"For King or For Parliament"

In the Beginning…

It started with *"Follow Me, Men",* a set of 25mm Fantasy Wargame Rules created by **Jim Wallman**. Then there was *"Fire At Will, Men"*, a set of generic 6mm Fantasy Wargame Rules which were inspired by the **Jim`s** amazing work.

Now, there is "*For King or For Parliament",* for playing English Civil War Wargames.

As easy to learn and play as the rest of the rules in this series, For King or For Parliament is designed to be played using 6mm figures – and is a completely self contained set of rules capable of dealing with small-*ish* skirmish like games to full blown battles, whether they be historical facsimiles, or otherwise.

Setting up the game: To set up a game you need a small playing area. An area 30`` by 24`` is ideal. Depending on the story you have in mind, this should be laid out with some nice looking terrain. A green felt cloth makes suitable ground to play upon. Sticks, lichen, and small stones make fallen trees, hedges, undergrowth and slope scree. Cottages, hovels, churches, the village pond, etc, can be purchased at reasonable prices using a credit card or by creating a paypal account and purchasing on line.

Note on Scales: These rules have been written with ***Irregular Miniatures*** 6mm models in mind. An inch (1") on the table represents about 20 paces in real life. 1 figure represents 10 men, 1 leader, 1 artillery piece, or 1 wagon, etc.

Most 6mm figures are arranged in strips of about 5 models to a base. The base size of strips is a subjective matter so I leave this to individual gamers to decide what works best for them. Strips of figures are grouped together to form units – or formations. A formation can be anything from 1 to 6 strips of figures. *The term **unit** and **formation** are synonymous.*

Individual leaders usually come in strips of one model per base. A leader must be attached to a formation, and *usually* does not wander off to join another unit.

Actions

In each game turn everyone gets to perform **Actions.**

I use an intuitive method (a sort of *free kreigspeil* approach) for determining the flow of game time. Therefore I have `done away with` a rigid turn sequence, and have reduced the Actions within any given turn to 2 distinct phases.

The Sequence of working things out each turn goes like this:

1. Players may move their formations and leaders. *Cavalry armed with pistols may move half their movement allowance then discharge their pistols at the enemy… **or** fire pistols, and then retire from the enemy - at half movement allowance.*
   .
2. Infantry Formations using ranged weapons *that did not move with the rest of the men* may now fire at enemy targets using ranged combat. Work out musket fire first. Then fire Artillery. Finally work out melee.

Movement

Each individual strip moves up to the following maximum distance each turn:

Type	Distance (inches)
Musketeers / Pikemen / Peasants / Dragoons *on Foot*	4
Royalist & Parliamentarian (cavalier & roundhead) Cavalry	7
Cuirassier (Heavy Cavalry) / Mounted Dragoons	6
Carts / Wagons / Horsedrawn Artillery.	3
Manhandled Artillery	1

Walls & Hedges: Obstacles can't be easily crossed. If crossing a low wall or hedge, ***stop*** at the near edge of the obstacle, cross next move and continue up to half movement points. Artillery and wagons can not cross walls and hedges.

Streams & Fords: A strip wading though a ford or shallow stream - ***stops*** at the near edge of the water when it reaches the water's edge; then crosses next move but must stop on the far bank for the remainder of that move. Manhandled artillery can not cross a stream or a ford.

Hills, Woods & Forest: Uphill movement and movement through woods and light forest is conducted at half speed. Artillery may only enter the edge of a forest *to use it as cover.*

Wet/Boggy Ground: Horsedrawn/manhandled Artillery and wagons may not move over wet or boggy ground.

Buildings: To enter a building - ***stop*** when the strip reaches the building edge; then allow it to enter next turn. Leaving a building slows a strip to half movement points for that turn.

Usually, an entire formation can enter a building. Any outlying land depicted on the model`s base is counted as part of the building for defensive purposes; hence, a defending unit has no flank or rear. Place your defending strips along which ever building quarter(s) you wish to defend *provided they have enough base room to fit.*

Strips of figures defending a building ***never*** have to check morale.

Shooting

In order to fire a musket *or an archaic arquebus* the firing unit may not move in the same turn. Front rank ***only*** gets to fire, except New Model Army and shooting from a slope, in which case the first ***two*** ranks may fire. Targets must *always* come from the enemy front line, unless firing from an elevated position.

Muskets. Roll 1d6 per strip firing. *A strip is an individual base of figures (regardless how many figures are actually on each strip).*

Target Type	Range:	4"	8 "	12"
All Infantry / Mounted Dragoons		6	6 followed by 4+	-
Cavalier & Roundhead Cavalry		6	6 followed by 5+	-
Cuirassier		6	6 followed by a 6	-

Arquebus/Pistols. Roll 1d6 per strip shooting.

Target Type	Range:	4"	8"	12"
All Infantry / Mounted Dragoons		6	6 followed by 6	-
Cavalier & Roundhead Cavalry		6	-	-
Cuirassier		6 followed by 6	-	-

Cannon: 1d6 per engine shooting.

Vs target	Range:	G S DC 10 " 15" 20"	G S DC 15" 20" 25"	G S DC 20" 25" 30"
All Infantry / Mounted Dragoons		5,6	6	6 followed by 5+
Cavalier & Roundhead Cavalry / Cuirassier / Cart / Wagon		6	6 followed by 5+	6 followed by 6
Artillery		6	6 followed by 6	-

There are three different types of cannon in these rules: Gallopers (which are the smallest), Sakers (medium sized pieces), and Demiculverin (huge siege artillery). The range code *on the above table* corresponds to each artillery type: “G” “S” and “DC”.

The score in the table is the chance of a hit. One hit kills/destroys in *all* situations.

Cover: Volleys aimed at an enemy defending a wall, hedge, or standing on the edge of a woods/forest receive a cover bonus. Increase the range by 1 factor if firing at an enemy defending such terrain: and by 2 factors if the target is defending a building. If this carries the range off the firing table, the volley can not be taken.

Morale test

Things can make your models less keen to fight. An entire formation is affected by the morale rules, whatever their type. *A formation is a group of strips all belonging to the same unit.*

Roll 1d6 when:

- The formation takes a casualty or sees its leader killed/captured.
- After declaring a charge, but before actually moving towards the enemy.
- If the player in command wants the group to take a test.

Add or subtract the following factors:
-1 for each leader casualty this turn *within sight*, and/or if under fire from the enemy.
-2 for each strip lost as a casualty this turn *within the Formation.*
-1 visibly outnumbered at least 2 to 1 in melee, or/and if infantry engaged against Cavalry.
-1 having been demoralized by an enemy formation within 8" this turn.
+1 having a stirring speech from a friendly leader this turn.
+2 Cavalry who are all ready in a fanatical state (does not apply to New Model Army).
+1 if the formation is cavalry being led by Prince Rupert
+1 for each *non engaged* friendly formation within 4" *maximum: plus 2.*

Stirring speeches and enemy demoralization replaces all movement on any given turn.

A stirring speech is a charismatic sermon *intended to boost morale* made by a friendly leader to the men under his command.

An unit demoralizes an enemy unit when it stands within plain sight of it`s foe and publically taunts them with withering words of abuse and threats of immanent retribution.

Then check the result by this table:

Result

Score	Outcome
6+	If the formation is Cavalry: morale becomes fanatical – unit must charge/fight nearest enemy and must continue fighting/persuing enemy until morale stabilizes.
3+	Morale is fine - carry on as desired.
0-2	Formation may not move closer to any enemy forces. It has to pass a morale test next turn to move closer to the enemy.
Under 0	Formation must *immediately* move away from the enemy as quickly as possible. It must pass a morale test next turn to stop running away.

Melee (or Hand to Hand Combat)

STEP ONE: Break the combat up into 'fights'. A fight is one strip *vs.* one or more enemy strips.

STEP TWO: For each 'fight' roll 1d6 per side, add the factors below and compare the scores.

Factors in Melee :

Arquebus / Peasant / Irregulars / Artillery Crew	-1
Regular Foot Soldier (Musketeer) / Dragoons*	0
All Cavalry *except Mounted Dragoons**	+3
Special *elite* Cavalry *e.g. Prince Rupert`s Lifeguard*	+4
Outnumbered 2-1 *or more* by enemies within melee	-2
Attacking enemy Inf``who are defending a wall or hedge	-1
Attacking enemy Infantry who are defending a building*	-2
Charging into contact** (first move only)	+1
Attacking an enemy flank	+1
Attacking an enemy rear	+2
Attacking Pikemen from the front	-1
Each strip of Pikemen behind the first rank (only applies to Cavalry attacking enemy front, ***not in square***). *– 3 max.*	-1
Cavalry attacking a formed circle/square	-3

** Mounted Horse can not attack a building. ** Infantry / artillery can not charge cavalry.*

***Pikemen do not get a charge bonus for advancing into melee.*

The highest score wins

If fighting Arquebus / Peasant / Irregulars & *all* Dragoons - a win by 1 or more is a kill

If fighting Regular Foot Soldier *including Pike* - a win by 2 or more is a kill

If fighting Cavalry - a win by 3 or more is a kill

The strip that wins can kill *one* of its enemies that turn; winner chooses which one. Choice can only be made against enemies who are adjacent. *At least part of an attacking stand's frontage must be adjacent to an enemy to be classed as in a melee.*

Example of Melee: 4 Regular Foot Soldiers fight 2 Cavalry. So, this breaks down into two fights, each of 2 Soldiers fighting one Cavalry. We'll ignore morale for this example.

Fight One	***Fight Two***
Cavalry rolls 3	Cavalry rolls 2
+3 for being Cavalry	+3 for being Cavalry
-2 for being outnumbered	-2 for being outnumbered
total score = **4**	Total score = **3**
Soldiers roll 6	Soldiers roll 5
No additions, total score = **6**	No additions, total score = **5**
Result is +2 win for the soldiers, which against cavalry is no result.	Result is +2 win for the soldiers, which against cavalry is no result.

TURN 2

Fight One	***Fight Two***
Cavalry rolls 6	Cavalry rolls 6
+3 for being Cavalry	+3 for being Cavalry
-2 for being outnumbered	-2 for being outnumbered
total score = **7**	Total score = **7**
Soldiers roll 5	Soldiers roll 1
No additions, total score = **5**	No additions, total score = **1**

Result is +2 win for the cavalry, which against soldiers is a kill result. One soldier falls.	Result is +6 win for the cavalry, which against soldiers is a kill result. One soldier falls.

TURN THREE

Fight One Cavalry rolls 6 +3 for being Cavalry total score = **9** Soldier roll 1 No additions, total score = **1** Result is +8 win for cavalry, which against a soldier is a kill result. The remaining soldier falls.	***Fight Two*** Cavalry rolls 5 +3 for being Cavalry Total score = **8** Soldier roll 6 No additions, total score = **6** Result is +2 win for the cavalry, which against a soldier is a kill result. The remaining soldier falls.

Combat over and all the soldiers are dead, and the cavalry have won. Not surprisingly.

Poor drummer girl - following her love to war.

Leaders in Combat

When a formation takes casualties due to melee or ranged combat… in addition to normal combat resolution: roll 2D6 (for each leader present with the formation). Add +1 to the roll for each friendly *non leader* strip in play within the formation, the leader is attached to. If the result yields 7 *or less* the leader is killed in addition to normal strip losses. A natural roll of `2` (if in melee) means the leader has been captured, and no modifiers can change this result.

Other that this, a leader may not be fired upon or privately engaged in melee *unless* he is alone wandering between formations.

A leader caught alone may not take part in melee, and becomes an automatic casualty or prisoner (enemy's choice) if engaged. A leader caught alone within enemy firing range is classed as a ***musketeer*** target.

All the Extra Bits

To Bring the Game to Life:

No formation can move into contact with an enemy formation's flank or rear unless it actually *starts* the turn entirely on the correct quarter of an imaginary 45 degree line extending from the four corners of the enemy's base.

```
                \       front       /
                  \               /
left flank  □      [formation]      □ right flank
                  /               \
                /        rear       \
```

Breaking off From Melee: A formation can use a tactical move to break off from enemy in contact with its front, but only if all of the following apply:

- It has a greater maximum move in the terrain it ends up in than would the formation broken off from.
- It does not start with an enemy front edge in contact with its flank or rear.
- It does not end in contact with enemy.

A Formation breaking off must move its full movement allowance *straight back with no deviation* and can not cross any hindering terrain whilst doing so.

Extending/contracting frontage: A formation may extend or contract its frontage at a cost of 1" per strip.

Pike Squares: An infantry pike unit comprising 4 to 6 strips may *instead of any other movement for the turn* face a strip of infantry outwards on all four quarters, representing a square formation *(actually a circle, but for the sake of simplicity we`ll call it a square)*. A square has no flank or rear, and enemy attackers incur a -3 melee modifier. A square can not move in any circumstances. It costs a whole turn of movement to return to non square *face all the strips in one direction again* at which point the unit can carry on moving normally on subsequent turns.

Sub units of musketeers may place themselves *in front* of the strips of pikes *facing outwards…*count as part of the square, and may fire their muskets if not engaged in melee.

A square that is reduced *by losses* to less than 4 strips (sub units of musketeers count as part of a square) is considered a *broken square* and if engaged in melee, those attacking the broken square do so as though attacking the rear of the enemy formation.

A broken square needs a full turn, *not moving, being fired upon, nor engaged in melee* to become a normal formation again. Otherwise, the whole formation (including all sub unit strips) routs.

Pikes & Melee: Pikemen may advance into a melee: but Pikemen never receive a charge bonus for advancing into a melee. Pikemen (including any sub units attached to them) NEVER peruse a routing enemy

Overlap flanking: During the second (or subsequent) turn of melee, it may be possible to wheel your over-lapping strip(s) onto your enemy's flank(s). Use your discretion to determine when *and if* this manoeuvre seems realistically feasible when it occurs within a game. When it feels wrong – don`t allow it under those circumstances.

A Formation charging from the flank may*, potentially,* overlap onto both the front and rear of an enemy… on subsequent turns. A formation charging from the rear may also*, potentially,* overlap onto both flanks on subsequent melee turns.

Artillery in Melee: Gun crews are trained individuals, so when artillery are overrun and the crew killed in melee, enemy formations may not use the captured pieces as their own during the game – however, the guns *are* classed as captured and may possibly be used in future games Throw a six sided die: 3,4,5,6 and the captured piece is usable next game. 1,2 and the gunners managed to spike the piece before it was captured – the gun is useless.

Fog Of War (optional): when a formation fires a volley, place a strip of cotton wool directly in front *or over* the unit to represent the billowing cloud of smoke which is produced by the weapons of the time.

If the unit fires again on it`s next turn – penalize the unit -1 from its firing dice roll to represent the visually obscuring affect of the smoke.

If the unit does not fire on the following turn, remove the cotton wool from the previous volley due to the smoke having cleared.

Routing & Pursuit: If a Formation scores a 0 or worse on a morale check, the unit routs towards the edge of the board *usually it`s own start line.* The Formation in melee contact with the routed `unit` may pursue the fleeing enemy ***IF*** their movement allowance is at least that of the routers. At the point where the routers finish their rout movement, the pursuers must follow onto their rear, and may *automatically* kill as many enemy strips as they themselves are persuing with. Casualties must (obviously) come from among the rearmost routing strips *nearest the pursuers.* Check for casualties among leaders as normal. *Losses obviously represent deserters, those who just keep running for miles, wounded, prisoners, as well as actual casualties.*

The following turn, the routers momentarily turn to face their pursuers – and must take a morale check to see if they can stop running. If they fail the check, they must continue routing. The pursuers can not continue persuing a second turn *unless in a fanatical state*. But if a fresh melee ensues and the same enemy routs again, the victors are eligible to pursue once again.

Routers who can not move away from an enemy, or who run straight into another enemy before being able to complete their full rout movement, are automatically destroyed, and no pursuit move is made.

Baggage Train (optional): A baggage train sits at the rear of the battle field, and makes a tempting target for enemy cavalry. If a baggage train is attacked, plundered and destroyed, all cavalry on the side having committed the attack add +1 to all melee dice rolls for the duration of the game.

A baggage train counts as 2 strips of irregulars / peasants, either when making ranged attacks and in melee. A baggage train has no flank or rear and *never* counts terrain as cover.

Removing Casualties: Casualties are usually taken from the back of a formation *or where ever seems logically appropriate.* Never allow gaps to break the formation up. A formation must remain integrally contiguous …. and reduce a formations size to reflect this at all times.

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"Cavaliers & Roundheads".

Enjoying Your 6mm Figures:

So, you've gone and purchased a pile of tiny little *unpainted* metal miniatures… what next? Well, you really ***do need*** to paint the figures to make them usable, simply so you can see *at a glance* exactly what each figure is meant to represent! I should point out that once painted; your 6mm armies will look utterly awesome, and truly magnificent – even if you only possess a smidgen of modelling skill. Nowadays there are numerous books and free on line articles to help the fledgling modeller with this rewarding task.

Figures & Strips: ***Irregular Miniatures*** Figures usually come in strips of five figures at a time. Individual leaders, artillery pieces, wagons, etc *usually* come in strips of 1. Strips are grouped into units – which I call **Formations**.

Conclusion: the English Civil War is a difficult wargame topic to cover with any set of rules**,** and due to the nature of the subject (many people who play this era are amateur historians and enthusiasts… not just casual players); I am never going to please *everybody* with these rules, but the rules may appeal to those who like a clean… uncluttered game that reflects the period with broad sweeping strokes and spirited imagination.

If you feel I have forgotten anything, or don`t like the way something is presented, please don`t hesitate to change any of the rules to suit your own gaming needs and military tastes. Just be careful not to upset the built in balance of the game.

I have left army formations and tactics for individual gamers to decide for themselves. Personally, I have never liked sets of rules which try to impose historical prerogatives intrinsically *cemented* into a game design. I like to let individuals choose for themselves, their own levels of game complexity and period detail.

If you have any game queries, please address any questions to me in writing. I will be happy to attempt to answer game related questions for you.

Please Enjoy

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gypsy__dance@hotmail.com double inderscore between gypsy and dance.