

# CRUEL NECESSITY

— THE ENGLISH CIVIL WARS OF 1640 TO 1653 —

## RULEBOOK



A Game by John Welch

WORTHINGTON 



# PLAYER AID

## KEY TO WORDS AND SYMBOLS



**MILITARY EVENTS:** If the soldier symbol is red and is supplemented by a red cannon symbol, conduct a battle using the Tactical Battle Display first (7.0), then proceed to the remaining Military Events.

**ACTIVATING INVADING ARMIES:** Each flag symbol indicated that the specific Army Activates, which means it does the first item that it can do on this priority list in order:

1. Recover from Disorder (6.2.2) OR
2. Combat a Clubmen Revolt (6.2.3) OR
3. Besiege a Parliamentary Fortress in its or a higher-numbered Area in that same Region (6.2.4 or 6.2.5) OR
4. Advance to the next-lower numbered Area (6.2.6 or 6.2.7)



After performing any one of the above, that Army's Activation is completed.



**RELIGIOUS AND POLITICAL EVENTS:** Move the named Political or Religious marker up or down its track as indicated by the direction of the arrow (and a number of boxes = the number of arrows shown; 6.6)

**Unrest in London!** You must immediately conduct TWO Siege rolls against London (6.4)

**Political Reaction** The Political (Parliament and Monarchy) markers move up or down one box toward "C" (6.5)

**Religious Reaction** The Religious (Puritanism and Catholicism) markers move up or down one box toward "C" (6.5)

**Deviltry 2** Draw a random round Deviltry marker from the pool of unused markers and place it on the map where the Event card number is shown in the circle (6.8)

**Clubmen 1** To place a Revolt marker, roll one dice and place it in the corresponding numbered Area in that Region. If you roll a 'six', do not place it on the map ignore this event instead (6.9)

**The crossed keys indicate an Achievement card**

**A colored triangle = 1 Victory Point (VP).**  
Red triangles are negative VP's while Blue triangles are positive VP's.

## SEQUENCE OF PLAY

1. **EVENT PHASE:** Reveal the top card.
  - ♦ If it is an Achievement card, place it in an Available Achievement box (6.0) and reveal the next card.
  - ♦ If you reveal an Event card, place it on top of the Discard Pile face up. Complete all of the activities listed in the order presented (6.0).
2. **ACTION PHASE:** Spend Zeal Points to do your Actions for that turn (see *Player Actions*)
3. **END TIMES PHASE:**
  - ♦ If you do not control London, or have four or more of the Political/Religious markers in the "F" boxes you have lost the game (11.1).
  - ♦ If you have completed Event card #60, you may have just won; check Victory Conditions (11.2)
4. **HOUSEKEEPING:**
  - ♦ Remove all temporary Strength Modifiers and DRM markers (10.1),
  - ♦ Gain Zeal Points (10.2), and
  - ♦ Prepare Second or Third Civil War decks after the First and Second (10.3)

## LIST OF PLAYER ACTIONS

- ♦ Infuse Zeal to deal with a single unit or marker (8.1)
- ♦ Purchase and Available Achievement card (8.2)
- ♦ Campaign against an enemy Army unit or Deviltry marker (8.3)
- ♦ Besiege an enemy Fortress or Revolt marker (8.4 and 8.5 and see *Oxford note*)
- ♦ Fortify a friendly Fortress (2 clicks per turn, max) to improve its defenses (8.6)
- ♦ Engage in Politics (8.7)
- ♦ Declare Desperate Times (8.8)

**THE NEWS:** Each Action is a separate and independent matter. When conducting multiples Actions in a turn, you get to know the results of the first (or second, etc.) Action before deciding whether or where to conduct the next one.

**IMPORTANT:** Unspent Zeal Points can be saved from turn to turn but the maximum number of Zeal Points that you can ever have at any given time is nine (as shown on the Zeal Points track). If you ever have more than nine, the excess is lost.

## SUCCESS AND FAILURE

Important: Regardless of any Dice Roll Modifiers (DRM's) affecting any Action or Event, an unmodified roll of a "1" is always a failure while an unmodified roll of a "6" is always a success.

## THE SIEGE OF OXFORD

You cannot begin to besiege Oxford until either card #13 or #26 (whichever appears first) removes this restriction for the remainder of the game (6.10.2)





# CRUEL NECESSITY RULES



## 1.0 INTRODUCTION

*Cruel Necessity* is a solitaire game simulating the military, political, and religious struggles of the English Civil Wars from 1640 to 1653. You attempt to stop the advance of four armies bent on destroying Parliament and Puritanism, whom you represent. Simply holding on to London is not enough; you must also suppress the enemies of Puritanism, Parliamentary Government, and English domination.

There are civil wars going on not just in England, but in Scotland and Ireland too; and each will have varying impact on the play of the game at different times.

We do not mean for *Cruel Necessity* to be a highly accurate simulation of the English Civil Wars; rather, it is a thoughtful and provocative interactive telling of this story, told in the guise of a game. Key events of the period unfold, and you will find yourself making the crucial decisions required to save Parliamentarianism and Puritanism from their enemies within and without.

The title of the game comes from the purported response to the beheading of King Charles by his implacable foe, Oliver Cromwell, who remarked that this act of regicide was a “cruel necessity.”

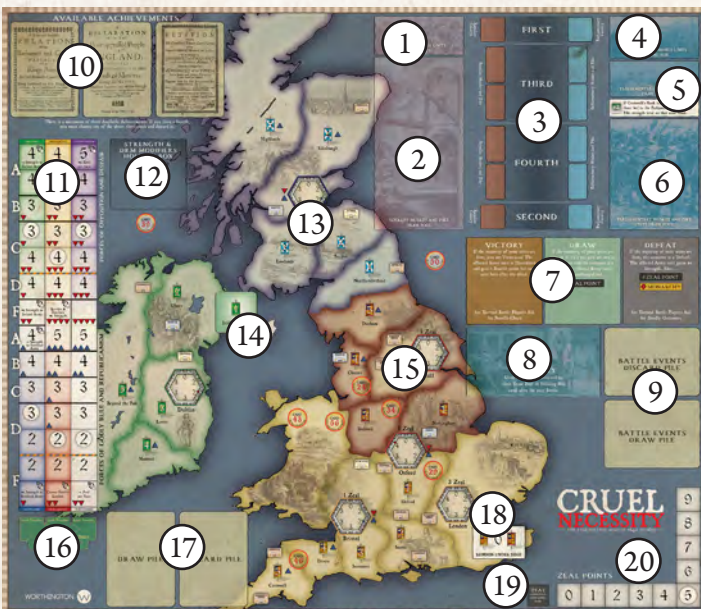
## 2.0 GAME EQUIPMENT

- ♦ Game board including the Tactical Battle Player’s Aid
- ♦ Rules book
- ♦ 27 First Civil War Event and Achievement cards
- ♦ 18 Second Civil War Event and Achievement cards
- ♦ 15 Third Civil War Event and Achievement cards
- ♦ 15 Battle cards
- ♦ 2 Counter Sheets
- ♦ 1 Player’s Aid
- ♦ 1 (Parliamentary) blue 6-sided die
- ♦ 1 (Royalist) red 6-sided die

**2.1 THE GAME MAP:** The game map shows England, Scotland, and Ireland divided into Regions, each with number of Areas, along with the Royal Army of the North, the Royal Army of the West, Scotland, and Ireland units advance and retreat. There are also six key hexagonal fortress spaces. To the left, there are tracks for Parliament, Monarchy, Puritanism, Catholicism, Scotland, and Ireland. Available Achievements go along the top left.

**2.2 THE TACTICAL BATTLE PLAYER’S AID:** The Tactical Battle Player’s Aid on the upper right of the map shows the most common formations for armies of the mid 17th century.

Along the bottom of the display are places for Battle Event cards (Draw and Discard), along the left side go Royalist forces, and along the right side is where you place your Parliamentary forces.



## GAME BOARD EXPLANATION

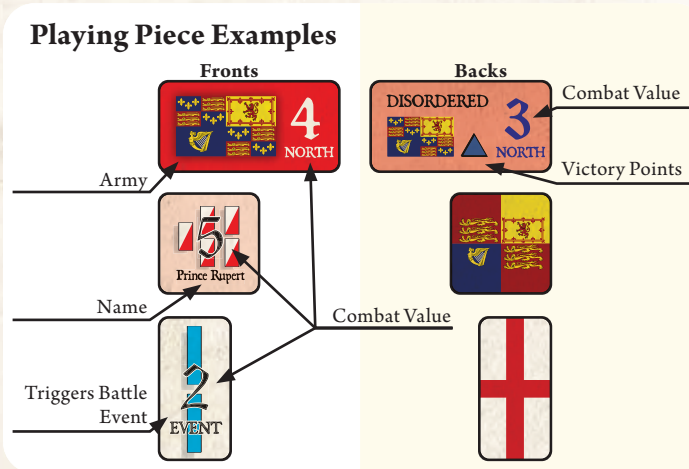
- | Tactical Battle Player’s Aid       | Main Game Map                  |
|------------------------------------|--------------------------------|
| 1. Royalist Cavalry Draw Pool      | 10. Available Achievements     |
| 2. Royalist Musket and Pike Pool   | 11. Political Tracks           |
| 3. Battle Board                    | 12. Unused Marker Storage      |
| 4. Parliamentary Named Units       | 13. A Parliamentary Fortress   |
| 5. Parliamentary Cavalry Pool      | 14. Irish Area 1               |
| 6. Parliamentary Musket and Pike   | 15. A Royalist Fortress        |
| 7. Victory, Draw, and Defeat Boxes | 16. Irish Troubles Track       |
| 8. Battle Recovery Box             | 17. Civil War Draw and Discard |
| 9. Battle Events Draw and Discard  | 18. London Under Siege         |
|                                    | 19. Unused Zeal Point Storage  |
|                                    | 20. Zeal Point Track           |



**2.3 THE PLAYING PIECES:** There are various units (pieces deployed and/or maneuvered on the map) and markers (showing changes in the status of things).

There are four invading Armies, one for each Region (e.g., the North or the West).

When fighting a Battle on the Tactical Battle Player's Aid, Parliamentary (blue) and Royalist (red) Formation units (square for Cavalry and rectangular for Musket and Pike) are used.



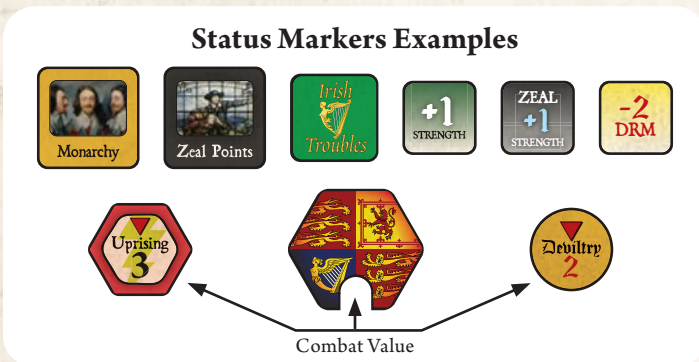
**ARMY:** the identity (also shown by its flag) of that domestic or foreign army.

**COMBAT VALUE:** represents the strength of that invading Army or Formation.

**VP INDICATOR:** the number of up (blue) and down (red) triangles indicate the number of Victory Points (VPs) awarded (blue) or lost (red), (See rule 5.0 on page 4).

Some Formation units are Named; some others cause Battle Events to occur and the effect of those units is printed on the counter prompting you to draw from the Battle Events Deck.

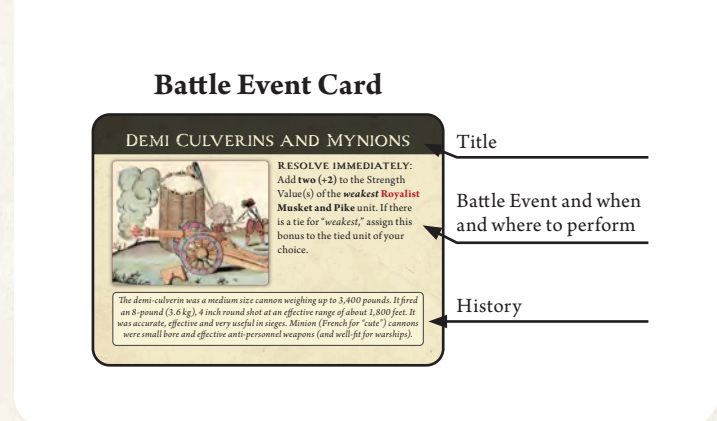
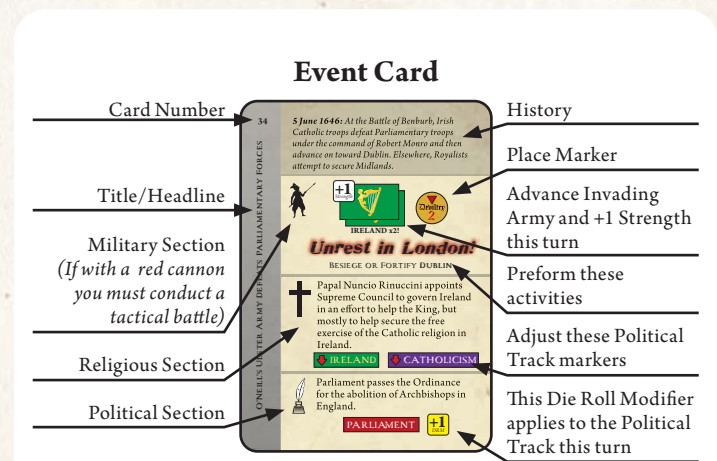
Pictured here are some of the various status markers in *Cruel Necessity*. The Combat Value of a Fortress is variable and depends upon the rotation of the Fortress marker in that location.



## EVENT CARDS

There are two types of cards: Event cards are revealed each turn and drive the narrative on the map, and Battle Event cards are revealed when an Event occurs on the Tactical Battle Player's Aid.

Event cards are further subdivided into two types: standard Event cards (divided by sidebar colors into the three distinct Civil Wars) that measure time and activate the forces opposing you; and Achievement cards that you might be able to purchase and which award you Victory Points (i.e., blue triangles) and a special benefit, as listed at the bottom of each Achievement card.





### 3.0 SETTING UP THE GAME

1. Prepare the play area by setting up the map directly in front of you with the bottom edge closest to you.

2. Sort through the counters and look for the four invading Army units: North (red), Scotland (blue), Ireland (green), and West (yellow). Each begins in the #5 Area of its respective Region (i.e., Durham, Highlands, Beyond the Pale, and Cornwall, respectively) with its Ready side up (i.e., they do not begin the game with their Disordered side showing). Set aside the two alternate Scotland armies with the pictures of King Charles and King Charles II; one will enter play at the end of the Second English Civil War. The two alternative Ireland Armies with Catholic League support as they are only featured using the optional rules (See rule 12.2 on page 24).



3. Place the six Fortress Control markers on the map as follows (look for the little colored dots to guide you): Place four Fortress Control markers with their blue side up (indicating you, the Parliamentary player, control them) at the following locations and set to the second 2 Combat Value rating (i.e., the “higher” 2 rating at four o’clock):



London	Hull
Bristol	Edinburgh



Place one Fortress Control marker with its red side up (indicating it is Royalist controlled) at Dublin and also set to the second 2 Combat Value (i.e., the “higher” 2 rating at four o’clock).

Finally, place one Fortress Control marker with its red side up at Oxford and set to the 4 Combat Value rating.

4. Place the six Political Track markers face up (i.e., picture-side showing) on their respective tracks in their starting spaces indicated by a circled number:



Ireland C 3	Monarchy C 4
Catholicism C 3	Scotland D 3
Parliament D 2	Puritanism D 2

A. Place the Irish and Scottish Army Morale markers in Strength and DRM Modifiers Holding Box right of their Political Tracks.



B. Place the Irish Troubles marker in its box that is at the bottom of the Puritanism track.



5. Place the Zeal marker in the 5 box along the Zeal Point track and the Zeal +1 DRM/+1 Strength marker in its holding box adjacent to the Zeal Point track.



6. Flip over all of the buff Formation units to hide their numeric values (i.e., their front sides) and show their flag (back) sides. Place these units on the Tactical Battle Player’s Aid and mix them into Draw Pools as follows:



- A. Place the (Named and unnamed) red bordered square shaped units in the Royalist Cavalry units’ box.
- B. Place the (Named and unnamed) red bordered rectangular shaped units in the Royalist Musket and Pike units’ box.
- C. Place the blue bordered square shaped units in the Parliamentary Cavalry units’ box.
- D. Place the blue bordered rectangular shaped units in the Parliamentary Musket and Pike units’ box.

7. Set aside the two square and three rectangular Named Parliamentary Formation units. They enter play later and are placed face-up in the Parliamentary Named unit’s box when they come into play.



8. Set aside the round Devilry markers with their orange side up and mix them into a Draw Pool. They enter play later.





9. Set aside the four hexagon shaped Revolt markers. They enter play later.

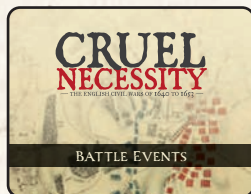


10. Place in the Strength and DRM Modifiers Holding



Box the various +/- Strength and DRM markers. You'll be placing and removing those frequently during play.

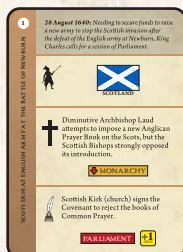
11. Sort out the 15 Battle Event cards and shuffle them



together. Place them face down to form the Battle Events Draw Pile on the Tactical Battle Player's Aid.

12. Sort out the remaining 60 cards into three piles based on the color of the sidebar on their faces: 27 copper (First Civil War); 18 silver (Second Civil War); and 15 gold (Third Civil War). Set the silver and gold piles aside; these cards enter play later.

- A. Among the copper striped (First Civil War)



cards, sort out the two with a white circle behind their card numbers (these are the first and last cards in their number sequence, i.e., cards #01 and #27).

- B. Place card #27 face down on the Draw Pile box on the map and set aside card #01.

- C. Shuffle the remaining cards (#02 through #26) and place them face down in the Draw Pile box (i.e., on top of card #27 which is already there).

**DESIGNER NOTE:** you can also assemble the Event Cards in numerical order if you want to get a feel for the actual chronology of the English Civil Wars and deal with events as they happened historically.

- D. Finally, place card #01 face down in the Draw Pile box so that it is at the top of the stack.

## READ THE PROLOGUE AND ENJOY!

In this manner, you have “built” the deck for the First English Civil War, so that it begins with you revealing the #01 card, and finishes with you revealing the #27 card. The other cards all happen randomly in-between. The first and last cards are “seeded” thus to ensure the proper beginning and ending to the particular civil war.

## 4.0 SEQUENCE OF PLAY

A complete game of *Cruel Necessity* consists of revealing and completing all of the Event cards for each of the three English Civil Wars (i.e., all of the copper, silver and gold bordered cards).

**THE GAME TURN:** You, the Puritan Parliamentary player, conduct a Game Turn through a series of Phases in the exact order listed below:

- 1. EVENT PHASE:** Reveal the top card in the Event card Draw Pile.

If it is an Achievement card, place it face up in one of the three Available Achievement boxes along the top of the map (*See rule 6.0 on page 5*) and reveal the next card in the Event card Draw Pile. Do not proceed to the Action Phase until you have revealed an Event card.

If you reveal an Event card, place it face up on the top of the Discard Pile where it becomes the new Current Event card. Complete all its activities listed (*See rule 6.0 on page 5*) and (*See rule 6.10.4 on page 10*) in the order that they are presented and then proceed to the Action Phase.

- 2. ACTION PHASE:** You may now spend your Zeal Points to attempt to purchase an Available Achievement card (*See rule 8.2 on page 15*), Campaign against Invading Armies on the map (*See rule 8.3 on page 15*), besiege an enemy Fortress (*See rule 8.4 on page 16*), favorably adjust the Political tracks (*See rule 8.7 on page 17*), etc.

- 3. END TIMES PHASE:** If you do not control London, the game ends immediately and you are defeated (*See rule 11.1 on page 20*). If you have completed the last Event card (#60), the game is over; check the Victory Conditions (*See rule 11.2 on page 20*).

- 4. HOUSEKEEPING:** Prepare for the next turn by removing all temporary Strength Modifier and DRM markers from the map (*See rule 10.1 on page 18*), gaining Zeal Points (*See rule 10.2 on page 19*), and preparing the Draw Pile for the Second or Third Civil Wars after completing the First or Second Civil Wars (*See rule 10.3 on page 19*).

## 5.0 OBJECTIVES

How well you are doing in a game of *Cruel Necessity* is indicated by your score which is measured in triangles, both positive (▲) and negative (▼).

Positive triangles (▲) are found in particular from raising the Political markers for your cause of Godly Rule and



Republicanism (i.e., Scotland, Parliament and Puritanism; the boxes where those markers currently reside might have blue triangles in them, and if so they count toward your score) and from purchasing Achievement cards. Also helping your cause are: pushing invading armies back to their 4 or 5 Areas, causing invading armies to become Disordered, controlling Fortresses on the map, and resolving a particular Deviltry marker.

Negative triangles (▼) lower your score and happen with the rising Political markers of Opposition and Despair (i.e., Ireland, Monarchy, and Catholicism; the boxes where those markers currently reside might have red triangles in them, and if so they count against your score). Also hindering your cause are: enemy-controlled Fortresses, unresolved Deviltry and Revolt markers. When the King joins the Scotland Army unit (see card #45), more red triangles come into play.

### CALCULATING YOUR SCORE

The net count of all current triangles affecting play is your score (and, yes, it can be a very negative number). For more information, see the Scoring Example (See rule 11.2 on page 20).

The triangles are very conspicuously arranged so that you can calculate your current score quickly at a glance. Your score matters at the end of each of the three Civil Wars (i.e., decks).

### 6.0 EVENT CARD PHASE

Narrating the game are the Event cards. This epoch's three volumes, one for each English Civil War during this period, correspond to each card's sidebar-colored stripes. You will find the tale written in each card's title and in the shaded "flavor text" which gives the history behind the gameplay activities that card engenders. There are two types of cards in the Draw Pile: Achievement cards and Event cards.

### RESOLVING AN ACHIEVEMENT CARD

When you reveal an Achievement card, you must place it in one of the three boxes in the Available Achievements section along the top of the map. You must select an empty box if one is available. If not, you must place it in your choice of one of the three boxes, but the Achievement card already located there is removed to the Discard Pile to "make room" for that newly placed card (i.e., there is a maximum of only three Available Achievements for your purchase consideration at one time).

After thus resolving an Achievement card, do not proceed to the Action Phase! Keep going (and resolving other Achievement cards) until you have at last revealed an Event card for that turn.

You want to move quickly to acquire Achievements (See rule 8.2 on page 15) and not lose too many thus to the Discard Pile!

### RESOLVING AN EVENT CARD

When you reveal an Event card, place it face up on the top of the Discard Pile where it becomes the new Current Event card. You must complete all of its activities in the order that they are presented: that is from top to bottom (i.e., Military, Religious, and then Political) and left to right within each of those three sections.



**6.1 ENGAGE IN A TACTICAL BATTLE:** If the military icon on the card is red and supplemented by a red cannon icon, the first thing you must do is conduct a Tactical Battle using the Tactical Battle Player's Aid. The explanation for resolving these Battles (See rule 7.0 on page 10).

After completely resolving that Tactical Battle including its aftermath, return to the Current Event card and take care of all other matters in the Military section of the card (e.g., Activating Invading Armies, see below). Then proceed to the Religious and Political sections as usual.



**6.2 ACTIVATE INVADING ARMIES:** Each flag symbol indicates that specific Army Activates, which means it does the first item that it can do on this priority list:

1. It will recover from Disorder (See rule 6.2.2); OR
2. It will Combat a Clubman Revolt marker in its or a higher-numbered Area within its Region (See rule 6.2.3); OR
3. It will Besiege a Parliamentary Fortress in its Area (See rule 6.2.4 and 6.2.5); OR
4. It will Advance to the next-lower numbered Area within its Region (e.g., from its 3 Area to its 2 Area; see 6.2.6 and 6.2.7).

After performing any one of the above, that Army's Activation is complete.



**NOTE:** There are events wherein a Royalist Army will go through the previous list TWICE and it is shown on the card with a x2 under the Flag of the Royalist force.

## SUBCASES

**6.2.1 STRENGTH MODIFIERS:** If its flag is pictured with a Strength Modifier marker on it, place that same type on its Army unit this turn. These are temporary fluxes in that Army's Combat Strength and are removed during that turn's Housekeeping Phase. Should an Army unit ever acquire more than one such marker on a given game turn, their effects are cumulative.



**6.2.2 RECOVERY FROM DISORDER:** If that Army unit is Disordered, it must spend its Activation remaining in place and flipping back to its normal side. Only an Army that is not in Disorder can move, besiege, or otherwise spend its Activation to your detriment.



**6.2.3 SUPPRESSING A CLUBMAN REVOLT:** Instead of advancing past a Clubman Revolt marker in its Area or having a Clubman town or village in its rear (i.e., should one appear in a higher-numbered Area than where that Army is currently located), that Activated Invading Army unit remains in place and will Suppress it instead by rolling one die: If the result is 2 or higher, that Clubman unit is removed from the map. If the result is a 1, that Clubman unit remains on the map.



**6.2.4 REDUCING PARLIAMENTARY FORTRESSES:** Instead of advancing past your controlled Fortresses or having such a revolt in its rear, Activated Invading Army units remain in their Area and Besiege them instead.



Note that the Fortress of Oxford is located in the 1 Area of both the North and West Regions, so your control of Oxford is an important forward buffer to keeping London from falling under siege.

## PROSIEGEURE

Royalists Besiege your Fortresses by rolling the die TWICE in succession and applying each result in order.

- If the die roll is less than or equal to ( $\leq$ ) the Fortress' Combat Value, there is no effect.
- If the die roll is greater than ( $>$ ) the Fortress' Combat Value, then its Combat Value is reduced by one 'click' (i.e., rotating the Fortress marker 60 degrees, in this case counterclockwise to reveal its new, possibly

reduced, Combat Value). Once that value reaches 0, that Fortress immediately changes ownership (flip the Fortress marker over to its Royalist side, in this case) and has its Combat Strength immediately reset to its lowest 2 value (i.e., one click clockwise).

**NOTE:** If the Royalist's first siege roll captures that Fortress, skip the second roll; the job is done.

**ROYALIST SIEGE EXAMPLE:** The Army of the West occupies its Region's Area 3 (Somerset) and you currently control the Fortress at Bristol which is at its lowest level 3 Combat Strength.

An Event card orders the Army of the West to Activate, but it will not do so while your Fortress is unconquered; instead it Besieges Bristol by rolling the die twice.

The first roll is a 6, which reduces its defenses to its highest 2 Combat Strength.

The second roll is a 3, which is also successful, reducing Bristol to its lowest 2 Combat Strength. This is a precarious situation for you, as it is only one click away from falling!

**ROYALIST NON-SIEGE EXAMPLE:** If Bristol were already Royalist controlled, the Army of the West would simply have Advanced from Area 3 (Somerset) to Area 2 (Sussex).

Thus, with your Fortresses serving as 'stops' against enemy Advances, the importance of controlling key areas of England is neatly abstracted into play. Once you lose control of the Fortress(es) in a Region, the road is wide open for the enemy to Advance upon London and seal your doom!

**6.2.5 LONDON BESIEGED:** To Besiege London, a Royalist Army (North or West only) must first Advance from its 1 Area to the London Under Siege Area (essentially Advancing from its Area 1 to their shared Area 0). Once there, its future Activations are used to Besiege and reduce the London Fortress in the usual manner. If London falls, you are in danger of losing the game if you do not regain it during your Action Phase that turn!





*Note that both the Army of the West and the Army of the North can exist in the London Under Siege Area and are thus both capable of Besieging London at the same time (e.g., if both were there and both Activated on the same turn, you would face four Siege die rolls versus London!).*

**6.2.6 SCOTLAND SUPPORTS NORTH:** If the Army



of Scotland is in its '1 Area (Northumberland)' in its Region and Activates, instead of Advancing, apply its Activation to the Army of the North unit.

This means that the Army of the North could Activate twice or more on certain turns – once from its own Activation, and again with a supporting 'push' from the Scots on the border!

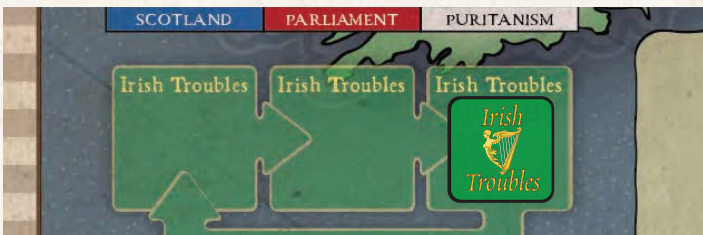
**6.2.7 IRISH TROUBLES:** If the Army of Ireland is in its 1



Area (Irish Troubles) in its Region and Activates, instead of Advancing it uses each Activation to Fortify Dublin by one click per Activation. If Dublin is completely finished (i.e.,

at its highest 3 Combat Strength) Royalist Fortress, then apply Army of Ireland Activations as "Irish Troubles" thus:

**DESIGNER NOTE:** *The term "Irish Troubles" is from the 20th century. I believe that at the core of historical gaming is the desire to explore alternative timelines and if Parliament's war in Ireland had gone differently then the effects back in England would have been as dire in the 17th century as they were in the 20th century.*



The track above the Irish Troubles marker has its Political marker reduced by one (i.e. -1) box ↓, (See rule 6.6 on page 8); afterward, move the Irish Troubles marker one Irish Troubles box to the right, looping it from Puritanism to Scotland as required. Thus, it will affect that track the next time there are further Irish Troubles.

These rules (6.2.5 and 6.2.6) simulate the likely effects of a Scottish or Irish invasion of England. It is unlikely that a strictly Scottish or Irish army would campaign all the way to London; rather, they would have augmented King Charles' Royalist forces already fighting there in the North and West – and indeed, this happened a number of times during the Civil Wars. You thus have a strong incentive to keep the Scots and the Irish at bay and not to let them run amok!

**SIEGE OR FORTIFY EDINBURGH**

**6.3 "BESIEGE OR FORTIFY" A FORTRESS:**

Certain cards directly state, "Besiege or Fortify \_\_\_\_\_." Regardless of the location of the Invading Army in that Region, the opposing Royalist forces are making mischief!

If the designated Fortress is Royalist controlled, increase its strength by one click (i.e., 60 degrees clockwise). If it is already a full-strength Royalist Fortress, simply ignore this event.

If the designated Fortress is Parliament controlled, conduct a Siege against it in the usual manner (i.e., with two die rolls; (See rule 6.2.4 on page 6)).

**UNREST IN LONDON**

**6.4 UNREST IN LONDON:** This is very bad news. You must immediately conduct a Siege against London in the usual manner (i.e., with two die rolls; (See rule 6.2.4 on page 6)).

However, London will not fall to the Royalist in this manner. If such an Unrest Siege roll would reduce the London Fortress to 0, it remains at its lowest 2 value, and you instead lose one (-1) Zeal Point.

Social unrest in London was endemic throughout the thirteen years of the English Civil Wars. Religious strife and lingering support for the Monarchy all simmered below the surface and erupted on several occasions.

**6.5 RELIGIOUS AND POLITICAL REACTIONS:**

"Reactions" represent social movement against extremism and toward the political and religious center.

**POLITICAL REACTION**



During a Political Reaction, examine the Parliament and Monarchy markers. If that marker is in an "A" or "B" grade box, apply ↓ to it (see 6.6). If that marker is in a "D" or "F" grade box, apply ↑ to it (see 6.6). If it is in a "C" grade box, there is no effect.

**RELIGIOUS REACTION**



During a Religious Reaction, examine the Puritanism and Catholicism markers. If that marker is in an "A" or "B" grade box, apply ↓ to it (see 6.6). If that marker is in a "D" or "F" grade box, apply ↑ to it (see 6.6). If it is in a "C" grade box, there is no effect.



**6.6 TRACK MARKER ADJUSTMENT:** There are historical outcomes that directly affect the six separate Political/Religious tracks and even the Zeal track. As listed on the card, adjust the indicated tracks' marker one box in the direction shown for each arrow pointing in that direction (typically one, but sometimes two). Thus, each red down arrow (▼) moves that marker one box downward toward the bottom edge of the track (which is always bad for you). The occasional blue up arrow (▲) moves that marker one box upward toward the top edge of the track (which is always good for you).

When the three Political markers representing Godly Rule and Republicanism (i.e., Scotland, Parliament, and Puritanism) rise to a higher-lettered box, that's good for you (they're on your side); and when they fall to a lower-numbered box, that's bad. Conversely, when the three Political markers representing The Forces of Opposition and Despair (Ireland, Monarchy, and Catholicism) descend to a higher-lettered box, that's bad (for you; it's good for them); and when they climb to a lower-lettered box, that's good news for you (and bad for them). You are striving for an "A" grade (i.e., achieving the top boxes) on each of these six tracks. Conversely, if you have four or more "F" grades, you lose the game (See rule 9.0 on page 18). The Victory Point triangles on the tracks will help you visualize this goal.

### ⊕ ZEAL POINT

When you gain or lose Zeal Points, you cannot adjust the Zeal marker below 0 or above 9. Ignore any adjustments beyond those extremes.

**6.6.1 WHEN POLITICAL MATTERS GO OFF THE EDGE:** If the indicated Political marker is already on the last box of its track and a required adjustment would move it "off the end" (or "across the center line") and thus off its Political track, instead apply that ▼ or ▲ result to the track opposite it along the same vertical line (i.e., the track directly above or below it) by moving its marker one box in that same direction.

If that marker is also jammed thus against its track's end and cannot be moved further, then you must choose one eligible Political marker (i.e., one that is not jammed and has room to move one box in the indicated direction) from among the other four tracks and move it one box in that direction instead. If no other Political marker can be moved because all six are jammed on the extreme boxes of their respective tracks, ignore this event. You've got enough to worry about if that is the case!

**EXAMPLE:** The days are dark for your cause, as Event card #26 indicates this turn: Scotland ▼; and then Monarchy ▼.

The positions for the Political markers are as shown here, and it's not good for you... Listed first is Scotland, and you must perform that event first. Unfortunately, the Scotland Political marker is already in its lowest "F" box, so you check the track vertically opposite, and the Ireland marker is ▼ instead, as shown by the blue arrows (down to a "D" grade; not very good).

Next is Monarchy ▼. More bad news, the Monarchy Political marker is at the bottom of its track already (you lost a Battle on the Battle mat this turn), so you look at the track vertically opposite only to discover that your Parliament marker is also in its lowest box. This means you must choose one of the other four Political tracks to apply the ▼ to. Well, Scotland and Catholicism are out, because those markers are also unable to move downward (there are a lot of "F" grades on your report card; and you'll lose the game if you don't reduce this number down to only 3 F's this turn (See rule 9.0 on page 18)). That leaves Ireland (again, and creating another F!) or Puritanism. Since the latter marker is in pretty good shape, you opt to apply the ▼ to Puritanism as the gold arrows show.



**6.6.2 THE MIDDLE GROUND:** In two of the vertical columns among the Political Tracks, the center one (the Government tracks) and the right one (the Religion tracks) feature institutions in political opposition to one another. What this means is that only one Political marker can exist in each of those two (double-sized) middle boxes that represent both the lowest Royalist position and the highest Parliamentary position in their respective columns.



## PROCEDURES

If a Royalist Political marker tries to **▼** into a middle box that is occupied by your opposing Parliamentary Political marker, that Royalist marker does not move, but instead applies its **▼** to your Parliamentary marker, thus pushing it down and “clearing the way” for it to enter that middle ground box on a future turn.

If your Parliamentary Political marker tries to **▲** into a middle box that is occupied by the opposing Royalist Political marker, your Parliamentary marker does not move, but instead applies its **▲** to the Royalist marker, thus pushing it up to “clear the way” for it to enter that middle ground box on a future attempt.

Note, it is wiser to attempt to **▲** the opposing Royalist marker to clear it out first, and then move your Parliamentary marker in with a separate **▲** Action.

**6.6.3 FLIPPING OUT:** When a Political marker enters an extreme box on its track containing a “flip” symbol, you must flip that marker over to reveal its special effect side which applies only while that marker resides in that box. When that marker leaves its “flip box,” immediately flip it back to reveal its portrait (face up) and end its special effect.

## EFFECTS

**IRELAND:** If you raise the Ireland Political marker up to its highest box, place the Ireland Army Morale marker showing its -1 Strength side on the Ireland Army unit on the map.



its highest box, place the Ireland Army Morale marker showing its -1 Strength side on the Ireland Army unit on the map.

If the Ireland Political marker falls to its lowest box, place the Ireland Army Morale marker showing its +1 Strength side on the Ireland Army unit on the map and beware the Irish Army!



**SCOTLAND:** If you raise the Scotland Political marker up to its highest box, place the Ireland Army Morale marker showing its -1 Strength side on the Scotland Army unit on the map.



up to its highest box, place the Ireland Army Morale marker showing its -1 Strength side on the Scotland Army unit on the map.

If the Scotland Political marker falls to its lowest box, place the Scotland Army Morale marker showing its +1 Strength side on the Scotland Army unit on the map and beware the mighty Scots!



**MONARCHY:** In addition to all your other problems, when the King’s political fortunes are at their zenith, Revolt and Deviltry markers all receive +1 Strength (this includes versus Clubmen even when attacked by Royalist Armies).

**PARLIAMENT:** While Parliament’s fortunes are at their nadir, you cannot Fortify London (See rule 8.6 on page 17).

**CATHOLICISM:** If you can degrade the Catholic cause sufficiently, you will receive one additional (+1) Zeal Point during the Housekeeping Phase (See rule 10.2 on page 19).

**PURITANISM:** Conversely if the cause of Puritanism is politically debauched, you will receive one fewer (-1) Zeal Point during the Housekeeping Phase (See rule 10.2 on page 19).

## MONARCHY

**6.7 TRACK MARKER DRMS:** When instructed by the Current Event card, place the indicated Die Roll Modifier (DRM) marker on the designated Political Track marker.



Modify all of your die rolls attempting to **▲** that Political Track marker (See rule 8.7 on page 17) that turn by the indicated amount.

These markers are temporary in nature. They last only for the turn they’re placed and are removed during that turn’s Housekeeping Phase.

**6.8 PLACE A DEVILTRY MARKER:** Draw a random round Deviltry marker from the pool of unused markers and place it on the map wherever you will best remember that you have to deal with it.



*If you want to see where such deviltry occurred historically (based on the Event card’s narrative), you can place it on the corresponding numbered location on the map. D24=Nottingham; D29=Oxford; D34=Stafford; D39=Any Sea Area; D43=Wales; D46=Cornwall; D50=Any Sea Area; D56=Wales. Important: the geographic location of deviltry has no gameplay effect.*

**6.9 PLACE A REVOLT MARKER:** Beneath its picture on the Current Event card, a hexagon shaped Revolt marker has a Region listed, either North or West. Revolts include Uprisings, Revolts and Clubmen each representing different smaller scale difficulties faces by Parliament and the Puritans. In the case of the Clubmen, the challenge was faced by both Parliament and Royalist.

## PLACEMENT PROCEDURE

To place that Revolt marker, roll one die and place it in the corresponding numbered Area in that Region. If you roll a 6, do not place it on the map; ignore this event instead.

**EXCEPTION:** *The Clubman unit from card #15 has its own placement procedure printed on the card.*



**6.10 SPECIAL EVENTS:** There are also several other types of Special Events that occur, as explained in these subcases:

**6.10.1 BLUE TEXT EVENTS:** Instructions in blue text are special, self-explanatory activities that you must perform, such as:

If the Irish Army unit ends this turn in its 5 region ("Beyond the Pale"), it is also automatically Disordered.

When these instructions say that you "may" do something for the effect(s) listed, that is entirely your option, but you must decide immediately before proceeding, for example:

You may force Parliament to impose Presbyterianism. If you do:

↓ PURITANISM

↑↑ SCOTLAND

When these instructions give you an either/or choice for the effect(s) listed, you must decide one way or the other, and do so before proceeding:

You may either cancel Christmas for:

↑ PURITANISM

↓ PARLIAMENT

OR you may keep Christmas for:

↓ PURITANISM

+1 ZEAL POINT

**6.10.2 OXFORD:** The instruction "You can now Besiege Oxford" removes the At Start restriction from doing so (See rule 8.4 on page 16). Either card #13 or #26 removes this restriction for the rest of the game, whichever appears first.



**6.10.3 FORTIFY A PARLIAMENTARY FORTRESS:** This is the equivalent of a free Fortify Action (See rule 8.6 on page 17).

**6.10.4 DISORDER AN ADVANCING ARMY:** Flip the indicated Army over to its Disordered side. If it is already disordered and not in its #5 Area, Retreat it one Area (i.e., move it back to the next-higher numbered Area in its Region). If it is already Disordered and in its #5 Area, this event has no effect.



## 7.0 BATTLES USING THE BATTLE DISPLAY



### WHEN TO CONDUCT A TACTICAL BATTLE

When the Current Event card's title is "The Battle of..." and it features a red military icon supplemented by a red cannon icon, the first thing you must do is conduct a Tactical Battle using the Tactical Battle Player's Aid. These Battles are quickly resolved representations of the great "push of pikes" affairs that marked warfare during the 30 Years War and the English Civil Wars.

After completely resolving that Tactical Battle, return to the Current Event card and take care of all the other event activities listed on it as usual, beginning with Activated Invading Armies (See rule 6.2 on page 5).

### HOW TO CONDUCT A TACTICAL BATTLE

You conduct Tactical Battles on the Battle Display by simply following this Sequence of Play (which is reprinted in abbreviated form on the Tactical Battle Player's Aid itself for your convenience):

1. Designate which Royal Army in England this Tactical Battle is being fought against, either North or West. That Region and its Army are affected by the outcome.
2. You may commit any available Named units you desire to your (Parliamentary) side of the Tactical Battle Player's Aid placing them where you choose in the formation. Should these units survive that Battle (See step C on page 12), it can fight in future Battles.



Your Named units will, on average, improve your chances of winning along the part of the battlefield in which they fight, but they are also at risk of being permanently lost after a Deadly Outcome (See step C on page 12).

3. Draw random (i.e., face down) units from each side's Draw Pool to fill out the remaining empty boxes (some might have been filled during Step 2) on both sides of the Battle Board so that both sides have one Cavalry unit on each end ("flank") of their battle line, and two Infantry units on each side of the center of



their battle line, for a total of six units (two Cavalry and four Infantry) per side.

After their placement, turn them all face up to reveal the opposing strengths on both sides' battle lines.

**HISTORICAL NOTE:** *The English Civil Wars were fought primarily by untrained levies raised locally from their Area. While troops fighting for the King were of generally better quality, only professional soldiers (like those in the New Model Army) were qualitatively better in combat since they traveled around the kingdoms and gained experience. To reflect this, we use a Draw Pool system to reflect the often-random nature of local levy troop quality endemic to both sides at the various battles of the English Civil Wars.*

4. For each "EVENT" that appears on a rectangular, 2-strength Musket and Pikemen formation on either side, draw one Tactical Battle Event card.



You must resolve all Battle Event cards that say "Resolve Immediately" on them.

Afterward, regardless of whether any Battle Event cards were drawn, you may resolve any or all green-titled cards you possess, 'playing' them once and placing them in the Discard pile.

Finally, if you wish to pay for it (See rule 8.1 on page 14), you may commit your Zeal +1 Strength marker to any one Parliamentary unit at this Battle that doesn't already have a Strength marker assigned to it.

5. Resolve each Section's clash of arms in order; they are labeled "First" through "Fourth" on the Battle Map section of the display.

You do this by adding the result of one separate die roll for each side contesting that Section to the total Strength Value of its units there and comparing these two competing sums (See "Extended Battle Example" on page 12).

## SECTOR VICTORY

If the Parliamentary (i.e., your) side is higher by two or more (2+) points, move your blue unit(s) in that Section to the Victory! box (and any Named Royalist unit(s) opposite to the Defeat! box). And see 7.1 if it is the Cromwell Cavalry unit that was victorious in its Sector.

## SECTOR DEFEAT

If the Parliamentary side is lower by two or more (2+) points, move your unit(s) in that Section to the Defeat! box.

## SECTOR DRAW

With all other outcomes (i.e., the scores are ties or within 1 point of each other), move your unit(s) to the Draw box.

Repeat this procedure for each of the four Sections, and good luck!

6. After all four Sections are resolved, compare how many of your six units are in each of the three Outcome boxes (Victory!, Draw!, and Defeat!).

The box with the majority of your units in it determines the Battle's outcome. If there is a tie for having the majority of your pieces, the Battle's outcome is a Draw!.

**IMPORTANT:** *After seeing the outcome, you may move your Victory! box units down to the Draw! box to avoid having a majority of your units in the Defeat! box (and losing the Battle).*

**FOR EXAMPLE:** *If the Battle outcome ended up with 2 of your units in the Victory! box, 1 in the Draw! box, and 3 in the Defeat! box, the outcome would normally be a Defeat!. However, you may move the 2 units in the Victory! box to the Draw! box and salvage a Draw! outcome instead.*

**HISTORICAL NOTE:** *Battles in the English Civil Wars often ended in strategic draws even if they were tactical victories. The mechanic to achieve this within the game is the one presented. An example of a seeming anachronism would be the ability to move a unit from the Victory box to the Draw box to avoid a Defeat. This is not literally being done but is simply a way to achieve the desired historical outcome within the systems used. If you salvaged a Draw outcome, you would now lose one (-1) Zeal Point.*

7. **POST-BATTLE:** There are three matters to take care of in order:

- A. Immediately apply that Outcome's Aftermath effect(s) as described in the Outcome box itself (and augmented if you played the "Trust in God..." Battle Event card). This includes selecting your Benefits from a Major Victory.
- B. Conduct Housekeeping by:
  - ♦ Returning any Strength Modification markers to the holding box.



- ♦ Returning the units that fought this Battle to their respective Draw Pools or Holding Box; this includes units in the Recovery box, but excludes Named units (only) in the Defeat! box (as their Deadly Outcomes must still be resolved). Units returned to a Draw Pool are placed face down and mixed back in with their kind.

**C.** Resolve any Deadly Outcomes by rolling one die for each Named unit in the Defeat! box and applying the result:

Roll Effect 1 or 2 That unit is permanently removed from play.

3 or 4 That unit is placed in the Recovery box and thus cannot participate in the next Battle.

5 or 6 That unit is immediately returned to its Draw Pool (Royalist) or Holding Box (Parliamentary).

## CASES

### 7.1 CROMWELL'S SECTOR: If your Cromwell



Cavalry unit gains a victory in its Sector, do not place it in the Victory! box right away. Instead, remove the +1 Zeal marker if it is assigned to Cromwell, and then flip Cromwell over to its +3 Strength marker side and add it to the Musket and Pike units on its side of the battle line. After those Infantry units' Sector is resolved, place Cromwell in the Victory! box where he belongs.



**HISTORICAL NOTE:** *In the battles of this era, victorious cavalry units typically abandoned the fighting to charge forward and loot the enemy's camp, becoming an undisciplined rabble in the process – or pursued the enemy cavalry away from the battlefield. In either case, their part on the battlefield was over. But not Cromwell's cavalry... once victorious on a wing of the battle line, they would turn inward and support the infantry units on their flank which would repeatedly lead to decisive results.*

**7.2 MAJOR VICTORY:** A Victory! Outcome requires at least 3 units in the Victory! box. A Major Victory occurs when you have 4, 5 or all 6 of your units in the Victory! box. For each of your units in the Victory! box beyond the third one, you gain one Benefit Point to spend in the Battle's Aftermath. The Benefit Chart is as follows, with costs shown in Benefit Points:

**1 BP:** +1 Zeal Point.

**2BPS:** Adjust any one Political track marker by ▲, or one Fortress marker in the affected Region by one 'click.'

*Important: You cannot capture a Royalist Fortress that you are not currently Besieging in this manner.*

**2BPS:** Place a -1 Strength marker on the affected Army unit.

**3BPS:** Place a -2 Strength marker on the affected Army unit.

**BENEFITS EXAMPLE:** *You are triumphant with all six of your units in the Victory! box. In the Battle's Aftermath, you therefore have 3 Benefit Points to spend. Some of the various ways you could exchange them are: for 3 Zeal Points; for 1 Zeal point and to adjust the Monarchy Political marker by ▲; or for 1 Zeal point and to reduce an enemy Fortress unit in that Region by one 'click' (possibly even capturing it, if you currently have it under Siege); or for 1 Zeal Point and to place a -1 Strength marker on the affected Invading Army unit on the map (making it easier for you to 'beat up' this turn); or to place a -2 Strength marker on the affected Invading Army unit on the map (so that you can pummel it this turn).*

## EXTENDED BATTLE EXAMPLE

**TACTICAL BATTLE EXAMPLE:** The Event Phase this

turns begins with your revealing card #25, The Battle of Marston Moor.

So, the first order of business is conducting a Tactical Battle, but according to the Event card, we get to add the two Named Parliamentary Cavalry units to our Named Units Holding box on the Tactical Battle

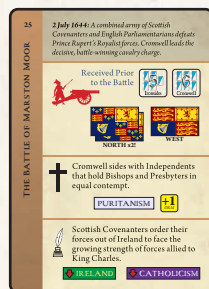
Player's Aid, so let's have a big round of applause for Oliver Cromwell and the Ironsides!

Conducting the Steps in the Tactical Battle Sequence of Play, for Step 1, you designate where this Battle is taking place, and you choose the North Army and Region; that is where the outcome's effects will take place.

During **STEP 2**, in hopes of a Major Victory, you commit all three of your Named Parliamentary units: Cromwell's Cavalry on your right flank with the London Trained Bands Infantry also on your right; and the Ironsides Cavalry on your left.

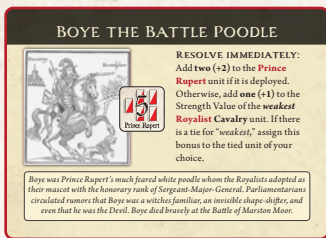
**STEP 3** sees you filling out the remaining boxes on the battle lines with units from the various Draw Pools, and then revealing the combatants for this Battle, as shown here:

The Royalists had some lucky draws!





**STEP 4** is all about Events, and there is one Royalist 2 Strength Infantry unit, so you draw one Battle Event card at this time... Oh, bad luck! Boye the Battle Poodle is there to join with the Rupert Cavalry unit, adding two (+2) to its strength and thus raising it to a 7! The Ironsides will have their work cut out for them.



You have two Battle Event cards that you've been saving, Firing by Forlorn File and "God made them as stubble to our swords", but neither applies during Step 4, so you bide your time on those, but you do opt to spend 1 Zeal Point to put your Zeal +1 Strength marker into play, applying it to your pathetic 1 Strength Infantry unit, which at least raises its value to a 2.

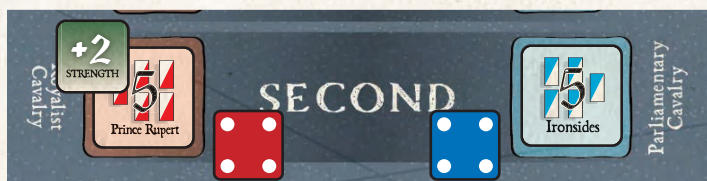


Let the clash begin!



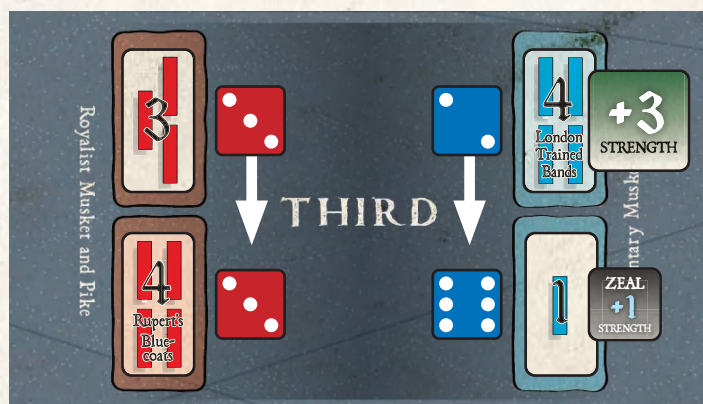
**STEP 5** means some dice rolling to resolve each Sector in order, starting with the First Sector, which sees a Cavalry clash of 3 vs. 6 supplemented by die rolls of 2 and 1 for a total of 5 vs. 7.

That two-point Parliamentary win is enough for Cromwell to claim victory, but rather than immediately moving the Cromwell Cavalry unit to the Victory! box, it is instead flipped over to its +3 Strength marker side and is placed behind the Infantry units on the Parliamentary right to assist there (7.1).



At the Second Sector of the line on the Parliamentary left flank, it is your Ironsides Cavalry vs. Prince Rupert's Cavalry unit with Boye's +2 Strength marker for a 5 vs. 7 clash. Both sides have a Named unit at stake, so if either is defeated, there will be a Deadly Outcome roll for it later on.

The dice roll out a 4 and a 4, so Prince Rupert's Cavalry wins by two points which is sufficient to place the Ironsides unit into the Defeat! box and there to await its Deadly Outcome roll.



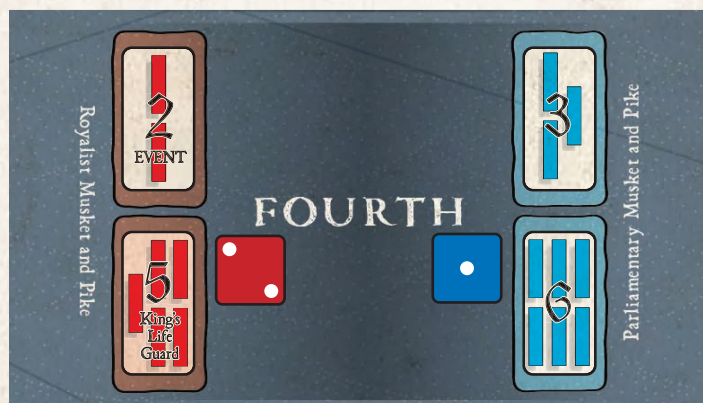
The Third Sector features the Infantry units on your right. The Royalists have a total strength of 7 (3+4), while your Parliament forces total 9 (4 + 3 + 1 + 1). You're counting on a good roll here and again on the Fourth Sector to really deliver a Major Victory!

But the dice favor the King, with a roll of 3 and 2, making the totals 10 vs. 11 – which is insufficient for your much desired victory at this Sector. With grim determination, you unleash your Firing by Forlorn File card and re-roll both dice, as per its instructions...

And to better luck this time! The dice this time are Godly and Righteous, with another roll of 3 for the Royalists but an improvement to 6 for your cause, altering the totals to 10 vs. 15. That does the trick!

You move the Named Royalist unit to the Defeat! box (to await its Deadly Outcome roll) and move your two Infantry units to the Victory! box along with the Cromwell Cavalry unit (as you flip back its +3 Strength marker). At this juncture you have three units in the Victory! box and one in the Defeat! box. Only a defeat resolving the Fourth Segment can stop you now...

The final push of pikes is engaged along the Fourth Sector where the count looks very promising indeed at 7 vs. 9. You can almost taste a Major Victory as you pick up the dice to see whose Infantry yields.





With a depressing roll of 2 and 1, the final count is 9 vs. 10 and all you've managed here is a Draw. With a sigh, you move your two Infantry units to the Draw! box. That concludes the clash of arms.

For the Outcome Resolution, **Step 6**, you have three units in the Victory! box, two in the Draw! box, and one in the Defeat! box (you ignore the Royalist unit there – only your units in these boxes count for determining who won). With the majority of your six units in the Victory! box, you are victorious, but barely.

You flip the Army of the North over to its Disordered side



(See rule 6.10.4 on page 10), as stated inside the Victory! box.

However, as you have only three units in the Victory! box (the very minimum required to win), it is not a Major

Victory, so you are awarded no Benefit Points. However, you still have one card left to play, and that is “God made them as stubble to our swords”. That gives you two additional (+2) Benefit Points after a victory (even one as narrow as this), and so you spend them both to gain two (+2) Zeal Points. This recoups the one Zeal Point spent to gain its +1 Strength marker at the Battle and leaves you one Zeal Point ahead to go forward with.

In the **STEP 7** Post-Battle Aftermath, you tidy up the +2 Strength and Zeal +1 Strength markers, and then return the five Royalist units still on the battle line, plus the one Named Infantry unit in the Recovery box (from the previous battle) face down to their respective Draw Pools. Likewise, your five units in the Victory! and Draw! boxes are returned to their respective Holding Box (face up) and Draw Pool (face down).

**FINALLY**, you roll for the Deadly Outcomes for the two Named units in the Defeat! box. The Ironsides Cavalry unit rolls a 3, so it moves to the Recovery box to sit out the next Battle. Rupert's Blue Coats Infantry rolls a 2 for its Deadly Outcome, which is deadly indeed and removes it permanently from play!

## 8.0 THE ACTION PHASE



During the Action Phase, you may spend your Zeal points to bring the ungodly to heel and further your cause of Righteous Republicanism. Often, the success of your Actions is determined by the outcome of a die roll, so to paraphrase Cromwell, put your faith in God and keep your dice dry.

**IMPORTANT:** Regardless of any Die Roll Modifiers (DRMs) affecting any Action or Event, a natural (i.e., unmodified) roll of 1 always results in a failure; a natural roll of 6 always results in success. Thus, no Action is ever certain until God has His say via the die roll – this is war!

## ACTIONS LIST

You may perform any or all of the following Actions in any order your desire, and as many times as you desire, during your Action Phase, as long as circumstances permit (i.e., you have Zeal Points remaining):

- ♦ Infuse Zeal to deal with a single unit or marker (See rule 8.1 on page 14)
- ♦ Purchase an available Achievement card (See rule 8.2 on page 15)
- ♦ Campaign against an enemy Army unit or Deviltry marker (See rule 8.3 on page 15)
- ♦ Besiege an eligible enemy Fortress or Revolt marker (8.4 and 8.5 on pages 13-14)
- ♦ Fortify an eligible friendly Fortress to improve its defenses (See rule 8.6 on page 17)
- ♦ Engage in Politics (See rule 8.7 on page 17)
- ♦ Declare Desperate Times (See rule 8.8 on page 18)

**THE NEWS:** Each Action is a separate and independent matter. When conducting multiple Actions in a turn, you get to know the results of the first (or second, etc.) Action before deciding whether or where to conduct the next one.

**8.1 INFUSE ZEAL:** As you discovered with Tactical Battles (See step 4 on page 11), you can also purchase the +1 DRM Zeal marker for one Zeal Point and apply it specifically to a single unit or marker on the main game map including rolls for eligible sieges. Unlike on the Tactical Battle display, this +1 DRM marker can combine its effects with other markers affecting that same piece.

All of your dealings with that specific unit or marker for the remainder of your Action Phase will benefit from that Die Roll Modifier. This marker goes away during the Housekeeping Phase, but can be repurchased anew each Game Turn.

The +1 Zeal Influence marker has a “Strength” side used on the Tactical Battle display and a “DRM” (Die Roll Modifier) side used on the main game map.

**ZEAL INFUSION EXAMPLE:** *The Army of the North has reached London! Before you start to Campaign against it (See rule 8.3 on page 15), you spend 1 Zeal Point to place the Zeal +1 DRM marker on top of the Army of the North unit to improve the chances of all your rolls made to combat it this turn.*



## 8.2 PURCHASE AN AVAILABLE ACHIEVEMENT CARD:

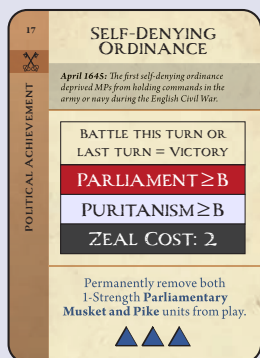
While an Achievement card remains available (i.e., in one of the three boxes along the top of the map), you may purchase it for its Zeal cost if not prohibited by Political circumstances. That is, the Political markers for all of the tracks listed above that card's Zeal cost must at least be in the lettered rows indicated (or higher) or you cannot purchase that card at that time.

After purchasing an Achievement card, immediately perform its Special Event (listed just below its Zeal cost).

Afterward, set that card aside to start your Victory Point pile. Place additionally purchased Achievement cards on top so that you can still see all of the positive triangles (▲) you've acquired to help you easily keep score.

### ACHIEVEMENT CARD PURCHASE EXAMPLE:

*The Available Achievements area of the map is filled with three Achievement cards, and you've been working hard to manipulate the politics and save up Zeal Points to purchase one. You have your eye on the Self-Denying Ordinance Political Achievement.*



*Of course, you balk at the purchase price of 2 Zeal points, but after saving some Zeal Points from last turn, you have sufficient Zeal to afford it now. The hard part was winning a Tactical Battle on the previous turn or the current one, and helping Parliament and Puritanism enough to reach their A and B (or higher) rows,*

*respectively, and to thus fix the political landscape for such a dramatic change!*

*After purchasing it, you happily perform its Special Event and remove from play your two weakest (1 Strength) Infantry units from their Draw Pool on the Battle mat. This should improve your chances of winning future Battles as your Parliamentary Army becomes more of a meritocracy.*

*You then place this card in your Victory Point pile where its three glorious blue triangles stare up at you and brighten your disposition.*

**HISTORICAL NOTE:** Determining the intermediate and long term consequences of war often require a look at legacy. The English Civil War would provide the groundwork for the Age of Revolution some 120 years after the end of the Third Civil War. The institutions that would provide the foundation of modern democratic government were created in the crucible of the English Civil Wars and shown on the corresponding narrative on

*the Achievement Card itself. Without these political and religious achievements, it is difficult to argue the 'success' of Parliament and the Puritans or the 'failure' of those forces that resulted in a form of theocratic and military dictatorship. Of course historians never tire of arguing and debating events as momentous as the English Civil Wars and this game will only add to that pastime.*

**8.3 CAMPAIGN:** You must defeat the forces hostile to your cause, even if the violent use of forces is called for.

Campaigns represent myriad activities including minor engagements (i.e., those not fought on the Tactical Battle display), suppression of supporting enemy local nobles, interdiction of supply lines, intense recruitment efforts, swings in favor of the local population, etc. We have abstracted together these types of activities into the Campaign Action.

### PROCEDURE

Designate an Invading Army unit on the map (e.g., Army of the West) and note its Combat Strength (as modified by the presence of any Strength markers assigned to it, e.g., (See rule 6.2.1 on page 6)), pay 1 Zeal Point, and roll one die (which might benefit from a +1 DRM if your +1 Zeal marker was also assigned to that particular Invading Army unit):



- If the die roll is less than or equal to ( $\leq$ ) its Combat Value, there is no effect. That Army unit remains in place, mocking your feeble efforts.
- If the die roll is greater than ( $>$ ) its Combat Value, then that Invading Army unit is Retreated (i.e., moved back to the next-higher numbered Area in its Region). If it is already in its highest-numbered (#5) Area, a Retreat causes that Army unit to flip to its Disordered side instead. A Retreat has no effect on an Army unit that is already Disordered and in its #5 Area.



**8.3.1 DEVILTRY MARKERS:** You can always select an undefeated Deviltry marker in play to Campaign against. If you are successful (i.e., roll higher than its Combat Strength of 2), flip it over to discover its reward. You can place it next to the Draw Deck to remind yourself to receive that reward:



- **FREE POLITICAL DIE ROLL:** You get to Engage in Politics (See rule 8.7 on page 17) on the named Political track once, for free (i.e., at no Zeal Point cost), during that or any future Action Phase.



- ♦ **FREE SIEGE ROLL:** You get 1 Siege Action for free (i.e., at no Zeal Point cost) against Bristol or Oxford if either is a Royalist Fortress during that or any future Action Phase.
- ♦ **NEXT TURN:** Place this marker on top of the Event Deck to remind you that, prior to revealing the next card, the indicated Army unit (i.e., North or West) will either be Disordered or have a -1 Strength marker added to it for the next turn.
- ♦ **▲ ADD TO YOUR SCORE:** If you drew the blue triangle (▲) reward, hold on to that one and add it to your Victory Point Pile.

After collecting its reward, remove that Deviltry marker from play. Each reward can only occur once per game.

**8.3.2 SUSTAINED COMBAT ACTION:** A single Army unit can be the target of multiple attacks during a single Action Phase if you have sufficient Zeal points to keep Campaigning against it.

**CAMPAIGN EXAMPLE:** *It is a sorry business that the King's Army of the North is pressing you mightily, advancing now as far as its #1 Area (Nottingham). You decide it is time to take up your sword, mount your steed, and go Campaign against this force.*

*You announce a Campaign against the Royalist Army of the North, note its Combat Strength of 4 (it is currently unmodified by any Strength markers) spend 1 Zeal Point, and roll a die.*

*The result is a 4, which is only equal to, not greater than, that Army's Combat Strength. So there is no effect and the North Army remains defiantly in its Area 1, and Prince Rupert sends you a dismissive missive mocking your privates on this Campaign.*

*Goaded, you shout, "Vengeance!" and declare another Campaign against the hated North Army. Gone is another Zeal Point, and with a grim visage you cast the die downward to see, by the grace of God, a 6, and victory is yours at last! The Army of the North is Retreated back to its #2 Area (Stafford) and you consider pressing yet another attack...*

**8.4 BESIEGE:** Similarly, to how enemy Army units Besiege your Fortress markers (See rule 6.2.4 on page 6), you can Besiege theirs and, hopefully, capture them and convert them from Royalist control to Parliamentary control. This is important as ownership of key Fortresses not only impacts Victory Points (i.e., triangles; each is worth one to the owning side), but the contested Fortresses in England (i.e., Hull, Oxford, and Bristol) also affect your pre-turn Zeal Point income (See rule 10.2 on page 19).

## ELIGIBILITY

In order to perform a Besiege Action against a Royalist Fortress, the Army unit (*and all Revolt markers, see 8.5 on page 16*) in that Region must be in a higher numbered Area than where that Fortress is located.

That is, you cannot use a Besiege Action to reduce Fortresses that are "behind enemy lines" or even in contested Areas (i.e., in the same Area as the enemy Army unit). Note that Events affecting Fortresses always occur as listed, regardless of where the front lines are.

Unlike Royalist Armies, you do not have to Besiege enemy Fortress markers that are behind your lines. You can ignore them for as long as you like (to your detriment, of course).

**OXFORD:** *To Besiege Oxford, both the Armies of the North and West (and all Revolt markers, see 8.5 on page 16) must*



*be in their #2 Areas or higher and you must have already revealed either card #13 or #26. Important: At the beginning of the game you cannot Besiege Oxford; not until after receiving permission (See rule 6.10.2 on page 10).*

## PROSIEGEURE

You Besiege Royalist Fortresses by indicating which eligible (see above) Fortress marker is the target of your Besiege Action, spending 1 Zeal Point, and rolling one die:

- ♦ If the die roll is less than or equal to ( $\leq$ ) the Fortress' Combat Value, there is no effect.
- ♦ If the die roll is greater than ( $>$ ) the Fortress' Combat Value, then its Combat Value is reduced by one 'click' (i.e., rotating the Fortress marker 60 degrees counterclockwise to reveal its new, possibly reduced Combat Value). Once that value reaches 0, that Fortress immediately changes ownership (flip the Fortress marker over to its Parliamentary side, in this case) and has its Combat Strength immediately reset to its lowest 2 value (i.e., one click clockwise).

Note that you roll only one die per Besiege Action, while the Royalists roll two dice and apply both results when they Besiege your Fortresses. This is correct and intentional. Popular sentiment is on the Royalist side.

**8.5 REVOLTS:** The hexagon-shaped Revolt markers



work similarly to Besieging a Fortress (hence, their similar shape as a reminder), in that you must use a Besiege Action and spend 1 Zeal



Point to attempt to crush them by rolling higher than their Combat Value, and you can only do so when they are “eligible” to be crushed (i.e., not behind enemy lines).

However, Revolt markers are different in that, once they are eligible to be Besieged, you cannot Campaign in that Region (See rule 8.3 on page 15), nor Besiege (See rule 8.4 on page 16) nor Fortify (See rule 8.6 on page 17) a Fortress in that Region, until you’ve eliminated all of that Region’s eligible Revolt markers. However, Royalist units CAN move freely through regions in Revolt.

You don’t have to worry about ineligible Revolt markers, as they are beyond your reach. But once the enemy Army in that Region is no longer protecting them, mete out harsh justice with alacrity.

**8.5.1 CLUBMEN:** Clubmen are placed on the map using the same procedure as a Revolt or Uprising (there is one Event Card exception where the method is altered slightly). Clubmen are different as they will battle ANY force that approaches them which mean both Parliamentary and Royalist forces must deal with them if they are eligible to have a Besiege Action used against them and before any other action on the specific track is executed.’



**REVOLTING EXAMPLE:** Your plan from last turn was to Campaign against the Army of the West in its Area #3 (Somerset) and relieve the siege of Bristol, which is teetering on surrender. Unfortunately, the Current Event card thwarts you with an Uprising in the West, and its placement die roll is a 2, so there in Area #2 (Sussex) the Uprising marker is placed.

“Lord of Hosts!” you exclaim.

A deep breath later, you designate the Uprising in Sussex to receive a Besiege Action, pay your 1 Zeal Point, and roll to quell it. Fortunately, your forces of Righteousness roll a 4, sufficient to remove that Uprising marker from the map and now allowing you to take your next Action to Campaign against the Army of the West as you had planned.

**8.6 FORTIFY:** Eligible Parliamentary Fortress units can be repaired and resupplied (i.e., have their Fortification Level raised). This is the opposite of Besieging, but the same eligibility restrictions apply.

### ELIGIBILITY

In order to perform a Fortify Action to improve your Parliamentary Fortress, the Army unit in that Region must be in a higher-numbered Area than where that Fortress is located. To Fortify Oxford, both the Armies of the North and West must be in their #2 Areas or higher. Procedure Declare the eligible Parliamentary Fortress marker, spend 1 Zeal Point, and raise its defenses by one click (i.e., rotate it 60 degrees clockwise).

- You can perform the Fortify Action multiple times to the same eligible Fortress marker on the same turn.
- You cannot improve a Fortress marker beyond the highest level printed on it (i.e., the value at its 10 o’clock position).
- You cannot improve the London Fortress if the Parliament Political marker has reached the bottom of its track.



**8.7 ENGAGE IN POLITICS:** The six Political tracks along the left edge of the map are a key focus of the game. You need to raise your political fortunes and thwart the forces opposing you to improve your score and win the game. There is more to *Cruel Necessity* than mere “Kings and Battles.”

### ELIGIBILITY

In order to perform a Politics Action to raise one marker one box on its Political track (♠), that marker cannot already be in the top box of its track. That is, there must be room for it to go up one box.

### PROCEDURE

Declare the eligible Political marker and note the number in the box you are trying to raise that marker up to, spend 1 Zeal Point, and roll one die.

- If the die roll is less than or equal to ( $\leq$ ) the number in the box you are trying to raise that marker up to, there is no effect.
- If the die roll is greater than ( $>$ ) the number in the box you are trying to raise that marker up to, raise that Political marker up to the next-higher box on its track.



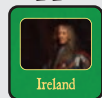
**DESIGNER NOTE:** Like many games of this genre, my design features lots of dice rolling. The limited randomness of rolling a six-sided dice accounts for the variety of variables that exist in war, religion and politics. Please take a few minutes to read the descriptions below to have a better understanding of what the dice rolling means for the tracks on the left of the game board. Each roll encompasses a lot of activities that occurred historically on all six “fronts”.

**HISTORICAL NOTE:** The Reformation that began in Central Europe in the 16th century spread to England as a result of Henry VIII’s divorcing his first wife, Catherine of Aragon. From then on, and over successive monarchs, England became a bastion of Protestantism in Europe.

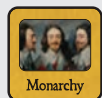
Some of the worst atrocities of the English Civil Wars were committed in the name of God as Protestants and Catholics battled over the future of Christianity.

So, what does all this Political track intrigue represent?

**Suppressing Ireland** represents a foreign policy of using force to suppress the nationalist and religious forces of Ireland against English rule. As the English Civil Wars dragged on, the violent and bloody nature of the Anglo-Irish fighting became extreme. To this day, Cromwell is a name cursed by many in Ireland - have a listen to Young Ned of the Hill to get some idea.



**Suppressing Monarchy** represents the political maneuvering used to reduce the power of the Monarchy and remove its institutions completely from English political life including Divine Right, the King’s word is law, etc..



**Suppressing Catholicism** represents the efforts by Puritans and Protestants to suppress and drive out the forces of Catholicism (e.g., destroying Catholic churches, making it illegal to practice Catholicism, using torture to expose Catholic conspiracies, burning Catholics at the stake, confiscating Catholics’ lands and titles, etc.). in the centuries long Wars of the Reformation.



**Supporting Scotland** represents the efforts of Parliament to support the anti-royalist forces in Scotland and politically unite the two countries. Strong support from Scotland means striking a balance between stalling Scotland’s desire to bring Presbyterianism to England and your need for their military help in Ireland and England today.



**Enacting Parliamentary Reforms** represents bolstering the power of Parliament, its political legitimacy, and ultimately its control of the English government and religion. This is the beginning of



modern Enlightenment government based upon the rule of law, consent of the governed, representative government, etc. laying the philosophical groundwork for the American and, later, the French Revolutions.

**Imposing Puritan Theology** represents the ongoing efforts by the Puritan sect of the Anglican and Calvinist Churches to reform and purify the Christian faith. The Reformation that split Catholics from Protestants would result in first dozens and then hundreds of Protestant sects. Puritans (or the ‘Godly,’ as they called themselves) were part of this splintering. Oliver Cromwell and many prominent members of the rebellious ‘Long’ Parliament were Puritans. Fears of ‘Creeping Catholicism’ – the King’s wife was a practicing Catholic and Charles’ choice of Archbishop Laud – lit the fires of religious reform and intolerance. Attempts to promote Puritanism were just as important to the English Civil Wars as were attempts to promote Parliamentary democracy.



**8.8 DESPERATE TIMES:** At any point during the Action Phase, you may lower either the Puritanism and/or Parliament markers by one box on their tracks (▼), but never below their lowest track boxes, to immediately gain one additional (+1) Zeal Point each (adjust available Zeal Points immediately).

You may make a maximum of one such “Desperate Act” per track per turn, for a maximum of two additional (+2) Zeal Points per turn if you reduce both the Puritanism and Parliament markers that turn.

## 9.0 END TIMES PHASE

During the End Times Phase you check to see if the game is over.

- ♦ If you do not control London OR if you have four or more Political markers in their “F” rows, you lose the game immediately (*See rule 11.1 on page 20*).
- ♦ If you have completed the last Event card (#60), the game is over; check the Victory Conditions to see how you’ve done (*See rule 11.2 on page 20*).

If none of the above apply, you must take care of Housekeeping Phase and soldier on bravely through the next Event card. Chin up!

## 10.0 HOUSEKEEPING PHASE

There are some matters that require your attention before you can commence the next Game Turn.

**10.1 REMOVE TEMPORARY MARKERS:** Remove every temporary DRM and Strength markers from the map. You also remove the +1 DRM Zeal marker at this time.





Note that the beige Ireland and Scotland Army Morale markers are not removed at this time; they are placed and removed immediately when their Political makers reach (placed) or leave (removed) the highest or lowest boxes on their Political tracks.



**10.2 GAIN ZEAL POINTS:** you receive an allotment of Zeal Points that you will use next turn. Calculate the amount gained by summing all of the following:

- ♦ +3 for controlling London (even if it is under Siege – egad!)
- ♦ +1 each if Hull, Oxford, or Bristol is Parliamentary-controlled (there is no loss if any are Royalist-controlled)
- ♦ +1 if Catholicism is in its highest box
- ♦ -1 if Puritanism is in its lowest box

So, as long as you hold London (and thus are still in the game), you will gain between 3 and 7 Zeal Points each turn.

**IMPORTANT:** *Unspent Zeal Points can be saved from turn-to-turn (although saving Zeal Points will be very difficult due to the constant pressure exerted upon your position). However, the maximum number of Zeal Points that you can ever have at a given time is nine (as shown on the Zeal Points track). If you ever have more than nine, the excess are lost.*

Saving Zeal Points between turns is a good way to afford the vital Achievement cards that are necessary to secure the highest levels of victory (See rule 11.0 on page 20).

**10.3 PREPARING THE NEXT CIVIL WAR'S DECK:** *Cruel Necessity* uses three distinct Event card decks. The First Civil War deck consists of the copper-bordered cards and begins the game set up as the initial Draw Pile. The Second and Third English Civil War decks are silver- and gold-bordered, respectively.

When the First or Second English Civil War decks is exhausted, during the Housekeeping Phase you must prepare the next Civil War's deck and perform the Interim Victory Check on the back of that War's first card before revealing it to commence the next Event Phase (See "Calculating Your Score" on page 5).

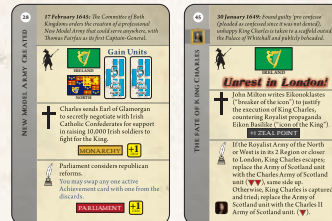
When the Third English Civil War deck is exhausted, the game is over; see 11.2 on page 20 to determine how well you did and what the fates of England, Ireland, and Scotland are.

## PREPARING THE OTHER DECKS

Preparing the other two Civil Wars' decks is very similar to how the First English Civil War (with the copper-colored borders) was prepared:

## PREPARING THE SECOND CIVIL WAR DECK:

A. Among the silver bordered (Second Civil War) cards,



sort out the two with a white circle behind their card numbers (these are the first and last cards in their number sequence, i.e., cards #28 and #45).

- B. Place card #45 face down on the Draw Pile box on the map and set aside card #28.
- C. Shuffle the remaining cards (#29 through #44) and place them face down in the Draw Pile box (i.e., on top of card #45 which is already there).
- D. Then, place card #28 face down in the Draw Pile box so that it is at the top of the stack.

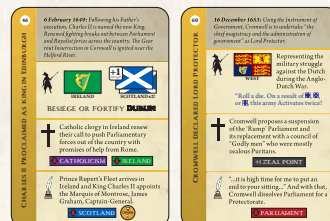
*Use step E. when Playing the Second English Civil War scenario only*

- E. Finally, perform the Interim Victory Check on the back of card #28 if you intend on playing only the Second Civil War scenario (See "Calculating Your Score" on page 5) and afterward, proceed to next turn's Event Phase.



## PREPARING THE THIRD CIVIL WAR DECK:

A. Among the gold-bordered (Third Civil War) cards,



sort out the two with a white circle behind their card numbers (these are the first and last cards in their number sequence, i.e., cards #46 and #60).

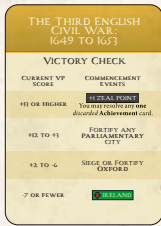
- B. Place card #60 face down on the Draw Pile box on the map and set aside card #46.
- C. Shuffle the remaining cards (#47 through #59) and place them face down in the Draw Pile box (i.e., on top of card #60 which is already there).



D. Then, place card #47 face down in the Draw Pile box so that it is at the top of the stack.

*Use step E. when Playing the Third English Civil War scenario only*

E. Finally, perform the Interim Victory Check on the back of card #47 if you intend on playing only the Third Civil War scenario (See “Calculating Your Score” on page 5) and afterward, proceed to next turn’s Event Phase.



## 11.0 VICTORY & DEFEAT

You’ll win some, but you’ll probably lose more. The Royalists are pretty tough in *Cruel Necessity* and designed to present a great challenge. What was achieved and lost during the three English Civil Wars seem ‘easy’ to replicate and this game is designed, in part, for you to experience just how difficult ‘easy’ can be.

**11.1 DEFEAT:** Automatic defeat occurs during the End Times Phase if London is a Royalist-controlled Fortress, or you have four or more Political markers in their “F” rows. How long you hold out before losing London determines the degree to which you lost:

**CRUSHING DEFEAT:** There are still First Civil War (copper-bordered) cards in the Deck.

***King Charles Crushes Parliament:** The Stuart Dynasty lasts for another 150 years until swept away by the English Revolution of 1795. A lack of history with English democratic and republican institutions means that the Revolution of '95 turns despotic after six years of internal struggle.*

**DECISIVE DEFEAT:** There are still 2nd Civil War (silver-bordered) cards in the Deck.

***Status Quo Ante:** Exhausted by years of war, Parliament and the King agree to restore the political order that existed prior to the start of the War. Lands and titles are lost, and some Parliamentary heads roll as the King re-asserts increased royal control.*

**SUBSTANTIVE DEFEAT:** There are still 3rd Civil War (gold-bordered) cards in the Deck.

***Political and Religious Compromises are Reached:** Royalty concedes certain minor conditions in order to retain its throne. Cromwell is forced to be satisfied with protection from harsh reprisals as Parliament reforms itself as a representative body whose powers are more limited.*

**11.2 VICTORY:** The game ends during the End Times Phase on the turn the last card (#60) is resolved. At that point, the Parliamentary and Puritan Revolution has succeeded, but to discover to what degree, compare your final Victory Point score (See rule 5.0 on page 4) to the listings below:

**DESIGNER NOTE:** For each level of victory or defeat, a brief counterfactual is offered afterward. The goal is to stimulate the ‘what if’s’ if the player has altered history in playing of the game.

## 30 OR MORE, DECISIVE VICTORY

***Republican Puritanism is Triumphant:** While an uneasy division of power exists in Parliament, the democratizing influence of a true republican government moderates the more extreme positions of the Puritans. Enlightenment philosophy can flourish in this industrious new experiment in representative governance.*

## 25 TO 29, SUBSTANTIVE VICTORY

***Parliamentary Puritanism Rules England:** Parliament remains dominated by Puritan MP’s loyal to Cromwell, but the system of elections is two factions are often at odds with each other, denying the possibility of an easy move toward democracy. Contentious progress ensues.*

## 18 TO 23, MODERATE VICTORY (HISTORICAL)

***Autocratic Republicanism:** Oliver Cromwell becomes disgusted with the post-Civil War Parliament and eventually dismisses it to rule as Lord Protector until his death, with the Army as his primary means of power.*

## 2 TO 12, MINOR VICTORY

***Despotic Puritanism:** Failure to enact key pieces of legislation designed to institutionalize republican ideals, combined with pockets of anti-Puritan sentiment left unchecked, sees England become a theocracy with Cromwell at its head. His unchecked draconian methods force even more extreme forms of Puritanism on England.*

## 1 OR FEWER, MARGINAL DEFEAT

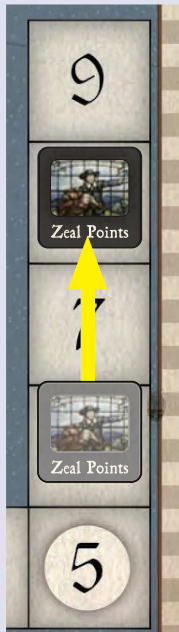
***Parliament Must Bend:** Few meaningful Achievements and unyielding pockets of Royalist strength compel Parliament to come to terms with the Stuarts and put the Church of England back in the hands of Royalist Bishops. Defeated Puritan leaders choose to lead their faithful to America and form a Godly fortress on a hill in New England.*



## FINAL VICTORY POINT SCORE EXAMPLE:

How did the game end historically? Let's tally up Parliament's score and find out...

### EXTENDED EXAMPLE: In the aftermath of The



*Battle of Marston Moor, you return your focus to the main game map, adding two (+2) Zeal points to the 6 Zeal points you had (after spending one in the battle), and adjusting the Zeal Points marker to show your 8 Zeal points. You had saved some Zeal points from last turn, so you've got plenty for this turn.*

*Before we turn to the Current Event card (#25, The Battle of Marston Moor), let's assess the situation on the map (that's you, pictured below).*

*The armies of Scotland and the North are in their #3 Areas (Lowlands and York, respectively), the latter being a threat to your Fortress at Hull (which is currently at its lowest 3 strength).*

*Matters are slightly better against the West Army, which is in its #4 Area (Devon), but they are very grave indeed in Ireland where the Ireland Army is in its #1 Area (Irish Troubles; and don't you know it!).*

*There is a still-unresolved Deviltry marker on the map (in Chester), and all the Available boxes for Achievement cards are filled (with the Self-Denying Ordinance, The Petition of Right, and the Licensing Order). The Political and other markers are as shown:*

*So, onward with Event card #25 and the shockwaves from The Battle of Marston Moor!*



*You complete the Event Phase by acting on each feature of the card in order, from top-to-bottom and left-to-right (See rule 6.0 on page 5). First, in the Military section of the card, you see the North Army Activates (See rule 6.2 on page 5). Fortunately, you control the Fortress of Hull which prevents the Army unit from moving and forces it to conduct a siege there instead (See rule 6.2.4 on page 6).*

*This means two siege rolls, each versus the Fortress' current Combat Value (which is presently at 3, as shown). The first roll is a 4, which is greater than its Combat Value of 3*



*and thus reduces the Fortress marker by 60 degrees counterclockwise; this also has the effect of lowering the Fortress' Combat Value to 2. The second roll is a 3, which vs. its now 2 Combat Value is more bad news, and the marker is rotated another 60 degrees counterclockwise, and it is only one successful siege roll away from falling to the Royalists! Because the Army of the North activates TWICE, you will have to endure another siege before moving on to the Army of the West.*



*The next icon on the Event card indicates that the West Army Activates. With nothing to hinder it, this army advances from its Region's #4 Area (Devon) to its #3 Area (Somerset) and now poses a direct threat to your Fortress unit at Bristol.*



*In the Religious section of the card, there is good news in that you place a +1 DRM marker on the Puritanism Political marker, which will make it easier for you to advance that cause this turn.*



*Finally, in the Religious section of this Current Event card, you must lower the Political markers (▼) for first Ireland and then Catholicism. When you lower the Ireland Political marker, it drops from a D to and F grade (i.e., 'hitting bottom'), and that is a 'flip box' (See rule 6.6.3 on page 9).*



*Thus, you flip that Political marker over to reveal its "Place +1 Strength marker on Ireland Army" side, and this you do by placing the Irish +1 Strength marker on the Ireland Army unit, as shown. After that, moving the Catholicism Political marker down one box, from the C row to the D row, seems less distressing, but don't let that fool you! If the Catholicism marker reaches the #5 box, you won't be able to lift your Puritanism marker up to*



the #5 box until you move the Catholicism marker out because these two markers cannot share that box.

With the Event Phase now over, you proceed to the Action Phase. This is the time when you try to push back Royalist Army units, elevate Political markers, besiege enemy fortresses and build up the defenses of your own, accomplish Political and Religious Achievements, and so forth. There is always plenty to do, but only so many Zeal Points with which to accomplish them! The decisions you make here, and in what order, are at the very heart of the game.

And so it begins... Assessing your situation on the map, you note that your cause for Godly Rule and Republicanism is hard pressed. You pause for a moment to take a quick audit of the Victory Point triangles:

### NEGATIVE VPS (▼)

- 1 Ireland Political marker
- 3 Monarchy Political marker
- 3 Catholicism Political marker
- 3 Royalist Fortress markers (Edinburgh, Dublin, and Oxford)
- 1 Deviltry markers on the map

---

- 11 Total negative VP value**

### POSITIVE VPS (▲)

- +2 Parliament Political marker
- +2 Parliamentary Fortress markers (Hull and Bristol)

---

- +4 Total positive VP value**
- 11 Total negative VP value

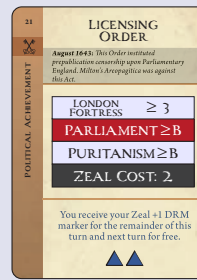
---

- 7 Current Victory Point Score**

The triangles tell the tale... you need fewer red ones and more blue, so with a furrowed brow and determined visage, you proceed.

The best source for blue triangles (▲) are Achievement cards, as these are 'banked' permanently once acquired (with most other sources being transient). Unfortunately, to this point, you've already had to discard two Achievement cards because the queue has been full when new ones were drawn, and those discarded Achievements represent permanently lost opportunities. You resolve that you're going to make a concerted effort to acquire your first Achievement card, and do so with all dispatch!

The Licensing Order card looks promising as the easiest to acquire. Sadly, it offers only two blue triangles, but its other reward of gaining your Zeal +1 DRM marker for this turn and next could be very useful.



To acquire this card, you need the London Fortress to be at 3 or greater (luckily you accomplished that at the end of the last turn), you must raise your Puritanism marker up one box from its C row to its B row, and lo, your Parliament marker is currently at B grade, the minimum required. So, "Up with Puritanism!" you

say, spending 1 Zeal point (8 - 1 = 7) to raise that Political marker. You toss an unrighteous 3 which is not enough to exceed the number in the space above the Puritanism marker (3) to be successful (See rule 8.7 on page 17). However, thanks be to Cromwell for siding with Independents (see the flavor text for this turn's Religion Event), there is a timely +1 DRM marker attached to the Puritanism marker this turn, bringing that die roll result up to a '4,' which is enough to succeed, and so you adjust the Puritanism marker up one box (▲, to the lowest 3 box).



Now all the prerequisites are in place, and you spend 2 Zeal Points. You then remove the Licensing Order Achievement card from the top of the map and set it aside as permanent Victory Points (▲) to be added to your score. That card's bonus allows you to place the +1 Zeal DRM marker for this turn and next, but where to put it? That question requires a moment's thought to give the matter sufficient consideration...

With your 4 Zeal Points remaining, you'd like to close the deal on The Petition of Right Achievement card, but to qualify for that purchase you must have an A grade for your Parliament marker. While you're close, it's not a sure thing to get there, and it would cost you some Zeal to reach that pinnacle, which would not leave you enough to purchase it this turn.



Unable to fulfill your wants, you scan the map and assess your needs, and there is Hull with its vital 1 Zeal Point per turn to your income, newly weakened to the point of near collapse and under threat of collapsing by the North Army; you need to reinforce Hull's

defenses but cannot do so while the North Army resides in Nottingham.



No less worrisome is the situation in Ireland where the Ireland Army resides in the Irish Troubles space. Should it Activate, this will lower (▼) the Parliament Political



marker (the column where the Irish Troubles marker is currently located), and that would greatly crimp your plans to gain The Petition of Right card. You need to push back the Ireland Army unit with dispatch, but its +1 Strength marker from your mismanagement of the Ireland Political marker's situation is a true hindrance.

Confronting the West Army, you really have no resources to spare and must hope that the stalwart Fortification at Bristol can keep them sufficiently at bay.

You exhale deeply and commit; you will be throwing your shoulder against the North Army unit in hope of relieving Hull and bringing back your Fortress from the brink!

So, it is upon the North Army unit that you place your Zeal +1 DRM marker, spend 1 Zeal Point ( $4 - 1 = 3$ ) to Campaign against it (See rule 8.3 on page 15), and roll another accursed 3; even with the +1 DRM, a '4' is not good enough to win the Campaign.

Committed to this cause, you spend another Zeal Point ( $3 - 1 = 2$ ) to Campaign again against the vile North Army, and this time to a Just and Righteous outcome as you roll a 4 which, raised by the +1 DRM to a '5,' wins the Campaign and drives the foe back one Area to Chester (and good riddance!).



You have relieved Nottingham and lifted the siege of Hull. Now, what to do with your remaining 2 Zeal Points? Do you...

- » Save them for next turn to get the jump on those pricey Achievement cards?
- » Fortify the crumbling defenses of Hull?
- » Turn your attention to the threat in Ireland?
- » Stomp out that pesky Deviltry marker in hopes of a nice bonus for doing so?
- » Attack the North Army again while you have the +1 DRM marker on it to help you?
- » Keep pushing the Puritanism marker up while it has a +1 DRM marker?



After a quick debate in Parliament (i.e., with yourself), you pragmatically opt to spend 1 Zeal Point to enhance the defenses of Hull to their higher 2 Combat Value, and your last available Zeal Point to pick out that Deviltry marker annoying you like a raspberry seed stuck between your teeth.



"Deviltry!" The very utterance of the word chastens your Puritan heart, for woe unto the player who allows these markers to start piling up. You pick up the die to determine that the Good and Lawful have expunged this blight from the land with a roll of 5, "Take that!" you exclaim as another red

triangle is removed from your score. Flipping that Deviltry marker you reveal your reward and it is a free die roll on the Parliament Political track. How convenient!

In haste you roll a virtuous 6, raising the Parliament marker to its (highest) space and thus paving the way for a shot at The Petition of Right Achievement card on the next turn... assuming the Ireland Army doesn't Activate or some other cauldron of mischief thwarts not your plan (as so often happens).

Devoid of Zeal Points, you end your Action Phase and proceed to the End Times Phase. Since you do control London and have not just completed card #60, the game continues.

During the ensuing Housekeeping Phase, you tidy up the +1 DRM markers on the North Army (returning it to the Zeal marker holding box) and the Puritanism Political marker (returning it to the stock). The +1 Strength marker remains with the Ireland Army for as long as its Political marker's fortunes are at their acme (yet another matter that you need to attend to).

At last, you calculate your allowance of Zeal Points for next turn. You receive 3 Zeal Points for London, and 1 each for Hull and Bristol, for a total of 5 Zeal Points, and you adjust the Zeal marker on its track accordingly. Onward, then, to the next turn!



## 12.0 OPTIONAL RULES

You may use these Optional Rules individually or in combination, at your discretion:

**12.1 LIMITED RECONNAISSANCE (PLAYER DISADVANTAGE):** To simulate the limited scouting abilities of the armies of the English Civil Wars, after you spend a Zeal Point to conduct a Campaign Action against an Invading Army unit, roll a separate die to see if you have even found it and brought it to battle!

On a roll of 1 when confronting the Armies of the North or West; or a 1 or 2 when seeking the more elusive armies of Ireland and Scotland, you have failed to bring them to battle and that Zeal Point is wasted. You can Campaign against them again this turn, and better luck finding them next time!

On any other roll, you conduct your separate Campaign die roll against that Army unit normally.

**12.2 THE CATHOLIC LEAGUE INTERVENES (PLAYER DISADVANTAGE):** For some added challenge (particularly if you are finding the game too easy to beat), IF both the Catholic and the Ireland Political markers are in their bottom boxes (which is very bad for you), AND the Ireland Army unit is not Disordered, THEN the Catholic League sends support to the Irish Catholic Army. Roll one die to determine how much support they send. On a roll of 1 to 4, France sends military assistance. Replace the Ireland Army marker with the Ireland Army Catholic League France marker and its Combat Value increases from 3 to 4. On a roll of 5 or 6, France AND Spain send military assistance and the Ireland Army and its Combat Value increases from 3 to 5 – a formidable opponent! Replace the Ireland Army marker with the Ireland Army Catholic League France & Spain marker and its Combat Value increases from 3 to 5.

**12.3 QUICK COMBAT RESOLUTION METHOD:** (neutral): As you'll discover, most outcomes of the Tactical Battles are Draw! results. If you want to resolve any or all of the game's battles in haste, use the following procedure instead: When a battle is called for, roll both dice and compare their outcomes.

- ♦ If the Royalist die is two or more (2+) higher than the Parliamentary die, the outcome is a Parliamentary Defeat!
- ♦ If the Parliamentary die is three or more (3+) higher than the Royalist die, the outcome is a Parliamentary Victory!
- ♦ Any other result is a Draw!
- ♦ After card #25 (The Battle of Marston Moor) is revealed (adding the Cromwell and Ironsides units):
- ♦ If the Parliamentary die is two or more (2+) higher

than the Royalist die, the outcome is a Parliamentary Victory! After card #28 (New Model Army Created) is revealed at the start of the Second English Civil war:

- ♦ If the Parliamentary die is one or more (1+) higher than the Royalist die, the outcome is a Parliamentary Victory!

**12.3.1 APPLYING RESULTS:** Apply the results of the Battle's outcome normally (i.e., as you would after conducting this Battle using the Tactical Battle mat).

**12.3.2 ETCETERA:** There are no Tactical Battle cards used, nor Benefit Points earned after a Victory!, nor Deadly Outcomes to consider when using Quick Combat. Neither can you apply your Zeal marker to a Quick Combat.

If you want those things, you will have to fight out that Battle normally.

**12.4 ENGLISH SETTLERS (PLAYER ADVANTAGE):** Once per game, when an Irish OR Scottish Army is in its 5 space during the Housekeeping Phase, you may declare you are sending English settlers to that region. There are two benefits to doing so; first you immediately gain a +1 Zeal point and second, you get a 'free' roll on Scotland, Ireland, Puritan or Parliamentary tracks. (This can only be done twice in any game, once for Ireland as occurred historically and once for Scotland where this did not take place in significant numbers)

**HISTORICAL NOTE:** *The Pilgrims migrated to the American colonies (principally the Massachusetts's Bay Colony) and later to the Netherlands to escape persecution. Puritans behind their armies settled conquered Catholic lands and First Peoples' lands during the Civil Wars slowly and organically (without the government's particular attention or policy but tacit consent). This rule allows you to make such a government policy to resettle Catholic regions with English Puritan settlers.*

**12.5 "NOT ONLY STRIKE WHILE THE IRON IS HOT, BUT MAKE IT HOT BY STRIKING"**

**(PLAYER ADVANTAGE):** Once per game take this quote from Oliver Cromwell and use it to conduct ONE free Campaign Action against any Royalist, Irish or Scottish Army in its number 5 area. If successful, immediately gain +2 Zeal points. If the attack fails, immediately gain +1 Zeal point. This attack can be carried out even if the chosen enemy army is Disordered.



## B.O SCENARIOS

These scenarios proffer alternate starting and ending points. You can mix and match them as you see fit.

### FIRST CIVIL WAR SET UP

As per Rule 3.0.

First Civil War Victory At the conclusion of the Bronze deck, check your Victory Point score (*See rule 5.0 on page 4*) and compare it to the listing below:

-7 or fewer	Crushing Defeat
-6 to -3	Decisive Defeat
-2 to +2	Substantive Defeat (historical)
3 to 7:	Minor Victory
8 to 12	Moderate Victory
13 to 17	Substantive Victory
18 or more	Decisive Victory

### SECOND CIVIL WAR SET UP

Set up the various units and markers normally (*See rule 3.0 on page 3*) with these changes:

#### FORTRESSES

Edinburgh	Royalist	Lowest 3
Dublin	Royalist	Lowest 3*
Hull	Parliament	Middle 3
Oxford	Royalist	4
Bristol	Parliament	Highest 2
London	Parliament	Highest 3

*\*Near the end of the First English Civil War, Parliament drove back the Army of Ireland and attacked the Fortress at Dublin but could not reduce it. By the war's end, the Irish Army pushed back.*

#### ARMIES (NONE ARE DISORDERED):

Ireland	Area 2 (Ulster)
Scotland	Area 2 (Borders)
Army of the North	Area 3 (York)
Army of the West	Area 3 (Somerset)

#### POLITICAL TRACKS:

Ireland	Highest bottom 4 (C)
Monarchy	Lowest bottom 4 (D)
Catholicism	Highest bottom 4 (C)
Scotland	Highest 3 (C)
Parliament	4 (B)
Puritanism	Highest 3 (C)
Irish Troubles	Under Parliament

Devilry (chosen at random):

Card #24 (Chester)

Starting Zeal Points: 6

#### ACCOMPLISHED ACHIEVEMENTS (SCORED):

#5 (Eliminate Star Chamber Courts...);

#17 (Self-Denying Ordinance);

#21 (Licensing Order)

#### AVAILABLE ACHIEVEMENTS (PENDING):

#3 (The Root and Branch Petition);

#9 (The Petition of Right);

#23 (Committee of Both Kingdoms)

#### DISCARDED ACHIEVEMENTS (REMOVED):

None

#### PARLIAMENT ELITE UNITS IN PLAY:

London Trained Bands, Cromwell, and Ironsides

#### COMBAT UNITS REMOVED FROM PLAY:

Both 1-Strength Parliamentary Musket and Pike units

Shuffle the 15 Battle Event cards to form the Battle Events Draw Pile.

Prepare the Second English Civil War (Silver-bordered) deck as per 10.3. Do not perform the Victory Point Check on the back of card #28 (its effects are included in these set up instructions).

Just reveal card #28 (New Model Army Created) and start playing.

### SECOND CIVIL WAR VICTORY

Victory At the conclusion of the Silver deck, check your Victory Point score (*See rule 5.0 on page 4*) and compare it to the listing below:

-8 or fewer	Crushing Defeat
-7 to -3	Decisive Defeat
-2 to 2	Substantive Defeat (historical)
3 to 7	Minor Victory
8 to 12	Moderate Victory
13 to 17	Substantive Victory
18 or more	Decisive Victory



### THIRD CIVIL WAR SET UP

Set up the various units and markers normally (3.0) with these changes:

#### FORTRESSES

Edinburgh	Royalist	Middle 3
Dublin	Royalist	Highest 3
Hull	Parliament	Middle 3
Oxford	Royalist	4
Bristol	Parliament	Middle 3
London	Parliament	Highest 3

#### ARMIES (NONE ARE DISORDERED):

Ireland	Area 1 (Irish Troubles)
Scotland*	Area 3 (Lowlands)
Army of the North	Area 3 (York)
Army of the West	Area 3 (Somerset)

\*Use the Charles II Army of Scotland unit.

#### POLITICAL TRACKS:

Ireland	Highest 3 (B)
Monarchy	Lowest 3 (C)
Catholicism	Highest bottom 4 (C)
Scotland	Highest 3 (C)
Parliament	4 (B)
Puritanism	Highest 3 (C)
Irish Troubles	Under Scotland

Deviltry (chosen at random):

Cards #34 (Stafford),  
#39 (Atlantic Ocean), and  
#43 (Wales)

Starting Zeal Points: 7

#### ACCOMPLISHED ACHIEVEMENTS (SCORED):

#5 (Eliminate Star Chamber Courts...);  
#17 (Self-Denying Ordinance);  
#21 (Licensing Order);  
#38 (Putney Debates);  
#44 (The Interregnum)

#### AVAILABLE ACHIEVEMENTS (PENDING):

#9 (The Petition of Right);  
#23 (Committee of Both Kingdoms);  
#36 (Salus Populi Suprema Lex)

#### DISCARDED ACHIEVEMENTS (REMOVED):

#3 (The Root and Branch Petition)

#### PARLIAMENT ELITE UNITS IN PLAY:

London Trained Bands, Cromwell, Ironsides, and 2x New Model Army

#### COMBAT UNITS REMOVED FROM PLAY:

Both 1-Strength Parliamentary Musket and Pike units;  
Rupert's Bluecoats;  
1x King's Life Guards

Remove the Leveller Mutinies card from play and shuffle the remaining 14 Battle Event cards to form the Battle Events Draw Pile. Prepare the Third English Civil War (Gold-bordered) deck as per 10.3.

Do not perform the Victory Point Check on the back of card #46 (its effects are included in these set up instructions). Just reveal card #46 (Charles II Proclaimed King in Edinburgh) and start playing.

### THIRD CIVIL WAR VICTORY

Victory Conditions: *See Rule 11.2 on page 20.*

#### RULE QUESTIONS:

We would love to hear from you. Please frame your question in a "Yes" or "No" style and email it to us at: [worthingtonpublishing@gmail.com](mailto:worthingtonpublishing@gmail.com)

Also, visit our website at: [worthingtonpublishing.com](http://worthingtonpublishing.com) for any future rule updates.

**GAME DESIGN:** John Welch

**CREATIVE DIRECTOR:** Sean Cooke

©2023 Worthington Publishing