

ARE YE FOR KING OR PARLIAMENT?

A Warmaster Ancients Variant For The Period 1641-52

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SPECIAL RULES

Unless noted in this section, all Warmaster Ancients rules apply.

TROOP TYPES

Gallopers

Armed with sword and pistols, these cavalymen would charge into combat and at the final moment fire their pistols. To represent this tactic, Gallopers can fire when they contact the enemy. They can also fire when contacted by charging enemy – this represents their limited counter-charge ability. Gallopers are based as per shock troops.

Trotters

Trotters trotted their mounts into combat before firing their pistols at the enemy. They were also trained to fire at short ranges. They have a 15cm range and a 360 degree arc of fire. Trotters are based as per non-shock cavalry.

Cuirassiers

Cuirassiers are identical to Trotters, except they wear a metal cuirass.

Dragoons

Dragoons were mounted infantry, normally used to rapidly advance on the battlefield and secure an area by dismounting and shooting the enemy. Although mounted, they were not trained to fight from the back of a horse and were at a huge disadvantage when enemy cavalry attacked them.

Mounted Dragoons are based as normal cavalry. If you intend to use them dismounted during the battle, build a unit of infantry and base them as normal infantry.

Lancers

Recruited from the local populace, these cheap cavalry only appeared in Scottish armies. Better than mounted infantry but still disadvantaged against trained cavalry, they were better than nothing to the Scottish generals.

Musketeers

These infantrymen used inaccurate muskets to try and weaken the enemy down before charging into them. Although some musketeers operated independently, they were often brigaded with pikemen to form a mixed unit that could use the pike in hand-to-hand combat and the firepower of the handguns for ranged attacks, with each part protecting the other. Musketeers are based as normal infantry.

Pikemen

Although an ancient weapon, pikes still had a place on the battlefield during the English Civil War and had replaced the bill as the close combat weapon of choice. When two opposing pike blocks met, it was a push-and-shove match to see who would break first. The standard tactic of the war was to see a pike unit brigaded with two musketeer units to form a mutually-supportive combined unit. Pikes are based as per normal infantry.

GAMES RULES

Movement

The normal rules for moving are used, except :-

1. Units do not need to maximize contact when charging the enemy.
2. If a unit of infantry is charged by cavalry to its front and they are touching a unit of pike-armed infantry who are facing the same direction, they can retire behind the pikemen. Place the infantry directly behind the pike unit – the charging enemy now have to contact the pike unit. This simulates the protection that pikemen gave to other infantry.

Shooting

The normal rules for shooting are used.

Combat

The normal rules for combat are used

NEW WEAPONS

Pikes

1. A pike-armed stand in combat with the enemy can be supported by up to 2 pike-armed stands immediately behind it and touching the stand in combat.
2. Pikes have a combat value of '0' to the side and rear.

Muskets

1. Muskets have a range of 30cm.
2. Due to their inaccuracy, any muskets firing over half range suffer a -1 to hit.
3. A unit hit by musket fire and within half range of the firing unit make any armour saves at -1.

Cannons

1. Due to their inaccuracy, any cannons firing over half range suffer a -1 to hit.
2. There are no armour saves when a unit is hit by cannon fire.

ROYALIST ARMY 1642-52

This list covers the armies of the Royalists from the raising of the Royal Standard in 1642 until the end of the Civil War. Note the restrictions for playing armies at various times during this period.

MAIN LIST

Name	Type	Att	Ran	Hits	Save	Size	Com	Cost	Min/Max	Notes
Pikemen	Infantry	3	-	3	-	4	-	60	Special	Pikes
Musketeers	Infantry	3	30	3	-	2	-	30	Special	Muskets
Cavaliers	Cavalry	3	-	3	5+	3	-	105	-/2	Gallopers
Dragoons	Infantry	2	30	3	-	3	-	60	-/1	Dragoons
	Cavalry	1	-	2	6+	3	-	-		
Culverin	Artillery	1	3x80	2	-	1	-	80	-/1	Heavy Artillery
Saker	Artillery	1	2x60	2	-	1	-	60	-/2	Medium Artillery
Galloper Gun	Artillery	1	2x30	2	-	1	-	30	-/2	Light Artillery
General	General	+2	-	-	-	1	9	125	1	
Colonel	Leader	+1	-	-	-	1	8	80	-/2	
Captain	Subordinate	+1	-	-	-	1	7	30	-/2	

Up to 1643

For every Musketeer unit in the army, you may select one Pike unit.

From 1644

For every 3 Musketeer units in the army, you may select one Pike unit.

OPTIONS

Name	Type	Att	Ran	Hits	Save	Size	Com	Cost	Min/Max	Notes
Cornish Pikemen	Infantry	4	-	3	-	4	-	+10	Special	Pikes
King's Bodyguard	Cavalry	4	-	4	4+	3	-	+50	Special	Cuirassiers
King Charles I	General	+1	-	-	-	1	10	+15	1	
Prince Rupert	Leader	+3	-	-	-	1	9	+40	1	

Only In 1643

Every 3rd Pike unit can be upgraded to Cornish Pikemen. They had a reputation for savagery and fanatic bravery that was only tamed at Lansdown and Bristol in 1643.

Until 1645

The General may be upgraded to King Charles I. Not the most popular monarch to sit on the throne, he was more than willing to take to the field of battle.

One Colonel may be upgraded to Prince Rupert. Rupert was known as a bold yet rash leader and gained many victories during his military career.

One Cavalier unit may be upgraded to the King's Bodyguard. The Gentlemen Pensioners, as they were called, can only be fielded if the King is also present in the army. They must stay within 10cm of the King. If the King becomes involved in a combat with enemy units and is on the losing side, you may switch the position of the King with his Bodyguard to reflect their ability to protect him. You can do this as long as the King's Bodyguard is present on the battlefield.

PARLIAMENTARIAN ARMY 1642-48

This list covers the armies of Parliament from the beginning of the war until the demobilisation of the Western and Northern Associations in 1648. Note the restrictions for playing armies at various times during this period.

MAIN LIST

Name	Type	Att	Ran	Hits	Save	Size	Com	Cost	Min/Max	Notes
Pikemen	Infantry	3	-	3	-	4	-	60	Special	Pikes
Musketeers	Infantry	3	30	3	-	2	-	30	Special	Muskets
Heavy Horse	Cavalry	2	-	3	5+	3	-	80	-/2	Trotters
Dragoons	Infantry	2	30	3	-	3	-	60	-/1	Dragoons
	Cavalry	1	-	2	6+	3	-	-		
Culverin	Artillery	1	3x80	2	-	1	-	80	-/1	Heavy Artillery
Saker	Artillery	1	2x60	2	-	1	-	60	-/2	Medium Artillery
Galloper Gun	Artillery	1	2x30	2	-	1	-	30	-/2	Light Artillery
General	General	+2	-	-	-	1	9	125	1	
Colonel	Leader	+1	-	-	-	1	8	80	-/2	
Captain	Subordinate	+1	-	-	-	1	7	30	-/2	

Up to 1648

For every 2 Musketeer units in the army, you may select one Pike unit.

From 1644

For every 3 Musketeer units in the army, you may select one Pike unit.

OPTIONS

Name	Type	Att	Ran	Hits	Save	Size	Com	Cost	Min/Max	Notes
Eastern Horse	Cavalry	3	-	3	5+	3	-	+10	Special	Trotters
"Ironsides"	Cavalry	4	-	3	5+	3	-	+20	Special	Trotters
"Lobsters"	Cavalry	4	-	4	4+	3	-	+30	Special	Cuirassiers
Oliver Cromwell	Leader	+2	-	-	-	1	9	+40	1	

Only in 1643

Up to 2 Heavy Horse units may be upgraded as "Ironsides".

Until 1644

Up to 1 Heavy Horse unit may be upgraded as Sir Arthur Heselrig's "Lobsters".

Only in 1644

All Heavy Horse may be upgraded to Eastern Horse if your the army is modelled after the Eastern Association.

Up to 33% of the army's total points may be spent on Scots Covenanter allies. You cannot have more than 1 General in the army.

After 1644

One Leader may be upgraded to Oliver Cromwell. Until he took command of a cavalry wing at Marston Moor in 1644, Cromwell was a relatively minor figure.

NEW MODEL ARMY 1645-52

This list covers the armies of Parliament from the creation of the New Model Army in 1642, through the demobilisation of the Northern Association, and then the armies of Parliament. The New Model Army was created by combining the armies of the Earl of Essex, Earl of Waller, and the Earl of Manchester's Eastern Association, and placed under the command of the superb Sir Thomas Fairfax. In 1650, Cromwell took over the army when Fairfax retired. Note the restrictions for playing armies at various times during this period.

MAIN LIST

Name	Type	Att	Ran	Hits	Save	Size	Com	Cost	Min/Max	Notes
Pikemen	Infantry	3	-	3	-	4	-	60	Special	Pikes
Musketeers	Infantry	3	30	3	-	2	-	30	Special	Muskets
Heavy Horse	Cavalry	2	-	3	5+	3	-	80	-/2	Trotters
Dragoons	Infantry	2	30	3	-	3	-	60	-/1	Dragoons
	Cavalry	1	-	2	6+	3	-	-		
Culverin	Artillery	1	3x80	2	-	1	-	80	-/1	Heavy Artillery
Saker	Artillery	1	2x60	2	-	1	-	60	-/2	Medium Artillery
Galloper Gun	Artillery	1	2x30	2	-	1	-	30	-/2	Light Artillery
Sir Thomas Fairfax	General	+2	-	-	-	1	10	150	1	
Colonel	Leader	+1	-	-	-	1	8	80	-/2	
Captain	Subordinate	+1	-	-	-	1	8	40	-/2	

Up to 1652

For every 2 Musketeer units in the army, you may select one Pike unit.

OPTIONS

Name	Type	Att	Ran	Hits	Save	Size	Com	Cost	Min/Max	Notes
Oliver Cromwell	General	+3	-	-	-	1	9	+0	1	
Oliver Cromwell	Leader	+2	-	-	-	1	9	+40	1	

Up to 1650

One Leader may be upgraded to Oliver Cromwell. Prior to taking command of the whole army in 1650, Cromwell was probably the best cavalry commander of the Civil War.

From 1650

The General must be upgraded to Oliver Cromwell. Although not as enigmatic or well-liked as Sir Thomas Fairfax, Cromwell was an able tactician and leader.

SCOTS COVENANTER ARMY 1641-52

This list covers the armies of the Scottish government until the English conquest of 1652. Note the restrictions for playing armies at various times during this period.

MAIN LIST

Name	Type	Att	Ran	Hits	Save	Size	Com	Cost	Min/Max	Notes
Pikemen	Infantry	3	-	3	-	4	-	60	Special	Pikes
Musketeers	Infantry	3	30	3	-	2	-	30	Special	Muskets
Highlanders	Infantry	3	-	3	-	3	-	35	-/1	Warband
Heavy Horse	Cavalry	2	15	3	5+	3	-	80	-/1	Trotters
Dragoons	Infantry	2	30	3	-	3	-	60	-/1	Dragoons
	Cavalry	1	-	2	6+	3	-	-		
Lancers	Cavalry	2	-	3	6+	3	-	60	Special	Lancers
General	General	+2	-	-	-	1	8	100	1	
Colonel	Leader	+1	-	-	-	1	8	80	-/2	
Captain	Subordinate	+1	-	-	-	1	7	30	-/2	

Up to 1651

For every Heavy Horse unit in the army, you may select 1 Lancer unit.

Up to 1652

For every 3 Musketeer units in the army, you may select 2 Pike unit.

From 1651

No Heavy Horse allowed for the army.

Up to 1 unit of Lancers may be selected for every 1000pts.

OPTIONS

Name	Type	Att	Ran	Hits	Save	Size	Com	Cost	Min/Max	Notes
Culverin	Artillery	1	3x80	2	-	1	-	80	-/1	Heavy Artillery
Saker	Artillery	1	2x60	2	-	1	-	60	-/2	Medium Artillery
Frame Gun	Artillery	1	1x20	2	-	1	-	20	-/3	Light Artillery
Charismatic General	General	+2	-	-	-	1	9	+25	1	

Up to 1651

The General may be upgraded to a Charismatic General.

Only in 1648

Up to 33% of the army's total points may be spent on English Royalist allies. You cannot have more than 1 General in the army. Artillery can only be chosen in 1648.

SCOTS MONTROSE ROYALIST ARMY 1644-47

This list covers the armies of Montrose. Note the restrictions for playing armies at various times during this period.

MAIN LIST

Name	Type	Att	Ran	Hits	Save	Size	Com	Cost	Min/Max	Notes
Irish Musketeers	Infantry	4	30	3	-	2	-	40	-/4	Muskets
Highlanders	Infantry	3	-	3	-	3	-	35	-/4	Warband
Frame Gun	Artillery	1	1x20	2	-	1	-	20	-/1	Light Artillery
General	General	+2	-	-	-	1	8	100	1	
Colonel	Leader	+1	-	-	-	1	8	80	-/2	
Captain	Subordinate	+1	-	-	-	1	7	30	-/2	

OPTIONS

Name	Type	Att	Ran	Hits	Save	Size	Com	Cost	Min/Max	Notes
Irish Pikemen	Infantry	3	-	3	-	4	-	60	Special	Pikes
Militia Pikemen	Infantry	2	-	3	-	4	-	50	Special	Pikes
Militia Musketeers	Infantry	2	30	3	-	2	-	20	Special	Muskets
Highland Pikemen	Infantry	2	-	3	-	4	-	50	Special	Pikes
Highland Musketeers	Infantry	2	30	3	-	2	-	20	Special	Muskets
Lowland Pikemen	Infantry	2	-	3	-	4	-	50	Special	Pikes
Lowland Musketeers	Infantry	2	30	3	-	2	-	20	Special	Muskets
Heavy Horse	Cavalry	2	15	3	5+	3	-	80	Special	Trotters
Dragoons	Infantry	2	30	3	-	3	-	60	Special	Dragoons
Lancers	Cavalry	1	-	2	6+	3	-	-		
	Cavalry	2	-	3	6+	3	-	60	Special	Lancers

Only in 1644

For every 3 Irish Musketeers units, you may select 1 Irish Pike unit.

One unit of Militia Musketeers may be selected for every 1000pts.

For every 2 Militia Musketeer units, you may select 1 Militia Pike unit.

Up to 2 Frame Gun units may be selected for every 1000pts.

Only in 1644 and 1645

One unit of Highland Musketeers may be selected fro every 1000pts.

For every 2 Highland Musketeer units, you may select 1 Highland Pike unit.

One unit of Lowland Musketeers may be selected fro every 1000pts.

For every 2 Lowland Musketeer units, you may select 1 Lowland Pike unit.

Only in 1645

Up to one Lancer unit may be selected for every 1000pts.

From 1645 to 1647

Up to 1 Heavy Horse unit may be selected for every 1000pts.

Up to 1 Dragoon unit may be selected for every 1000pts.

For every 2 Irish Musketeer units, you may select 1 Irish Pike unit.

Only in 1646

Up to 2 Lancer units may be selected for every 1000pts.