Tilly's Very Bad Day

Fast Play Rules for the 30 Years War

Quick Reference Sheet
Version 2.0a (29 Feb 2020)

Unit Type	Starting resolve	Move (TUM)	Charge Move (TUM)	Move in difficult (TUM)	Move backward (TUM)	Range (TUM)	Shooting to hit	Cover in difficult	Melee to hit
Commander	1	8	3	3	–	–	–	–	4-6
Horse	3	6	3	3	3	2	6 (-1d6 in difficult)	–	6 in difficult terrain (and -1d6 melee dice); 5-6 charging Pike+Shot to-front; 4-6 charging in other situations; 5-6 otherwise
Light Horse	3	8	3	3	3	2	6	–	4-6 charging behind-flank or to-rear; 4-6 charging unit with resolve of 1; 6 otherwise
Dragoons	3	6	3	3	3	4	6	-1d6	6
Pike+Shot	4	3	3	3	1	4	6	–	6 in difficult terrain; 5-6 in open terrain
Shot	4	3	3	3	1	4	6	-1d6	6
Rabble	2	3	3	3	–	–	–	-	6
Unlimbered Cannon	2	Pivot	0	0	–	Unlimited	6	–	–
Limbered Cannon	2	3	0	0	–	–	–	–	–

Pre-game Sequence of Play

Phase 1. Game set-up

    Step 1.1. Agree game size

    Step 1.2. Recruit army

    Step 1.3. Determine attacker

    Step 1.4. Place terrain

    Step 1.5. Scouting

    Step 1.6. Deployment

    Step 1.7. Bombardment

Game Turn Sequence of Play

Phase 2. Initiative

Phase 3. Active Player

    Step 3.1. Active player move

    Step 3.2. Reactive player shoot

Phase 4. Reactive Player

    Step 4.1. Reactive player move

    Step 4.2. Active layer shoot

Phase 5. Close Combat

    Step 5.1. Declare charges

    Step 5.2. Cancel charges

    Step 5.3. Evades

    Step 5.4. Charges

    Step 5.5. Melee

    Step 5.6. Rally backs

Phase 6. Morale

    Step 6.1. Remove shooting and moved markers

    Step 6.2. Commander loss

    Step 6.3. Morale erosion

    Step 6.4. Unit heroics

    Step 6.5. Commander rally

    Step 6.6. Army morale

Shooting Dice

- 1d6 if Secondary Shooter
- 1d6 if Primary Shooter at enemy To-Flank
- Unit's Resolve if Primary Shooter at enemy To-Front:
  - -1d6 modifier when Horse in Difficult Terrain are Shooting
  - -1d6 modifier when Shooting at Dragoons or Shot in Difficult Terrain
  - -1d6 modifier when Shooting at Dragoons, Pike+Shot, Shot, Rabble or Cannon in Field Fortifications

Infantry Support
Infantry (Pike+Shot, Shot, Dragoons, Rabble) are supported when both these criteria apply:
- No enemy Unit To-Rear within 4 TUM
- At least one friendly Infantry Unit To-Rear within 4 TUM

Cavalry Support
Cavalry (Horse, Light horse) are supported when both these criteria apply:
- No enemy Unit To-Rear within 4 TUM
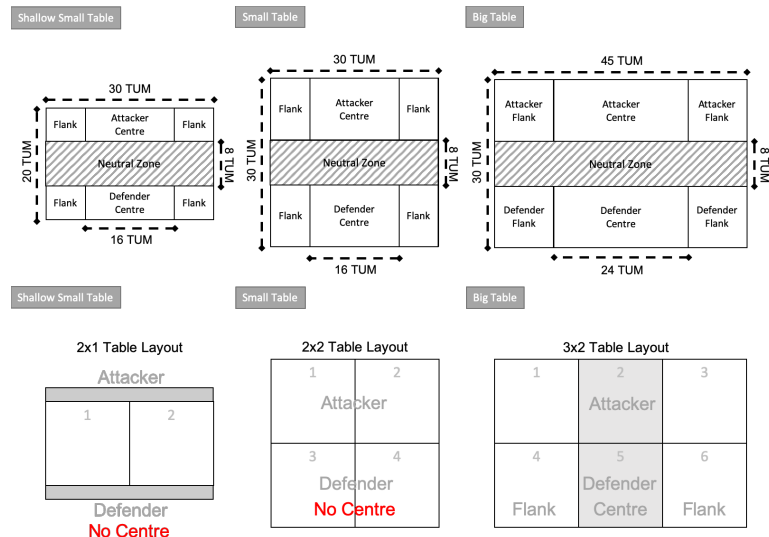- At least one friendly Cavalry Unit To-Rear within 4 TUM

Melee dice

- 1d6 if attached Commander
- 0d6 if a Combat Unit in Melee with any enemy To-Rear (whether Primary Fighter or Secondary Fighter)
- 1d6 if a Secondary Fighter in Melee with any enemy To-Front or To-Flank (none To-Rear)
- 1d6 if Primary Fighter in Melee with any enemy Behind-Flank (none To-Rear)
- Unit's Resolve if the Primary Fighter in Melee with enemy To-Front or To-Front-Flank (none Behind-Flank or To-Rear):
  - -1d6 when Horse in Difficult Terrain
  - -1d6 when Charge at Infantry (Dragoons, Pike+Shot, Shot, or Rabble) in favourable terrain (e.g. uphill)
  - -1d6 when Unit is Unsupported

Interpenetration

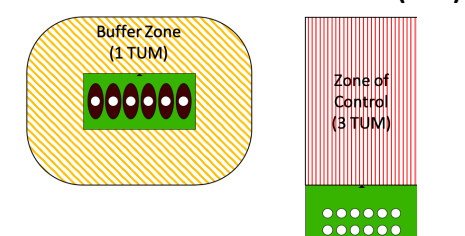| Moving unit	Interpenetrated unit	Allowable interpenetration
Horse, Light Horse or Dragoons	Horse, Light Horse, Dragoons or Shot	Straight forward or backwards
Shot	Any	Straight forward or backwards
Any	Cannon	Any
Any	Commander	Any
Commander	Any	Any

Table Size, Deployment, and Table Layouts

Shallow Small Table

30 TUM
20 TUM

Flank	Attacker Centre	Flank

Neutral Zone

| Flank | Defender Centre | Flank |

16 TUM

Small Table

30 TUM
30 TUM
8 TUM

Flank	Attacker Centre	Flank

Neutral Zone

| Flank | Defender Centre | Flank |

16 TUM

Big Table

45 TUM
30 TUM
8 TUM

Attacker Flank	Attacker Centre	Attacker Flank

Neutral Zone

| Defender Flank | Defender Centre | Defender Flank |

24 TUM

Shallow Small Table

2x1 Table Layout

Attacker

1	2

Defender
No Centre

Small Table

2x2 Table Layout

1	2

Attacker

| 3 | 4 |

Defender
No Centre

Big Table

3x2 Table Layout

1	2	3

Attacker

| 4 | 5 | 6 |
| Flank | Defender Centre | Flank |

Markers

Charge Declaration Marker

Shooting Marker

Limbered Marker

Resolve Markers

Rally Back Marker

Moved Marker

Rout Marker

Commander Casualty Marker

Buffer Zone and Zone of Control (ZOC)

Buffer Zone (1 TUM)

Zone of Control (3 TUM)

Tilly Unit of Measure (TUM)

Base Width

TUM

Change of Direction

Wheel 45° right and move

About face and move

Oblique move at 45° right

Right **Turn**

Sideways right move

Backwards move
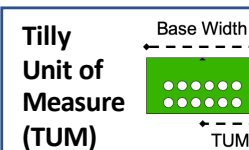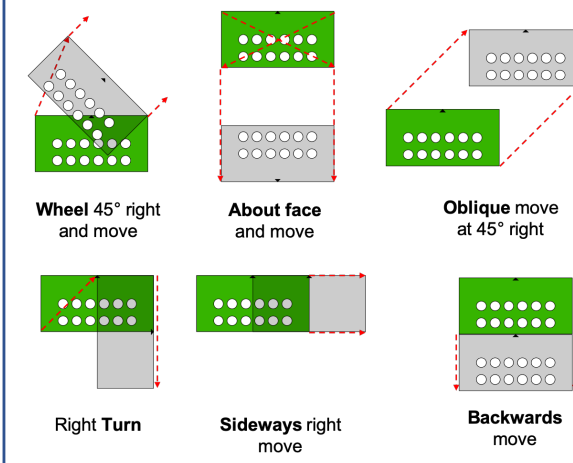
Unit Facing and Relative Position

(a) Unit Facing

Front Flank	Front	Front Flank
Rear Flank		Rear Flank

Rear

(b) Enemy Unit Relative Position

To-Front-Flank + To-Flank	To-Front	To-Front-Flank + To-Flank
Behind-Flank + To-Flank		Behind-Flank + To-Flank

To-Rear
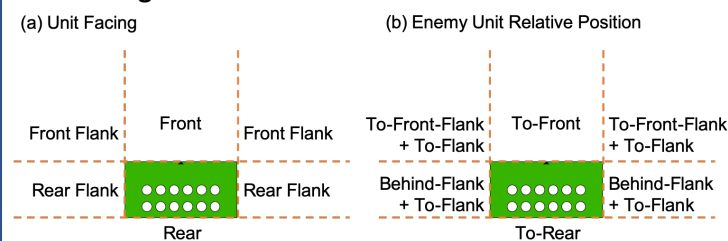
Shooting Arc of Fire and Range

(a) Shot, Dragoons, Pike+shot

To-Flank (4 TUM)

To-Front (4 TUM)

To-Flank (4 TUM)

To-Rear

(b) Horse, Light horse

To-Flank (2 TUM)

To-Front (2 TUM)

To-Flank (2 TUM)

To-Rear

(c) Cannons

Unlimited

To-Front

To-Flank

To-Flank

To-Rear

Tilly's Very Bad Day - Terrain

	Small: 4 TUM x 3-4 TUM		Medium: 6 TUM x 4-6 TUM		Large: 8 TUM x 6-8 TUM		Linear Features
	4 x 3 TUM	4 TUM	6 x 4 TUM	6 TUM	8 x 6 TUM	8 TUM	
Woods							2.5 TUM River Modules (40° angles) / 2.5 TUM River
Rough Ground							
Field (In-Season)							Bridge / Ford
Field (Enclosed)							1 TUM Road / ½ TUM Stream
Village / Town							
Hill							

Other Map Symbols

A ---- A
B ---- B
Boundary

Objectives
W X Y Z

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