

Introduction

Once upon a time, not so very long ago, a company called Mantic Games created a tabletop fantasy wargame ruleset called Kings of War. It was free, and it was good.

Shortly afterwards, a fine fellow named Neldoreth adapted the rules to his favorite(?) historical period, creating a supplement he called Rome Rising.

Inspired by their example, I have attempted here to put forward an embryonic, alpha-test-ready Kings of War variant of my own, set in the age of Pike & Shotte. Specifically covering the English Civil War, these rules are intended to represent the clash of Roundheaded Parliamentarian and Royalist Cavalier in glorious 28mm.

If these rules meet with any sort of success, expect them to be updated with additional lists for Covenanters, Highlanders, and regional/chronological variants of the two central armies. With just a bit more work, they may be expanded to Continental armies of the Thirty Years War...



Acknowledgments and Legal

This supplement is neither published nor endorsed by Mantic Games.

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To use this document, a copy of Kings of War is required. It is available at no charge from the Mantic Games website, at: <http://www.manticgames.com/Hobby/Gaming.html>

Furthermore, the inspiration for this work comes from the Kings of War; Historical Ancient Battles supplement, ROME RISING, by Neldoreth, available at: www.hourofwolves.org

All other illustrations were obtained online, and are believed to be Public Domain.

With the exceptions listed above, this supplement is the work of Thaddeus Urban, who sadly has no website. Feedback may be emailed, with "KoW" somewhere in the subject line, to pseudo_historian@yahoo.com



New Special Rules:

Loot-Hungry

“Oi! Looks like Rupert an' his fancy lads have taken off after the baggage again. Wonder when they'll be back...”

Whenever the unit routs an enemy unit of regiment size or larger, roll a die. On a 4+, the *loot-hungry* unit is removed from play (though a friendly *inspiring* model within 6” grants a re-roll). One must imagine the unit hunting down stragglers, raiding the enemy baggage train, exploring the nearby brothels, or otherwise engaged in cavalier-type activities. Note that the unit has not routed, and does not grant any Victory Points to the opposing side.

Mounted Infantry

An inglorious yet indispensable hybrid of cavalry and infantry, these soldiers ride (on infamously poor-quality horses) into position, but dismount to fight.

When (if) this unit moves on the first turn, it counts as *Nimble* with an **Sp** of 9. In all subsequent turns, the unit moves as normal.

The unit can be represented by a mixture of mounted and dismounted miniatures, so long as it occupies the appropriate infantry “footprint”

Muskets

24” range.

Army Composition

The standard Kings of War army composition rules apply. In addition, the following rules will encourage period-appropriate forces.

No more than 1000 points may be spent on Cavalry (including Dragoons, but not mounted characters). This is deliberately a set number, not a proportion or percentage, since smaller engagements could indeed consist entirely of mounted troops. However, note that:

Cavalry regiments do not count when determining how many War Engines an army can include.

Design Notes

The “Pike and Shotte” units represent the basic infantry deployments of the day, consisting of musketeers and pikemen in closely supporting formation. The exact arrangement varied according to which theories of drill a given commander happened to subscribe to, but the effect was always the same: a mass of shotte, with pikes at the ready to ward off any sudden cavalry attacks. Units should be arranged with a mix of pike- and musket-armed models, with muskets ideally in the majority.

The *piercing* special rule is used here to denote only reasonably disciplined volleys of gunpowder weapons. The sporadic and frankly rather trifling shots coming from a band of clubmen, or from cavaliers at range, hardly qualifies.

Clubmen is a catch-all term here, the unit representing not only the town militias that defended against roving foragers of both armies, but also usable for the cudgel-bearing volunteers that filled out the King's ranks at Edgehill, or Fairfax' ill-fated men at Seacroft Moor, or any similarly under-equipped troops.

Both the Roundhead Cavalry and Cavalier units would technically be called Harquebusiers, but the differences between the two in tactics and temperament are great enough to warrant divergent statlines, with appropriately colorful names to match.

Since the Cuirassier heavy cavalry was historically limited to the Parliamentarian forces only, the Royalists have a unique unit of their own based on the well-regarded Cornish Tertias, whose aggression and fighting spirit were able to break through superior positions time and again.

Army Lists

The following pages contain the two basic army lists for fighting battles in the English Civil War. Note that they are almost identical, differing only in a couple units each.

Except for Parliament's cuirassiers, royalist Cornwall's exceptional infantry, and the differing styles of harquebusiers, both armies fought in largely the same manner, with roughly equivalent gear, tactics and organization.

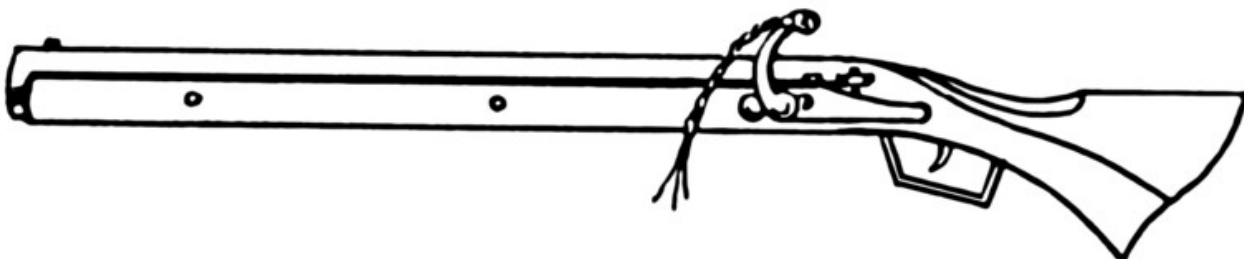
V2.1 notes-

Points costs adjusted across the board.

Cuirassier **De** changed from 6+ to 5+.

Inspiring now influences *loot-hungry* tests.

Pistol option removed from Standard Bearer/Preacher.



Parliamentarian

Foot

Pike & Shotte Regiment **Cost: 180 points**

Type Sp Me Ra De At Ne

Infantry (20) 5 5+ 5+ 3+ 10 6

Special: Muskets. *Phalanx, Piercing (1)*.

Can have banner (+15 points), musician (+10 points)

Pike & Shotte Horde **Cost: 350 points**

Type Sp Me Ra De At Ne

Infantry (40) 5 5+ 5+ 3+ 20 13

Special: Muskets. *Phalanx, Piercing (1)*.

Can have banner (+20 points), musician (+15 points)

Commanded Shotte Troop **Cost: 70 points**

Type Sp Me Ra De At Ne

Infantry (10) 5 6+ 5+ 3+ 10 3

Special: Muskets. *Piercing (1)*.

Can be issued firelocks (+10 points) improving their **Ra** to 4+

Commanded Shotte Regiment **Cost: 130 points**

Type Sp Me Ra De At Ne

Infantry (20) 5 6+ 5+ 3+ 10 6

Special: Muskets. *Piercing (1)*. Can be issued firelocks (+15 points) improving their **Ra** to 4+

Clubmen Troop **Cost: 60 points**

Type Sp Me Ra De At Ne

Infantry (10) 5 5+ 6+ 3+ 10 3

Can have banner (+10 points), musician (+5 points)

Clubmen/Levy Regiment **Cost: 110 points**

Type Sp Me Ra De At Ne

Infantry (20) 5 5+ 6+ 3+ 10 6

Can be issued pikes (+15 points), granting the *phalanx* rule. Can have banner (+15 points), musician (+10 points)

Clubmen/Levy Horde **Cost: 210**

Type Sp Me Ra De At Ne

Infantry (40) 5 5+ 6+ 3+ 20 13

Can be issued pikes (+30 points), granting the *phalanx* rule. Can have banner (+15 points), musician (+10 points)

Horse

Dragoon Troop **Cost: 80 points**

Type Sp Me Ra De At Ne

Infantry (10) 5 5+ 5+ 3+ 10 3

Special: Muskets. *Mounted Infantry, Piercing (1)*.

Can be issued firelocks (+10 points) improving their **Ra** to 4+

Dragoon Regiment **Cost: 150 points**

Type Sp Me Ra De At Ne

Infantry (20) 5 5+ 5+ 3+ 10 6

Special: Muskets. *Mounted Infantry, Piercing (1)*.

Can be issued firelocks (+15 points) improving their **Ra** to 4+

Roundhead Harquebusier Troop **Cost: 110 points**

Type Sp Me Ra De At Ne

Cavalry (5) 9 5+ 4+ 4+ 8 3

Special: Pistols. *Piercing (1)*.

Can have banner (+15 points), musician (+10 points)

Roundhead Harquebusier Regiment **Cost: 210 points**

Type Sp Me Ra De At Ne

Cavalry (10) 9 5+ 4+ 4+ 16 6

Special: Pistols. *Piercing (1)*. Can have banner (+20 points), musician (+15 points)

Cuirassier Troop **Cost: 130 points**

Type Sp Me Ra De At Ne

Cavalry (5) 9 5+ 4+ 5+ 8 3

Special: Pistols. *Crushing Strength (1), Piercing (1)*.

Can have banner (+15 points), musician (+10 points)

Cuirassier Regiment **Cost: 240 points**

Type Sp Me Ra De At Ne

Cavalry (10) 9 5+ 4+ 5+ 16 6

Special: Pistols. *Crushing Strength (1), Piercing (1)*.

Can have banner (+20 points), musician (+15 points)

War Engines

Saker Cannon **Cost: 70 points**

Type Sp Me Ra De At Ne

War Eng 5 - 5+ 5+ 6 2

Special: *Piercing (3)*.

Heroes and Commanders

Army General **Cost: 140 points**

Type Sp Me Ra De At Ne

Hero 5 3+ 5+ 5+ 4 6

Special: Pistols. *Crushing Strength (1), Inspiring, Individual*.

Can be mounted (+15 points), raising **Sp** to 9.

Colonel **Cost: 95 points**

Type Sp Me Ra De At Ne

Hero 5 3+ 5+ 5+ 3 4

Special: Pistols. *Crushing Strength (1), Inspiring, Individual*.

Can be mounted (+15 points), raising **Sp** to 9.

Officer **Cost: 60 points**

Type Sp Me Ra De At Ne

Hero 5 4+ 5+ 5+ 2 3

Special: Pistols. *Crushing Strength (1), Individual*.

Can be mounted (+10 points), raising **Sp** to 9.

Standard Bearer/ Preacher **Cost: 35 points**

Type Sp Me Ra De At Ne

Hero 5 4+ 5+ 4+ 1 2

Special: *Inspiring, Individual*.

Can be mounted (+10 points), raising **Sp** to 9.

Royalist

Foot

Pike & Shotte Regiment **Cost: 180 points**

Type Sp Me Ra De At Ne

Infantry (20) 5 5+ 5+ 3+ 10 6

Special: Muskets. *Phalanx, Piercing (1)*.

Can have banner (+15 points), musician (+10 points)

Pike & Shotte Horde **Cost: 350 points**

Type Sp Me Ra De At Ne

Infantry (40) 5 5+ 5+ 3+ 20 13

Special: Muskets. *Phalanx, Piercing (1)*.

Can have banner (+20 points), musician (+15 points)

Cornishmen Regiment **Cost: 190 points**

Type Sp Me Ra De At Ne

Infantry (20) 6 4+ 5+ 3+ 10 6

Special: Muskets. *Phalanx, Piercing (1)*.

Can have banner (+15 points), musician (+10 points)

Cornishmen Horde **Cost: 370 points**

Type Sp Me Ra De At Ne

Infantry (40) 6 4+ 5+ 3+ 20 13

Special: Muskets. *Phalanx, Piercing (1)*.

Can have banner (+20 points), musician (+15 points)

Commanded Shotte Troop **Cost: 70 points**

Type Sp Me Ra De At Ne

Infantry (10) 5 6+ 5+ 3+ 10 3

Special: Muskets. *Piercing (1)*. Can be issued firelocks (+10 points) improving their **Ra** to 4+

Commanded Shotte Regiment **Cost: 130 points**

Type Sp Me Ra De At Ne

Infantry (20) 5 6+ 5+ 3+ 10 6

Special: Muskets. *Piercing (1)*.

Can be issued firelocks (+15 points) improving their **Ra** to 4+

Clubmen Troop **Cost: 60 points**

Type Sp Me Ra De At Ne

Infantry (10) 5 5+ 6+ 3+ 10 3

Can have banner (+10 points), musician (+5 points)

Clubmen/Levy Regiment **Cost: 110 points**

Type Sp Me Ra De At Ne

Infantry (20) 5 5+ 6+ 3+ 10 6

Can be issued pikes (+15 points), granting the *phalanx* rule. Can have banner (+15 points), musician (+10 points)

Clubmen/Levy Horde **Cost: 210 points**

Type Sp Me Ra De At Ne

Infantry (40) 5 5+ 6+ 3+ 20 13

Can be issued pikes (+30 points), granting the *phalanx* rule. Can have banner (+15 points), musician (+10 points)

Horse

Dragon Troop **Cost: 80 points**

Type Sp Me Ra De At Ne

Infantry (10) 5 5+ 5+ 3+ 10 3

Special: Muskets. *Mounted Infantry, Piercing (1)*.

Can be issued firelocks (+10 points) improving their **Ra** to 4+

Dragon Regiment **Cost: 150 points**

Type Sp Me Ra De At Ne

Infantry (20) 5 5+ 5+ 3+ 10 6

Special: Muskets. *Mounted Infantry, Piercing (1)*.

Can be issued firelocks (+15 points) improving their **Ra** to 4+

Cavalier Troop **Cost: 100 points**

Type Sp Me Ra De At Ne

Cavalry (5) 9 4+ 6+ 4+ 8 3

Special: Pistols. *Crushing Strength(1), Loot-hungry, Piercing(1)*.

Can have banner (+15 points), musician (+10 points)

Cavalier Regiment **Cost: 190 points**

Type Sp Me Ra De At Ne

Cavalry (10) 9 4+ 6+ 4+ 16 6

Special: Pistols. *Crushing Strength(1), Loot-hungry, Piercing(1)*.

Can have banner (+20 points), musician (+15 points)

War Engines

Saker Cannon **Cost: 70 points**

Type Sp Me Ra De At Ne

War Eng 5 - 5+ 5+ 6 2

Special: *Piercing (3)*.

Heroes and Commanders

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Hero 5 3+ 5+ 5+ 4 6

Special: Pistols. *Crushing Strength (1), Inspiring, Individual*.

Can be mounted (+15 points), raising **Sp** to 9.

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Hero 5 3+ 5+ 5+ 3 4

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Can be mounted (+10 points), raising **Sp** to 9.

Standard Bearer/ Preacher **Cost: 35 points**

Type Sp Me Ra De At Ne

Hero 5 4+ 5+ 4+ 1 2

Special: *Inspiring, Individual*. Can be mounted (+10 points), raising **Sp** to 9.