

Unhappy
**KING
CHARLES**



PLAY BOOK
OR
INSTRUCTIONS
ON GENERALLSHIP
for such as desire
TO BE STUDIOUS
in the way of the
ART MILITARIE
as set forthe by
Charles Vasey, in the Service of the **GODLY**

TABLE OF CONTENTS

Game Summary	2
A Short History of the Late Rebellion	3
Play Notes, Part 1 by Charles Vasey	5
Play Notes, Part 2 by Joshua Buerger	8
Play Notes, Part 3 by Gary Phillips	9
Play Notes, Part 4 by Andy Daglish	10
Play Notes, Part 5 by Steve Crowley	10
Event Cards	12
Play-Through	15
Designer's Notes	21

GAME SUMMARY

Unhappy King Charles is played over 11 turns, each representing about four months.

This is an abbreviated account using the game map and concepts. Brigades of troops combine to form Armies or garrisons of Fortresses.

Unled Brigades are on the map. Those led by a General are placed on the corresponding General's Command Display. Generals move on the map, tracked either by a standee or counter (as you prefer).

Movement and other activities require **Activation** using an **Operations Strategy card** or **Campaign card**. Each Operations card bears a number showing that card's Operations Points value. The value of the Operations card must be or equal to or greater than the General's Strategy Rating. Armies of five or more Brigades must use a 3-value Operations Card. Campaign cards can be used to Activate multiple Generals with Armies of any size.

The other cards are **Event Strategy cards**, and these cards permit you to do a number of things—take control of Areas, transfer Brigades, receive new cards, etc.—that reflect actual events. The event described on each Event card may usually be played by either the Royalist or the Parliament player (an icon on the card makes the distinction), although some cards may be played by either player. If you hold a card with an Event of your opponent, you may discard it to take limited actions.

The cards are drawn each turn from a common deck. Depending on the stage of the game, the common deck will be made up of a combination of:

- **Alt-Hist cards**
- **Core cards**
- **Early War cards**
- **Mid-War cards**
- **Late War cards**

You can store cards in certain circumstances to constitute a reserve, called an *Ace-in-the-Hole*.

You must play at least six cards per turn. Usually, the Royalist player plays first for the opening turns of the game and the Parliament player plays first in the later turns. There are three cards in the game called Mandatory cards. Each Mandatory card must be played for its Event during the turn in which it is drawn. The War does not actually begin until the *Raising the Royal Standard* Mandatory card is played, though limited activity can occur before this.

Leaders are either Generals (with a Strategy and Battle Rating) or Local Notables (governors of Fortresses). Generals can be Field Generals who operate everywhere, or Regional Generals who can suffer disadvantages when outside their Region. Generals cannot transfer Brigades to other Generals unless Event cards permit; Brigades remain with their original General until elimination, Dispersal or Desertion takes them. Local Notables can transfer Brigades to friendly Generals.

Brigades come in two types: Veterans (Combat Value 2) and Militia (Combat Value 1). Usually, Militia units must be Recruited before Veterans of that Region. Each Region's Areas and Brigades share the same colour. Recruitment is usually limited to the Region of origin.

Control of the map is an important part of the game, with **Political Control** (PC) markers placed on Areas to denote control of that Area. Each Area is either neutral (no PC marker) or controlled (blue Royalist PC marker or red Parliament PC marker). These markers are placed:

- before the game begins,
- in the Housekeeping Phase of the game,
- by means of Event or Operations cards,
- by placement of Local Notable markers,
- by conversion as Armies move across the map,
- by winning Battles, or
- by occupation in the Political Control Phase. Fortress Areas can be converted only by Event cards and by Surrender resulting from Sieges.

You can lose the game by not having enough Areas under control. Control of Areas can be lost if they are Isolated.

Fresh Brigades are received by **Recruitment**. In the Recruitment Phase a number of Brigades are received based on historical levels (subject to availability) at Recruitment Areas or with Local Notables. Control of these Areas is vital. Only units from the correct Region can be Recruited in a Recruitment Area.

Additionally, the use of one Operations card or one Discarded Event card per turn permits extra Recruitment. Royalist Recruitment outside the Recruitment Phase is limited to Local Notables and Regional Generals only, though with the bonus that the Brigades can be Recruited straight into the General's Army rather than at a Recruitment Area. Some Event cards also raise Brigades. The number of Brigades Recruited each turn reduces during the War. Some of the Brigades which Disperse rather than fight can return during Recruitment.

Armies are usually limited to four Brigades except for a few Generals who can command up to nine Brigades. Generals

can be Subordinated to other Generals (i.e. they combine Armies into one larger Army) if the Commanding General has a higher Subordination Level. Armies with Generals of the same Level cannot combine. When Armies combine, Brigades still remain with their original General.

Movement is based on Army size. The smaller the Army the faster it can move. Movement across the map is by means of Areas joined by movement lines. There are three kinds of movement lines. Control of Areas can change during movement if Movement Points are spent. Non-moving Armies can attempt Interception, placing themselves in the path of the moving Army to cause Battle.

Battles are resolved using the Combat Value of the Brigades, the General's Battle Ratings, and (when played) Combat cards, which are a type of Event card. But before any Battle is fought one side can try to Evade (leave the Area) or Disperse (remove itself before combat). Losses in combat are not available for Recruitment, although certain cards allow them to be brought back into the game. Drawn and Decisive Victories kill Veteran Brigades (if there are any) first. The loser must Retreat and can suffer further losses if he Retreats through enemy PC markers. Major and Decisive Victories earn extra Strategy cards.

Each turn **Desertion** occurs based on a pre-determined level that causes Armies to reduce in strength over the game. Desertion is performed according to criteria that ensure that losses usually occur in the largest Armies which are nearest to the enemy. Armies of five or more Brigades will also suffer Supply Attrition losses.

Fortresses cover a wide range of locations. They are ranked by class and their ability to withstand Bombardment. Surrender occurs by Siege or Event card. Siege requires the attention of an opposing General for some time (most Fortresses will require more than one Activation to capture). If attacked during that time the Besieger can be forced to abandon the Siege. Assaults can be attempted (at a cost in losses).

Naval rules use the draw of a marker once a year to determine the aggregate degree of naval support for each side. The Naval Status can affect Sieges and Recruiting.

The game can be won by an Automatic Victory, by one side failing to control enough Areas, or at the end of the 11th turn.

A SHORT HISTORY OF THE LATE REBELLION

A game-based chronology of the war.

This is an abbreviated account using the game map and concepts.

Turn One: Late 1642

The early theme of the game is positioning and recruiting. Once the Standard was raised at Nottingham the King

decamped for Shrewsbury to recruit. The South Region is an important theatre and in this stage of the war both sides recruited strongly in the south west (Truro and Exeter). Hopton remains in Cornwall (approximately St Austell and Truro) while Bedford heads north to reinforce Essex for the first battle. Essex moves into the Midlands to Worcester. Waller completes the siege of Portsmouth which leaves him free to contest the South.

Turn Two: Winter 1642

The two main armies meet at Edgehill (approximately Warwick) for an indecisive battle. Essex returns to London where he can recruit and the King establishes his capital at Oxford. The King follows up his advance by pushing on London but is stood off at Turnham Green (London) by good Sir Philip Skippon and his Trained Bands (see *Turnham Green* card).

Hopton and Parliament engage in manoeuvres in the south-west and Hopton defeats Ruthin at Braddock Down. In the North the key grandee, the Earl of Newcastle, leaves his eponymous city and moves to York. The Fairfax family are busy capturing West Yorkshire towns (approximately Wakefield, Sheffield and Pontefract). Newcastle defeats them and pushes on to Newark to threaten the East Region. The Fairfaxes promptly start to recapture territory.



The battle of Edgehill depicted in Royalist propaganda.

Turn Three: Early 1643

The Queen lands in Yorkshire. Parliament seeks to push back at Newark. The Parliament army of the Eastern Association starts to form for this campaign. Charles Cavendish with Royalist Northern troops pushes into the East near Gainsborough. Willoughby is defeated at Ancaster Heath in the East. In the North, the Fairfaxes are defeated at Seacroft Moor but with the Royalist Northern armies divided, Thomas Fairfax retakes Wakefield.

Waller advances into the Hampshire-Surrey borders (Guildford, Chichester, Basing House) before switching towards Bristol to observe the Royalist Lord Herbert's Welsh army. Prince Maurice keeps Waller under observation and at Ripple Field defeats him. Around Cheshire (Chester) Brereton is raiding for Parliament and Rupert clears a number of

Midlands Areas. Hopton is defeated at Sourton Down but a Parliamentarian invasion of Cornwall fails at Stratton. The Earl of Essex captures Reading.

Turn Four: Late 1643

The Queen moves from York to Newark. In the North Newcastle defeats the Fairfaxes at Adwalton Moor and clears all Yorkshire (Wakefield, Sheffield, Pontefract, York, Hull, Skipton, Scarborough and Thirsk) except for Hull. Cavendish is killed at Gainsborough fighting Willoughby. The Fairfaxes recruit steadily, safe in Hull. Newcastle sieges Hull but with little success against Royal Navy support for the fortress. The Earl of Derby is defeated and leaves for the Isle of Man. In the Midlands Essex moves towards Oxford while Rupert storms Bristol. The King besieges Massey at Gloucester but Essex raises the siege. Essex and the King clash indecisively at Newbury. Essex returns to London.

In the East the only activity is a Royalist revolt at King's Lynn put down by Manchester. In the South, Waller faces Hopton in Somerset and Devon (Barnstaple, Bridgwater, Plymouth and Exeter). Hopton defeats Waller at Lansdown, and again at Roundway Down with aid from Prince Maurice. Maurice moves on to try to siege Plymouth. In Ireland The Cessation is signed.

Turn Five: Winter 1643

In the North, Newcastle's siege of Hull is raised. Thomas Fairfax crosses to Gainsborough and fights a campaign along the northern edge of the Midlands, defeating Byron at Nantwich (Chester). In the East, Newark is attacked by Manchester. In the South, Waller and Hopton spar with each other on the Surrey-Hampshire borders. The Solemn League and Covenant reach agreement with Parliament. The Scots invade at Berwick and Newcastle heads north to meet them with a much smaller army.

Turn Six: Early 1644

In the North, the Scots besiege Newcastle. Newcastle falls back in the face of the Scots. Fairfax takes Selby (between York and Hull). Newcastle retires to York and is besieged by the Scots and Fairfax. In the East, Sir John Meldrum besieges Newark but is chased off by Rupert (see below) while Manchester starts to move towards York. In the Midlands, Rupert starts a series of moves picking up Royalist troops and relieving Newark. He opens at Shrewsbury then up to Chester, and across to Newark. Rupert follows the relief of Newark by moving to Preston, ready to cross the Pennines into Yorkshire. In the South, Waller defeats Hopton at Cheriton. Maurice besieges Lyme, Essex retakes Reading, and Massey raids in the Midlands.

Turn Seven: Late 1644

In the North, Rupert crosses the Pennines to relieve York. Manchester has already joined the Scots and Fairfax at

York. The Royalists are smashed at Marston Moor, York surrenders. The Earl of Newcastle leaves the country and Rupert retires to Bristol with what remains of his army. In the Midlands Faggot-Master Browne holds Buckingham to the north of London (approximately Bedford). In the East Region, Manchester moves southward after Marston Moor to reach Huntingdon. In the South, Essex has moved into the south-west to relieve Lyme. The King moves to meet him (evading Waller) after Cropredy Bridge. Waller and Essex refuse to combine and in any case Waller's army is riven by desertion ("Home, Home"). Essex invades Cornwall but is trapped on the Fowey Peninsula, and disperses his army. The King remains in the south-west.



Prince Rupert hides in a beanfield after the defeat at Marston Moor. His dog lies shot and Parliament soldiers are plundering his baggage, finding damning evidence of papistry.

Turn Eight: Winter 1644

In the Midlands, Manchester moves to Reading. The King heads north towards Oxford but avoids defeat at Newbury. Rupert and Goring (who is now established in the South) both capture territory. In the South, Waller moves to Lyme, while in the North the fortress of Newcastle surrenders. The Self-Denying Ordinance passes the Commons.

Turn Nine: Early 1645

In the Midlands, Shrewsbury falls to Parliament. Brereton besieges Chester, defeating Prince Maurice. Charles Gerard operates in Wales for the King. Waller threatens Bristol, sparring with Goring in the South. Sir Marmaduke Langdale operates in the North attempting to keep the Royalist cause alive without the personal connections of Newcastle. Rupert defeats Massey in the Midlands and the King plans a northern offensive. Fairfax moves south to Reading. Sir Sydenham Poyntz (a veteran of the Thirty Years War) arrives to manage the Northern Association, freeing Fairfax for greater things. The Self-Denying Ordinance passes the Lords.

Turn Ten: Late 1645

The New Model Army is now fully formed. Cromwell raids Oxford. Fairfax swings through Dorset (Poole and Lyme)

to besiege Oxford before moving to the battle of Naseby. There are exchanges of territory in the Midlands. The King is defeated at Naseby and falls back to Hereford. Goring is defeated at Langport by Fairfax (who is a very busy general) who takes Bath and Bridgwater. Part of the Covenanter army operates in Westmoreland and Cumbria, Carlisle surrenders.

The Scots move to Hereford but the King slips past them. He is pushed back however by Northern forces under Poyntz.

David Leslie is sent into Scotland after Montrose's victory at Kilsyth.

Turn Eleven: Winter 1645

Fairfax storms Bristol. The King heads north only to find Poyntz has defeated Langdale at Rowton Heath. Montrose is defeated in Scotland at Philliphaugh. The war peters out into a series of small Royalist forces being defeated.

Play Notes part 1 By CHARLES VASEY

In this playbook we have given the views of the designer and a number of playtesters to give a breadth of opinion.

Unhappy King Charles attempts to give you the feel of fighting the English Civil War. There are a number of ways in which this type of game differs from those covering more recent military history.

Fronts

In *Unhappy King Charles* there is no front line—rather factions control blocks of territory. Each of these is probably linked to or centred on an Army, a Local Notable or a Supply Fortress. If you do not have one of these then your territory can be surrounded and Isolated and your control markers removed. Make sure you maintain an Army, a Local Notable or a Supply Fortress in each block and be aware that your enemy will seek to defeat or capture these centres of power.



As there is no front line it is perfectly possible for Armies to make major incursions into enemy territory. You prevent this by maintaining Armies in key blocking terrain. These blocking Armies should be powerful enough to be able to defend themselves (otherwise they will be attacked and Dispersed) and positioned so as to Intercept the enemy. A potential Intercept can be a "free" Operations card if you Intercept and defeat an enemy Army trying to enter your territory. Since Intercept is only into adjacent territory, look to find key positions which can be blocked, and mutually supporting positions for more than one Army. Be very careful not to move a large Army too far out of position. It will allow smaller enemy forces to convert your territory without fear.

Desertion and Recruitment

Forming and maintaining successful Armies in *Unhappy King Charles* requires continued attention. The armies of the 17th Century suffered from high levels of attrition, irrespective of combat. Men were frequently deserting and illness was rife (especially amongst the less hardy town dwellers). Further more, such losses are most frequently at precisely the point you do not want them to be—the marching armies. Sitting

in a garrison away from the action is a soldiers' dream, but marching in close proximity to the enemy, in large leaguers where disease and poor commons can strike, is a dangerous life. Armies of this period rot from the head.

You must therefore plan to ensure you can bring in fresh recruits to support your main armies. Recruits can only be collected from major centres of population or patronage that are loyal to your cause. No Royalist Brigade will recruit south-east of Bath-Oxford-Newark, so Royalist Armies operating in this area should plan their incursions to either return to a Recruiting Area or to be supported by Armies ferrying fresh troops.

Recruitment Areas

Though a unitary state, England was still a nation of Regions, within each Region important families and networks of patronage acted to establish the political classes. It is often a good idea in play to nip off entire Regions, or to capture key Recruitment Areas. Each Region has its own advantages and disadvantages.

ROYALISTS

The North: Both Royalist Recruitment Areas are in fortresses and the Duke of Newcastle provides a key grandee. Usually only the arrival of the Army of the Solemn League is sufficient to capture the North.

The Midlands: The Oxford base is useful if the King is operating from the central position but Chester is a long way from most friendly or enemy units. Both Chester and Shrewsbury can be used to build large Armies by recruiting *en masse*.



Wales: Shrewsbury and Cardiff are not well defended though Cardiff requires the Parliamentarian Armies to move some distance through Royalist territory. The use of Shrewsbury to recruit Welsh troops makes it a good target for Sir Thomas Fairfax.

The South: The South is the most vulnerable Region for the King and it must be strongly defended. In the optional rules

Truro is only used for Cornish troops so that the Royalists must act to keep Bath free of Parliamentary control.

The East: With only one Recruitment Area, which is close to Parliamentary bases, the East is an unlikely source of troops.

PARLIAMENT

The North: Wakefield frequently falls to the King so that Hull becomes a vital location in the North. From here the Fairfaxes can operate with up to three Brigades—but any more and they will lose the benefit of sheltering in the Fortress. If Hull can be taken the North may well be safe for the King. The Fairfaxes must distract Newcastle but only with reasonably sized Armies.

The Midlands: Bristol and Nottingham are both well fortified but Bristol is deep into Royalist territory and can expect an attack unless the Royalists are distracted.

Wales: This region has only one Recruitment Area and this will only function with Rowland Laugharne.

The South: The use of London (a dual base) allows Southern Brigades to assemble in safety. Exeter is excellent as a forward base if the Royalists are pinned back.

The East: Sharing London with the South means Armies can be safely assembled. Cambridge is usually used by Manchester if a force is to be pushed into the Lincolnshire-Midlands block. It is much less secure than London.

Armies

Armies very rarely exceeded 10,000 men (three brigades) although at vital stages both sides may need to build Major Armies. Larger Armies are slower and more prone to desertion. They can however defeat smaller Armies. It is vital that you keep an eye on your opponent's Armies and their likely strength. If a large Army, or one with lots of veteran Brigades, invades your territory you must ensure that it cannot pick on and destroy large numbers of smaller Armies (possibly gaining extra Strategy cards).

You must also consider whether if this happens the best response is to send smaller Armies to convert the enemy territory that is no longer covered by the marching Army. Hiding in a major Fortress can be an effective way to avoid combat unless one is Besieged and forced to surrender. Major Armies require a 3-value Ops card or a Campaign card to activate and these are limited in number. One hopes that eventually they may be forced to break up by attrition or by departing Subordinated Generals.

Desertion and Dispersal are the coward's game, but one lives to fight another day and can be Recruited again. Losses in battle are permanent and are often suffered amongst the best troops.

Combat is a numbers game, but remember that it can be fatal. Too many casualties in a Region can deplete the pool of troops. Cornish losses undoubtedly contributed to the

difficulties of raising large Royalist Armies in the south. Though Dispersal abandons political control of an Area and causes 50% losses, none of these losses is permanent. It also avoids major defeats with extra cards for one's opponent.

Major Armies usually require one of a limited number of Generals (who may not be the best commanders). English commanders were not adept at moving large forces and experienced staffs were rare. Wealthy men like Newcastle commanded great patronage, could be obeyed without slighting one's own honour and might also employ professional soldiers (as Newcastle did with Lord Eythin).

The Three Mandatory Cards

The game starts with the two factions still not in open conflict though with some yahoos beginning to use violence. The player who has the Standard can time its use to their advantage. If they have good Combat or Campaign cards then they may prefer an early war. If they have Events then they may prefer to play them out first. Remember that if Parliament plays the card it gets extra Recruitment.



The Army of the Solemn League and Covenant was formed to protect the Scottish Kirk and is therefore aligned with English Presbyterians. Strongly opposed to the royal policy of bishops, the Scots Army was concerned by the more extreme wings of its allies. The slow and expensive movement of the Scots reflects their deliberate policy and refusal to act as *enfants perdus* for Parliament. The Royalists can leave the Army if they have other fish to fry, and may count on it suffering from attrition if it concentrates.

The New Model Army reflects the remodelling of the many Parliamentary faction forces. The units are not necessarily better (except when sieging) but they are concentrated and in the hands of two good commanders. The Parliamentary player needs to consider his positioning so that units are not left out of position to be swept up, leaderless, by Royalists. Historically, the process required a lot of administration, and if your forces are badly distributed you may find it weakens rather than strengthens.

Sieges

Capturing Fortresses is best done behind the cover of a large Army. Without this it is too easy for a relief Army to periodically raise the Siege by giving Battle. You may want to force precisely such a reaction by opening a Siege. If your opponent does not



attack you have nipped off an otherwise irreducible position, if they do attack you may defeat them, precisely what was intended to happen at the siege of Gloucester. Some gamers have a psychological affinity to Sieging, others will avoid it. Local Notables are very valuable with their Raiding and Recruiting skills. Although as Fortresses they are not strong (a Surrender of 4) their personal influence (a -2 to the Bombard roll) makes them dangerous. Plan for at least two Bombardments before you bother to Besiege them. Masking them may be best.

Local Notables

Warfare occurred at many levels in the war; from local vendettas through to large Army movements. The Local Notables represent a much less conventional way of warfare. Control emanating out from complexes of local strong points. They can only be Masked or Besieged. You cannot "fight" the Raiding from these centres, and at vital stages of the game they may keep alive hopes of both sides, but certainly of the Parliament. Remember that they can only Raid or Recruit 'in Region'. Use them early and use them often.



Think Ahead

Remember to keep any plans you develop flexible as the cards may undermine you. Many gamers plan on a 19th century basis, which will not work with 17th century armies. In any turn you must consider your cards before playing. You will probably want to use a card for at least one Recruitment, but do remember that Recruiting by itself wins nothing. Before committing yourself to Recruitment consider which Generals can take Areas, and which can guard them. You will need to allocate some Operations cards to moving key Generals. Low value cards may be useful with Generals like Fairfax or the Royal Princes, but you will need twos and threes for others. Before forming Major Armies remember the need for 3-value Ops cards—it can be useful to have one as your *Ace-in-the-Hole*. Consider your Event cards, if they are discards, when are you going to play them? Early on to lull your opponent into a false sense of security, or keep them to the end hoping they will not have retained a reserve of good cards? Where Event cards are not discards, how can you best use them? Should you first preposition Generals to take advantage of (say) a Local Notable appearing? Can the Event cards open up a new front while you attack elsewhere? Build your plan and start playing your cards. A key feature is your Recruitment Areas. In the South this can be very hard for both sides. Remember as larger Armies and those adjacent to the enemy will suffer more desertion, you will need to build up reserves for your Generals to retire on as their Armies weaken.

Strategy

What if you are faced with the choice of what to do, and cannot see an obvious weakness? Firstly, ensure your Armies are

keeping up numbers with their regional opponent (Hopton and Waller cannot allow one to get ahead of the other). Secondly, if you are going to build a new Army, do so out of the way of enemies that can kill it while weak. Use Fortresses or Areas far from the fighting (so your opponent spends Operations to attack you). Thirdly, find a cheap General (one with a low Strategy Rating) and identify a block of Areas that he can convert. Do that move (or series of moves) ensuring you do not move adjacent to the enemy (which may give them a free activation) in the process. Now your opponent must do something to respond, it is their problem not yours. This crumbling of a Region forces your opponent to react at little cost to you and at a rate that may ultimately give you victory over eleven turns.

I prefer to try to keep Armies in as many Regions as I can, however, one must be realistic. The East is pretty much Parliamentary territory, although the Newark Garrison can work with one of the Princes there. The South is usually a battleground between Hopton and Waller. Wales is usually Royalist with Roland Laugharne possibly available to act as the mirror of the Newark Garrison. The North is a contest between the larger Royalist Armies and the slippery Fairfaxes (using Hull as a base) until the Covenanters arrive. The Midlands are vital containing as they do much territory and Bristol, but mostly patrolled by Local Notables.

Into each of these Regions you can throw Armies to overwhelm the local status quo. There are not many recruits in the East or in Wales for invaders, but other areas can yield a number of Brigades and can oblige your opponent to dissipate their operations. Try to link up areas so that Political Isolation can be reduced in effect. Use Local Notables to maintain blocks of PC markers, ensure you have Generals in all your blocks of control, but the Parliamentary player may wish to retain a reserve leader to respond via Recruitment to enemy moves. A large Army can win Battles, but it may not be as useful as a number of smaller Armies, all occupying key nodes and capturing terrain.

Remember there is no supply rule for units, but the PC markers need support to avoid Isolation. As a general strategy:

THE ROYALISTS MUST:

- Guard Wales and especially Shrewsbury;
- Harass the Parliamentarians in the North pinning them back in Hull (if the Naval support is negative try to take Hull);
- Push into the Midlands by nibbling away the territory, and defeating Local Notables with the Princes. Taking Bristol is also a good idea;
- Maintain the Newark Garrison and if possible push into the East Region; and
- Try to defeat Waller and take at least half of the South up to the Fortress line at Oxford and Reading.

THE PARLIAMENTARIANS MUST:

- Guard London
- Threaten Wales and capture Shrewsbury;

- Ensure that Newcastle and one other Commander are kept busy in the North while avoiding being dispersed out of existence. Await the Covenanters;
- Hold as much of the Midlands with Local Notables and (if available) Essex, it may also be possible to take Oxford, but guard Bristol with its naval benefits;
- Use the East Region as a Recruiting ground and harass the Newark Garrison; and
- Try to pin Hopton in Cornwall and to defeat him there, allowing the South to be cleared by Masking Reading and Oxford.

Winning

Winning the Civil War required that one side so weaken the other's power base that it could no longer defend its clients and therefore collapsed. This might arise by controlling enough territory, by holding key territory (effectively marginalising their enemy) or by a political accommodation.



Throughout the game a key part of play, indeed the reason for almost any activity, in seizing control of Areas. The Power Base rule imposes a minimum number of Areas which must be controlled to remain in the game. In the early stages of the war the more partisan elements of both factions are in power and they will fight on with much less general control. But as the war drags on and the natural weariness of an oppressed population comes to the fore, they will accept only progress and the number of Areas under control rises. You must try to keep well ahead of the Power Base number. Picking up vacant Areas is always useful (and usually cheap in terms of operations—no interception risks) but much better is to

capture enemy Areas since that not only increases your score but lowers that of your opponent. Remember winning and fighting battles is only worth it if you end up taking Areas.

If at the end of the game both sides have at least 24 Areas each (so avoiding a Power Base Defeat) then victory is determined by control of Regions and Economic Infrastructures. The latter may swing what is otherwise an equivalence of control (and therefore a Royalist victory). The Infrastructures are clustered in certain Areas and were much fought over in the real war. You must make sure you hold some Infrastructures at all times to keep your Recruitment up to full strength. Note that there is no such thing as a drawn game.

Infrastructures are often hardest for the Royalists to control. Care will need to be exercised to hold Truro or the Forest of Dean as Newcastle is often lost to the Scots. This is yet another reason to convert early Royalist activity into a capture of Bristol.



The battle for hearts and minds was fought in the pamphlet press. Cartoons such as this ridiculed the partisans.

Play Notes part 2 By JOSHUA BUERGEL

The biggest mistake that I and most novice players usually make is to focus on Armies and Battles. Instead, as befits a game about a civil war, *Unhappy King Charles* is a game of territory control.

Armies are useful only for the power they project, and the ability to convert and hold territory, they are not an end by themselves. It's easy to lose sight of this fact when you're busy chasing down your opponent. Given the ability of Armies to Evade and Disperse, it's often not worth the Activations required to come to grips with an Army unless you're going to give yourself free reign to a Region of the map for enough time to make the expenditure worth while. Veterans of games derived from *We the People* are used to looking for Isolation opportunities, but any new players need to be always alert for the opportunity to Isolate multiple Areas. Isolation allows you to fill Areas that are distant from your Local Notables, and can often be a tipping point in the game. As an example,

the Royalist player is vulnerable to Isolation in the South-West, particularly if Hopton gets distracted chasing Waller too far.

At the same time that it's easy to lose track of the game in the heat of battle, it can also be very easy to lose sight of the actual goals of the game. There are 19 points available in the game, and the Parliament player needs 11 of those to succeed. Figure out which 11 points you're going to go for, and make sure to focus on them. If you stick to your plan, perhaps swapping an Economic Infrastructure or Region if events change, and make sure to keep your Power Base fed, you're on the path to victory. Of the nine Infrastructures available, Sheffield and Newcastle can't be counted on. The exact selection of the other seven Infrastructures doesn't need to be made right away—the ease with which you'll hold them depends on many things, including Local Notables, but assume you'll need five of them to win as Parliament. You'll need three Regions to win as well—the East is

a given, and the North is extremely difficult to hold onto unless things are strange.

Wales is usually Royalist, but can be unhinged if Cardiff falls. That leaves the Midlands and the South in most games, and you'll need both to win the game. Keep close track of Area counts in both and keeping your Power Base strong is crucial. As the Parliament player, you have the advantage of shorter supply lines given Bristol and London, and you'll need to leverage that central location in order to win both. If the Royalist player keeps one of those Regions from you, you'll need 7 Infrastructures to win, meaning the Royalist only has to hold Sheffield and Newcastle, which isn't difficult at all. Of course, as the Royalist player, keep all this advice in mind in reverse—do your best to hold Wales to force your opponent to have to win both the Midlands and the South, disrupt the non-Fortress Infrastructure such as the Wool Road and make sure you remain competitive in the South, particularly around Truro.

Local Notables are one of the most interesting aspects of *Unhappy King Charles* and it's a part of the game that can trip up new players. Local Notables are fantastic at projecting power inside of their Region, and are by far the easiest way to convert Areas in the game. Campaigning within two Areas of a Local Notable is almost pointless, as not long after your Army departs, any progress you made will be reversed. I tend to think of the enemy Local Notables as wastelands. I'm a big believer that it's worth the time to nail enemy Local Notables, and is a worthy use of Activations. If you bag one, it can completely unhinge your opponent's position in a Region,



'The Bloody Prince', or 'A Declaration of the Most Cruell practices of Prince Rupert and the rest of the Cavaliers in fighting against God and the true Ministers of his Church'.

(Contemporary pamphlet, 1643)

Play Notes part 3 By GARY PHILLIPS

To me, *Unhappy King Charles* is a game about taking and holding ground. Except for a surrender caused by the loss of the King, the victory conditions have to do with the number of PC markers you have (Power Base, checked at the end of each turn) or the control of Regions and Economic Infrastructures (End Game).

Both Players

Read the Political Isolation rules carefully and take care not to lose PC markers (and keep an eye out for opportunities to cause your opponent to lose markers to Isolation). Like its spiritual forbear, *We the People*, you will note it's easy to spend Operations cards to place PC markers on open ground, harder to convert spaces that already have your opponent's PC markers on them. Keep this in mind in the early going when open spaces are more plentiful.

Another important point to remember is that Brigades lost to battle almost never return (only via rare Event). Losses to Dispersal, Desertion and Supply Attrition are available for

Recruitment on the very next turn. And battles, unless one side has numbers, or a Combat card, are hard to predict and often cause you losses for little or no gain. Before attacking consider what you hope to gain and what are the risks. On the flip side, if you are caught at a disadvantage, Dispersal is almost always better than taking the chance of handing your opponent a Major or Decisive Victory.

Finally, you'll soon find that your plan to build a nine Brigade kill stack and leave a swath of destruction through the middle of the country will run afoul of certain facts about the game (and by extension, the history). Anything larger than four Brigades will take you a 3-value Ops or Campaign card to do anything with, will only move 2 or 3 Areas, and will soon run afoul of the Desertion and Supply Attrition rules. You will usually be deploying forces of three or four Brigades, and you will need to keep an eye on where your Recruited Brigades are going, as you will need to replenish your Armies.

Parliament Player

You have fewer Veterans, few capable leaders, and you have

much less style than those flamboyant cavaliers. The one thing you have on your side is time (if you don't count the righteousness of your cause). Over time you will receive both the Scots and the New Model Army, so you are not under the same pressure as the Royalists. However, the Royalists have Rupert and you don't.

The South and Hopton can be a bit of a wild card. If you divert Waller to deal with him you will have little recourse if the Royalists go wild in the Midlands (and even Waller and Bedford are not a lock to take care of Hopton).

Don't be overly aggressive in the early going. Build up your Armies and look for opportunities to stall the Royalists. If the Royalists come after London make as much trouble as you can everywhere else. During the Mid War deck, read the New Model Army rules carefully and be prepared.

Royalist Player

I don't have solid advice for the Royalists other than a sort of a weak 'use your early advantages to gain as much ground as possible'.

Play Notes part 4 By ANDY DAGLISH

1. The Royalists are in the ascendant at first but the military trend favours Parliament. If the Parliamentarians draw The Raising of the Standard they should play it last.
2. The Royalists should consolidate their control of the North and Wales, and Parliament in the South and East. The Midlands is therefore hotly contested.
3. It is necessary to recruit to the maximum degree each turn. The Siege Train should not be recruited unless you have a marked lead in Brigades.
4. PC conversion is by far the most powerful tactic.
5. Sieges of Class 3 Fortresses are often too strong to be attempted. Class 2 Forts are much less so and worth considering; of these Bristol is the most important one, with Newcastle and Oxford not far behind. However Bristol is a trap with only two entrances/exits. There may be little point in Besieging Parliamentary Hull, as there is a 50% chance it may become Royalist via event in the late game. The same is true of Scarborough and Plymouth, though these are insignificant. It is worth besieging Local Notables, despite the mandatory -2 modifier. Herbert and Massey are the most important, but even the Earl of Derby has the potential to be very troublesome late in the game. Blockade and Siege isn't used much, as everything tends to move or be displaced.
6. The Earl of Leven enters on the side of the Pennines with least enemy activity. An ever-weaker Scots Army can be a source of Major and Decisive victories for the Parliamentarians.
7. The King's Road, or The Wall of Death: this comprises Reading, Oxford, Gloucester. This divides the southern region from the rest of the map, and despite space being very important places in its own right, it is nice to have some control here for this reason.
8. Massey at Gloucester: Local Notables can accumulate Brigades when there is nowhere else to put them. An easy way for Essex to develop a big Army suddenly is to move his men from London to join Massey's recruits at Gloucester. This large force can then Intercept adjacent spaces or even move two spaces to attack. Lord Herbert is two spaces away at Cardiff and is the most important Royalist Local Notable.
9. Only seven Generals can command five or more Brigades. Of these, one very rarely appears and two others must be promoted to this ability by Event. Only three are present at game start (The King, Newcastle, Essex). For the rest, including Rupert, the arms race stops at four Brigades, so it is as well to ensure Rupert's men are Veterans, but this is not easy.
10. Grandees: these are Royalist Regional Generals. They can recruit by way of 'raising the countryside' that is, they can get a Brigade anywhere in their Region. There aren't that many of them, essentially only Hopton in the South and Newcastle in the North.
11. Nearly everyone forgets the Turncoats rule. Be sure to use it, as it makes a difference.



Portsmouth, Plymouth and Dover providing a firm base to extend control into the surrounding areas. With London and Bristol on the border providing a steady stream of reinforcements, Parliament can exert a great deal of pressure here and maintaining Armies in the field is relatively easy for them.

For the Royalists, Hopton with his Cornish provide a brittle but effective cutting edge but a field Army led by Charles or one of the princes has to be invested in the area if the Region is to be contested over the course of the game. Thought must be given to the maintenance of any Royalist Army in the South as the southern Recruitment areas of Truro and Bath are vulnerable. Oxford is the strongest Royalist base in the south and its central position allows a force operating from it to intervene in both the important South and Midlands regions.



Midlands

3 Economic Areas

9 out of 17 Areas for control

Parliament: 6 Brigades (4 Militia and 2 Veterans)

Royalist: 6 Brigades (4 Militia and 2 Veterans)

This is another important region with 3 Economic Areas. If either side can establish a strong base here, it can act as a spring board to exert power in other parts of the map in particular the South and North.

This can prove tricky though as neither side is blessed with an overwhelming positional advantage. Both sides will have active Local Notables which provide a useful counter to enemy political and military control.

Parliament have Bristol and Nottingham which are both well defended but at some stage both of these cities will come into close contact with Royalist forces, be it the King operating around Oxford or the Princes dashing to and from the North and South.

The Royalists have Shrewsbury (and in close attendance Chester) which must be protected to allow easy entry of the Welsh Recruits. Fortunately this is relatively easy to do although close attention should be given to the operations of the Fairfaxes.

North

2 Economic Areas

8 out of 15 Areas for control

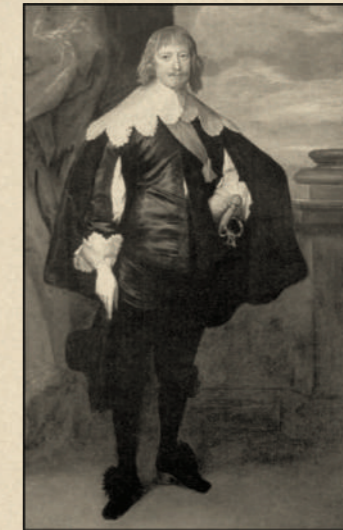
Parliament: 5 Brigades (3 Militia and 2 Veterans)

Royalist: 6 Brigades (3 Militia and 3 Veterans)

The Royalist position here has a solid base with York and Newcastle both heavily fortified and Recruitment Areas hence providing a secure base for reinforcements. Wakefield is one of the two Parliament Recruitment Areas and is particularly vulnerable.

The other area is Hull and this strong Fortress will be the focal point of most of Parliament's Northern actions until the

advent of the Covenanters. Its defence is vital to Parliament's cause in the North and a strong garrison must be maintained if the Fairfaxes have moved to campaign elsewhere.



William Cavendish, the Earl (later Marquess, then Duke) of Newcastle, spent his considerable fortune, almost a million pounds, raising armies for the King. Edward Hyde, Lord Clarendon, conceded that he was "a very fine gentleman", but as a commander he was "a very lamentable man, and as fit to be a general as a bishop".

East

1 Economic Area

7 out of 13 Areas for control

Parliament: 8 Brigades (5 Militia and 3 Veterans)

Royalist: 3 Brigades (3 Militia)

The East is an important Recruitment centre for Parliament with the close proximity of both London and Cambridge lending itself to a quick and secure concentration of force.

Parliament must garrison London. 2 Brigades make taking London by Siege a very costly affair in terms of both time (cards) and troops for the Royalists. The investment of a garrison in London is hardly a waste to Parliament as it also provides a ready source of troops in an emergency.

The Royalists should not ignore the Recruitment centre of Newark because it is on the edge of the Eastern region and Parliamentary control is not a given. Still, Parliament holds all the aces and control of the Eastern region is as near a certain thing as you can get in this game.

Wales

3 Economic Areas

5 out of 9 Areas for control

Parliament: 1 Brigade (1 Militia)

Royalist: 6 Brigades (2 Militia and 4 Veterans)

As is the East for Parliament so is Wales for the Royalist. Control can certainly be contested by Parliament especially with the arrival of the Local Notable Laugharne, but the Royalists should dominate Wales for most of the game.

The Region is too remote for an early intervention by Parliament and although the Fairfaxes can do some useful campaigning here, they really should concentrate on breaking up the Chester and Shrewsbury Recruitment centers.

Play Notes part 5 By STEVE CROWLEY

The South

3 Economic Areas

11 out of 21 Areas for control

Parliament: 5 Brigades (3 Militia and 2 Veterans)

Royalist: 6 Brigades (3 Militia and 3 Veterans)

Both sides must contest the South to have a realistic chance to win the game. The Region is important in recruitment terms for both players and the 3 Economic Areas which are accessible (along with ready routes to 4 others) just add to the pivotal role of this Region in the game (as it was in the war). Parliament has an edge with the major naval bases of



As befits a conflict fought in part over matters of religious purity, the Civil War was a time of signs and wonders. In 1643 at Newbury, Parliament soldiers discovered a witch surfing across a river and slew her. Then in Essex in 1645 Matthew Hopkins, the self-styled 'Witch Finder Generall' (above), conspired to have thirty-six witches put on trial, of whom nineteen were executed.

Even Prince Rupert was accused of witchcraft and his poodle 'Boye' identified as his familiar. For some Godly, Cavalierism became a species of demonic activity.

EVENT CARDS

The following section provides a brief historic explanation of the Event cards. The Annex in the main rulebook explains in further detail the game impact of some of them (highlighted with *).

Mandatory Cards

#1—**"Raising the Royal Standard"**: In an almost medieval moment the King displayed his banner to open hostilities. He did so in a hotbed of Parliamentary support.

#2—**"The Army of the Solemn League and Covenant"**: The Presbyterian Scots leagued together to prevent the imposition of bishops in the Scots Kirk. The Army that resulted from this League was to save Parliament and receive scant thanks from it.

#3—**"New Model Army"**: The removal of the local Association armies and their replacement by a professional army was to help win the war and to condemn the army in the eyes of all Britons (and Americans) as an instrument of tyranny. Led by the Lord General Fairfax, with Cromwell in its ranks, it was the triumph of doctrine over decentralisation.

Early

#53, #72—**"Roland Laugharne / Newark Garrison"**: Wales is usually seen as the Royalist stronghold, but Roland Laugharne thought otherwise and made problems in Pembroke. Newark formed a Royalist thorn in the side of the Eastern Association.



The Newark defences. Some of the earthworks remain intact to this day.

#54—**"Eastern Association"**: Parliamentary supporters formed "Associations" to bond counties together for mutual defence against the Malignants. The Eastern is probably the most famous. Amongst its armies served God's Englishman—Oliver Cromwell MP. But for the war Cromwell might have become American, a certain forerunner of trouble.

#55—**"Lord Fairfax Campaigns"**: Ferdinando Fairfax (Lord Fairfax of Cameron), father of good Sir Thomas, made a career of surviving defeat, with an assiduity that will have impressed Rasputin, and retaking territory to which he had no right.

#56—**"Lord Strange Declares for the King"**: Lord Strange (who became Earl of Derby) raised the standard for the King causing the good citizens of Manchester (the Geneva of the North) to declare for Parliament. With friends like this...

#57—**"Oliver Cromwell"**: Cromwell spent much of the First Civil War as a cavalry commander for the Eastern Association. However he periodically was involved in operations in the East and did much to maintain the cause. In the late War he appears as a New Model Army commander.

#58—**"Earl of Stamford"**: One of the numerous South-West commanders for Parliament who faced Hopton and Forth. Father of Lord Grey of Groby of the Midland Association.

#59—**"John Hampden"**: One of the great opponents of Ship Money, killed at Chalgrove Field.

#60—**"The City of London"**: The support of the merchant classes was vital to Parliament to whom they were a major source of finance.

#61—**"Empty Treasury"**: The Royalist cause depended on irregular sources of finance in a way that did not apply to Parliament.

#62—**"Psalm Singing/The Divine Right of Kings"**: Religious belief was a strong feature in the war on both sides.

In this case fervour amongst the Righteous (as self-defined) leads to advantage in combat.

#63—**"Henrietta Maria Lands"**: Queen Henrietta Maria (often referred to just as Queen Mary) brought much needed gold and weapons to her husband's forces, but landed in the midst of Parliamentary territory, though helped on her way by the very wobbly Sir John Hotham. She was a great lady if an undoubted Papist. So much a Papist indeed that she refused to attend her fatally sick son, Prince Henry, as he would die a Protestant and therefore be damned.

#64—**"The Marquis of Winchester"**: One of the powerful Paulet family, owner of Basing House and a wealthy Papist, the Marquis spent his treasure in the cause of a King he thought might relieve his co-religionists of their onerous burdens.

#65—**"Charles Cavendish"**: Nephew of the Earl/Duke/Marquess of Newcastle who projected Royalist strength into Lincolnshire. He was later killed in action. Had he survived who knows what this bright Phoebus might not have achieved.

#66—**"Melting Down The College Plate"**: The colleges of Oxford were loyal supporters of the King and contributed to his war effort. They remain havens of malignancy to this day.



#67—**"Hotham's Plot"**: Sir John Hotham was Governor of Hull, an important fort and arsenal. He dallied with the Royalists, causing Parliament to spend much treasure. He was later executed, along with his son, for more of the same.

#68—**"King's Lynn Rising"**: The East is usually Parliamentarian, but Norfolk (the Area around Norwich, mustard capital of the world) possessed a number of Kingsmen who rose in futile rebellion in the service of their king.

#69—**"Marquis of Worcester"**: Father of Lord Herbert, an immensely wealthy Catholic noble.

#70—**"Kent for the King"**: as "King's Lynn Rising". Kent is the area to the south-east of London.

#71—**"Earl of Northampton"**: One of the candidates for representation as a General in the game. Northampton fought the good fight in the north Midlands, perishing at Hopton Heath.



#73—**"Turnham Green"**: After Edgehill the King pushed on London. Parliament responded by massing its own forces and at Turnham Green (now a leafy London suburb on the District Line). Prince Rupert declined to fight at the Valmy of the English Civil War.

#74, #75—**"Cavalry Commander Sir William Balfour and Sir Charles Lucas"**: The exchange of regiments between

Parliamentary commanders was a rarity, and uncommon amongst the Malignants. However, brigades of cavalry (such as were led by these gentlemen) did occasionally transfer between armies.

#76—**"Whitecoats"**: The personal regiments of the Earl of Newcastle were clad in white (or at least undyed cloth), and were supposed to have stood to the death at the end of the battle of Marston Moor as befits good northern lads.

#77—**"Cornish Pikes"**: Sir Ralph Hopton led an army of tough Cornish troops during his early campaigns whose combat style will be recognised by American Civil War fans. Muskets were used for skirmishing with the pikes grouped to charge when the enemy line weakened.

#78—**"Ironsides"**: The splendid Cavalier cavalry led by Prince Rupert were to be surpassed eventually by Cromwell's good honest men; perhaps the best handled cavalry in England's history.

#79—**"Trained Bands"**: London provided a number of Trained Bands under Sir Philip Skippon. This card celebrates this communal militia who usually fought Finsbury battles (that is, exercised at Finsbury).

Middle

#80—**"The Cessation"**: War between the Catholic Irish and the Protestants (often planted Scots or English) had been going on for some time, usually involving raiding and burning (one Royalist chieftain was known as Murrough of the Burnings). The King's loyal lieutenant Ormonde managed to agree a truce that allowed "Irish" Royalist units to be shipped over to England. These units were Irish only in that they had served there, though Parliamentary spin made them seem servants of the Holy Office.



"The English Irish Souldier." A lampoon of the plundering 'Irish'

All safe and cleare,
my true Arms rest a while,
And welcome pillage,
you have foes to foile;
This Pot, my Helmet,
must not be forsaken,
For loe I seiz'd it
full of Hens and Bacon.

#81—**"Lieutenant-General of His Majesty's Armies"**: The need for a talented commander for the Royalist armies caused Prince Rupert to receive this rank. Unfortunately the role was not respected by the King or other commanders. But had it been then more might have been achieved.

#82—**"Earl of Brentford"**: Charles' advisor until wounds overcame him; he never saw a Royalist defeat.

#83—“**Home, Home**”: Eastern and London regiments in Waller’s Army at Alton decided they had had quite enough of Hampshire and Surrey and retired precipitately with this proud war-cry.

#84—“**Faggot-Master Browne**”: Sir Richard Browne was a wealthy merchant and, to the joy of the Royalist pamphleteers, purveyor of firewood and mainstay of Parliamentary activity north of London.

#85—“**Blake Defies the King**”: Blake (who was later to become an admiral in the Dutch War) raised Lyme and held it against Goring in the late years of the war when the South-West belonged to the Royalists. You can see him justly celebrated at Greenwich.

#86—“**Sir John Meldrum at Newark***”: Sir John pressed the Newark garrison but opted for siege and was defeated by Rupert.

#87—“**Committee of Both Kingdoms**”: Parliament’s central command after Scots intervention, occasionally obeyed by rivals like Essex and Waller.

#88—“**Faction: Presbyterian and Independents/The King and his Courtiers**”: Civil wars are not only against your opponents but against your over-mighty allies. Parliamentary leaders of the Presbyterian party (roughly in line with the Covenanters in belief) feared the more extreme sectaries (which in turn feared the Diggers and Levellers). The King’s supporters were often riven by factional dispute (for example, Wilmot’s dislike of Rupert). At vital moments this feuding can dislocate operations.



Late

#89—“**James Graham, Earl of Montrose**”: Royalist and romantic, James Graham led an army of Highlanders and Irish, repeatedly crushing Covenanter Armies. King Charles always hoped Montrose would cut loose from his Highlands and come south. He did briefly raid into Northumberland. Covenanter forces had to return to Scotland to fight him.

#90—“**The Northern Horse**”: After Marston Moor Sir Marmaduke Langdale led this fine force away from the North to defeat at Naseby.

#91—“**Plots: The Hothams & Sir John Carew**”: The factions within Parliament meant that at any stage powerful Fortresses like Plymouth (Carew) or Hull (the Hothams) might change sides. The longer the war lasted the stronger the residual pull of loyalty to the Crown. Many good Parliament men were to declare for the King of Scots in the Second War.

#92—“**King Strips the Garrisons**”: If willing to abandon territory, the numerous garrisons permitted the King to keep an Army in the field.



#93—“**Sir John Meldrum**”: Sir John Meldrum was a good middle-level commander in the Northern areas for much of the war, serving also in Lancaster and Lincolnshire and later around Scarborough after the New Model Army was formed. We have met him once already in an earlier card. During the siege of Scarborough Sir John was blown off the cliff by a strong wind and floated safely to the ground aided by his billowing cloak. Thus becoming the first paratrooper in history.

#94—“**Parliamentary Supplies in the West**”: The Navy and merchants permitted the New Model Army in the west to be supplied from London.



#95—“**David Leslie at Philiphaugh**”: Leslie ended the string of Royalist victories in Scotland at Philiphaugh, after which the Covenanters were free to act in England.

#96—“**Prince Rupert Dismissed***”: King Charles did dismiss his best general towards the end of the war, possibly influenced by Rupert’s elder brother (the Elector Palatine) negotiating with Parliament for support in the 30 Years War.

#97—“**Clubmen**”: Irate locals tired of being plundered or taxed twice raised units of clubmen (a fair measure of their weaponry) to attack whomsoever seemed the most objectionable. Fairfax had a firm way with them.

#98—“**Aimez Loyauté**”: The Royalist hold of Basing House, a property of the Marquis of Winchester, proved a thorn in the side of the Godly in the later war. On the window-panes of the house were engraved these words celebrating loyalty to the King. The House was battered into surrender.

Alt.Hist

#99—“**Charge at the Gallop**”: Most English cavalry charges were pistol-trot jobbies, here a little bit of Poland comes to England. Urrra urra urra.

#100—“**Earl of Holland’s Plot, Lady d’Aubigny’s scheme***”: Plots to capture London for the King were common, these two came closer than most.

#101—“**Swedish Brigade/Army of Flanders**”: Veteran officers (for example Sydenham Poyntz and Sir Henry Gage) who had served in the European Armies might have had a greater effect on the less experienced English Armies.

#102—“**Lord Wilmot’s Plot**”: Wilmot, a Royalist cavalry commander, enraged at being supplanted by Rupert, may have entered into treasonous correspondence with Parliament. His son was the noted libertine and monkey-fancier the Earl of Rochester.

#103—“**A Tile Strikes the Governor on the Head**”: Sir Arthur Aston was left unconscious in these circumstances and his deputy surrendered Reading. Of such are the Kingdom of Heaven.

#105—“**Orangist Support for Stuarts**”: Related by marriage the Stadtholders of some Dutch Provinces might have swung the Dutch fleet behind the King, especially to damage the Royal Navy, which was later to fight three wars against the Dutchers.



#106—“**Estates of Holland support the Saints**”: However, the Estates of Holland (with Zeeland the only other province of much value at sea) might support the Parliament if Papist influence looked likely in England.

#107—“**The King Abandons the Bishops***”: Had the King but rejected Episcopalianism, the Army of the Solemn League and Covenant might have found him a better ally than Parliament. Whatever one thinks of Charles, he was, ultimately, unswerving on religious principle, so this is unlikely.

#108—“**Charles of Lorraine***”: The King hoped to import the Duke of Lorraine and his mercenaries. One can imagine the effect of introducing these looters into England, but perhaps they might have turned the tables on the New Model Army.

#109—“**Parliament Aids the Irish Settlers**”: Strategic aid to the planters might have prevented the appearance of the Irish regiments.

#110—“**Reiters**”: Either side might have hired these black-armoured sons of Satan.

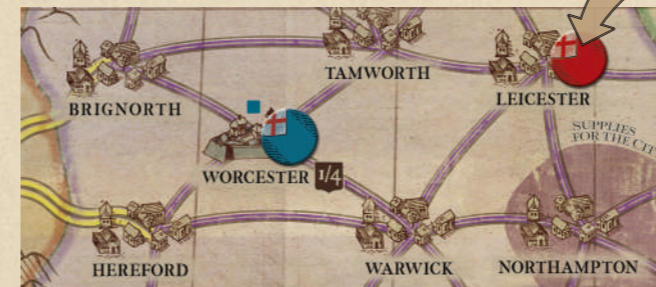
Unhappy King Charles PLAY-THROUGH

A play-through of the first two turns. Thanks to playtesters Charles Stewart (**Royalists**) and Robin (**Parliament**).

Turn One

Housekeeping Phase

The Player Boards are prepared and all the available Generals are already in the Available Generals box (steps 1 & 2), so the players move to their free PC marker placement (step 3). Robin places one in Leicester to push back the frontier in the Midlands.



Robin seizes control of Leicester.

Charles would like to place his in Salisbury to control the Wool Road, but the Parliament PC marker in Lyme prevents this, so he places his in Hereford to make further inroads into the Midlands. Robin draws a Naval Chit (step 4) and reveals it to be “**Royal Navy Riven by Faction +1**”. He places the Naval Status marker in the +1 space on the Naval Status Chart, noting as per the note below that section of the chart that the result will hinder Royalist bombardments on besieged Parliamentary Fortresses in Port Areas.

Recruitment Phase

Robin Recruits Foppington’s Brigade at Wakefield, adding it to Lord Fairfax’s Army by placing it in the Lord Fairfax Command Display.



The Earl of Foppington’s Brigade of lusty Yorkshire lads is recruited into Lord Fairfax’s Army.

Charles moves Prince Rupert from the Available box to the Shrewsbury Fortress Area, where he takes two Brigades into his command (they’re placed on Rupert’s Command Display card), leaving the third Brigade Unled in the Area.

He then recruits the Marquis of Worcester’s Welsh Veteran Brigade (using the Powicke Bridge Rule [10.3] rather than Recruiting a Militia Brigade) in Shrewsbury, adding it to Rupert’s Army.



Rupert takes the field at Shrewsbury, gathering up the Brigades there.

Draw Strategy Cards Phase

Both players start with their two Core cards and the five Strategy cards they drew at set up. They each draw five others. Because of the way the deck is configured at start, one of them will have the **Raising the Standard** card, which essentially starts the hostilities when played. The two players now look at their cards.



Charles has only his two Core cards (worth 1 and 2 Ops, respectively) plus **King's Lynn Rising**, **Newark Garrison**, **Charles Cavendish**, **Marquis of Worcester** and **Raising the Royal Standard**. With so few Operations cards he may decide to delay playing The Standard for some time, since he cannot do much with it. Note that the **Marquis of Worcester** card will allow Charles to draw a new card into his hand.



Robin has his two Core cards (also worth 1 and 2 Ops, respectively) one **3 Ops** card, plus **Melting Down the College Plate** (a discard because only the Royalist can use it), **The City of London**, **Whitecoats** (a discard), and **Ironsides**. Depending on the two extra cards he can draw (by playing the **City of London** card) Robin may be able to deal with anything Charles can show.

The Campaign Phase

Charles decides to go second (12.1) so he can react to Parliamentary moves.

Robin knows that he cannot determine when hostilities will begin, because Charles holds the **Raising the Royal Standard** card. So he decides to prepare as best he can by Recruiting first and then gaining some political control.

He uses the **Whitecoats** card—which he cannot use as an Event anyway since it is a Royalist event—as a Discarded Recruit action (12.7), and places Skippon's Veterans with Bedford in Exeter (taking a Recruit action with a Discarded Event allows him to only bring on one Brigade). Because no Parliament Southern Militia Brigades are in the Available for Recruitment box, he is able to Recruit a Veteran unit. Charles uses the **Newark Garrison** card to place the Newark Local

Notable marker in Newark (note that this is not considered Recruitment). Neither side shows much by these plays.



As all the Southern Militia Brigades are now on the map, Skippon's Brigade of Veterans are sequestered.

Robin then discards **Melting Down the College Plate** to take a place 1 PC marker action at Warwick (he cannot use the card's Event because it is a Royalist-only Event card). Charles sends **Charles Cavendish** into action and takes Pontefract and Sheffield (although Leaders cannot convert PC markers before the **Raising the Royal Standard** Event is played, Event cards can—see Annex—Strategy Card Effects). On the Economic Infrastructure track Charles flips the PC marker on the Lead Mines box to its Royalist side.



The dashing Charles Cavendish captures the Economic Infrastructure of Sheffield and secures the road to York.

Robin is simply waiting for The Standard and plays **The City of London**, which allows him to draw two cards—he draws a **3 Ops** card and **Lord Fairfax Campaigns**.

Charles knows he can be outplayed in card numbers and plays the **Marquis of Worcester**; it essentially gets him a reserve card—the draw turns out to be **Empty Treasury**, an excellent card for the Royalist player to get since it prevents the Parliament player from using it. Charles fulfils the **Marquis of Worcester** event by placing Stradling's Brigade on Lord Herbert's Command Display.



The London merchants finance two cards for Parliament while the Marquis of Worcester bankrolls a card and Brigade.

Robin revenges himself on Charles Cavendish by playing **Lord Fairfax Campaigns** and taking back Pontefract and Sheffield. Charles discards **Empty Treasury** for a Recruit action to Recruit Cavendish's Brigade which goes to Newcastle. Both players have now taken their Recruit action for the turn, flipping their Recruitment markers on their Player Board to the "Used" side as a reminder.



Rumours of an empty treasury at Oxford prove false as the Royalist Grandees raise a Brigade in the North.

Robin has now run out of Events so he uses his **1 Ops** Core card to have Massey Raid (15.0) the Forest of Dean, replacing the Royalist PC marker there with one of his own (Local Notables can Raid before The Standard is raised). Charles plays **Raising the Royal Standard**, effectively beginning the war.



As Massey's troops of horse purge the Forest of Dean of malignancy, the King raises his Standard against his rebellious Parliament.

Robin moves Essex and his Army on Oxford with the **3 Ops** card, picking up the London Trained Bands upon Activation in case he can use the **Ironsides** Combat card in Battle. With five Brigades, Essex now commands a Major Army, so Charles places a red Major Army marker on Essex's Command Display.

Charles considers sending Rupert to attack Fairfax, but decides to move the prince south to support Oxford instead. With three Brigades, Rupert's Army size means he has 4 Movement Points (MPs). He moves to Tamworth, then Leicester (converting it by spending an extra MP) and to Northampton. He uses his **1 Ops** Core card to perform this move. Essex attempts to intercept Rupert in Northampton, but rolls a 2 and fails (he would have needed to roll a 5 or 6—see 18.1).



Rupert rides to the relief of Oxford, but Essex cannot catch the wily Prince.

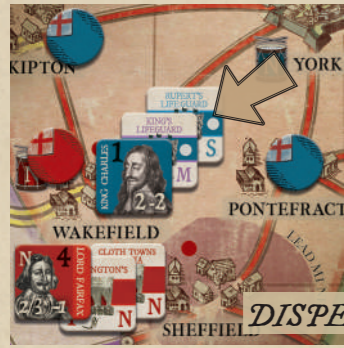
Robin can halt now as he has played six cards—he has been tracking this by moving the Cards to be Played marker down the track on his Player Board each time he plays a card—but he elects to go for a Siege in Oxford with Essex. Using a **3 Ops** card (Essex still has a Major Army and thus requires a **3 Ops** card to Activate). He places the red 1 Siege marker in Oxford, under Essex's marker, and the corresponding red 1 Bombard marker in the 7 box on the Siege track (Oxford has a Surrender Value of 7). He rolls a miserable 2 for his Bombardment roll. He moves the 1 Bombard marker to the 5 box on the Siege track.



Essex lays siege lines around Oxford and begins to pound the defenses.

Charles knows Rupert is probably too weak to take on Essex (and does not know about the Ironsides Combat card). He therefore decides on a different plan, using his **2 Ops** Core card to move King Charles to Wakefield, where Lord Fairfax tries to Evade but fails—he rolls a 4, one less than the 5 or 6 he requires for success. The King has a Combat Value of 6 to his 3, and with the odds so badly against Fairfax (who wishes to avoid a Major Defeat), he Disperses (his marker and his Brigades going into the Dispersed box).

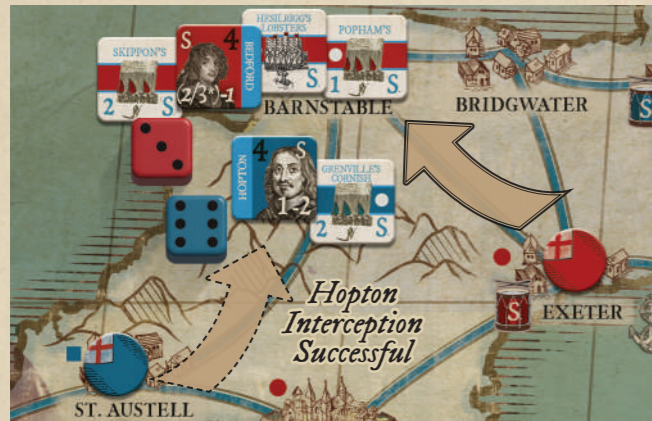
The King gets control of Wakefield because of this Dispersal (Charles places a Royalist PC marker there) and has 3MP remaining. He moves Sheffield-Nottingham-Tamworth.



His Majesty rides south from York. In the face of such force, Fairfax's Army scatters, to fight another day. (Dispersal can represent the sort of skirmishes and minor scraps that cannot be characterised as a battle.)

DISPERSE!

Robin plays his 2 Ops card and decides to move Bedford to Barnstaple. However, Charles sees the risk of Hopton being trapped and tries to intercept with Hopton. Hopton rolls a 4, a successful Intercept roll, and enters Barnstaple. The battle sees the Royalists with 4 (2 Combat Value plus 2 Battle Rating) versus a Parliamentarian 5 (4 Combat Value plus 1 Battle Rating). But Hopton rolls a 6 to Bedford's 3 giving a final score of 10 to 8, an Indecisive Royalist Victory (19.0). Bedford's move ends and he Retreats to Exeter (losing Popham's Brigade permanently). Barnstaple becomes Royalist. Hopton's gamble has kept his lines open.



Hopton Interception Successful

On a windswept hill outside Barnstaple, Hopton's hardy Cornishmen catch Bedford's Army unawares and win a narrow victory, soon celebrated by Royalist pamphleteers.

At this point Robin uses his Combat card (**Ironsides**), which he cannot keep as an **Ace-in-the-Hole** card (12.3), and Discards it to Raid from Willoughby into Boston, placing a Parliament PC marker there. Charles retains the **King's Lynn Rising** card as his **Ace-in-the-Hole** card.

Desertion and Turn End Phases

Only one Brigade deserts this turn for each side. There are no Regional Generals outside their home Regions, so the players move to Category #2 (23.1). Essex's Army exceeds three Brigades so must take the loss (Robin chooses to remove Fiennes' Brigade). No Royalist Army exceeds three but Rupert is adjacent to the enemy and so loses a Brigade—Charles selects the Northern Levies.

This early in the game, neither Army need worry about Power Base points. Robin advances the Turn marker.

Turn Two

Housekeeping Phase

Both players refresh their Player Boards by flipping the Recruitment Used markers and moved the Cards to be Played markers to the '6' box. Robin moves Lord Fairfax from the Dispersed box to the Available Generals box. He must also decide which of the two Parliament Brigades in the Dispersed box will become Reformed. He chooses Foppington's and moves it to the Reformed Brigades box. The Cloth Town Militia are moved to the Available for Recruitment box, placed in the North space.

Robin places his free PC marker in Lewes (South). Charles places his in Aberystwyth (Wales). There is no Naval Chit draw this turn (Naval Chit draw turns are indicated by a Port symbol on the Turn Record Track).

Political Control Phase

Because they occupy Areas with Armies, the King takes Tamworth and Rupert takes Northampton. Royalist PC markers are placed at those locations.



ISOLATED!

Pembroke cannot trace support and is removed (note that it is not replaced by a Royalist PC—Pembroke is now simply uncontrolled); all other PC markers avoid Isolation and remain on the map.

Royalist control of Aberystwyth and Carmarthen blocks Pembroke's lines of support and it is Isolated.

Recruitment Phase

As indicated on the Turn Record Track (see right) each side gets three Brigades this Recruitment Phase (and a possible two more by playing a Recruitment card during the Campaign Phase). Robin chooses the following Brigades: Fiennes (Midlands), Meldrum's (East) and Hampden's Greencoats (South). He places these Brigades, respectively, on the Command Display of Massey (in Gloucester), in London, placing it under the PC marker to show it's inside the Fortress, and on Bedford's Command Display (in Exeter). He then places the Reformed Foppington's Brigade in Hull (again under the PC marker). Finally, he flips the Siege marker in Oxford to its Blockade & Siege side to assist with Bombardment in the upcoming turn (22.0).

Charles recruits the Marquis of Worcester's Veterans at Bath (using the Powicke Bridge rule to recruit a Veteran), Belaysse's with Newcastle in Newcastle, and Byron's Brigade

	1642	
	Late	Winter
Brigades	1	3
Recruitment Phase		
Generals		

with Prince Maurice (who is brought in from the Available box) in Chester.

Draw Strategy Cards Phase

Each player draws four plus the two Core cards.



Charles receives a poor hand, consisting of three discards (**Eastern Association**, **Turnham Green**, and **Trained Bands**) plus **Marquis of Winchester**.



Robin gets a 3 Ops card and two 2 Ops card and **John Hampden**. Charles decides to go first, and because Robin does not have a Campaign card, he may not pre-empt that decision.

The Campaign Phase

Charles mulls whether to use his first move to attack Essex or to collect his new recruits at Bath. He decides that running Bedford's gauntlet at Bridgwater is not tempting, and so (using his 2 Ops Core card) sends King Charles through Leicester to Northampton where he Subordinates Rupert under his command and enters Oxford.

Essex does not like the odds and tries to Evade, which he does to Bedford (he would prefer London but may move only one Area because he has more than three Brigades in his Army (18.2)). The Parliament Siege and Bombard markers are removed from Oxford and the Siege Track, respectively, and the King enters Oxford to Malignant applause.

Robin activates Bedford with his 2 Ops Core card to move Lyme-Bath amidst the forming Royalist Brigade, which is Unled and thus cannot attempt Evasion and so Disperses. Bath converts to Parliamentarian control and Bedford moves to Bridgewater and into Barnstaple. Hopton Evades Exeter-Lyme.

Charles is now in serious trouble but bluffs. He plays **Marquis of Winchester** to Recruit two Brigades as per the card's Event (he places Carnarvon's and Forth's in Lyme with Hopton). This may cause Bedford to think twice about further attacks. Robin plays his 1 Ops Core card to Recruit two

Brigades (taking a Recruit action with an Ops card allows for two Brigades to be Recruited)—Browne's with Willoughby (in Peterborough) and the Veteran Ironsides in London (only Veteran East Brigades remain in the Recruitment mix).



Charles rides to Oxford, Subordinating Rupert's depleted Army along the way. Essex, his Army also slimmed down by last turn's desertions, slips off into the night.

Charles discards **Eastern Association** to have Derby Raid Manchester. Robin is not sure what to make of such a feeble move and so plays **John Hampden** to take Northampton and Leicester.



Charles discards **Trained Bands** and has the Newark garrison Raid Gainsborough. Robin activates Lord Fairfax with a 2 Ops card who drops in to Hull, collects Foppington's Brigade and moves to York, then on to Wakefield (which he converts).

Charles only has remaining his 1 Ops Core card, so his choice is restricted to the two Royal Princes and Hopton. He delays further, though, by discarding **Turnham Green** to have Newark raid Boston. Robin now believes something is adrift but cannot see a useful attack. Essex is weaker than the King and Hopton splits the South, he damns the **Marquis of Winchester**. He uses his 2 Ops card to move Essex Huntingdon-Peterborough, threatening the North.

Charles now plays his 1 Ops Core card to activate Hopton. He leaves the West to Bedford and moves to Poole (converting it), then Basing-Portsmouth. Robin decides not to withdraw Waller into the Fortress for fear of his best General being bottled up by a masking force. He fails to Evade and so Disperses.

Waller will be eligible to return next turn, possibly to take command of the Army being built in London. As Portsmouth is a Fortress control does not change (only a successful Siege changes Fortress control). Robin has his 3 Ops card to play. He elects to tidy up the west using Bedford to convert Barnstaple and Bridgwater and ending in Bath.

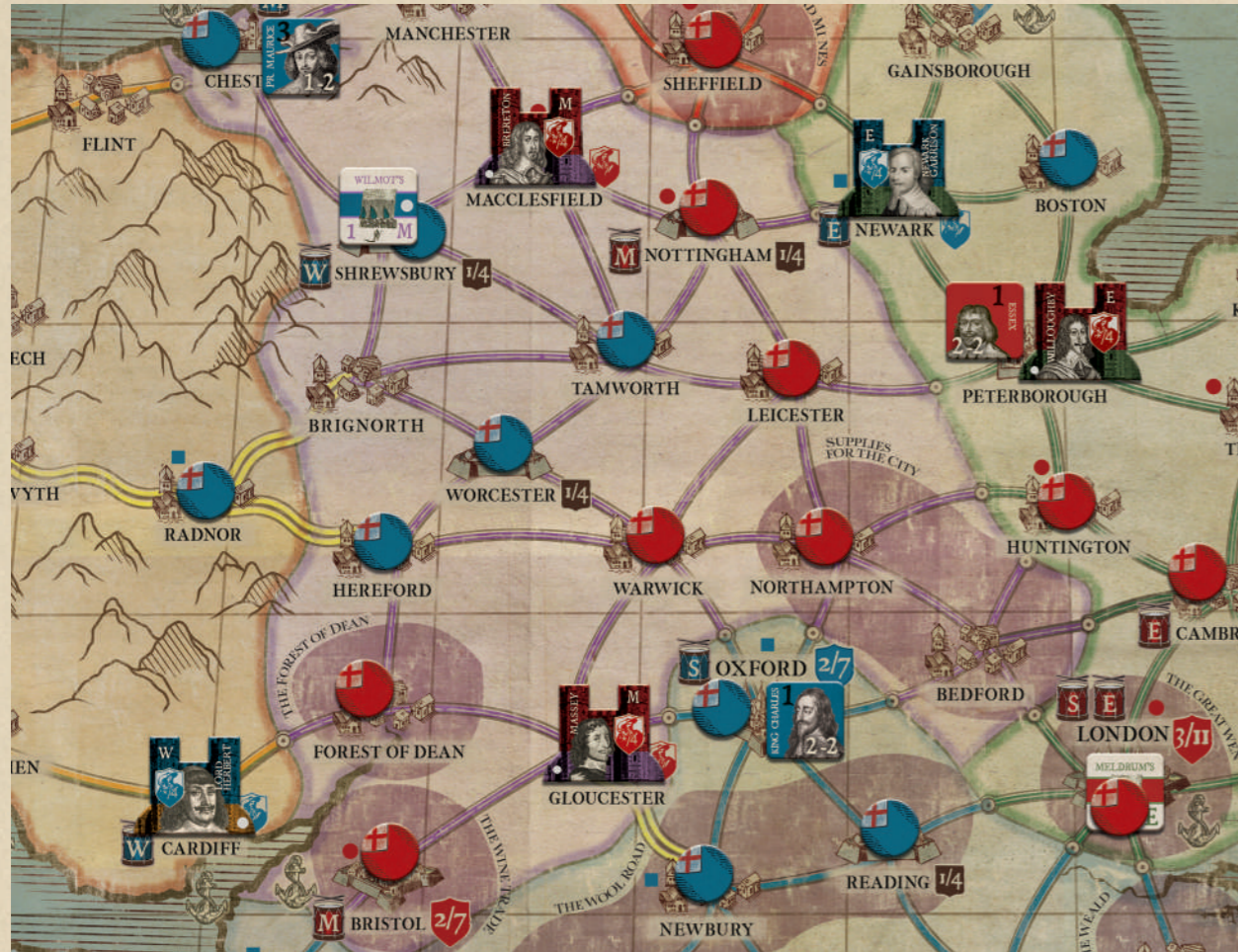
Desertion Phase

Two Brigades desert this turn per side. For Parliament, Essex loses one Brigade for having over three Brigades. No Armies are adjacent to each other and no Royalist Army is in an

Area with an Enemy PC marker, so Robin applies Category #5—'All Areas with Friendly Brigades'. He cannot remove the Fiennes Brigade from Massey as there is only one Brigade there and so instead removes a Brigade from Essex. For the Royalists, King Charles loses one for having more than 3 Brigades, and Hopton the other for being in an Area with an Enemy PC marker.

Power Base Phase

Once again, it is too early for a Power Base Victory. Or any other type of victory for that matter.



THE SITUATION IN THE MIDLANDS:

Battle lines are drawn. The Royalists have had the better of the campaigns, but Parliament have come out ahead on political control. Charles sits safe in his capital at Oxford, though his victorious Army has been thinned by desertion. Essex threatens Newark, but is well-placed to cover London.

As Massey and Herbert tussle near the Welsh border, Prince Maurice builds a new Army at Chester, ready to dart North or Southwards.

SUMMARY

Parliament has lost one Brigade permanently and has 10 in action plus one to return from Dispersal. The Royalists have 11 Brigades plus one to return from Dispersal. Cornwall is cut off. Parliament has survived the two most dangerous

turns by good cards and avoiding combat and has a Political Control advantage. The Royalists must now begin to press hard, because the longer they delay, the closer they are to having the two remaining Mandatory Cards enter the game and work against them.



THE SITUATION IN THE SOUTH:

Hopton has broken out of the southwest, but Bedford has cut off Cornwall and in the next Political Control Phase Truro and St. Austell will be lost to Isolation. Hopton though presents a menacing presence in the South.

DESIGNER'S NOTES

CONCEPTION

Many games start as an idea, but this one started as two other games. Firstly, the inspiration was my own *The King's War*; a much bigger scale game designed to fight single year campaigns. That game was designed for the English Civil War expert, and its early sales were in large part to the Pike & Shot Society in the UK. I wondered if it would be possible to fight the whole war in the same time as *The King's War* took for a year. The second game was the one that showed me the True Way; *We the People* by Mark Herman. *We the People* is a very clever game that matches the nature of 18th century warfare to an elegant system. Naturally I was not going to produce something quite as clever but I hoped it would at least be atmospheric.

CARDS: Multi or Single Use

Scale was easily dealt with: I trebled the size of units and length of the turn from *The King's War*. My first map may even have had the same number of areas as *We the People*. How though to build the system? My first decision was whether to follow *We the People* or consider *Paths of Glory*. *Paths of Glory* is another very clever game and one full of decision, but it is also a long game and this is in part due to the multiple choice cards. *We the People* is a fast game in part because your choices are limited. Furthermore the power of the state represented by a *Paths of Glory* player was many levels greater than that of an *Unhappy King Charles* player. The solution was to avoid a card-play or management game but

instead go for a simple maneuver game directed by cards. The multi-choice cards have been a subject of long discussion into which I do not wish to intrude. But if the model of *Paths of Glory* is perhaps Lloyd George and the War Cabinet, then we see this as an organization with the whole-hearted support of the population, directing the State intervention in food, the employment of women, trade union matters and finance. This awesome power was undreamed of by King Charles or by the Committee of the Two Kingdoms. In one notable case a Royalist city complained to the King that Prince Rupert had tallaged it. The King made Rupert return the loot. The idea of the King sitting in council to decide if he would have a campaign in Yorkshire, raise troops in Surrey, or move an Army strategically by sea was not one I could entertain. So I decided to avoid multi-choice cards. Instead we have an operational game driven by cards. Cards are either events or operations as in *We the People*. That decision is in part responsible for the much shorter playing times of *Unhappy King Charles*. It thus achieves simulation and play goals.

I then decided to build the game in three sections (early, middle and late war) using the helpful key events (the Raising of the Standard, the arrival of the Scots and the raising of the New Model Army). Early on in the design these three cards were just put into the packs and dealt as they fell due. I found this solution too random and opted to make their inclusion a key part of the first hand of each deck. Of course you can reverse that decision in play if you wish. Early on we also had these cards not being mandatory (try that too) so that the

Royalist player could ditch The New Model Army. In general the early deck was designed to have more events from what we might call non-player characters. This was designed to give the feel of players commanding a faction rather than a nation's full war effort. The middle deck allows the main Armies to come to the fore. The last deck introduces some key opportunities for the Royalists to survive. The basis of this survival being that the threat of the King was often not as bad as those of rival sectaries.



UNHAPPY KING CHARLES! A portion of Van Dyck's portrait Charles I in Three Positions. When the sculptor Bernini saw it, he described Charles's countenance as 'doomed'. 'Never have I beheld features more unfortunate.'

A bit more detailed analysis shows the Early deck to be the biggest of the three with the lowest percentage of Operations cards, but these cards having a higher average value. To balance the lower number of Operations cards, the Early deck has a lot more historical characters who were too low-scale to be given a marker. In the early years of the war localised forces waged their own campaigns and larger forces seem in general to have been more available. Operations are going on, but not under your direct control.

As the war continues and the Middle and Late deck arrive the percentage of operations cards increases as the localized forces abandon their campaigns, but the average value of the cards reduces. What is happening here is two things, both of which I hope to capture by the cards rather than hard rules. Firstly, the 17th century economy was not a strong creature; it was soon weakened by war, plunder, and the failure of the rule of law. Even worse the fragile web of obligation that constitutes a local economy was shattered by a war that split each community into two camps. Even in the most ardent Godly areas there were known Malignants (and *vice versa*). This meant that the capacity to wage war on a feudal basis was soon exhausted—the medieval feudal service was only 40 days for a very good reason. Instead the war passed into the realm of taxation and more professional Armies less connected to the great and good of their own locality. The level of activity consequently reduced. Secondly, the recognition that large Armies were difficult to raise, provision and move meant that the best commanders fought not with the sorts of Armies that met briefly at Marston Moor but instead those that met at Naseby. Hence, the increased number of smaller Operations Cards.

These features produce an important feature of 17th century warfare—its lack of capacity. There was seldom a time where

Armies had popular support, professional skill and funding. Two out of three was the best for which one might hope.

COMBAT

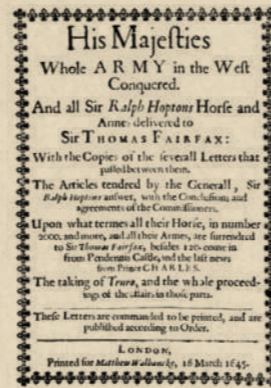
This is perhaps a good time to discuss combat. Essentially I used the same analysis as in *The King's War*; the battles got less decisive the bigger they got. Even Naseby involved losses of about only 2 Brigades. The smaller battles though could cause entire Armies to vanish. The losses are thus expressed as absolute totals rather than proportions of strength in battle. To aid in avoiding too many Decisive Victories and to cover the sudden disappearance of Armies I also introduced the concept of Dispersal. The early Yorkshire campaigns of the Godly seem to be a catalogue of disaster for Lord Fairfax. Yet by avoiding having his men killed (something that doomed Newcastle at Marston Moor) he lived to fight another day. Dispersal is of course 50% losses, but they are not permanent losses, and they do not pass vital cards to the enemy. Battles do cause permanent losses and often in the best Brigades. I thought here of the losses to the Cornish regiments in Hopton's campaigns. 17th Century warfare like that of the 16th punished the hardest fighting units. The Taoist concept that ruling a large empire was like boiling a small fish (it easily comes apart) would be understood by English Civil War generals in relation to commanding a large Army.

Combat in *Unhappy King Charles* is typically indecisive but occasionally it can be shattering. With Armies that were learning the ropes the mere arrival at the field of combat was an achievement; conducting an attack and exploiting victory were too often too much for larger Armies. These Battles are simulated as the Drawn Battle. Both sides will suffer losses of about 3,000 men. Where two small Armies clash these losses probably include a fair amount of desertion on top of dead, wounded and prisoners (prisoners often being the wounded of the losing Army). Note that the losses are not related to Army size but to the skill level. The better Army suffers less. The Combat cards permit a decisive blow to be struck by units of exceptional value.



£3 Gold Piece of Charles I coined at Oxford, 1643

The two most decisive victories of the war (Naseby and Marston Moor) cost the losers 11,000 men in total, they cost the winners 450 men. These are what the game calls Major or Decisive Victories. Many Battles were Drawn—both battles of Newbury and Edgehill would count. The loss of a Brigade a side is slightly higher than the battle losses on the day



(I would estimate about 2,000 lost on each side in such battles) as noted above.

The importance of Combat cards is worthy of mention. In games where establishing a strong blocking position is very possible one can often tend towards inertia. Yet Armies carry with them, at times, a belief in their own strength. The Combat cards are important in simulating this, often resulting in battles where both sides have Combat cards deployed. Unlike some card driven games there is no repeat use of a Combat card. Key units used in battle often learned better than to attack so boldly a second time. The Ironsides were a rare example of English cavalry kept in hand by Cromwell. The Trained Bands were never proved in battle but they stood off Prince Rupert at Turnham Green, one of the most decisive non-battles of the war. The Cornish Pikes were overused in battles against Waller and their losses made Cornishmen less keen to cross the Tamar into England. The Whitecoats are known best for their manner of death, refusing to accept quarter at Marston Moor. The game proposes that the same dour qualities might have contributed to victory as to defeat. Finally, the card "Psalm Singing/The Divine Right of Kings" proposes the possibility that the deeply held beliefs of both sides might be decisive in battle.

Where there are strength and disparities of generalship then the losses are one sided and there is the possibility of something positive happening for the victor (the draw of a card). Of course that card may be useless or of great value. One cannot tell, and I suggest that the fruits of victory were similarly irregular in the real war. Marston Moor was for many reasons more decisive than the outmaneuvering that gave the King a bloodless victory at Fowey; but those reasons were little to do with generals and size of forces.

Although Battle can be decisive it is often not so, and I believe a Battle-seeking strategy is not always the best in the game nor was it the best in the real thing. Battles are often caused by one side being able to threaten a key enemy Fortress without fear to its own. Combining into large Armies for a Battle requires, as it did in reality, a deal of thought and a known supply of 3 Ops or Campaign cards.

RECRUITMENT: Money is the Sinews of War

Recruitment was a good opportunity to once again deal with the realities of 17th century state power, and to introduce a key difference between the two sides. Recruitment comes in two varieties—automatic Recruitment which reduces as the war goes on; and discretionary Recruitment for which you play or Discard a card.

The game attempts to simplify a number of strands:

- Great men raising large Armies often very quickly using their own resources.
- Contributions raised on friend and foe and sent to key points where troops were recruited or impressed.
- Recruiting at a low level across the country, influenced by the general enthusiasm or otherwise for the war.

Discretionary Recruitment does not reduce with the length of the game. It represents the strong support of your faction, just as automatic Recruitment represents the unpartisan support of the general populace. The discretionary Recruitment for Parliament (based on superior funding methods) is much like that of the Recruitment Phase. However, for the Royalists it is based on the support of individual grandees, men of great wealth and power who recruit not generally for the King but for their own glory and then for the King. These men may not be great commanders (though in the South they supported the excellent Hopton) but they draw a lot of water; they get the vote out. Using them well is a key function of Royalist success. Maintaining control of one's recruiting bases is similarly vital. Especially in the South where both sides have a 'forward' base that is open to enemy attack. Much campaigning will be directed towards taking enemy Recruitment Areas and Local Notables. An Army that cannot Recruit is doomed.

MOVING AND FIGHTING

Another key decision was to make large Armies unwieldy. I recognize in doing this that some gamers are going to be less than happy with a Prince Rupert who looks very unlike a lace-covered panzer commander. Rupert can go on raids but only with a small Army. The decision as to whether to build a big stack is, in *Unhappy King Charles*, not an easy one. The driving force here is that the most obvious game strategy for the King was to march on London and capture it. The King appoints Rupert as commander and strips the Northern Army of its best units; the resulting fighting column can beat pretty much anything that the Parliament could send against it. Yet this 'killer stack' strategy was not followed in reality. I asked myself why it was not, and the answers are pretty much the game that you see before you.

- Large Armies are slower, suffer more attrition and are harder to move because few had the experience to order such matters.
- Combat gets less decisive the bigger the Armies because the losses are fixed in value.
- Commanders who raised troops from their own power-base were not going to pass these troops to other commanders just because those others commanders were better generals.
- Taking an Army on campaign is to invite it to fall to pieces after a period.
- Friendly Armies did not co-ordinate well together for many reasons; they would not execute the many clever moves which we wargamers invent.

All of these limitations mean that a killer blow has to be prepared some turns before it is struck.

NEW IDEAS

Such claims to originality as *Unhappy King Charles* may make relate to two features; Local Notables and the Alternative History (Alt-Hist) deck. Firstly, I needed to have a class of combat that reflected the low-level partisan warfare that was more numerous (if not more important) than the field Army campaigns. To this end I invented the Local Notables; a cross

between a Fortress, a General and a sort of annoyed Zone of Control. These areas will assist Field Generals in recruitment and are a useful way of bulking out territory with discards.

Secondly, I was mulling over the Event cards. The historical events are all there but of course not all will occur (or will occur in less spectacular fashion) if they are drawn by the other player. This means that we are suffering an event shortage! What we needed was some events that did not occur but which might have occurred to redress the balance. Of course too much of this would get folks up in arms so to try to address this I built the Alt-Hist decks to bring in these events as yet unborn. These are limited in number and split through the decks. I hope they bring a little bit of chaos to the game without spoiling its history. Perhaps the Royal Standard mechanism for starting the actual war also has its moments.

MATTERS NAVAL

The naval rules were influenced by *For The People*. Whenever I played this game as Union player the US Navy made itself scarce. Once burned, twice shy, I decided in this case to deal with the Royal Navy with separate chits. These tend to favor Parliament but if drawn in a particular order can favor the King. Since the King had incurred the wrath of all good men and true (and a number of others too) by his imposition of Ship Money one might have expected the Royal Navy to be on his side, but the King could not even manage that. The Earl of Northumberland, despite being a beneficiary of royal patronage, followed Parliament's orders. As the war progressed Royalist privateers and captains began to appear and, along with other less doctrinally-rigorous pirates, preyed on English trade. However, for such time as the Navy was available it allowed Parliament to make the Royalist task of capturing Parliamentarian port fortresses very difficult indeed. If the chits come up in the wrong order for Parliament then Hull is at risk. Although all five chits come to +2 in favor of Parliament, as only four are drawn the result can be as low as 0 and as high as +4. Adding to this in the Alt-Hist deck is the possibility of the intervention by Republican and Orangist fleets from the United Provinces.

BRIGADES

An early decision was made not to try to track individual historical Brigades. Instead I used them to give me more opportunities to introduce interesting characters from the war.

Essentially, a historical character has a number of opportunities to feature in the game, all of which are intended to introduce the maximum atmosphere at minimum cost in terms of time. Really important figures can be a general; lesser mortals are Local Notables (representing leaders who fought doughtily but locally); one can then be a special rule (for example, the Queen or the Earl of Brentford); then a card (John Hampden, for example) and finally one can have a Brigade. Here are many local leaders of both sides.

In reality the actual units would often be led by professional soldiers reporting to the men after who they are named. In some cases (for example, the Cloth Town Militias or Sir Arthur Heselrigge's Lobsters) we celebrate notable themes or units, notable not being the same as effective.

VICTORY

Victory is essentially a matter of Political Control if you avoid losing the King (and God knows you should manage that).

As the war goes on you must control more and more areas of the map in order to stay in the game. This you do by converting terrain and you impeach your opponent by surrounding and nipping off his terrain. This is the importance of Supply Fortresses; Fortresses sufficiently large with garrisons (mostly in outposts) able to maintain political control of lots of territory. But all it takes is the masking of such a Fortress to cut of control. One needs Armies to maintain zones of control. This is the way it was historically and so in the game.

But, hang on...

Of course, this is just my view of the war and you should feel free to modify and adjust to fit your views. Then let us all know.

Charles Vasey



END GAME

The First Civil War, and our game, ends in 1645 when the fighting was all but over and Charles's position was hopeless. In Early 1646 scattered Royalist contingents surrendered and in May the King delivered himself to the Scots outside Newark, in the belief he might play them off against Parliament.

However, the Scots handed the King over to the Roundheads, Charles played for time, trying to exploit divisions between the Commons and Army. When hopes of a settlement faded, Charles escaped from his captors and engaged the support of the Scots. The Royalist revolts of 1648 were soon crushed by the New Model Army. A Scottish invasion force was met at Preston by Cromwell and well beaten.

The Army now launched a coup in London, purging Parliament of those members who would treat with Charles. Fed up of the King's stubbornness, the Army put Charles on trial as a Tyrant and Traitor, and found him guilty. On 30 January 1649 unhappy King Charles was beheaded.

