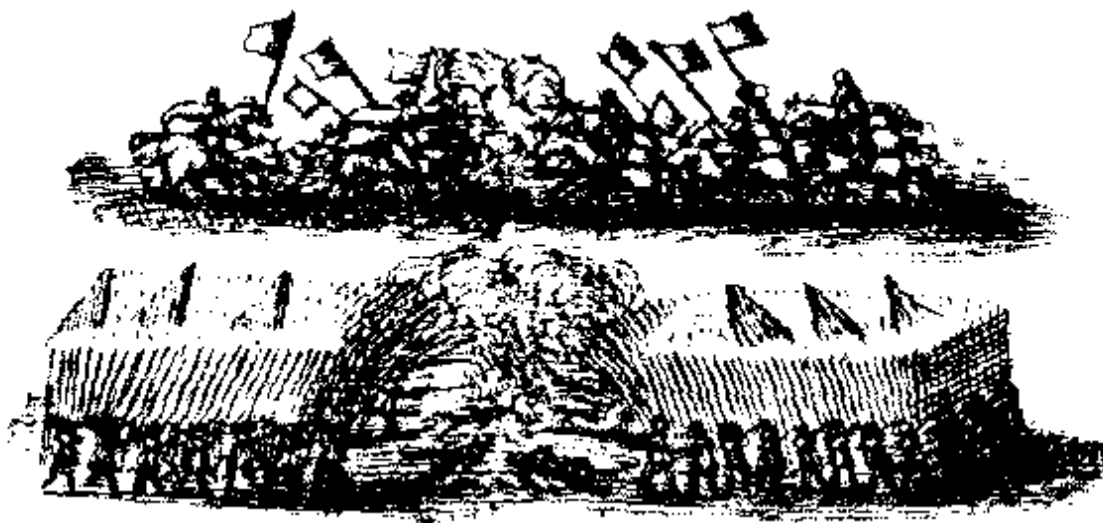


Pike & Shot



English Civil War Wargames Rules by John Armatys

Introduction

These rules were designed to fight battles of the English Civil War period using simple game mechanisms so that a relatively large multi-player battle can be fought to a conclusion in an evening.

Having said that the rules were drafted with the English Civil War particularly in mind, the weapons and troop types necessary to fight other Seventeenth Century conflicts in Western Europe are included in Appendix I and, with minor modifications to the rules, Eastern European and other armies can be put into the field.

With a short set of rules it is inevitable that at some stage you will need a rule to cover some aspect of warfare that is not in this booklet. In these circumstances you may (and indeed should) add such rules as you think appropriate.

All the rules are subject to amendment if something silly happens, and players should be bound by one overriding general rule - "Nothing may be done contrary what could or would be done in actual war" (from Jane's Revised Rules for the Naval Wargame 1905-6).

Equipment Required

To use the rules you will need:-

- a. Two model armies, with a general figure for each player.
- b. At least one ruler marked in inches.
- c. Some six sided normal dice (numbered 1, 2, 3, 4, 5, 6) - the more the better.
- d. Some counters (the better toy shops sell packets of plastic counters, failing that make your own out of cardboard).

Counters are placed behind each unit to show the state of its morale. For display games casualty figures can be used as counters to improve the appearance of the game. As an alternative to putting counters on the table a matchbox for each unit can be kept off table and the counters put in that. This technique prevents the opposing general getting an immediate indication of the state of your army. If an umpire is supervising the game he might keep the

boxes of counters, so that none of the players knows the precise state of any unit, unless their personal figures join it.

- e. A surface to play on (six feet by four feet is ample, smaller battles could be fought on a table half that size), with model trees, buildings, hills and rivers to taste.

Figure Scale

One Figure represents about 25 men. A general figure represents the general plus a small staff. A gun with the appropriate crew represents one or two artillery pieces.

Base Sizes

Troops should be mounted on multiple bases with sufficient single figures to remove casualties. This will facilitate movement and help to keep units in formation. The rules were developed using 15mm. figures, and the following base sizes are recommended for figures of this scale:-

	Frontage	Depth
All Infantry	10mm.	15m.
All Cavalry	12½mm.	25mm.
Generals	25mm.	25mm.
Guns	40mm	60mm.

These base sizes have been adopted because commercially available figures fit them conveniently and the resulting units look good. Generals are mounted on square bases to make them readily identifiable. The only base size which matters in the rules is that for artillery (where the corners of the base show the angle of fire). If a gun will not fit onto a 40mm. x 60mm. base a larger base may be used provided the ratio of 2:3 between frontage and depth is kept. Other troops may be mounted on any base size that appeals to their owner.

Using 25mm. Figures

Double all base sizes. Keep the movement distances and weapons ranges the same unless you are using a very large playing area.

Classification of Troops

Units are classified by their fighting ability (which covers principally their training) - Veteran, Trained or Raw, and by their morale class - Good, Average, Poor or Nervous.

In a one off game interest can be added by rolling a dice to decide each unit's morale class after it has received its first counter or has to take its first reaction test:-

6	Good
4 or 5	Average
2 or 3	Poor
1	Nervous

The dice rolls can be varied to suit the scenario.

Formations and Sub-units

A single rank of figures represents three ranks of troops. The various formations used during the period are therefore represented as follows:-

Open Order	one rank of dragoons or one rank of infantry.
Swedish Order	one rank of cavalry or two ranks of foot.
Dutch Order	two ranks of cavalry or three ranks of foot

The diagrams of formations in the rules use the following symbols:-

M.....a musketeer figure

Pa pikeman

Ca command figure (i.e. officers, drummers, standard bearers etc.)

Ha horse figure

The rules make no attempt to reproduce how the troops that made up a unit fought - when in action the unit should retain its formation where ever possible. It is however acceptable to detach companies of infantry or troops of cavalry if the parent unit is not in action. Detaching a sub-unit takes a full move. If the parent unit holds any counters the sub-unit must be given the same number of counters. It will then be treated as a completely separate entity. If a sub-unit holds more counters than the parent unit when it rejoins the number of counters held by the parent unit must be increased to match the number held by the sub-unit.

Armour and Organization

The rules allow for three categories of protective armour:-

Unarmoured	any troops with no armour other than a buff coat and possibly a helmet, shield or buckler.
Partly Armoured	troops with a buff coat, breast and back plate and possibly tassets (to protect the thighs), a helmet and an iron gauntlet.
Fully Armoured	troops with metal armour covering the whole body (except the lower legs).

Infantry during the English Civil War were usually organized in mixed units of pikemen and musketeers, the ideal ratio of pike to musket was thought to be 1:2, but units with a 1:1 ratio were common, particularly early in the war and when muskets were in short supply.

In the game the ratio of pike to musket in a unit is shown by the armament of the figures. Officers, drummers and standard bearers can be counted as either pikemen or musketeers. Thus a unit of 24 figures with 12 musketeers, 8 pikemen and 4 command figures could be deployed to represent, amongst others, the following types of regiment:-

1. A 1:2 ratio regiment in Swedish Order, the command figures counting as musketeers

MMCCPPPPCCMM
MMMMPPPPMMMM

2. A 1:1 ratio regiment in Dutch Order, the command figures counting as pikemen

MMCCCCMM
MMPPPPMM
MMPPPPMM

Musketeers were invariably unarmoured. Pikemen could be unarmoured or partly armoured.

The Cavalry can be divided into two distinct types:-

Horse	heavy cavalry equipped with a sword and often one or more pairs of pistols. Most regiments of Horse were partly armoured. Cuirassiers were fully armoured.
Dragoons	unarmoured mounted infantry armed with a musket and sword.

Terrain

The following rules are intended as a guide when setting up a battlefield. The umpire or the players may always agree some other effect for any terrain on the table before the battle commences.

Hills

All hills form an obstacle to visibility and to fire. Gentle slopes will have no other effect. Movement should be restricted on steep hills, and is impossible on cliffs.

Rivers and Streams

Water courses may be represented by strips of blue cloth or card. Artillery may not cross rivers except via bridges or fords. Other troops add a counter for each move they spend crossing and move at half speed. Some rivers may be deemed to be too deep or fast flowing to allow any troops to cross except at a bridge or a ford.

Bridges and Fords

To cross a bridge a unit must first change formation. The unit may then cross at a rate of 10 figures per move. Having crossed the unit again must change back into a fighting formation.

Units crossing a stream or river at a ford will add a counter.

Woods Towns and Villages

Woods and towns are represented by pieces of coloured cloth or card decorated with model trees or buildings. The position of the buildings within a built up area is not important - the models can be moved whenever necessary to allow troops to move through the town.

Artillery and cavalry may not enter woods or towns unless on defined roads. Infantry in woods or towns take a counter each time they move (to represent the disorganisation caused by the terrain), and move at half speed.

Visibility (and firing) in woods and towns is limited to 3 inches, and targets count as being in cover.

Troops defending a town count as defending an obstacle for reaction test purposes.

Hedges and Walls

It will take half a move for a unit to cross a wall or hedge. Artillery may not cross walls except at defined gates. A unit defending a wall counts as being in cover, and units defending walls or hedges count as defending an obstacle for reaction test purposes.

Other Terrain

Players and umpires should decide the effect of any other terrain for themselves, bearing in mind the difficulty of moving through it, the effect it will have on a unit's formation, and the effect on visibility and firing.

Move Sequence

The game is played in a series of simultaneous bounds. Each bound is divided into eight phases:-

1. Declare charges and counter charges and carry out appropriate reaction tests.
2. Move figures involved in charges.
3. Work out the effect of firing on units charging or being charged.
4. Fight all melees.
5. Move all other units (including troops breaking from melee and pursuing).
6. Work out the effect of any other firing.
7. Any unit which neither moved, fired or fought in a melee may remove a counter or reload pistols.
8. Generals may rally a unit they are with.

Movement

The movement rate for all units are shown in the table below:-

Infantry	6"
Open order infantry and Generals on foot	8"
Cavalry	12"
Mounted Generals	15"
Guns (limbered)	6"
Guns (man-handled)	1"
Galloper Guns (limbered)	9"

Deduct 1" from forward movement for each counter held.

Changing formation, mounting and dismounting each take half a move.

The effect of terrain on movement can be found in the terrain rules.

Rules for moving and unlimbering guns are in the artillery section.

Interpenetration

If units on the same side attempt to interpenetrate each will take half the number of counters held by the other (fractions rounded up) subject to a minimum of one.

Infantry Firing

Infantry may not move and fire. Troops may only fire to their front. Only the front rank of figures may fire. Overhead fire is not permitted. Musketry range is 6". To calculate the effect of infantry fire work out how many front rank figures are required to make up a firing group.

No. Ranks	Size of Group
1	5
2	4
3 or more	3

Add 1 to the group size if the unit is raw, deduct one if the unit is veteran.

Add 1 to the group size for each two counters held by the firer.

Fractions of a firing group count as a full group if more than half the group size.

Examples

MMMMPPPPMMMM
MMMMPPPPMMMM

This trained unit has eight front rank figures armed with muskets, and is deployed two ranks deep. A firing group is 4 figures, so the unit has two firing groups, If the unit as raw the size of the firing group would be $4 + 1 = 5$ figures - eight front rank men make one full firing group of five figures with three left over. Three figures make up more than half a firing group, and so will count as a full firing group, the unit therefore still has two firing groups. If the unit was veteran the firing group would be $4 - 1 = 3$ figures, there are therefore two full groups, with two figures remaining. These two figures make up more than half a firing group, and so count as a third group.

MMPPPMM
MMPPPMM
MMPPPMM

The raw unit above has four front rank musketeers, and is drawn up in three ranks. The size of the firing group is $3 + 1 = 4$ figures, so the unit has one firing group. If the unit was trained the size of the firing group would be 3 figures, the unit would again have one firing group, as the remaining figure does not make up more than half a firing group. If the unit was veteran the size of the firing group would be $3 - 1 = 2$ figures, and the unit would have two firing groups.

Roll a dice for each firing group. A roll of 5 or 6 is a hit, the target takes a counter and tests to see if a figure is lost.

Cavalry Firing

Cavalry armed with pistols may fire up to two ranks and may move up to 9" and fire. They may not however charge the enemy in the same move as they fire pistols. Pistols may only be fired once, re-loading takes a full move during which the unit must be stationary and not engaged in any other activity. Pistols have a range of 2", the size of the firing group of 4 figures.

Add 1 to the group size if the unit is raw, deduct one if the unit is veteran.

Add 1 to the group size for each two counters held by the firer.

Roll a dice for each firing group. A roll of 5 or 6 is a hit, the target takes a counter and tests to see if a figure is lost.

Pistols may be fired in melee as an alternative to fighting with swords, requiring a 4, 5 or 6 to inflict a counter on the target.

Testing to See if Figures are Lost

Identifying Casualties

If the unit is mixed roll a dice to find if the potential casualty is a pikeman or a musketeer:-

Ratio	Dice Roll					
P:M	1	2	3	4	5	6
5:1	P	P	P	P	P	M
2:1	P	P	P	P	M	M
1:1	P	P	P	M	M	M
1:2	P	P	M	M	M	M
1:5	P	M	M	M	M	M

For other ratios take the line below (i.e. penalise musketeers).

Testing to Remove Casualties

Roll one dice:-

Unarmoured figures are killed on a roll of 4, 5 or 6

Partially armoured figures are killed on a roll of 5 or 6

Fully armoured figures are killed on a roll of 6

If the target is in cover a saving throw is taken - 4, 5 or 6 means the figure has not been lost.

Melee

A unit is in melee when it is in base to base contact with an enemy unit. Troops may only fight to their front. In general all figures in the front rank of a unit are eligible to fight, together with one and a half ranks of pikemen behind the first ranks of pike. The exception to this rule is that an additional half rank of cavalry is eligible to fight in the second and subsequent rounds of a cavalry v. cavalry melee.

A unit in melee may not be outnumbered in terms of front rank figures by more than three to one.

The rules for fighting a melee are similar to the firing rules, first find the number of figures required to make up a fighting group:-

Troop Type	Ranks Fighting	Size of Group	
		v. cav.	v. inf
Pike	2½	2	6
Musket	1	7	4
Halberds, scythes etc.	1	5	4
Horse	1*	4	3
Mounted Dragoons	1*	6	4

Add 1 to the size of the fighting group for each two counters held.

Add 1 to the group size if the units is raw, deduct 1 if the unit is veteran.

Deduct 1 from the group size if the unit is cavalry charging into melee.

Fractions of a fighting group count as a full group if more than half the group size.

Note that artillery crews always break if charged, and do not fight in melee. If a unit charging gunners pursues them they simply get cut down.

Example

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HHHHHHHHHHHHH
MMPPPPMM
MMPPPPMM
MMPPPPMM
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A regiment of horse (12 trained figures) as charged an 1:1 ratio infantry regiment in Dutch order (24 raw figures).

The size of the group for the horse is 3 - 1 (cavalry charging) = 2, the cavalry therefore has 6 fighting groups.

The infantry regiment has 10 pikemen eligible to fight (2½ ranks), with a group size of 2 + 1 (raw) = 3, there are therefore 3 fighting groups. Four musketeers are eligible to fight - the group size is 7 + 1 (raw) = 8. The 4 figures are not more than half the group size, and therefore do not count.

Note that there is no need to count "overlap", or for the cavalry to "wrap round" the infantry - if part of a unit is eligible to fight then the whole unit is considered to be in melee.

Each fighting group rolls one dice - a 5 or 6 means that its opponent takes a counter and tests to see if a figure is killed.

A unit hit in the flank or rear takes an additional counter for each group fighting against its flank or rear to represent the disorganisation this will cause; these extra counters will not cause figures to be lost.

Each unit in the side which has lost a bound of melee will take an additional counter. The side which losing a melee is the side which has:-

1. been outnumbered in terms of front rank figures by more than three to one; if not applicable then
2. lost most figures this bound; if equal then;
3. taken most counters this bound; if equal then
4. the highest total number of counters; if equal then
5. the unit with the worst morale class; if equal then
6. the unit with the worst fighting ability; if equal then
7. both sides have lost.

The additional counters for losing a melee do not cause figures to be lost. Note that in melees involving more than one unit from the same army this test is applied to the overall result of the melee, and an additional counter is taken by every unit in the losing side, irrespective of any success that individual unit might have had against its immediate opponent.

Thus in the melee below no figures have been lost, the horse have taken two counters this turn inflicted by the left hand side infantry regiment, which suffered no hits. The right hand side infantry regiment took three counters. Both infantry regiments are on the losing side, and each must take a counter.

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HHHHHHHHHHHHH
MMPPPPMM  MMPPPPMM
MMPPPPMM  MMPPPPMM

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Artillery

Guns are divided into three broad categories, reflecting the weight of the shot fired:-

<u>Heavy</u>	<u>Medium</u>	<u>Light</u>
Cannon Royal	Quarter Cannon	Falcon
Cannon Serpentine	Demi-Culverin	Falconet
Cannon	Saker	Robinet
French Cannon	Drake	Serpentine
Demi-Cannon	Minion	Base
Culverin		

Artillery Movement

Limbered guns may move up to 6" per move. Galloper guns, with mounted crews, may move up to 9" per move. Once prepared for action guns may be man-handled up to one inch per move. Artillery crews separated from their gun move as open order infantry.

Limbering heavy and medium guns takes a full move. Unlimbering heavy and medium guns and preparing them to fire takes three moves. This rule is intended to reflect the difficulty in selecting and setting up a firing position for artillery, and tends to prevent the movement of artillery once an action commences. Light guns take one move to unlimber and prepare to fire, and half a move to limber up.

Artillery may not move and fire in the same game turn.

Firing Artillery

The arc of fire of an artillery piece is determined by corners of the base. Overhead fire is not permitted.

Cross reference the range to the target and the size of the gun on the table below:-

Type	Full	Range/dice roll to give a counter			
	Crew	6"	12"	24"	36"
Light	2	5	6		
Medium	3	4	5	6	
Heavy	4	3	4	5	6

The number on the table is the roll required on a dice to inflict a counter on the target. Add 1 to the dice roll required to hit for each figure the gun crew is under strength.

If a counter is inflicted a dice roll of 6 is required to kill a figure irrespective of the type of target. Troops in hard cover (amongst buildings or behind walls) may make a saving throw if a figure is lost - a roll of 4, 5 or 6 means that the figure has not been lost.

If a unit of pike and shot takes a casualty due to artillery fire roll a dice to see if the casualty is a pikeman or a musketeer using the table in the normal "Testing to See if Figures are Lost" rules.

Morale

The number of counters held by a unit indicates the state of its morale. As a unit collects counters its maximum forward move slows down. There comes a stage when a unit's morale is so bad that the unit will break. The number of counters required to break a unit depends on the unit's morale class, and is shown in the table below:-

Morale Class	Counters to break unit
Good	8
Average	6
Poor	4
Nervous	2

A broken unit will retire a full move, take an extra counter and loose a figure.

If, on the next move, the unit still has sufficient counters to break it it will break again, continuing to lose figures, retire and pick up counters until it either leaves the table or ends a move with less than the number of counters required to break it, when it can be rallied.

Troops who have broken must rally by not moving, firing or fighting before they can rejoin the action.

A unit may remove counters in the following ways:-

1. Units which neither fire, fight reload pistols or move may remove one counter per move.
2. A general with the unit may make a "rousing speech".

Reaction Tests

There are three occasions when a test must be taken to see how a unit will react to the way a player wishes it to behave.

1. To charge or counter charge

If a unit wishes to charge an enemy unit the player must declare the charge and test to see if the unit is prepared to carry out the order. The dice roll required to pass the test depends on the morale class of the unit:-

Good	2
Average	3
Poor	4
Nervous	5

Adjustments to the dice roll required:-

For each counter held + 1

Testing unit is horse - 1

If a general is with the unit + or - 1 (player's choice)

Roll a dice. If the dice roll is equal to or more than the number required the unit has passed the test and will charge. If the dice roll is less than the number required the unit has failed the test, will take a counter and will not advance this turn. Note that gunners will always fail this test.

Once a unit is charging its opponent the enemy unit may:-

1. Attempt to counter charge (when it must take this test, if it passes a melee will result somewhere between the two units positions at the start of the move).
2. Attempt to stand and receive the charge (when it takes the second reaction test). If the unit stands it may fire at the unit charging it. Note that a unit which has failed the test to counter charge may subsequently test to stand, but will be at a disadvantage, as it will have picked up an additional counter for failing the charge test.
3. Elect to break - the unit turns and retires a full move, picks up a counter and loses a figure in accordance with the morale rules.

2. To stand and receive a charge

The dice roll required to pass the test depends on the morale class of the unit:-

Good	1
Average	2
Poor	3
Nervous	4

Adjustments to the dice roll required:-

For each counter held + 1

Troops defending an obstacle - 2

If a general is with the unit + or - 1 (player's choice)

Roll a dice, if the dice roll is equal to or more than the number required the unit has passed the test and will stand. If a unit fails the test it will take a counter and break, retiring a full move and losing a figure. Note that gunners automatically fail this test.

3. To avoid pursuing an enemy broken in melee

If a unit is broken in melee, or breaks to avoid melee, its opponent will pursue it until the enemy ends a move more than six inches away, or enters terrain through which the pursuit cannot follow, or ceases to exist, or the pursuing unit passes this reaction test.

A unit which pursues an enemy unit of the table is considered to be lost for the rest of the game.

Troops in pursuit do not make any deduction from their movement because of the number of counters they hold.

The dice roll required to pass the test depends on the morale class of the unit:-

Good	2
Average	3
Poor	4
Nervous	5

Adjustments to the dice roll required:-

For each counter held	+ 1
Testing unit is horse	+ 3
Troops defending an obstacle	- 2
If a general is with the unit	+ or - 1 (player's choice)

Roll a dice. If the dice roll is equal to or more than the number required the unit has passed the test and may halt. The unit must be rallied before it may be used in action again, this will take half the number of bounds it spent in pursuit (fractions rounded up). If the unit fails the test it will continue to pursue.

Generals

A general is with a unit if he is in base to base contact with it.

Generals do not take counters, and are therefore not subject to any of the morale or reaction rules. A general may become a casualty if the unit he is with takes one or more counters due to combat in a move. A general may also be hit if fire is directed at him and the rules indicate that the target should take a counter.

If a unit with a general takes a counter due to combat, or a general is hit, roll a dice - a "6" and the general is a casualty - roll another dice:-

6	general dead
5	general wounded and retires off table
4	only a flesh wound, roll a dice to find the number of bound taken to recover
1, 2 or 3	horse dead, the general moves on foot unless a cavalryman gives up his horse (remove the cavalry figure).

Generals may rally units they are with by making a "rousing speech". Throw a dice and deduct two from the number shown. This is the number of counters removed from the unit being rallied. (Note that a roll of "1" means that the unit adds a counter). Only one general may make a speech to a unit in each move. Units may not be rallied when they are firing or in melee.

Appendix I

The basic rules are designed for an English Civil War period battle, and do not include rules for some aspects of seventeenth century warfare found in other periods or theatres of operations. I hope that most of these omissions are dealt with in the following supplementary rules:-

Musket with Bayonet

Troops equipped with plug bayonets may either fire at units charging them, or fix bayonets and use the following supplement to the melee weapons table:-

	Ranks Fighting	Size of Group	
		v. cav.	v. inf
Musket with bayonet	1	6	4

Troops equipped with ring bayonets may use the alternative figures provided and fire.

Grenadiers

Grenadiers fight using the musket rules, except that if the range is less than 2", or if the unit is in melee, the opponent does not make the saving throw for "target in cover".

Irregular Light Cavalry

Irregular light cavalry may move up to 15". They are treated as Horse for reaction test purposes, but will automatically fail any reaction test to charge or counter charge Horse or to stand and receive a charge from Horse.

Irregular light cavalry fight in melee using the following figures to find the size of a fighting group:-

	Ranks Fighting	Size of Group	
		v. cav.	v. inf
Irregular Light Cavalry	1	5	4

Lancers

Lancers use the normal horse or irregular light cavalry melee table with the following adjustment to the group size:-

deduct 1 from the group size if the unit is lance armed cavalry in its first bound of melee.

The size of the fighting group may no be less than one figure, so veteran charging horse armed with a lance have a group size of 1, not 0.

Bows

Infantry armed with bows can be treated as musketeers.

Bow armed cavalry may move up to 9" and fire one rank of figures from horseback with a maximum range of 3". Overhead fire is not permitted. A firing group is four figures subject to the following modifications:

Add 1 to the group size if the unit is raw, deduct 1 if the unit is veteran.

Add 1 to the group size for each counter held by the firer.

Roll one dice per firing group, a 5 or 6 is a hit, the target takes a counter and tests to see if a figure is hit in the usual way.

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