# Unhappy KING CHARLES
## PLAYER AID—PARLIAMENT

## SEQUENCE OF PLAY (7.0)

### HOUSEKEEPING PHASE (8.0)
1. Refresh player board.
2. Transfer available Generals and Reformed Brigades.
3. Place a PC marker in a Neutral Area.
4. Draw a Naval Chit (Late 1642, Late 1643, Late 1644 and Late 1645 only).

### POLITICAL CONTROL PHASE (9.0)
1. Place PC markers in non-Fortress Areas occupied by Friendly Generals.
2. Parliament then Royalists remove PC markers to reflect Political Isolation.

### RECRUITMENT PHASE (10.0)
1. Parliament then Royalist places Recruited and Reformed Brigades for the turn and, optionally, available Generals.
2. Blockade & Siege markers may be placed in qualifying Areas.

### DRAW STRATEGY CARDS PHASE (11.0)
1. Each player draws 4 Strategy cards from the Draw Deck.
2. The 2 Core cards are added to this, forming a hand of 6 cards.

### CAMPAIGN PHASE (12.0)
1. Each player plays or discards a minimum of 6 Strategy cards. Royalists choose who goes first until the *New Model Army* Event is played.
2. The Phase ends when both players pass.

### BLOCKADE PHASE (21.0)
1. Generals in Areas with a Blockade & Siege marker may Bombard the Fortress in that Area.

### DESERTION & SUPPLY ATTRITION PHASE (22.0)
1. Parliament then Royalists remove Brigades to Available to meet the Desertion requirement for the turn.
2. After Desertion, in any Areas with 5 or more friendly Brigades, both sides remove a Brigade to Available.

### POWER BASE PHASE (23.0)
1. Check for a Power Base Victory.

### TURN END PHASE (24.0)
1. Advance the Turn marker one box on the Turn Record Track.
2. If it's Winter 1645, Victory Points are counted and a winner is declared.

## HOW TO WIN (6.0)

### AUTOMATIC VICTORY
- **Parliament**—If King Charles Surrenders.
- **Royalist**—Royalists control London and any 3 Regions in two consecutive Turn End phases.

### POWER BASE VICTORY
- The opposing side has fewer PC markers than the required number on the Turn Record track in the Power Base Phase.

### END OF GAME VICTORY
- **Parliament**—If in the Turn End Phase of Winter 1645 Parliament has **11+** Victory Points (VPs).
- **Royalist**—If Parliament does not win.

### PARLIAMENT VICTORY POINTS
Parliament calculates Victory Points at the end of the game as follows: [*Number of Regions controlled x2*] + [*Number of Economic Infrastructures controlled*].

## RECRUITMENT PHASE (10.0)

*Parliament acts first.*

### BRIGADES
- Brigades must be placed in a **non-Enemy-controlled Recruitment Area**, or **on the Command Display of a Friendly Local Notable**, of the corresponding Region.
- If a Friendly General is present, the Brigade can be placed directly on his Command Display card.
- No more than one Brigade from each Region can be Recruited.
- Brigades cannot be placed in an Area with a Siege marker.

### REFORMED BRIGADES
- Reformed Brigades must be placed in a Friendly-controlled Area in their Region of origin.
- The Area cannot contain Enemy Brigades/Generals.

### AVAILABLE GENERALS
- Available Generals must be placed with Friendly Brigades. They can be Subordinated upon placement.
- A General cannot be placed in an Enemy-controlled Area, or an Area with Enemy Brigades/Generals.
- **Field Generals** can be placed in any Area that meets the above criteria.
- **Regional Generals** can only be placed in an Area in their own Region or where their Region's Brigades can be Recruited and that meets the above criteria.

## ACTIONS

### Place PCs (13.0)
- Place PC markers up to the value of the Ops card played. A Discarded Event card can place 1 PC marker.
- A PC marker can be placed in any open Area, or in a non-Fortress Area with a Friendly General. If the latter, this can replace an Enemy PC marker.
- New markers must be placed adjacent to a Friendly PC marker that existed prior to the current card play.

### Recruit—Assessment and Sequestration (14.2)

*The Recruit action is different for Royalists.*

Available only <u>once</u> per turn.

Place Available Generals and Recruit one Brigade (Discarded Event card) or two Brigades (Ops card—regardless of Ops value).

#### BRIGADES
- As with the Recruitment Phase except, if using an Ops card, both Brigades may be from the same Region, though they may not be placed in the same Area.

#### GENERALS
- Any number of Generals **of any type** in the Available box may be placed, following the Recruitment Phase rules.

### Raid (15.0)
- Place a Friendly PC marker, including by replacing an Enemy PC marker, within 2 Areas of a non-Besieged Friendly Local Notable.
- The PC marker must be placed in the same Region as the Local Notable.
- The Area must be a non-Fortress Area with no Enemy Brigades/Generals.

## Activate a General (16.0)
- Activate a General to Move or Bombard. The same General can be Activated multiple times per turn.
- A General in the Available box can be brought onto the map and Activated as part of the same Strategy card play.

## ARMIES

### Subordination & Commanding Generals (4.2)
- When two or more Friendly Generals are in the same Area, the lower Level (higher numbered) General Subordinates to the higher Level General, creating a Combined Army.
- Exceptions:
  —Where the Generals are of the same Level, there is no Subordination, and so the Armies cannot combine.
  —Where a Combined Army would contain more Brigades then the non-Subordinating General can command.
- **ILLEGAL POSITION** (17.3): Where these exceptions occur, retrace the Activating General's movement until he is in a legal position. In other circumstances, the owning player moves one General to an adjacent Area without Enemy Brigades; if no such Areas, one General Disperses.

### Army Size (4.2)
- **Essex**, **The Lord General** and **Leven** can have up to 9 Brigades.
- An Army of 5 or more Brigades is a Major Army. Major Armies can only be activated with a 3 Ops card or a Campaign card, or an Event.

## MOVEMENT & REACTIONS

### Movement cost (17.1)

| Number of Brigades in Army | Number of MP available | Number of Areas it may Evade |
|---|---|---|
| 1-3 | 4 | 2 |
| 4-6 | 3 | 1 |
| 7-9 | 2 | 1 |

| Connection / other factor | MP cost |
|---|---|
| Road | 1 |
| Mountain/Maritime | 2 |
| Breaking up siege lines, Following a Battle *and* Changing political control | +1 |

### Interception (18.1)
- A General <u>cannot</u> Intercept into an Area that contains Brigades of his own side.
- To succeed, the Intercepting General needs a modified roll of **4+** on 1D6 (see Reactions modifiers table overleaf).
- **INTERCEPTION FAILS:** The Intercepting General stays in position and cannot Intercept again during the current Activation.
- **INTERCEPTION SUCCEEDS:** The Intercepting General moves into the target Area and a Battle is fought (the Intercepted General cannot Evade but may Disperse). The Activating General (not the Intercepting General) is considered the attacker.

## Evasion (18.2)

- To succeed, the Evading General needs a modified roll of **4+** on 1D6 (see Reactions modifiers table below).
- **EVASION FAILS:** The Evading General must either Disperse or Battle.
- **EVASION SUCCEEDS:** The Evading General can move 1 or 2 connected Areas (regardless of MP cost) based on his Army size. The Activating General can continue moving (since no Battle has occurred) at no extra MP cost.

| Reactions table | Modifier |
| --- | --- |
| Intercepting/Evading General's Strategy Rating is **lower** the activating General | +1 |
| Intercepting/Evading General's Strategy Rating is **higher** the activating General | -1 |
| Intercepting over a Mountain line | -1 |
| Evading if Activating General enters via Maritime/Mountain line | -1 |

## Dispersal (18.3)

- Both sides reveal Brigades in Armies, then decide if to Disperse. Defender chooses first.
- All Dispersing Generals and Brigades are placed in the Dispersed box.
- Where the Dispersal Area is not a Fortress, the attacking General can place a Friendly PC marker there. An Activating General may continue to move after the Dispersal of the other General at no extra MP cost.

## BATTLES (19.0)

Each player rolls 1D6 and adds:
- The Combat Value of all Friendly Brigades in the Battle;
- The Battle Rating of their General, if one is present;
- The modifiers from any Combat card played.

| Result | Outcome |
| --- | --- |
| **Difference of 0, or 1** in favour of defender | **Defender drawn Battle:**<br>• Each side eliminates 1 Brigade (Veteran if participating).<br>• Attacking General returns to the Area he left to enter the Battle Area. |
| **Difference of 1** in favour of attacker | **Attacker drawn Battle:**<br>• Each side eliminates 1 Brigade (Veteran if participating).<br>• The defender Retreats. |
| **Difference of 2 to 4** | **Indecisive Victory:**<br>• General with lower score eliminates 1 Brigade (Militia if participating) and Retreats. |
| **Difference of 5+** | **Major Victory:**<br>• General with lower score eliminates 2 Brigades (Militia if participating) and Retreats.<br>• Winner draws and plays 1 bonus Strategy card.<br>• *(1644-45 only)* Winner may add 1 eliminated Enemy Brigade to winning General (Turncoats). |
| **Difference of 5+** AND winner played *Decisive Victory* Combat card | **Decisive Victory:**<br>• General with lower score eliminates 2 Brigades (Veteran if participating) and Retreats.<br>• Winner draws and plays 2 bonus Strategy cards.<br>• *(1644-45 only)* Winner may add 1 eliminated Enemy Brigade to winning General (Turncoats). |

**ELIMINATED:** Brigades eliminated in Battles are placed in the Eliminated Brigades box on the Player Board. They cannot be Recruited again.

**SPOILS:** If the Battle Area was in a non-Fortress Area, the winning General can place a Friendly PC marker there (replacing any Enemy marker if necessary).

**RETREAT:** A General required to Retreat must move at least 1 Area, but, at the loser's discretion, can Retreat up to his Evasion distance at his reduced Army size (see Movement cost table overleaf).

### RETREAT RULES

- The Retreat cannot be into any Areas containing an Enemy Brigade or General.
- If the Retreating General was the defender, he may not enter the Area that the attacker moved in from.
- If the Retreating General was the attacker, the first Area he retreats to must be the Area he moved in from.
- If a Retreating General enters an Area with an Enemy PC marker, remove an additional Brigade (one at most per entire Retreat). This Brigade is not eliminated; it is immediately available for Recruitment.
- If a Retreating General has more than two Brigades, he cannot use the Maritime line.
- A Retreat cannot violate Subordination rules, and Subordinates cannot leave an Army as part of a Retreat.
- A General that cannot Retreat must Surrender.

## BESIEGE, BOMBARD & ASSAULT (20.0)

### Masking and Besieging (20.1)

- If a Fortress Area contains an Enemy General and no Siege marker, it is Masked.
- Where an Activated General with a sufficient number of Brigades is present in an Enemy-controlled Fortress Area, he may place a Siege marker. An Area with a Siege marker is Besieged.
- **At a Masked/Besieged Fortress:** No Recruitment is allowed (*Besieged only*); Local Notables cannot Raid (*Besieged only*); A supply Fortress or Local Notable cannot be used to prevent Isolation; It does not count as an Economic Infrastructure.

### Bombardment (20.2)

The Bombarding player rolls 1D6, and applies the following modifiers to get a Bombardment Value.

| Factor | Effect |
| --- | --- |
| Besieging General has Siege Train | +1 |
| Besieging General has at least three New Model Army Brigades (*not cumulative with the Siege Train effect*) | +1 |
| Bombarding a Local Notable | -2 |
| Fortress in a Port Area and Naval Status in favour of the Besieged (*not cumulative with the Local Notable effect*) | -2 |

This amount is added to the accumulated Bombardment Value against the Fortress. If/when this equals or exceeds the Fortress' Surrender Value, the Fortress Surrenders.

### Assaults and Immediate Assaults (20.3)

- To Assault requires an accumulated **Bombardment Value of 5+** unless the Assaulting General can Immediate Assault (as noted on his Command Display card).

- The Assaulting General must achieve **10+** on 2D6:
  — Add number of attacking Brigades (max. 3)
  — Subtract number of Enemy Brigades Inside Fortress
  — +1 for a Class 1 Fortress
  — -2 for a Class 3 Fortress
  — -2 if accumulated Bombardment Value <5

**SUCCESSFUL:** The Fortress Surrenders. Any Generals inside are permanently removed from the game.

**UNSUCCESSFUL:** Assaulting General cannot make any further Assaults.

- After any Assault, the Assaulting Brigade with the highest Combat Value is permanently eliminated.
- A Local Notable can never be the object of an Assault.

## DESERTION AND SUPPLY ATTRITION (22.0)

- The Desertion number cannot reduce a side's total Brigades On the map to below 5.
- Apply the following Desertion order categories to each Area until the turn requirement is met.
- An Area with only one Brigade must not be chosen in preference to another with more than one Brigade.

1. Armies with Regional Generals (including Subordinates) outside the Region of those Generals, irrespective of the Region of their Brigades.

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2. Armies with 4+ Brigades.

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3. Armies Adjacent to or in the same Area as an Enemy General that is not Masked or Besieged.

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4. Armies in an Area with an Enemy PC marker (including Enemy-controlled Fortress Areas that are Masked or Besieged).

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5. All Areas with friendly Brigades.

After Desertion is completed, any Area with 5+ Friendly Brigades must lose any 1 Brigade to Supply Attrition.

## NAVAL RULES

The Naval Status can impact on Bombardment rolls and Recruitment, as follows (if the Naval Status is positive (+) apply to Parliament, if negative (-) apply to Royalist):

| Status (+/-) | Effect |
| --- | --- |
| 1/2 | • Opposing Generals -2 from Bombard die roll. |
| 3/4 | • Opposing Generals -2 from Bombard die roll.<br>• Side may Recruit one Veteran Brigade in place of a Militia (note this is once per turn only). |
| 5 | • Opposing Generals -2 from Bombard die roll.<br>• Side may Recruit one Veteran Brigade in place of a Militia,<br>OR<br>• Side may Recruit one extra Brigade* (note only one of these options may be taken, in either case it is once per turn only). |

*If, during the Campaign Phase, the Naval Status reaches a level allowing for the extra Recruitment, the side can only do so if it has not taken the Recruit action that turn.