

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

**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. Initiative:** Each faction rolls 1d6 and adds the number of regions they control. Higher wins.
- 2. Order-of-Play:** 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.
- 3. Early Round**
  - a. Player turns:** In order-of-play the players in the round take their player turn as strategic attacker
  - b. Battle:** Fight all battles for the round simultaneously
  - c. Gain Control** as a result of the battles
- 4. Late Round** (as Early Round)
- 5. Consolidation Round (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.

**Player turn in early and late rounds:**

1. Advance the campaign clock
2. The player who is strategic attacker chooses an enemy region adjacent to a friendly region
3. The enemy faction selects a player to be strategic defender in that region

**Player turn in 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.

**Advance campaign clock:** 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)

**Battle - 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

**Battle - Campaign Cards:**

Each player gets one campaign cards 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 (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

**Battle - Tactical attacker / Tactical 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.

**Battle - Terrain:**

The tactical defender draws four random Terrain Cards, and flips them over into a 2 x 2 layout. The tactical defender can rotate one terrain card.

**Battle - Time limit based on season:**

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

**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

**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".