English Civil War Campaign

Populous, Rich, and Rebellious

Using Tilly's Very Bad Day

Steven Thomas

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.

Version 2.0 (22 March 2025)

1. Acknowledgements

When looking at the 17th 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 17th 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).

Version 1.0 through 1.3 assumed players would want to play multiple games in simultaneously and included the concept of "rounds" to facilitate this. Play testing quickly showed players were happier playing one game after another with everybody who turned up joining in. So version 2.0 abandons rounds in favour of a more sequential approach with bigger and smaller battles depending on the number of players present. Having abandoned rounds, version 2.0 simplifies the sequence of play, combining the strategic sequence of play with the tactical sequence of play, forming one overriding series of steps. Version 2.0 also puts more focus on seasons; at least they now appear on the revised map

ECW Campaign Rules for Tilly's Very Bad Day

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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+

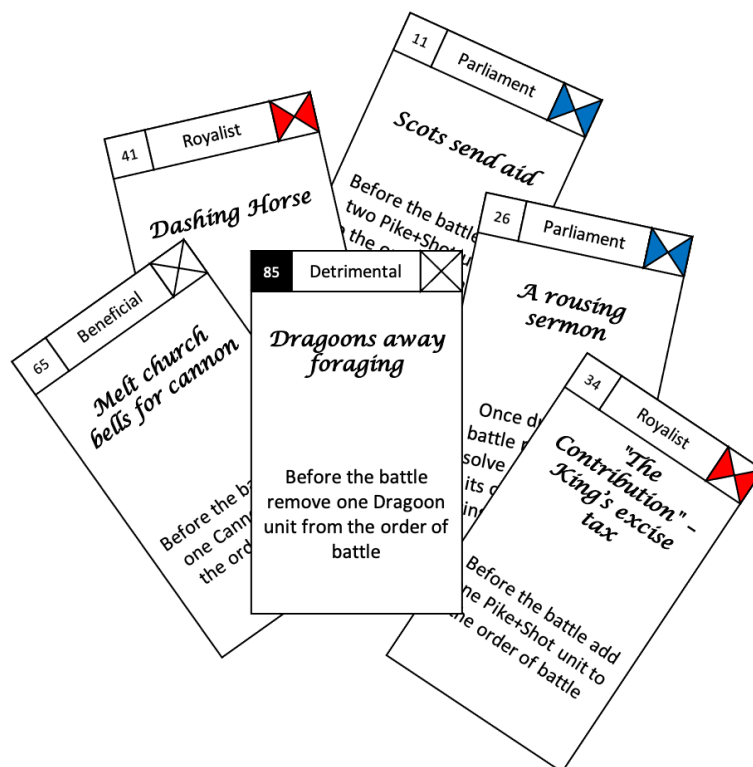If these ideas pan out I'll do a version for the Thirty Years War.

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.

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.
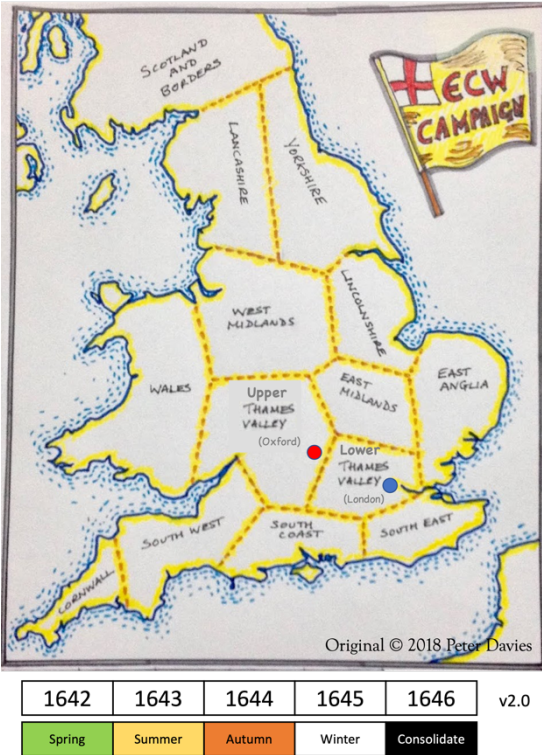

Figure 2: Campaign Map

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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 Parliamentarian, 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 to 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
- Two, four, six strategic turns and hence battles
- 1642 also ends with a consolidation phase

Each campaign year follows a sequence of play. There are 15 steps but steps 2 to 13 are repeated for each strategic turn (hence battle) in the campaign year.
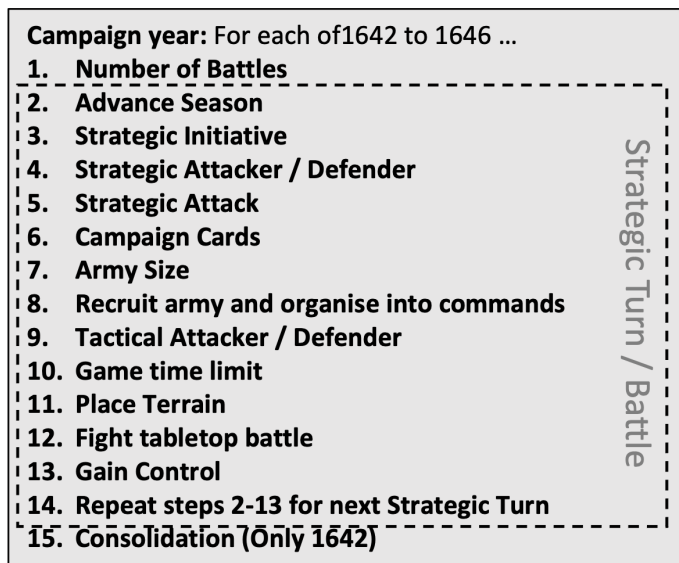
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Campaign year: For each of 1642 to 1646 …
  1.   Number of Battles
  2.   Advance Season
  3.   Strategic Initiative
  4.   Strategic Attacker / Defender
  5.   Strategic Attack
  6.   Campaign Cards
  7.   Army Size
  8.   Recruit army and organise into commands
  9.   Tactical Attacker / Defender
 10.   Game time limit
 11.   Place Terrain
 12.   Fight tabletop battle
 13.   Gain Control
 14.   Repeat steps 2-13 for next Strategic Turn
 15.   Consolidation (Only 1642)
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Figure 3: Sequence of Play for Campaign Year

9.1. Number of Battles

As a group the players decide how many battles you will fight in the year. The campaign year has one strategic turn for each battle you agree to fight. The number of battles can change from year to year depending on your enthusiasm. Typically in a campaign year you will either fight one battle per faction (2) or fight one battle per player (e.g. 2, 4, or 6). Solo players can fight as many as they want, it depends on their stamina; of course they fight both sides.

Example: Our group started playing four battles per year (i.e. one per player) but dropped back to two battles per year (i.e. one per faction) when the pressures of life made the higher number of games too onerous.

Remember players fight both when they have strategic initiative and are attacking plus when they are defending.

9.2. Advance Season

You need to keep track of the season because it affects the day light hours for 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 two battle year 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 four battle year there is one game in each of spring, summer, autumn and winter.
3. For a six battle year 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 with 4 battles planned for the campaign year, Chris (Parliament) targeted Yorkshire. This was the first strategic turn in the campaign year so the battle was fought in spring. Adam followed in the order-of-play and initiated the second battle of the year in summer. Jamie attacked in autumn and Steven came last and attacked in winter.

9.3. Strategic initiative
One faction has strategic initiative at the start of the campaign year. 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 strategic turn in the campaign year. Re-roll any ties. Subsequently, during the campaign year, strategic initiatve alternates between factions and players.

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 and decide Chris is the first strategic attacker. The faction alternate after that so the Royalists are next. Eventually the order-of-play for 1644 became Chris (Parliament), Adam (Royalist), Jamie (Parliament), Steven (Royalist).

9.4. Strategic Attacker / Defender
The faction with strategic initiative chooses a player to be the **Strategic Attacker** for this strategic turn. That player chooses the region to contest and then commands the faction's army in the subsequent tabletop battle. If the group previously chose to fight one battle per player in the campaign year, every player gets a chance to be strategic attacker in rotation. When fighting only one battle per faction per year, the players choose who will be strategic attacker when their faction gets strategic initiative, although they are expected to rotate over time.

The other faction chooses the **Strategic Defender**.   Try to ensure that all players get a go over time.

The strategic attacker and strategic defender are the commander-in-chief for their respective factions during the current strategic turn. Other players can play in any game – are expected to play if they turn up – but take subordinate roles under their commander-in-chief.

Example: The line up for the four battles in 1644 was:

1. Chris (Parliament) attacking Steven (Royalist)
2. Adam (Royalist) attacking Jamie (Parliament)
3. Jamie (Parliament) attacking Adam (Royalist)
4. Steven (Royalist) attacking Chris (Parliament)

9.5. Strategic Attack

The strategic attacker 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. This is the contested region.

Example: Chris (Parliament) kicks off 1644 by targeting Royalist held Yorkshire. Over the course of the year the choices of target are:
1. Chris (Parliament) targets Yorkshire
2. Adam (Royalist) targets East Midlands
3. Jamie (Parliament) targets South Coast
4. Steven (Royalist) targets in Yorkshire (because Chris took it earlier in the campaign year)

9.6. Campaign Cards

Before each battle both factions randomly select campaign cards. Campaign cards provide a bit of flavour and a random element for the order of battle used in a particular battle, e.g. modifying the order of battle or allowing a special event during the battle. The cards are one of four types: **Beneficial** for either faction, **Detrimental** for either faction, only beneficial for the **Royalist** faction or only beneficial for **Parliament**. 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.

You get one campaign card for each recruitment factor that applies:

> **Battle:** +1 if you are the strategic attacker
> **Regions:** +1 for each nearby region under friendly control, either the contested region or adjacent
> **Capitals:** +1 for if your faction capital is under friendly control and nearby, either the contested region or adjacent

Note: You only get the capital bonus if you control your own faction's capital. Oxford in the Upper Thames Valley is the capital for the Royalists. London in the Lower Thames Valley is the capital for Parliament. A friendly controlled faction capital provides two campaign cards, one for the region and one for being a capital.

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

Figure 4: Campaign Cards - Example in Yorkshire

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 because 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.

9.7. Army Size
[Relates to Tilly's Very Bad Day Pre-game 1 - Agree Army Size.]

We found with more players present we wanted to play bigger games, so army size depends on how many players are involved in the battle.

Small Game: For a two player battle give each player a small army of 14 units on a Small Table (30x30 TUM):

Unmodified Order of Battle (Small)
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

Big Game: For a four player battle, two players per side, each faction gets a big army of 19 units on a Big Table (45 x 30 TU).

Unmodified Order of Battle (Big)
3 x Commander
6 x Horse
6 x Pike+Shot
2 x Shot
1 x Dragoon
1 x Cannon
19 units; 74 coins; break point 7

Huge Game: For a six player battle, three players per side, the protagonists get a bigger army (25 units) on a Huge Table (60 x 30 TUM):

Unmodified Order of Battle (Bigger)
4 x Commander
8 x Horse
8 x Pike+Shot
2 x Shot
1 x Dragoon
2 x Cannon
25 units; 96 coins; break point 9

If you have an odd number of players, then you can either round down and use the odd player as the umpire, or round up so one side has more players than the other. If you round up, only the number of players differ and both unmodified armies are the same size, with the same number of commander units.

Example: One night Jamie was sick so only Chris, Adam and Steven turned up. We decided to have a small two player battle (Chris, Adam) with Steven umpiring. On another occasion we had a full house with all four regular players plus Dave as a guest. We decided to play a huge game with a "bigger" order of battle. Chris, Jamie and Dave commanded the Parliamentary army; Adam and Steven also had a "bigger" order of battle even though they only had two players.

9.8. Recruit army and organise into command
[Relates to Tilly's Very Bad Day Pre-game 2 - Recruit army and organise into command.]

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 Parliamentarian, 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*

9.9. Tactical attacker and defender
[Relates to Tilly's Very Bad Day Pre-game 4 - Determine Tactical Attacker.]

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 is also the tactical attacker.

Example: In Yorkshire Chris had 16 units and Steven only 15. 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 strategic 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.

9.10.   Game time limit

[Relates to Tilly's Very Bad Day Pre-game 4 - Determine Tactical Attacker.]

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:
- Spring: 10 turns
- Summer: 12 turns
- Autumn: 10 turns
- 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 strategic 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 and he subtracted 1 turn, making 9. Jamie rolled 6 for start time which meant it was already afternoon before the battle started, so Steven subtracted 2 further turns, making 7. It was a very short game. The pressure was on for Steven to win.

If you want to know the month within the season, roll 1d6: 1-2 first month of season; 3-4 second month of the season; 5-6 third month of the season.

9.11.   Place Terrain

[Relates to Tilly's Very Bad Day Pre-game 5 – Place Terrain.]

Use Terrain Cards – Random terrain placement for pick up wargames. Small battles are fought on small tables of 30 x 30 TUM and have four sectors. Big battles are on big tables of 45 x 30 TUM and have six sectors. Huge battles are on huge tables of 60 x 30 TUM with eight sectors. The terrain card rules are at the back of version 2.0 of Tilly's Very Bad Day. If you don't have the Tilly's Very Bad Day rules then the terrain card system is also available online.

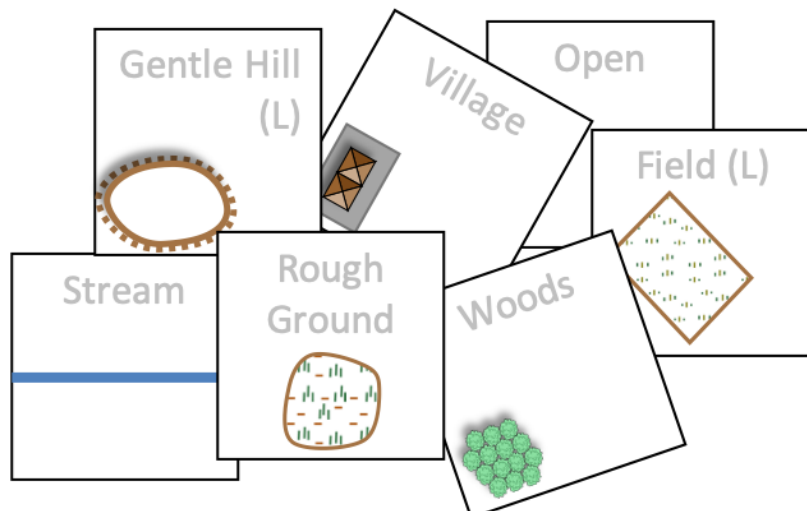# ECW Campaign Rules for Tilly's Very Bad Day

Figure 5: 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.

9.12. Fight tabletop battle
The players fight a battle for the contested region. Battles are fought on the table top using Tilly's Very Bad Day.

9.13. Gain Control
Battles are fought to gain/retain control of the contested region. The player that wins the tabletop battle gains/retains control of the contested region for their faction.

- **Strategic Attacker Wins:** Takes control of the contested region
- **Strategic Defender Wins:** Retains control of the contested region
- **Draw:** Strategic Defender retains control of the contested region

Example: In 1644 Chris was the strategic attacker in his strategic 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, now as the strategic attacker, Steven reinvaded Yorkshire. 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.

9.14. Repeat steps 2-13 for next Strategic Turn
Each campaign year comprises a series of strategic turns. Repeat steps 2 to 13 for each strategic turn.

9.15. Consolidation (Only 1642)
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 fight the normal battles on the table top (either 2, 4 or 6). Then follow them with a consolidate phase to deal with the remaining uncontrolled regions.

In the consolidate phase go through the players again in the 1642 order-of-play until all regions are controlled. In their strategic turn in the consolidate phase the consolidation attacker can chose 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.   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
Dashing Horse	*Dragoons away foraging*	*"The Contribution" – King's excise tax*	*Scots send aid*	*Melt church bells for cannon*	*A rousing sermon*
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 6: 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.

10.1.   When to use and discard campaign cards

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

ECW Campaign Rules for Tilly's Very Bad Day

- 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 chooses 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.

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.

Figure 7: 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.

Figure 8: Campaign Cards - John Hurry

10.2.   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").

ECW Campaign Rules for Tilly's Very Bad Day

11 Parliament	12 Parliament	13 Parliament	14 Parliament	15 Parliament	16 Parliament
Scots send aid	*London Trained Bands*	*New Model Army*	*"The Assessment" - Parliament's excise tax*	*Navy declares for Parliament*	*Parliament unifies command structure*
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
Wealthy Cavalryman declares for Parliament	*Cromwell's Ironsides*	*New Model Army*	*"The Assessment" - Parliament's excise tax*	*Nags for Parliament*	*A rousing sermon*
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 9: 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
Cornish Levies	*Welsh rally to the King*	*Veterans rally to the King*	*"The Contribution" – King's excise tax*	*Queen raises funds abroad*	*Dashing Officer*
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	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

41 Royalist	42 Royalist	43 Royalist	44 Royalist	45 Royalist	46 Royalist
Dashing Horse	*Rupert leads the cavalry*	*Every gentleman can ride*	*"The Contribution" – King's excise tax*	*Nags for the King*	*Montrose rises*
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 10: Campaign Cards - Royalist

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

51 Beneficial	52 Beneficial	53 Beneficial	54 Beneficial	55 Beneficial	56 Beneficial
Army fully paid	*Foot abandon pikes for muskets*	*Army well supplied*	*Every able bodied man and boy*	*Nearby fortress*	*Inspirational commander*
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
Voluntary donations	*Powder explosion*	*Army well supplied with fodder*	*Armed peasants*	*Melt church bells for cannon*	*Experienced officer*
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 onechosen commander's to hit in melee from 4-6 to 3-6

Figure 11: 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
Army pay delayed	*Illness in camp*	*Army poorly supplied*	*Divert forces to Ireland*	*Powder in short supply*	*Jealousy in the command structure*
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
Cavalry absent on raid	*Cavalry despatched to repel enemy raid*	*Fodder is scare*	*Divert forces to put down Clubman risings*	*Dragoons away foraging*	*Desertion is rampant*
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 12: 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 architype for game purposes and although the individual was loyal to one side, the architype 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
Jacob Astley – 'You rogues, you missed your aim!' Once during the battle one Commander ignores the result of shooting	*Spectacularly bad judgement (Sir John Hotham)* Once during the battle prevent all units in one enemy command from moving	*Sergeant-Major-General Boy, the 'Dog-witch'* Once during the battle reduce resolve of one enemy unit by 2 Resolve Retain until used	*'Let a cannonball divide me' (Earl of Kingston-upon-Hull)* For the entire battle one chosen commander is automatically killed if hit by cannon fire	*Carlo Fantom – Impervious to bullets* Once during the battle one Horse unit ignores the result of shooting	*John Hurry – Brave & skilful but lax political principles* 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
Arthur Haselrig – Shot proof armour Once during the battle one Commander ignores the result of shooting	*'Best shifter and chooser of ground' (William Waller)* When generating terrain, after *Step 3. Defender swaps terrain cards*, the player can swap any two terrain cards	*The 'Dog-witch' must die* Negate Royalist card 'Sergeant-Major-General Boy' Retain until used	*Weary of his times (Viscount Falkland)* For the entire battle one chosen Commander is automatically killed if hit	*Sniper (Dumb Dyott)* Once during the battle one enemy commander is automatically killed if hit by shooting	*Behead the Traitor* Negate card 'John Hurry', but but only if your faction has the 'John Hurry' card Retain until used

Figure 13: Campaign Cards – Personalities

10.3. 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 16 (actually "06" because I'm using 0 to mean 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".

11.   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

12.   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
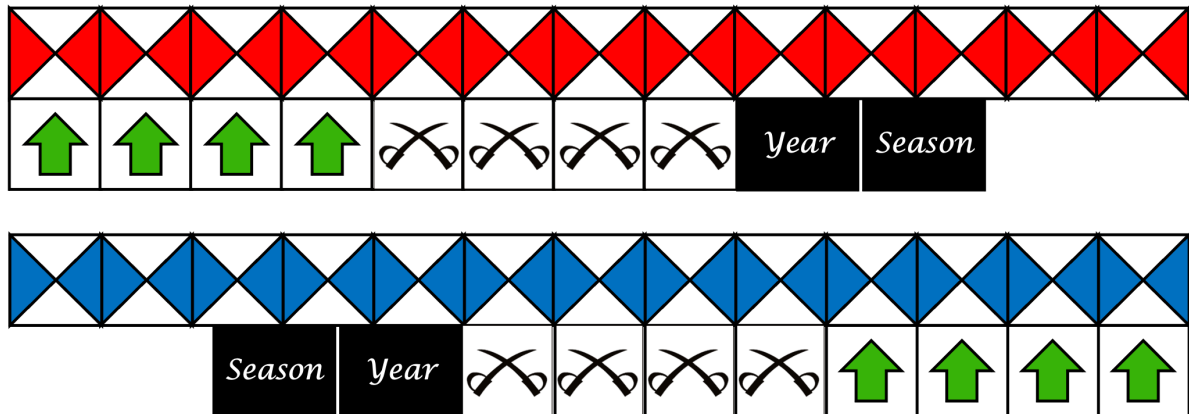
Figure 14: Campaign Markers– To print (either glue single or double sided)
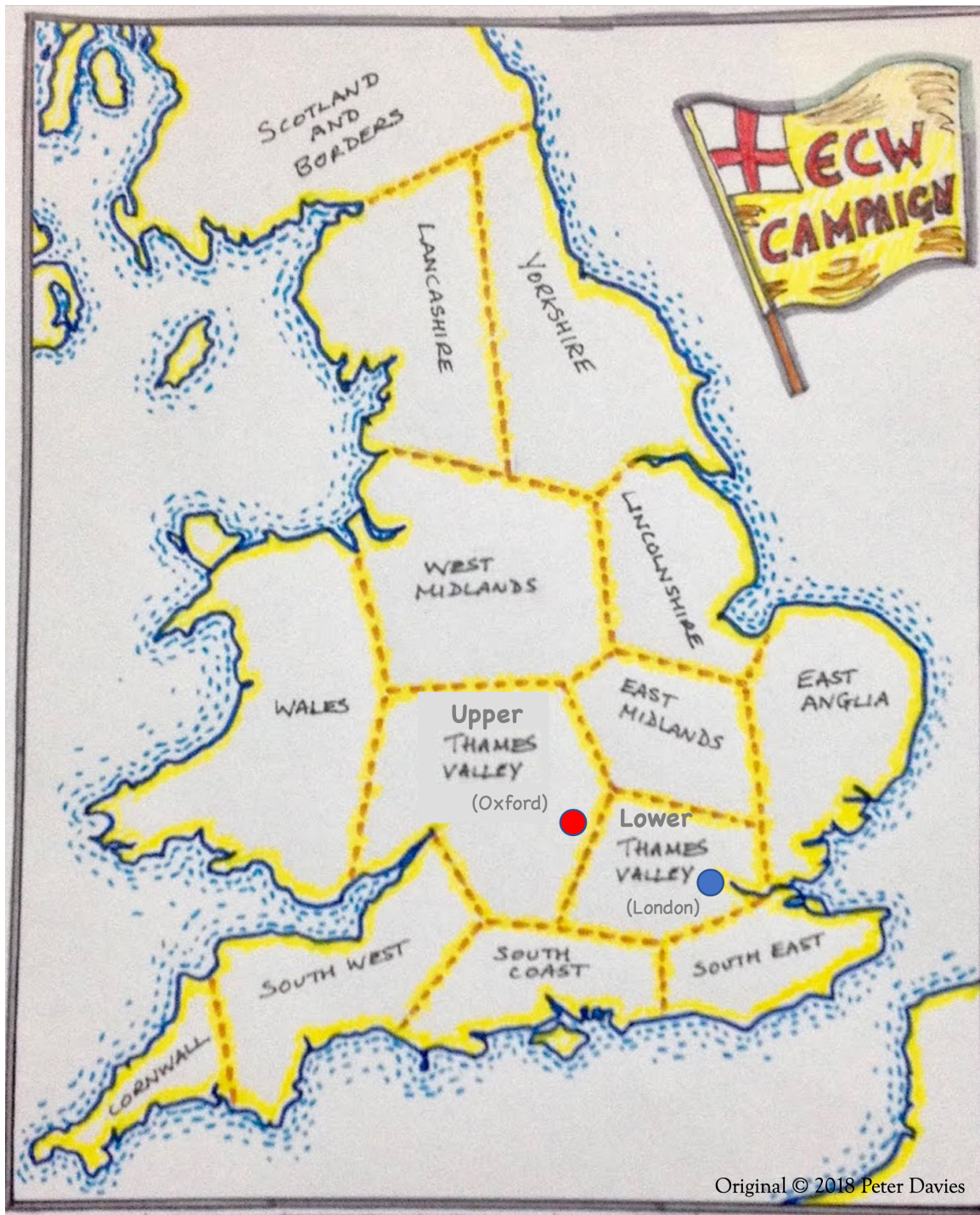
1642	1643	1644	1645	1646	v2.0

Spring	Summer	Autumn	Winter	Consolidate

Figure 15: Campaign Map – To print

ECW Campaign Rules for Tilly's Very Bad Day

Populous, Rich, and Rebellious – English Civil War Campaign – Quick Reference Sheet v2.0

Set up: 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.

Campaign year: For each of 1642 to 1646 …

1. Number of Battles
2. Advance Season
3. Strategic Initiative
4. Strategic Attacker / Defender
5. Strategic Attack
6. Campaign Cards
7. Army Size
8. Recruit army and organise into commands
9. Tactical Attacker / Defender
10. Place Terrain
11. Place Terrain
12. Fight tabletop battle
13. Gain Control
14. Repeat steps 2-13 for next Strategic Turn
15. Consolidation (Only 1642)

Strategic Turn / Battle

1. Number of Battles: Agree to play 2, 4, or 6 battles

2. Advance Season: In 1642 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. 2-battle year: Game 1 is in spring (1-3) or summer (4-6); Game 2 in autumn (1-3) or winter (4-6).
2. 4-battle year: there is one game in each of spring, summer, autumn and winter.
3. 6-battle year: the games are spread across spring (1), summer (2), autumn (2) and winter (1)

3. Strategic Initiative: Each faction rolls 1d6 at start of the campaign year and adds the number of regions they control. Higher wins. Then alternate factions.

4. Strategic Attacker / Defender: Faction with strategic initiative chooses a player to be strategic attacker, other faction chooses the strategic defender

5. Strategic Attack: Strategic attacker chooses an enemy region adjacent to a friendly region

6. Campaign Cards: Each player gets one campaign cards for each recruitment factor that applies:

Battle: +1 if you are the strategic attacker
Regions: +1 for each nearby region under friendly control, either the contested region or adjacent
Capitals: +1 for if your faction capital is under friendly control and nearby, either the contested region or adjacent

7. Army Size: The number of players determines game size, army size, and table size. The unmodified OOB is (Small/Big/Bigger):
3/3/4 x Commander
4/6/8 x Horse
4/6/8 x Pike+Shot
1/2/2 x Shot
1/1/1 x Dragoon
1/1/2 x Cannon
14/19/25 units; 54/74/96 coins; break point 5/7/9
[TVBD Pre-game 1]

8. Recruit army and organise into commands: Adjust OOBs based on Campaign cards. [TVBD Pre-game 2]

9. Tactical Attacker / Defender: 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. [TVBD Pre-game 4]

10. Game Time limit: Start with the season: Spring (10 game turns); Summer (12); Autumn (10); Winter (8)
Roll 1d6 for Weather: 1-2 = Overcast = Subtract 1 turn; 3-6 = Fair = No change. Roll 1d6 for start time: 1-2 = Morning = No change; 3-4 = Noon = Subtract 1 turn; 5-6 = Afternoon = Subtract 2 turns. [TVBD Pre-game 4]

11. Place Terrain:
Use the Advanced Rule: Two streams makes a river. The tactical defender draws four random Terrain Cards, and flips them over into a grid layout (Small = 2 x 2 / Big = 3 x 2 / Huge = 4 x 2). The tactical defender can rotate one terrain card; on big or huge tables they can instead swap an Open on the flank for a centre card. [TVBD Pre-game 5]

12. Fight Table Top Battle: Using Tilly's Very Bad Day

13. Gain Control:
1. **Tactical Attacker Wins:** Tactical attacker takes/retains control of the region
2. **Tactical Defender Wins:** Tactical defender takes/retains control of the region
3. **Draw:** Strategic Defender retains control of the region

14. Repeat steps 3-13: Repeat steps 3 to 13 for each strategic turn (and battle) of the campaign year; alternate factions and players

15. Consolidation (only 1642):
The players take their player turn 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.
1. The player who is consolidation attacker choses an uncontrolled region to contest
2. Each faction rolls 1d6 and add the number of friendly adjacent regions. The higher score controls the target region. Re-roll ties.

Faction Victory: The faction with the most regions at the end of the campaign wins.
Lord Protector: The player who won the most table top battles becomes "Lord Protector".

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

Figure 16: Campaign Cards – Parliament – To print

31	Royalist	32	Royalist	33	Royalist	34	Royalist	35	Royalist	36	Royalist
Cornish Levies		*Welsh rally to the King*		*Veterans rally to the King*		*"The Contribution" – King's excise tax*		*Queen raises funds abroad*		*Dashing Officer*	
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		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	

41	Royalist	42	Royalist	43	Royalist	44	Royalist	45	Royalist	46	Royalist
Dashing Horse		*Rupert leads the cavalry*		*Every gentleman can ride*		*"The Contribution" – King's excise tax*		*Nags for the King*		*Montrose rises*	
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 17: Campaign Cards – Royalist – To print

51 Beneficial	52 Beneficial	53 Beneficial	54 Beneficial	55 Beneficial	56 Beneficial
Army fully paid	*Foot abandon pikes for muskets*	*Army well supplied*	*Every able bodied man and boy*	*Nearby fortress*	*Inspirational commander*
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
Voluntary donations	*Powder explosion*	*Army well supplied with fodder*	*Armed peasants*	*Melt church bells for cannon*	*Experienced officer*
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 18: Campaign Cards – Neutral – To print

71 Detrimental	72 Detrimental	73 Detrimental	74 Detrimental	75 Detrimental	76 Detrimental
Army pay delayed	*Illness in camp*	*Army poorly supplied*	*Divert forces to Ireland*	*Powder in short supply*	*Jealousy in the command structure*
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
Cavalry absent on raid	*Cavalry despatched to repel enemy raid*	*Fodder is scare*	*Divert forces to put down Clubman risings*	*Dragoons away foraging*	*Desertion is rampant*
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 19: Campaign Cards – Detrimental – To print

91	Royalist	92	Beneficial	93	Royalist	94	Detrimental	95	Beneficial	96	Beneficial
	Jacob Astley – 'You rogues, you missed your aim!'		*Spectacularly bad judgement (Sir John Hotham)*		*Sergeant-Major-General Boy, the 'Dog-witch'*		*'Let a cannonball divide me' (Earl of Kingston-upon-Hull)*		*Carlo Fantom – Impervious to bullets*		*John Hurry – Brave & skilful but lax political principles*
	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		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 used						Retain until deserts to victorious enemy

01	Parliament	02	Beneficial	03	Parliament	04	Detrimental	05	Beneficial	06	Detrimental
	Arthur Haselrig – Shot proof armour		*'Best shifter and chooser of ground' (William Waller)*		*The 'Dog-witch' must die*		*Weary of his times (Viscount Falkland)*		*Sniper (Dumb Dyott)*		*Behead the Traitor*
	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'		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						Retain until used

Figure 20: Campaign Cards – Personalities – To print

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