** Game Turn Record Phase

[17.2] Artillery Table

Die Roll	Range in Hexes From Artillery Unit to Target					
	1	2	3	4	5	6 +
1	Dd	Dd	Dd	Dd	Dd	Dd
2	Dd	Dd	Dd	Dd	Dd	—
3	Dd	Dd	Dd	—	—	—
4	Dd	—	—	—	—	—
5	—	—	—	—	—	—
6	—	—	—	—	—	—

KEY: Dd = Defender Disrupted: The target unit is disrupted. — = **No Effect.** Range is always counted from the artillery unit's hex (exclusive) to the target hex (inclusive). Ranges less than 1 are not possible. Ranges greater than 6 are treated as 6. Disrupted units that suffer a **Dd** result due to artillery fire, treat the result as if it were a **No Effect** result. A unit can never be eliminated as a direct result of artillery fire (though a unit disrupted by artillery fire can be eliminated due to a **Dd** result during combat).

[17.3] Combat Table

Marsh	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
Clear/Slope/ Hilltop	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	
Train/Close — Horse	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1		
Train/Woods — Foot	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1			
Close — Foot	1-2	1-1	2-1	3-1	4-1	5-1	6-1				

Die Roll	Result											
1	Ad	—	—	Dx	Dd	Dd	Dd	De	De	De	De	De
2	Ad	Ad	—	—	Dx	Dd	Dd	Dd	De	De	De	De
3	Ae	Ad	Ad	—	—	Dx	Dd	Dd	Dd	De	De	De
4	Ae	Ad	Ad	Dx	—	—	Dx	Dd	Dd	Dd	De	De
5	Ae	Ae	Ad	Ad	Dx	—	—	Dx	Dd	Dd	Dd	Dd
6	Ae	Ae	Ae	Ad	Ad	Dx	—	—	Dx	Dd	Dd	Dd

KEY: Ad = Attacker Disrupted: All attacking units are disrupted. **Dd = Defender Disrupted:** All disrupted defending units are eliminated and all ordered defending units are disrupted. **Dx = Disruption Exchange:** All disrupted defending units are eliminated; all ordered defending units are disrupted; attacking units whose printed combat strength is at least equal to the printed combat strengths of defending units are disrupted (attacker's choice of which units to disrupt). **De = Defender Eliminated:** All defending units are immediately and permanently removed from play. **Ae = Attacker Eliminated:** All attacking units are immediately and permanently removed from play. — = **No Effect.** Attacks executed at a ratio less than the lowest ratio shown on a line are resolved at the lowest column shown on that line. Attacks executed at a ratio greater than 6-1 are resolved on the 6-1 column of that line.

CROMWELL'S VICTORY™ Game Counter Section Nr. 1 (100 pieces): Front

Total quantity of sections in game: 1

Eyre 1420 4-2-8	Fresch 1520 4-2-8	Trevor 1907 5-2-8	Rupert 2207 6-3-8	RLG 2309 4-3-8	Tuke 2102 3-2-8	Molnx 2203 3-2-8	Tidsly 2204 3-2-8	Leveson 2205 3-2-8	Vaughan 2004 4-2-8
Urry 2003 3-2-8	Byron 2002 4-3-8	Tillier 1519 10-2-4	Chisnll 1619 6-2-4	Millward 1719 4-2-4	Chester 1718 10-2-4	Vane 1617 8-2-4	Brghtn 1716 10-2-4	Tidsly 1714 10-2-4	Moore 1712 8-2-4

Rupert's Army

1/Napier 1805 12-2-4	2/Napier 1807 8-2-4	1617 	1716 	1308 	Turn Now	Mnchster 0917 1-8	Mnchster 0917 12-2-4	Mnchster 1119 7-4-8	Fleetwd 1204 7-4-8
Rupert 2309 3-8	Byron 2002 1-8	1714 	1712 	1309 	Norwich 1305 4-4-8	Cromwell 1307 3-8	Cromwell 1307 7-4-8	Sidney 1306 7-4-8	Vermydn 1206 7-4-8

Manchester's Army

Fraser 1304 7-1-6	Newcastle 2210 1-8	Newcastle 1813 6-3-4	Newcastle 1812 6-3-4	Newcastle 1811 6-3-4	Newcastle 2010 6-3-4	Newcastle 2011 6-3-4	Newcastle 2012 6-3-4	Newcastle 2013 6-3-4	1/Crfrd 1308 18-2-3
Leslie 1006 4-1-6	Eythn 1916 2-8	Goring 1421 2-8	Widdring 2210 6-2-8	Blakistn 1916 6-2-8	1/Dacre 1622 5-2-8	2/Dacre 1621 5-2-8	Carnaby 1422 3-2-8	Langdale 1421 10-2-6	2/Crfrd 1309 12-2-4

Newcastle's Army

Kirkeud 1007 4-1-6	Balgonie 0819 4-1-6	Eglinton 0820 4-1-6	Reserve 0812 7-1-4	Sinclair 0813 7-1-4	Erskine 0913 7-1-4	Dunhope 0914 7-1-4	Yester 1210 7-1-4	Livgstn 1211 7-1-4	Coupar 1212 7-1-4
Balcares 008 4-1-6	Bahsie 0821 3-1-6	Leven 0813 1-8	Dunfer 1213 7-1-4	Killhead 1014 7-1-4	Casillis 1015 7-1-4	Bchlch 1016 7-1-4	Loudon 1017 7-1-4	Rae 1115 7-1-4	Hamilton 1116 7-1-4

Leven's Army

Maitland 1117 7-1-4	1116 	1117 	Fairfax 1113 1-8	Rigby 1110 5-2-4	Dodding 1111 5-2-4	Ashton 1112 5-2-4	Fairfax 1113 5-2-4	Bright 1312 5-2-4	Constable 1314 5-2-4
Fifeshe 1118 7-1-4	1118 	1313 	T Frfx 1122 2-8	1/Lambtr 1021 5-2-8	2/Lambtr 1020 5-2-8	3/Lambtr 1019 5-2-8	1/Fairfax 1120 6-2-8	2/Fairfax 1121 6-2-8	3/Fairfax 1122 6-2-8

Fairfax's Army

CROMWELL'S VICTORY™ Game Counter Section Nr. 1 (100 pieces): Back

Total quantity of sections in game: 1.

Vaughan 2-2-2	Leveson 2-2-2	Tidsly 2-2-2	Molnx 2-2-2	Tuke 2-2-2	RLG 2-3-2	Rupert 4-3-2	Trevor 3-2-2	Fresch 3-2-2	Eyre 3-2-2
Moore 6-2-2	Tidsly 7-2-2	Brghtn 7-2-2	Vane 6-2-2	Chester 7-2-2	Millward 2-2-2	Chisnll 4-2-2	Tillier 7-2-2	Byron 2-3-2	Urry 2-2-2

Rupert's Army

Fleetwd 5-4-2	Mnchster 5-4-2	Mnchster 8-2-2			Captured 	Captured 	Captured 	2/Napier 6-2-2	1/Napier 8-2-2
Vermyn 5-4-2	Sidney 5-4-2	Cromwell 5-4-2		Norwich 3-4-2	Captured 	Captured 	Captured 		

Manchester's Army

1/Crfrd 12-2-2	Newcastle 4-3-2	Newcastle 4-3-2	Newcastle 4-3-2	Newcastle 4-3-2	Newcastle 4-3-2	Newcastle 4-3-2	Newcastle 4-3-2		Fraser 5-1-2
2/Crfrd 8-2-2	Langdale 7-2-2	Carnaby 2-2-2	2/Dacre 3-2-2	1/Dacre 3-2-2	Blakistn 4-2-2	Widdring 4-2-2			Leslie 3-1-2

Newcastle's Army

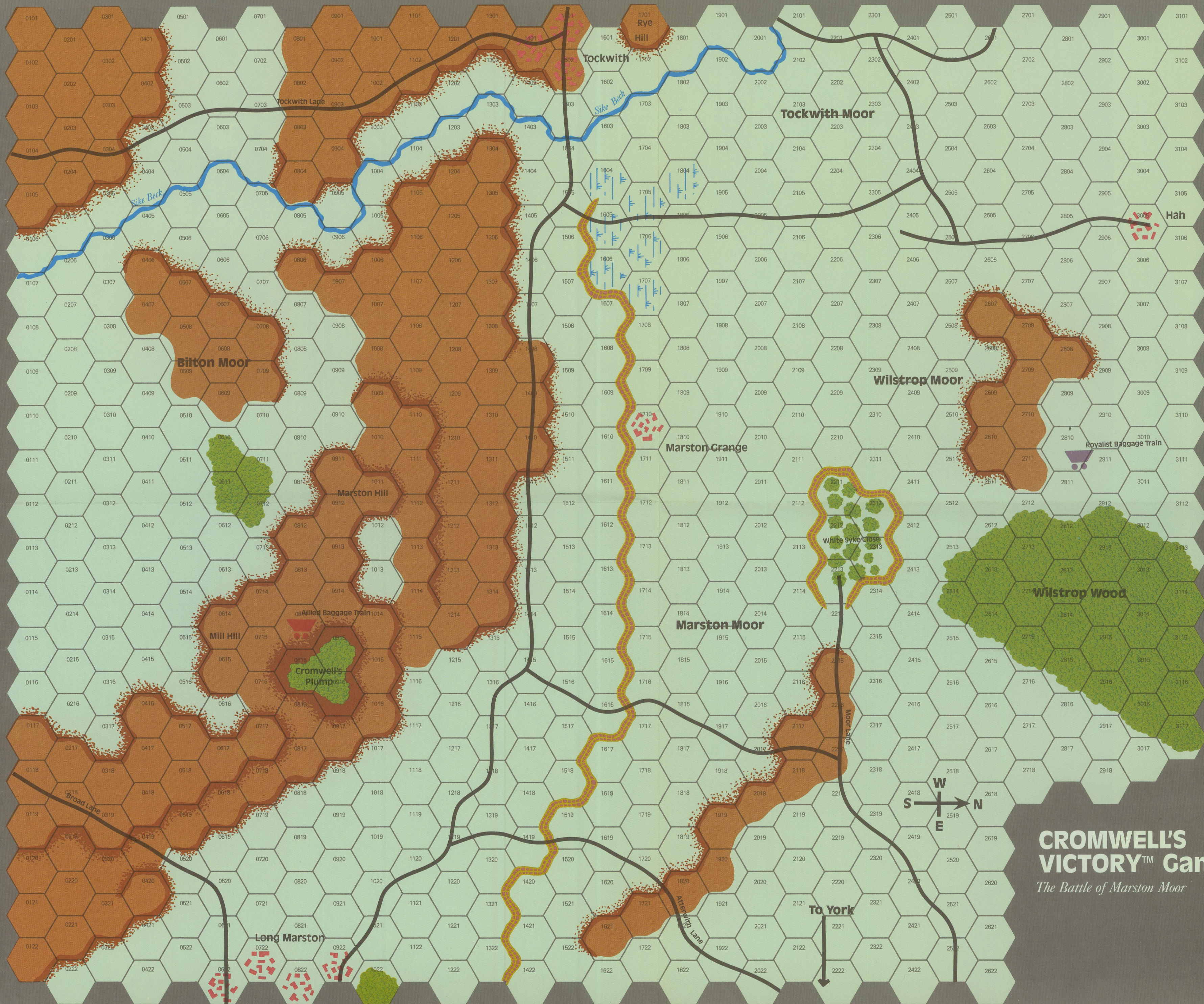
Coupar 3-1-2	Livgstn 3-1-2	Yester 3-1-2	Dunhope 3-1-2	Erskine 3-1-2	Sinclair 3-1-2	Reserve 3-1-2	Eglinton 3-1-2	Balgonie 3-1-2	Kirkeud 3-1-2
Hamilton 3-1-2	Rae 3-1-2	Loudon 3-1-2	Bchlch 3-1-2	Casillis 3-1-2	Killhead 3-1-2	Dunfer 3-1-2		Balhsie 2-1-2	Balcarea 3-1-2

Leven's Army

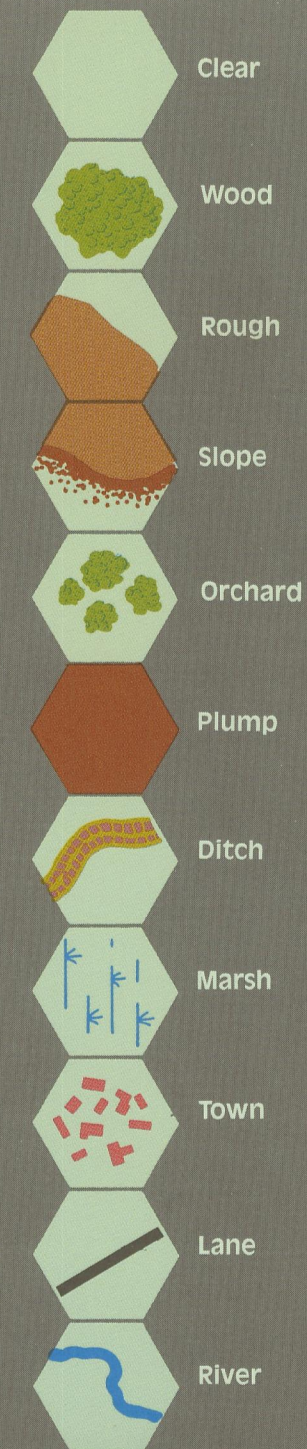
Constable 3-2-2	Bright 3-2-2	Fairfax 3-2-2	Ashton 3-2-2	Dodding 3-2-2	Rigby 3-2-2		Captured 	Captured 	Maitland 3-1-2
3/Fairfax 4-2-2	2/Fairfax 4-2-2	1/Fairfax 4-2-2	3/Lambert 3-2-2	2/Lambert 3-2-2	1/Lambert 3-2-2		Captured 	Captured 	Fifeshire 3-1-2

Fairfax's Army

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Terrain Key



TURN TRACK

1	4:00	No Visibility Check
2	4:30	No Visibility Check
3	5:00	No Visibility Check
4	5:30	No Visibility Check
5	6:00	No Visibility Check
6	6:30	No Visibility Check
7	7:00	Visibility Check
8	7:30	Visibility Check -2
9	8:00	Visibility Check -2
10	8:30	Visibility Check -3
11	9:00	Visibility Check -4
12	9:30	Visibility Check -5

CROMWELL'S VICTORY™ Game
The Battle of Marston Moor