

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. **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)**

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 chooses 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".

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