

English Civil War Campaign

# Populous, Rich, and Rebellious



Using Tilly's Very Bad Day

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Populous, Rich, and Rebellious is a campaign game system for the First English Civil War (1642-46) in England and Wales. The campaign assumes Tilly's Very Bad Day as the tactical rules, although you can any rules that suit you. The campaign uses a simple area based campaign map to drive tactical battles and weaves in a bit of flavour with campaign cards.

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## 1. Acknowledgements

When looking at the 17<sup>th</sup> Century, I normally focus on the continent and the Thirty Years War. My rules, Tilly's Very Bad Day, are for that conflict. So the English Civil War is a bit of a departure for me. I'd like to thank four people whose activity lead me to this.

Firstly, and mostly, I'd like to thank Peter Davies. Peter's own English Civil War campaign directly inspired this campaign. I just took Peter's ideas and shook them around a bit. If you haven't already, I recommend you look have a look at his blog. He has masses of material on his own ECW campaign. Check out <https://gridbasedwargaming.blogspot.com>.

I'd like to thank Chris Harrod for, repeatedly, suggesting we play a campaign with Tilly's Very Bad Day. Here it is Chris. At least here are the rules.

My thanks also go to Adam Landa, another of my regular wargaming crew, for getting me interested in what was going on in old blighty during the 17<sup>th</sup> century. His off hand comment that early Royalist armies were full of Welshmen really got me interested. Adam also provided some flavoursome suggestions for the campaign cards.

The last person I'd like to thank is the person who originally inspired me. Brett Simpson prompted me to write Tilly's Very Bad Day and also play tested the early versions. What was curious is that while I was writing a set of rules for the Thirty Years War, Brett was play testing in the English Civil War. Kind of a portent of things to come. Thanks Brett.

The name, "Populous, Rich, and Rebellious", is from Lacey Baldwin Smith (1983) who said "the words populous, rich, and rebellious seemed to go hand in hand" (p. 251). This is in reference to how England was divided between the Royalists and Parliament. The Royalists were strong in the countryside, the shires, the cathedral city of Oxford, and the less economically developed areas of northern and western England. In contrast, and this is Smith's point, Parliament was strong in the industrial centres, ports, and economically advanced regions of southern and eastern England, including the remaining cathedral cities (except York, Chester, Worcester).

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## 4. Introduction

I really like the ECW campaign system devised by Peter of [Grid based wargaming](#). It is simple, quite DBA-Campaign-esque, but with some unique features. The map is area based with 13 regions in England and Wales. There are no complicated economics and no tracking of battlefield losses from game to game. The orders of battle have a random element (recruitment rolls, chance cards) so allow unbalanced matches. Being a civil war, the factions spend the first year of the campaign consolidating a base of operations by contesting uncontrolled territory, whereas later on the focus shifts to capturing enemy territory.

All of that is great and I freely adapted it for my purposes. However, my goals were slightly different to Peter's and I have made some key changes:

- Use Tilly's Very Bad Day as the tactical rules
- Allow all of my wargaming group to play all the time
- Reduce the number of games to increase the likelihood we play to conclusion
- Align the rules for 1642 and 1643+

If these ideas pan out I'll do a version for the Thirty Years War.

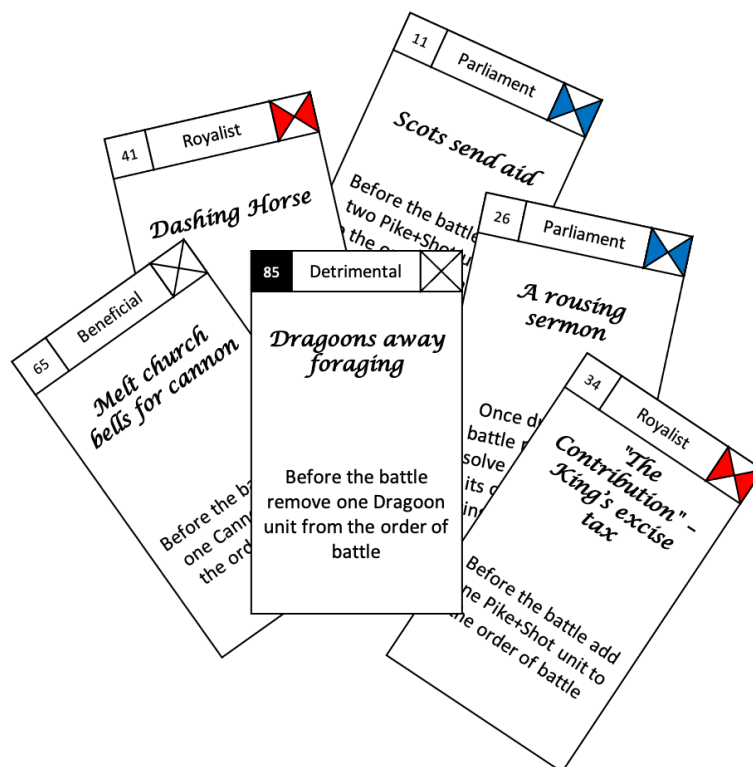


Figure 1: Campaign Cards - Pile

## 5. Using These Rules

**Game terms** are words or phrases with a special meaning in the Populous, Rich, and Rebellious. Each game term will also be highlighted in bold red when it is defined, which is not necessarily the first time the term appears.

Each major section is a rule, e.g. “7. Fighting a table top battle”. Specific cases of the rule are a subsection e.g. “7.1. Game time limits”.

*Examples are included throughout the rules. To distinguish examples from normal rules they appear in italics with a grey background.*

*Designer notes provide some insight into the thinking behind a particular rule. Designer notes appear in blue italics in a different font, again to distinguish them from normal rules.*

### 6. Factions and players

There are two factions: Royalist and Parliament.

The game can be played solo, as Peter did, or as a contest between teams representing the factions. I’ll focus on the contest between teams. Each faction has one or more players, but the factions must have the same number of players each. The goal is that all players are involved all the time and the sequence of play enables this with battles being fought simultaneously.

*Example: I will use my group - from the Finchley Wargaming Club - as an example throughout the rules. The players were Adam, Chris, Jamie and Steven. Adam and Steven were the Royalists with Chris and Jamie represented Parliament. No dice rolling involved in that, we just decided based on player preference. Chris wanted Lobsters. Adam went Royalist out of familiarity – he had studied history in university. I followed my Welsh forebearers and also declare for the King. Jamie was easy.*



1642			1643			1644			1645			1646		
Early	Late	Con	Early	Late		Early	Late		Early	Late		Early	Late	

Figure 2: Campaign Map

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## 7. Campaign Map

We use a tweaked version of Peter's lovely hand drawn map of England, Wales and Scotland for the ECW campaign. England is divided into 12 regions with Wales a 13th. Events elsewhere are ignored (although we made real effort to squeeze Alasdair Mac Colla into the game).

The campaign starts in Autumn 1642 with Parliament controlling the Lower Thames Valley region (with London) and the Royalists controlling the Upper Thames Valley region (with Oxford), where the King has been recruiting.

## 8. Winning the campaign

The faction with the most regions at the end of the campaign wins.

*Example: Our campaign finished with Parliament in control of eight regions and the Royalists having only five - it didn't go so well for Adam and I – so Parliament won.*

The player who won the most table top battles becomes "Lord Protector". If that player is from the Parliamentary faction they earn Cromwell's title of "The Lord Protector of the Commonwealth of England, Scotland and Ireland". A successful Royalist becomes "The Lord Protector of the Monarchy of England, Scotland and Ireland".

*Example: All four players fought 10 table top battles, two per campaign year. Jamie won eight of his so, being Parliamentary, becomes "The Lord Protector of the Commonwealth of England, Scotland and Ireland". Go Jamie.*

## 9. Campaign year

The campaign is fought in the years 1642-1646 inclusive. In 1642 the players attempt to seize uncontrolled regions as a base of operations and recruiting grounds. In subsequent years the factions are trying to encroach on enemy territory. That means slightly different rules apply in 1642.

A campaign year has:

- Four seasons: Spring, Summer, Autumn, Winter
- An order-of-play for the players
- Two, four, six player turns depending on the number of players
- Two rounds: early and late
- 1642 also has a consolidate round which brings the total player turns in 1642 to 11

### 9.1. Initiative

First determine which faction has campaign initiative. That faction will be able to strike the first blow. Each faction rolls 1d6 and adds the number of regions they currently control. The

faction with the highest score has campaign initiative and will make the first player turn in the campaign year. Re-roll any ties.

*Example: It is 1644 and the Royalists have six regions and the parliament has seven. Adam rolls 1d6 for the Royalists and scores a 2, making 8 in total for campaign initiative. Jamie rolls for Parliament and gets a 3. With their seven regions that makes a total score of 10. Parliament has campaign initiative.*

## 9.2. Order-of-play

Each campaign year comprises a series of player turns. The order-of-play is just the list of players, in the order in which they are going to take their player turn this campaign year. The faction with campaign initiative gets a player at the top of the order of play. Factions then alternate until all players are listed in the order-of-play.

*Example: Chris and Jamie confer. They had previously agreed that Chris would fight in the north and Jamie in the south. They decide that contesting Yorkshire is a priority so give first place in the order-of-play to Chris. Because of an incident earlier in the campaign, Steven wanted to fight Chris as the strategic defender. It is personal. Adam agreed so the Royalists put Adam next in the order-of-play. The 1644 order-of-play became Chris (Parliament), Adam (Royalist), Jamie (Parliament), Steven (Royalist). As you will see later this order-of-play ensures Steven will fight Chris this campaign year.*

## 9.3. Early and late rounds

Each campaign year is divided into two halves: early and late. This is a mechanism to allow your group to fight multiple battles simultaneously. All players fight a table top battle in the early round and another in the late round. The first year of the campaign (1642) is a bit different and adds a consolidate round.

### 9.3.1. Early and late round players

Draw a line half way through the order-of-play. The top set of players take their player turn in the early round, and the bottom set of players are in the late round. In a two person campaign, there will only be one player in each round. In a four person campaign there will be two players in each round. Three players per round in a six person campaign.

*Example: The order-of-play is now complete for 1644:*

- *Early 1644: Chris (Parliament) then Adam (Royalist).*
- *Late 1644: Jamie (Parliament) followed by Steven (Royalist).*

The rounds mean each player fights two battles every campaign year, once as the strategic attacker and once as the strategic defender. The net result is that a two player campaign has two battles a year, a four player campaign has four battles, and a six player campaign has six battles. Solo players can fight as many as they want, it depends on their stamina; of course they fight both sides.

*Example: Our campaign has four players so we can fight two battles simultaneously. In the early round Chris (Parliament) chose Yorkshire at his target region. Adam (Royalist) chose*

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*the East Midlands. With four players we can fight the two battles at the same time. This speeds up the campaign and keeps everybody involved.*

*Example: The 1644 order-of-play dictated who fought each other in the four battles:*

- *Early 1644:*
  - *Battle 1: Chris (Parliament) v Steven (Royalist)*
  - *Battle 2: Adam (Royalist) v Jamie (Royalist)*
- *Late 1644:*
  - *Battle 3: Jamie (Parliament) v Adam (Royalist)*
  - *Battle 4: Steven (Royalist) v Chris (Parliament)*

## 9.3.2. Sequence of play in the early / late rounds

The sequence of play in the early and late rounds is:

1. The players in the round, in order-of-play, take their player turn as strategic attacker:
  - a. Advance the campaign clock
  - b. Strategic attacker chooses a region to contest
  - c. Enemy faction selects a strategic defender to contest the region
2. Fight all table top battles for the round
3. The winner of each battle gains control of the region

## 9.3.3. Advance the Campaign Clock

The seasons affect the weather in a particular battle and hence the time limit to use in each game. The seasons in England and Wales are:

1. Spring (February, March, April)
2. Summer (May, June, July)
3. Autumn (August, September, October)
4. Winter (November, December, January)

The month doesn't really matter for the campaign. For convenience I assume no battles occur in January so the campaign year aligns with the calendar year.

In 1642 the campaigning year starts in autumn, and the first half of the games are in autumn and the rest in winter. Other campaign years start in spring with the battles spread across seasons:

1. For a 2 player game roll a 1d6 for the season: Game 1 of the year is in either spring (1-3) or summer (4-6); Game 2 is in either autumn (1-3) or winter (4-6).
2. For a 4 player game there is one game in each of spring, summer, autumn and winter.
3. For a 6 player game the games are spread across spring (1), summer (2), autumn (2) and winter (1)

*Example: At the start of 1644 in a 4 player game, Chris (Parliament) targeted Yorkshire. This was the first player turn in the campaign year so the battle was fought in spring. Adam followed in the order-of-play and fought the second battle of the year in summer. That brought the early round to a close. Jamie started the late round and fought in autumn. Steven came last and fought in winter.*

#### 9.3.4. Region to contest

In their player turn the player chooses one region to target. The target region must be adjacent to a friendly controlled region. In 1642 the target region must be uncontrolled but in 1643+ the target region must be enemy controlled.

*Example: Chris (Parliament) kicks off 1644 by targeting Royalist held Yorkshire. Over the course of the year the choices of target are:*

1. *Early 1644:*
  - a. *Chris (Parliament) targets Yorkshire*
  - b. *Adam (Royalist) targets East Midlands*
2. *Late 1644:*
  - a. *Jamie (Parliament) targets South Coast*
  - b. *Steven (Royalist) targets in Yorkshire (because Chris took it earlier in the campaign year)*

#### 9.3.5. Strategic defender

The enemy faction selects a player to contest the region being targeted. The strategic defender must always be a player listed in the order-of-play of the other year half, it cannot be a player from the current year half. In a two player campaign this is, of course, always the other player. Even in a four player campaign there is no choice once the order-of-play is set for a campaign year. The only real choice for strategic defender is when there are 6+ players in the campaign.

*Example: With four players, once the order-of-play set, the match ups are a given. Chris cannot play Adam as they are both in the early part of the order-of-play. So Chris must fight Steven and Adam must fight Jamie.*

1. *Early 1644:*
  - a. *Chris (Parliament) versus Steven (Royalist) in Yorkshire*
  - b. *Adam (Royalist) versus Jamie (Parliament) in East Midlands*
2. *Late 1644:*
  - a. *Jamie (Parliament) versus Adam (Royalist) in South Coast*
  - b. *Steven (Royalist) versus Chris (Parliament) in Yorkshire (again)*

#### 9.3.6. Fight a battle

The players fight a battle for the contested region. Most of the battles will be fought on a table top using miniatures - how to do this is explained at length below (section 10). The 1642 consolidate round (section 9.3.2) has battles but they are resolved off the table top.

#### 9.3.7. Gain control

The player that wins a battle (tactical winner) gains control of the contested region for their faction. This may or may not be the player whose player turn it is (the strategic attacker).

- **Tactical Attacker Wins:** Tactical attacker takes/retains control of the region
- **Tactical Defender Wins:** Tactical defender takes/retains control of the region
- **Draw:** Strategic Defender retains control of the region



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In the campaign there are no consequences for a loss other than the loss of a region.

*Example: In 1644 Chris was the strategic attacker in his player turn and also the tactical attacker because his army was larger than Steven's. He won the battle and took control of the Yorkshire region for Parliament. Later in the campaign year Steven reinvaded Yorkshire so is the strategic attacker. But a bad draw on the campaign cards meant his army was actually smaller than Chris's, so Chris was the tactical attacker and Steven the tactical defender. Unusually the battle was a draw so, as the strategic defender, Chris retained Yorkshire.*

## 9.4. 1642's Consolidate round

Unlike the other years, 1642 starts with only two regions controlled and ends when all regions are controlled by either the Royalists or Parliament. So there must be 11 battles, one for each of the uncontrolled regions at the start of the campaign. This is true regardless of the number of players. Not all battles are on the table top.

In 1642 you should play the normal early and late rounds, fighting the battles on the table top for these rounds. Then follow them with a consolidate round to deal with the remaining uncontrolled regions.

In the consolidate round go through the players again in the 1642 order-of-play until all regions are controlled. In their player turn in the consolidate round the consolidation attacker can choose an uncontrolled area, even if not adjacent to a friendly region. Consolidation battles are resolved using dice rolls rather than table top wargames. The consolidation attacker and consolidation defender each roll 1d6. Add the number of friendly adjacent regions to the result. The higher score wins the battle and controls the target region. Re-roll ties.

## 10. Fighting a table top battle

Battles are fought on the table top using Tilly's Very Bad Day.

### 10.1. Unmodified Orders of Battle

In Tilly's Very Bad Day terms each side starts with a small army of 14 units. The orders of battle start fixed but can be modified by campaign cards:

#### **Unmodified Order of Battle**

3 x Commander

4 x Horse

4 x Pike+Shot

1 x Shot

1 x Dragoon

1 x Cannon




14 units; 54 coins; break point 5

## 10.2. Select Campaign Cards

Campaign cards provide a bit of flavour and a random element for the order of battle used in a particular battle. Most campaign cards are one use, i.e. use and discard. Unless they say otherwise, most campaign cards apply only to the one battle and get discarded even if they are unused. A few can be retained until a battle occurs where they can be used. A very few can be reused.

Before each battle both factions randomly select campaign cards. Campaign cards influence either the order of battle or events in the battle. You get one campaign card for each recruitment factor that applies:

- +1 because you are fighting a battle
- +2 if you control the contested region and it is a capital (Lower Thames Valley, Upper Thames Valley )
- +1 if you control the contested region and it is not a capital
- +2 if you control the Royalist capital (Upper Thames Valley) and it is adjacent to the contested region
- +2 if you control the Parliamentary capital (Lower Thames Valley) and it is adjacent to the contested region
- +1 for each other friendly controlled region adjacent to the contested region

34	Royalist		26	Parliament		11	Parliament	
<p><i>"The Contribution" - King's excise tax</i></p> <p>Before the battle add one Pike+Shot unit to the order of battle</p>			<p><i>A rousing sermon</i></p> <p>Once during the battle restore the resolve of one unit to its original total during the rally phase</p>			<p><i>Scots send aid</i></p> <p>Before the battle add two Pike+Shot units to the order of battle, but only if fighting in Lancashire, Yorkshire, North Midlands or Lincolnshire. Retain until used</p>		
New Parliamentary Campaign Cards (x2)						Parliamentary Campaign Card retained from previous battle		




41	Royalist		85	Detrimental		65	Beneficial	
<p><i>Dashing Horse</i></p> <p>Before the battle add one Horse unit to the order of battle</p>			<p><i>Dragoons away foraging</i></p> <p>Before the battle remove one Dragoon unit from the order of battle</p>			<p><i>Melt church bells for cannon</i></p> <p>Before the battle add one Cannon unit to the order of battle</p>		
Royalist Campaign Cards (x3)								

Figure 3: Campaign Cards - Example in Yorkshire

Example: Parliament (Chris) is attacking Yorkshire from Lincolnshire and has no other adjacent regions. The Royalists (Steven) control Yorkshire, Lancashire and North Midlands. The Royalists get three campaign cards, one for where the battle occurs and two for

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*adjacent regions. Parliament gets only two campaign cards, one for their base in Lincolnshire and one for being the strategic attacker.*

A player can also retain certain campaign cards from earlier battles. These must be used as soon as the conditions apply.

*Example: The reason Chris was happy to attack Yorkshire, despite having less campaign cards, is that in an earlier battle he'd already picked up the "Scots send aid" campaign card, couldn't use it at the time, and retained it for later use. He thought Scottish aid would counter balance the advantageous position of the Royalists in Yorkshire. This card gives Chris two Scottish Pike+Shot units to add to his order of battle.*

### 10.3. Modify the Orders of Battle

Most campaign cards alter the order of battle before the battle begins. The owning player always chooses between options. Add and remove units before the battle begins.

*Example: For his attack on Yorkshire, Chris got two Scottish Pike+Shot units to add to his order of battle for the "Scots send aid" campaign card that he already held. He also drew his two additional campaign cards and got "'The Contribution' – King's excise tax" and "A rousing sermon". "'The Contribution' – King's excise tax" is a Royalist card and, being Parliamentary, Chris treated it as a blank. "A rousing sermon" is a Parliamentary card and Chris could use it during the coming battle to strengthen resolve. Steven drew three campaign cards: "Dashing Horse", "Dragoons away foraging" and "Melt church bells for cannon". As a Royalist, Steven could use "Dashing Horse" to add a Horse unit to his army. Unfortunately, "Dragoons away foraging" means he lost his single Dragoon unit but in partial compensation "Melt church bells for cannon" meant he added a Cannon unit.*

#### **Modified Orders of Battle in Yorkshire**

##### **Parliament (Chris)**

3 x Commander  
4 x Horse  
6 x Pike+Shot  
1 x Shot  
1 x Dragoon  
1 x Cannon  
16 units; 62 coins; break point 6

##### **Royalist (Steven)**

3 x Commander  
5 x Horse  
4 x Pike+Shot  
1 x Shot  
2 x Cannon  
15 units; 56 coins; break point 5

#### 10.4. Tactical attacker and defender

For campaign purposes the tactical attacker, the "attacker" as defined in Tilly's Very Bad Day, is the side with more units at the battle. If both sides have the same number of units then the strategic attacker (the player whose player turn it is) is also the tactical attacker.

*Example: In Yorkshire Chris had 16 units and Steven only 14. Having more units, Chris was both the strategic attacker and tactical attacker. Chris won the battle and takes Yorkshire. Later in the campaign year, in his player turn, Steven targeted Yorkshire. Bad campaign cards meant that Steven had a smaller army going into the second battle. This meant that, although the strategic attacker, Steven was the tactical defender for the second battle.*

*So, yes, the strategic attacker can be the tactical defender. The logic is that campaign conditions can put the strategic attacker on the defensive at a tactical level. The Battle of Lutter (1626), during the Thirty Years War, is such an example. Cropredy Bridge (June 1644) is an English Civil War example.*

#### 10.5. Selecting Terrain

Use [Terrain Cards – Random terrain placement for pick up wargames](#). Battles are fought on small tables of 30 x 30 TUM, so have four sectors. From version 2.0 of Tilly's Very Bad Day the terrain card rules are also at the back of the rulebook. If you don't have the Tilly's Very Bad Day rules then the terrain card system is also available online.

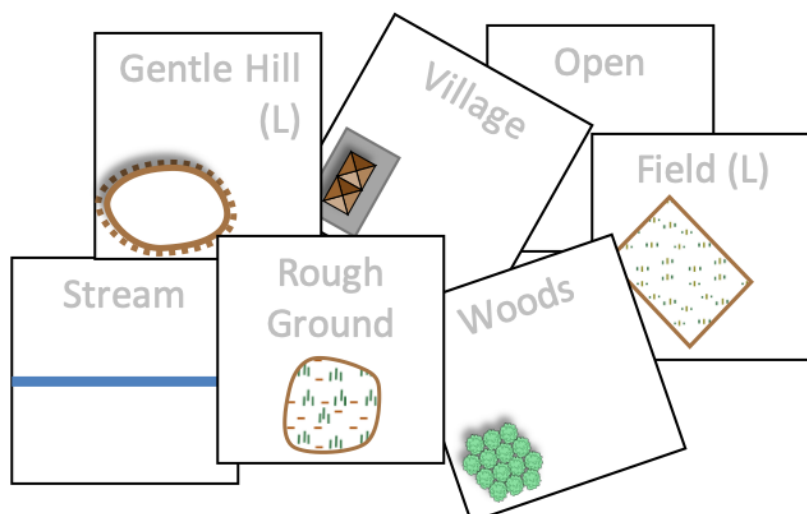


Figure 4: Pile of Terrain Cards

Rivers were a feature of some English Civil War battles (Cropredy Bridge and Newburn) so use the Advanced Rule: Two streams makes a river. Do not use the Advanced Rule: Two steams.

#### 10.6. Game time limit

In Tilly's Very Bad Day the game time limit is 10 turns. In the campaign the time limit is modified by the season, start time of battle and weather.

**Season:**

# ECW Campaign Rules for Tilly's Very Bad Day

- Summer: 12 turns
- Spring and Autumn: 10 turn
- Winter: 8 turns

**Weather modifier:** Roll 1d6 for the weather on the day of battle:

- 1-2 = Overcast = Subtract 1 turn
- 3-6 = Fair = No change

**Start time modifier:** Roll 1d6 for the start time of the battle:

- 1-2 = Morning = No change
- 3-4 = Noon = Subtract 1 turn
- 5-6 = Afternoon = Subtract 2 turns

*Example: It is Autumn 1644 for Steven's player turn. Being autumn there was no change to the normal game limit of 10 game turns. Steven rolled a 1 for weather so the it was overcast he subtracted 1 turn, making 9. A roll of 6 for start time meant it is already afternoon before the battle started, so Steven subtracted 2 further turns, making 7. It was a short game.*

In you need to know the month within the season in a four player campaign, roll 1d6:

- First battle in season: 1-3 first month of season; 4-6 second month of the season.
- Second battle in season: 1-3 second month of season; 4-6 third month of the season.

## 11. Campaign cards

Campaign cards are mentioned above but they are integral to the campaign system so it is worth describing them in more detail. Campaign cards introduce both a bit of English Civil War flavour and a random element into the orders of battle.

Most campaign cards are beneficial (45). A minority are detrimental (15). The balance is important roughly 3 out of 4 cards should be beneficial.

Most campaign cards are applicable to both factions. Some campaign cards are specific to Parliament or Royalist. The enemy ignores such cards and treats them as a blank card and discards them at the end of the battle.







41	Royalist		85	Detrimental		34	Royalist		11	Parliament		65	Beneficial		26	Parliament	
<i>Dashing Horse</i>		<i>Dragoons away foraging</i>		<i>"The Contribution" - King's excise tax</i>		<i>Scots send aid</i>		<i>Melt church bells for cannon</i>		<i>A rousing sermon</i>							
Before the battle add one Horse unit to the order of battle		Before the battle remove one Dragoon unit from the order of battle		Before the battle add one Pike+Shot unit to the order of battle		Before the battle add two Pike+Shot units to the order of battle, but only if fighting in Lancashire, Yorkshire, North Midlands or Lincolnshire. Retain until used		Before the battle add one Cannon unit to the order of battle		Once during the battle restore the resolve of one unit to its original total during the rally phase							

Figure 5: Campaign Cards - Examples

Some campaign cards are tied to specific regions. If the battle is not being fought in that location then ignore the card. These cards provide two units rather than the normal one.

*Example: 'Scots send aid' gives Parliament 2 x Pike+Shot but only if fighting in Lancashire, Yorkshire, North Midlands or Lincolnshire.*

#### 11.1. When to use and discard campaign cards

Campaign cards are generally used for a battle (or not) and then discarded. There are eight phrases that impact when a campaign card is used:

- Before the battle
- For the entire battle
- Once during the battle
- When generating terrain
- But only if
- But only if fighting in
- Retain until used
- Negate

"Before the battle" campaign cards **MUST** be used before the battle. Typically these add or remove units to the order of battle. The owning player always choose between options. Discard the card once it is used.

"For the entire battle" campaign cards **MUST** be used before the battle. Typically these affect one unit for the entire battle and you must choose the unit before the battle starts. Retain the card as a reminder for the entire battle and then discard.

"Once during the battle" campaign cards **MAY** be used at any time during the battle. Retain the card until it is used, then discard. If it is not used during the battle it is discarded at the end of the battle.

"When generating terrain" campaign cards **MAY** be used when generating terrain, after Step 3. Defender swaps terrain cards. If it is not used in the battle it is discarded.

"But only if" campaign cards **MUST** be used immediately the conditions apply and **CANNOT** be used at other times. If the conditions do not apply then ignore the card. Typically these cards also have "Retain until used".

"But only if fighting in" campaign cards **MUST** be used in a battle within the specified regions and **CANNOT** be used outside. If the battle is not being fought in that location then ignore the card. Typically these cards also have "Retain until used".

"Retain until used" campaign cards **MUST** be used if the specific conditions are met and **CANNOT** be used otherwise. They are retained until they can be used in a battle. Only discard once they are used.

"Negate" campaign cards **MUST** be used as soon the enemy has the card to negate.



# ECW Campaign Rules for Tilly's Very Bad Day

Example: The campaign card "Montrose rises" has the effect "Negate Parliament card 'Scots send aid'". So immediately Parliament has the "Scots send aid" card and the Royalists have the "Montrose rises" card, both are discarded, regardless who where you are in the sequence of play. Negating the Scots send aid card means the Scottish Pike+Shot do not appear for a battle.



11	Parliament		46	Royalist	
<b>Scots send aid</b>  Before the battle add two Pike+Shot units to the order of battle, but only if fighting in Lancashire, Yorkshire, North Midlands or Lincolnshire. Retain until used			<b>Montrose rises</b>  Negate Parliament card 'Scots send aid'  Retain until used		

Figure 6: Campaign Cards - Scotland

The 'John Hurry' campaign card has some special rules. Basically the card swaps between factions. A player retains this card until they lose a table top battle. The victor immediately takes the campaign card and can use it in future battles. If at any time a faction has both the 'John Hurry' campaign card and the 'Behead the Traitor' campaign card, then both are immediately discarded.



96	Beneficial		06	Detrimental	
<b>John Hurry - Brave &amp; skilful but lax political principles</b>  For the entire battle increase one commander's to hit in melee from 4-6 to 3-6  Retain until deserts to victorious enemy			<b>Behead the Traitor</b>  Negate card 'John Hurry', but only if your faction has the 'John Hurry' card  Retain until used		

Figure 7: Campaign Cards - John Hurry

## 11.2. Example campaign cards and their effects

I have knocked up some campaign cards. Some are derived from Peter's campaign, Adam Landa suggested a quite a few, and I made some up. There are 60 in five sets. 14 for parliament. 14 for the Royalists. 45 beneficial. 15 detrimental.

The first 12 campaign cards are for Parliament - they say so and have a nice little blue and white flag (top right). Every card has a number in the top left. The number is to allow dice rolling for the campaign cards to use rather than using physical cards. They are all beneficial (the number has a white background). Every card has a description for flavour (e.g. "Cromwell's Ironsides") followed by the actual campaign effect (e.g. "Before the battle add one Horse unit to the order of battle").

11	Parliament		12	Parliament		13	Parliament		14	Parliament		15	Parliament		16	Parliament	
<i>Scots send aid</i>			<i>London Trained Bands</i>			<i>New Model Army</i>			<i>"The Assessment" - Parliament's excise tax</i>			<i>Navy declares for Parliament</i>			<i>Parliament unifies command structure</i>		
Before the battle add two Pike+Shot units to the order of battle, but only if fighting in Lancashire, Yorkshire, North Midlands or Lincolnshire. Retain until used			Before the battle add one Pike+Shot unit to the order of battle			Before the battle add one Pike+Shot unit to the order of battle			Before the battle add one Pike+Shot unit to the order of battle			Before the battle add two Cannon units to the order of battle, but only if fighting in a coastal region  Retain until used			Each turn during battle one commander can make an additional move		
21	Parliament		22	Parliament		23	Parliament		24	Parliament		25	Parliament		26	Parliament	
<i>Wealthy Cavalryman declares for Parliament</i>			<i>Cromwell's Ironsides</i>			<i>New Model Army</i>			<i>"The Assessment" - Parliament's excise tax</i>			<i>Nags for Parliament</i>			<i>A rousing sermon</i>		
Before the battle add one Horse unit to the order of battle			Before the battle add one Horse unit to the order of battle			Before the battle add one Horse unit to the order of battle			Before the battle add one Horse unit to the order of battle			Before the battle add one Dragoon unit to the order of battle			Once during the battle restore the resolve of one unit to its original total during the rally phase		

Figure 8: Campaign Cards - Parliament

The next 12 campaign cards are for the Royalists. Again they are labelled as Royalist and have a red and white flag. All are beneficial.

31	Royalist		32	Royalist		33	Royalist		34	Royalist		35	Royalist		36	Royalist	
<i>Cornish Levies</i>  Before the battle add two Pike+Shot units to the order of battle, but only if fighting in Cornwall or South West  Retain until used			<i>Welsh rally to the King</i>  Before the battle add one Pike+Shot unit to the order of battle			<i>Veterans rally to the King</i>  Before the battle add one Pike+Shot unit to the order of battle			<i>"The Contribution" - King's excise tax</i>  Before the battle add one Pike+Shot unit to the order of battle			<i>Queen raises funds abroad</i>  Before the battle add one Cannon unit to the order of battle			<i>Dashing Officer</i>  For the entire battle increase one chosen commander's to hit in melee from 4-6 to 3-6		
41	Royalist		42	Royalist		43	Royalist		44	Royalist		45	Royalist		46	Royalist	
<i>Dashing Horse</i>  Before the battle add one Horse unit to the order of battle			<i>Rupert leads the cavalry</i>  Before the battle add one Horse unit to the order of battle			<i>Every gentleman can ride</i>  Before the battle add one Horse unit to the order of battle			<i>"The Contribution" - King's excise tax</i>  Before the battle add one Horse unit to the order of battle			<i>Nags for the King</i>  Before the battle add one Dragoon unit to the order of battle			<i>Montrose rises</i>  Negate Parliament card 'Scots send aid'  Retain until used		

Figure 9: Campaign Cards - Royalist

Then 12 campaign cards that apply to either side. All are beneficial.

# ECW Campaign Rules for Tilly's Very Bad Day

51	Beneficial	✕	52	Beneficial	✕	53	Beneficial	✕	54	Beneficial	✕	55	Beneficial	✕	56	Beneficial	✕
<i>Army fully paid</i>			<i>Foot abandon pikes for muskets</i>			<i>Army well supplied</i>			<i>Every able bodied man and boy</i>			<i>Nearby fortress</i>			<i>Inspirational commander</i>		
Before the battle add one Pike+Shot unit to the order of battle			Before the battle add one Shot unit to the order of battle			Before the battle add one Pike+Shot unit to the order of battle			Before the battle add one Rabble unit to the order of battle			Before the battle add one Cannon unit to the order of battle			Once during the battle restore the resolve of one unit to its original total during the rally phase		
61	Beneficial	✕	62	Beneficial	✕	63	Beneficial	✕	64	Beneficial	✕	65	Beneficial	✕	66	Beneficial	✕
<i>Voluntary donations</i>			<i>Powder explosion</i>			<i>Army well supplied with fodder</i>			<i>Armed peasants</i>			<i>Melt church bells for cannon</i>			<i>Experienced officer</i>		
Before the battle add one Horse unit to the order of battle			Once during the battle reduce resolve of one enemy unit by 2 Resolve			Before the battle add one Horse unit to the order of battle			Before the battle add one Rabble unit to the order of battle			Before the battle add one Cannon unit to the order of battle			For the entire battle increase one chosen commander's to hit in melee from 4-6 to 3-6		

Figure 10: Campaign Cards - Neutral

The next 12 campaign cards apply to either side but are detrimental. These have a black background to the card number to distinguish them from the more positive campaign cards.

71	Detrimental	✕	72	Detrimental	✕	73	Detrimental	✕	74	Detrimental	✕	75	Detrimental	✕	76	Detrimental	✕
<i>Army pay delayed</i>			<i>Illness in camp</i>			<i>Army poorly supplied</i>			<i>Divert forces to Ireland</i>			<i>Powder in short supply</i>			<i>Jealousy in the command structure</i>		
Before the battle remove one Pike+Shot unit from the order of battle			Before the battle remove one Pike+Shot unit from the order of battle			Before the battle remove one Pike+Shot unit from the order of battle			Before the battle remove one Pike+Shot unit from the order of battle			Before the battle remove one Shot unit from the order of battle			For the entire battle one chosen commander must roll 4+ on 1d6 in order to rally resolve		
81	Detrimental	✕	82	Detrimental	✕	83	Detrimental	✕	84	Detrimental	✕	85	Detrimental	✕	86	Detrimental	✕
<i>Cavalry absent on raid</i>			<i>Cavalry despatched to repel enemy raid</i>			<i>Fodder is scarce</i>			<i>Divert forces to put down Chubman risings</i>			<i>Dragoons away foraging</i>			<i>Desertion is rampant</i>		
Before the battle remove one Horse unit from the order of battle			Before the battle remove one Horse unit from the order of battle			Before the battle remove one Horse unit from the order of battle			Before the battle remove one Pike+Shot unit from the order of battle, but only if 1644 onwards			Before the battle remove one Dragoon unit from the order of battle			Before the battle remove one unit [Pike+Shot, Shot, Horse, or Dragoon] from the order of battle		

Figure 11: Campaign Cards - Detrimental

The last set of 12 campaign cards are inspired by specific personalities. Most are beneficial but three are detrimental. The personality that inspired the card is always mentioned

Example: “Sergeant-Major-General Boy, the ‘Dog-witch’” Boy was, of course, Prince Rupert’s hunting poodle. Some on the Parliamentary side believed Boy had magical powers. The Royalists, in response, prompted Boy to Sergeant-Major-General.

Some of the personality cards have a quote:

Example: ‘You rogues, you missed your aim!’. Jacob Astley said this after an arrow landed between his legs at the siege of Gloucester. Thus also proving that there were the odd couple of people still using bows!

Some personality cards are restricted to Parliament, others to the Royalists.

Example: “Arthur Haselrig: Shot proof armour” is a Parliamentary card. It counter balances the Jacob Astley card which has the same effect but is a Royalist card.

Both John Hurry and Carlo Fantom had loose loyalties and the historical character swapped between the factions. In other cases, a personality inspired an archetype for game purposes and although the individual was loyal to one side, the archetype might be present on both sides.

Example: ‘Best shifter and chooser of ground’ is a quote about William Waller. He fought for Parliament but I assume that quality could apply to a Royalist so allow the campaign card to be used by both sides.

91	Royalist		92	Beneficial		93	Royalist		94	Detrimental		95	Beneficial		96	Beneficial	
<i>Jacob Astley - 'You rogues, you missed your aim!'</i>			<i>Spectacularly bad judgement (Sir John Hotham)</i>			<i>Sergeant-Major-General Boy, the 'Dog-witch'</i>			<i>'Let a cannonball divide me' (Earl of Kingston-upon-Hull)</i>			<i>Carlo Fantom - Impervious to bullets</i>			<i>John Hurry - Brave &amp; skilful but lax political principles</i>		
Once during the battle one Commander ignores the result of shooting			Once during the battle prevent all units in one enemy command from moving			Once during the battle reduce resolve of one enemy unit by 2 Resolve  Retain until used			For the entire battle one chosen commander is automatically killed if hit by cannon fire			Once during the battle one Horse unit ignores the result of shooting			For the entire battle increase one chosen commander's to hit in melee from 4-6 to 3-6  Retain until deserts to victorious enemy		
01	Parliament		02	Beneficial		03	Parliament		04	Detrimental		05	Beneficial		06	Detrimental	
<i>Arthur Haselrig - Shot proof armour</i>			<i>'Best shifter and chooser of ground' (William Waller)</i>			<i>The 'Dog-witch' must die</i>			<i>Weary of his times (Viscount Falkland)</i>			<i>Sniper (Dumb Dyott)</i>			<i>Behead the Traitor</i>		
Once during the battle one Commander ignores the result of shooting			When generating terrain, after Step 3. Defender swaps terrain cards, the player can swap any two terrain cards			Negate Royalist card 'Sergeant-Major-General Boy'  Retain until used			For the entire battle one chosen Commander is automatically killed if hit			Once during the battle one enemy commander is automatically killed if hit by shooting			Negate card 'John Hurry', but but only if your faction has the 'John Hurry' card  Retain until used		

Figure 12: Campaign Cards – Personalities

## ECW Campaign Rules for Tilly's Very Bad Day

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### 11.3. Selecting a campaign card

They are cards, right. So make a deck of cards, shuffle them, stack 'em up face down, and draw the top one from the pile. Keep a discard pile and shuffle the discard pile when all cards have been drawn, or just shuffle discards back into the deck as you go.

If you don't want the bother of making the cards then you can roll dice. Every card has a number from 11 to 06 (where the 0 means 10). Roll 1d10 for the first number and 1d6 for the second. [I hate funny shaped dice so sorry about that 1d10. The trouble is I needed more than 36 campaign cards.]

*Example: rolling 6 on 1d10 and 4 on 1d6 gives campaign card 64 "Armed Peasants".*

### 12. Where to get Tilly's Very Bad Day

You can download Tilly's Very Bad Day (PDF) for free from:

<https://balagan.info/download-tillys-very-bad-day-fast-play-rules-for-the-30-years-war>

### 13. Making Stuff

This section covers how to make the cards and markers necessary to play.

In all cases it is pretty simple:

1. Print out the map / markers / campaign cards
2. Glue them to cardboard (single sided except markers are double sided)
3. Cut them out

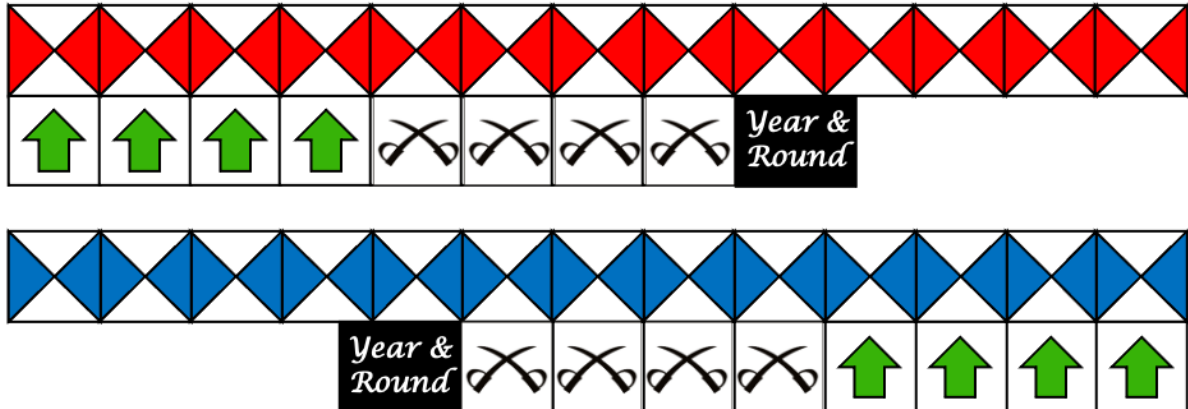


Figure 13: Campaign Markers– To print (either glue single or double sided)



## ECW Campaign Rules for Tilly's Very Bad Day



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1642			1643		1644		1645		1646	
Early	Late	Con	Early	Late	Early	Late	Early	Late	Early	Late

Figure 14: Campaign Map – To print

## Populous, Rich, and Rebellious – English Civil War Campaign – Quick Reference Sheet v1.3

<p><b>Set up:</b> The campaign starts in autumn 1642. Initially Parliament controls the Lower Thames Valley (London), the Royalists control the Upper Thames Valley (Oxford), and all other regions are uncontrolled.</p>	<p><b>Advance campaign clock:</b> In 1642 the campaigning year starts in autumn, and the first half of the games are in autumn and the rest in winter.</p> <p>Other campaign years start in spring with the battles spread across seasons:</p> <ol style="list-style-type: none"> <li>For a 2 player game roll a 1d6 for the season: Game 1 of the year is in either spring (1-3) or summer (4-6); Game 2 is in either autumn (1-3) or winter (4-6).</li> <li>For a 4 player game there is one game in each of spring, summer, autumn and winter.</li> <li>For a 6 player game the games are spread across spring (1), summer (2), autumn (2) and winter (1)</li> </ol>	<p><b>Battle - Tactical attacker / Tactical defender:</b> The strategic attacker is also the tactical attacker when the armies have the same number of units. Otherwise the player with more units is the tactical attacker. The other player is tactical defender.</p>
<p><b>Campaign year:</b> For each of 1642 to 1646 ...</p> <ol style="list-style-type: none"> <li><b>Initiative:</b> Each faction rolls 1d6 and adds the number of regions they control. Higher wins.</li> <li><b>Order-of-Play:</b> Make a list of the players starting with the faction with initiative, then alternating factions. The first half of the order-of-play give the early round strategic attackers and second half give late round strategic attackers.</li> <li><b>Early Round</b> <ol style="list-style-type: none"> <li><b>Player turns:</b> In order-of-play the players in the round take their player turn as strategic attacker</li> <li><b>Battle:</b> Fight all battles for the round simultaneously</li> <li><b>Gain Control</b> as a result of the battles</li> </ol> </li> <li><b>Late Round</b> (as Early Round)</li> <li><b>Consolidation Round (Only 1642):</b> The players take their <b>player turn</b> as consolidation attacker in the 1642 order-of-play. Continue until all regions are controlled. Players may have more than one player turn in the consolidation round.</li> </ol>	<p><b>Battle - Unmodified Order of Battle</b></p> <p>3 x Commander 4 x Horse 4 x Pike+Shot 1 x Shot 1 x Dragoon 1 x Cannon 14 units; 54 coins; break point 5</p>	<p><b>Battle - Time limit based on season:</b></p> <ul style="list-style-type: none"> <li>Summer: 12 game turns</li> <li>Spring and Autumn: 10 game turns</li> <li>Winter: 8 game turns</li> </ul> <p><b>Weather modifier:</b> Roll 1d6 for the weather on the day of battle:</p> <ul style="list-style-type: none"> <li>1-2 = Overcast = Subtract 1 turn</li> <li>3-6 = Fair = No change</li> </ul> <p><b>Start time modifier:</b> Roll 1d6 for the start time of the battle:</p> <ul style="list-style-type: none"> <li>1-2 = Morning = No change</li> <li>3-4 = Noon = Subtract 1 turn</li> <li>5-6 = Afternoon = Subtract 2 turns</li> </ul>
<p><b>Player turn in early and late rounds:</b></p> <ol style="list-style-type: none"> <li>Advance the campaign clock</li> <li>The player who is strategic attacker chooses an enemy region adjacent to a friendly region</li> <li>The enemy faction selects a player to be strategic defender in that region</li> </ol>	<p><b>Battle - Campaign Cards:</b></p> <p>Each player gets one campaign cards for each recruitment factor that applies:</p> <p>+1 because you are fighting a battle +2 if you control the contested region and it is a capital (Thames Valley, West Midlands) +1 if you control the contested region and it is not a capital +2 if you control the Royalist capital (West Midlands) and it is adjacent to the contested region +2 if you control the Parliamentary capital (Thames Valley) and it is adjacent to the contested region +1 for each other friendly controlled region adjacent to the contested region</p>	<p><b>Gain Control:</b></p> <ol style="list-style-type: none"> <li><b>Tactical Attacker Wins:</b> Tactical attacker takes/retains control of the region</li> <li><b>Tactical Defender Wins:</b> Tactical defender takes/retains control of the region</li> <li><b>Draw:</b> Strategic Defender retains control of the region</li> </ol>
<p><b>Player turn in consolidation round:</b></p> <ol style="list-style-type: none"> <li>The player who is consolidation attacker chooses an uncontrolled region to contest</li> <li>Each faction rolls 1d6 and add the number of friendly adjacent regions. The higher score controls the target region. Re-roll ties.</li> </ol>		<p><b>Faction Victory:</b> The faction with the most regions at the end of the campaign wins.</p> <p><b>Lord Protector:</b> The player who won the most table top battles becomes "Lord Protector".</p>



# ECW Campaign Rules for Tilly's Very Bad Day

11	Parliament	12	Parliament	13	Parliament	14	Parliament	15	Parliament	16	Parliament
<i>Scots send aid</i>  Before the battle add two Pike+Shot units to the order of battle, but only if fighting in Lancashire, Yorkshire, North Midlands or Lincolnshire. Retain until used		<i>London Trained Bands</i>  Before the battle add one Pike+Shot unit to the order of battle		<i>New Model Army</i>  Before the battle add one Pike+Shot unit to the order of battle		<i>"The Assessment" - Parliament's excise tax</i>  Before the battle add one Pike+Shot unit to the order of battle		<i>Navy declares for Parliament</i>  Before the battle add two Cannon units to the order of battle, but only if fighting in a coastal region  Retain until used		<i>Parliament unifies command structure</i>  Each turn during battle one commander can make an additional move	
21	Parliament	22	Parliament	23	Parliament	24	Parliament	25	Parliament	26	Parliament
<i>Wealthy Cavalryman declares for Parliament</i>  Before the battle add one Horse unit to the order of battle		<i>Cromwell's Ironsides</i>  Before the battle add one Horse unit to the order of battle		<i>New Model Army</i>  Before the battle add one Horse unit to the order of battle		<i>"The Assessment" - Parliament's excise tax</i>  Before the battle add one Horse unit to the order of battle		<i>Nags for Parliament</i>  Before the battle add one Dragoon unit to the order of battle		<i>A rousing sermon</i>  Once during the battle restore the resolve of one unit to its original total during the rally phase	

Figure 15: Campaign Cards – Parliament – To print

31	Royalist		32	Royalist		33	Royalist		34	Royalist		35	Royalist		36	Royalist	
<i>Cornish Levies</i>		<i>Welsh rally to the King</i>		<i>Veterans rally to the King</i>		<i>"The Contribution" - King's excise tax</i>		<i>Queen raises funds abroad</i>		<i>Dashing Officer</i>							
Before the battle add two Pike+Shot units to the order of battle, but only if fighting in Cornwall or South West		Before the battle add one Pike+Shot unit to the order of battle		Before the battle add one Pike+Shot unit to the order of battle		Before the battle add one Pike+Shot unit to the order of battle		Before the battle add one Cannon unit to the order of battle		For the entire battle increase one chosen commander's to hit in melee from 4-6 to 3-6							
Retain until used																	
41	Royalist		42	Royalist		43	Royalist		44	Royalist		45	Royalist		46	Royalist	
<i>Dashing Horse</i>		<i>Rupert leads the cavalry</i>		<i>Every gentleman can ride</i>		<i>"The Contribution" - King's excise tax</i>		<i>Nags for the King</i>		<i>Montrose rises</i>							
Before the battle add one Horse unit to the order of battle		Before the battle add one Horse unit to the order of battle		Before the battle add one Horse unit to the order of battle		Before the battle add one Horse unit to the order of battle		Before the battle add one Dragoon unit to the order of battle		Negate Parliament card 'Scots send aid'							
										Retain until used							

Figure 16: Campaign Cards – Royalist – To print

# ECW Campaign Rules for Tilly's Very Bad Day

51	Beneficial	✕	52	Beneficial	✕	53	Beneficial	✕	54	Beneficial	✕	55	Beneficial	✕	56	Beneficial	✕
<i>Army fully paid</i>			<i>Foot abandon pikes for muskets</i>			<i>Army well supplied</i>			<i>Every able bodied man and boy</i>			<i>Nearby fortress</i>			<i>Inspirational commander</i>		
Before the battle add one Pike+Shot unit to the order of battle			Before the battle add one Shot unit to the order of battle			Before the battle add one Pike+Shot unit to the order of battle			Before the battle add one Rabble unit to the order of battle			Before the battle add one Cannon unit to the order of battle			Once during the battle restore the resolve of one unit to its original total during the rally phase		
61	Beneficial	✕	62	Beneficial	✕	63	Beneficial	✕	64	Beneficial	✕	65	Beneficial	✕	66	Beneficial	✕
<i>Voluntary donations</i>			<i>Powder explosion</i>			<i>Army well supplied with fodder</i>			<i>Armed peasants</i>			<i>Melt church bells for cannon</i>			<i>Experienced officer</i>		
Before the battle add one Horse unit to the order of battle			Once during the battle reduce resolve of one enemy unit by 2 Resolve			Before the battle add one Horse unit to the order of battle			Before the battle add one Rabble unit to the order of battle			Before the battle add one Cannon unit to the order of battle			For the entire battle increase one chosen commander's to hit in melee from 4-6 to 3-6		

Figure 17: Campaign Cards – Neutral – To print

71	Detrimental	✕	72	Detrimental	✕	73	Detrimental	✕	74	Detrimental	✕	75	Detrimental	✕	76	Detrimental	✕
<i>Army pay delayed</i>			<i>Illness in camp</i>			<i>Army poorly supplied</i>			<i>Divert forces to Ireland</i>			<i>Powder in short supply</i>			<i>Jealousy in the command structure</i>		
Before the battle remove one Pike+Shot unit from the order of battle			Before the battle remove one Pike+Shot unit from the order of battle			Before the battle remove one Pike+Shot unit from the order of battle			Before the battle remove one Pike+Shot unit from the order of battle			Before the battle remove one Shot unit from the order of battle			For the entire battle one chosen commander must roll 4+ on 1d6 in order to rally resolve		
81	Detrimental	✕	82	Detrimental	✕	83	Detrimental	✕	84	Detrimental	✕	85	Detrimental	✕	86	Detrimental	✕
<i>Cavalry absent on raid</i>			<i>Cavalry despatched to repel enemy raid</i>			<i>Fodder is scarce</i>			<i>Divert forces to put down Clubman risings</i>			<i>Dragoons away foraging</i>			<i>Desertion is rampant</i>		
Before the battle remove one Horse unit from the order of battle			Before the battle remove one Horse unit from the order of battle			Before the battle remove one Horse unit from the order of battle			Before the battle remove one Pike+Shot unit from the order of battle, but only if 1644 onwards			Before the battle remove one Dragoon unit from the order of battle			Before the battle remove one unit [Pike+Shot, Shot, Horse, or Dragoon] from the order of battle		

Figure 18: Campaign Cards – Detrimental – To print



# ECW Campaign Rules for Tilly's Very Bad Day

91	Royalist	92	Beneficial	93	Royalist	94	Detrimental	95	Beneficial	96	Beneficial
<b>Jacob Astley - 'You rogues, you missed your aim!'</b>  Once during the battle one Commander ignores the result of shooting		<b>Spectacularly bad judgement (Sir John Hotham)</b>  Once during the battle prevent all units in one enemy command from moving		<b>Sergeant-Major-General Boy, the 'Dog-witch'</b>  Once during the battle reduce resolve of one enemy unit by 2 Resolve  Retain until used		<b>'Let a cannonball divide me' (Earl of Kingston-upon-Hull)</b>  For the entire battle one chosen commander is automatically killed if hit by cannon fire		<b>Carlo Fantom - Impervious to bullets</b>  Once during the battle one Horse unit ignores the result of shooting		<b>John Hurry - Brave &amp; skilful but lax political principles</b>  For the entire battle increase one chosen commander's to hit in melee from 4-6 to 3-6  Retain until deserts to victorious enemy	
01	Parliament	02	Beneficial	03	Parliament	04	Detrimental	05	Beneficial	06	Detrimental
<b>Arthur Hasebrig - Shot proof armour</b>  Once during the battle one Commander ignores the result of shooting		<b>'Best shifter and chooser of ground' (William Waller)</b>  When generating terrain, after Step 3. Defender swaps terrain cards, the player can swap any two terrain cards		<b>The 'Dog-witch' must die</b>  Negate Royalist card 'Sergeant-Major-General Boy'  Retain until used		<b>Weary of his times (Viscount Falkland)</b>  For the entire battle one chosen Commander is automatically killed if hit		<b>Sniper (Dumb Dyott)</b>  Once during the battle one enemy commander is automatically killed if hit by shooting		<b>Behead the Traitor</b>  Negate card 'John Hurry', but only if your faction has the 'John Hurry' card  Retain until used	

Figure 19: Campaign Cards – Personalities – To print

## 14. References

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