Cruel Necessity

Designer’s Notes by John Welch

Cruel Necessity is my third States of Siege™ series game. I actually nailed down the design in November of 2009 after designing Levee en Masse and Keep Up The Fire! My feeling is that each game must be different from its predecessor, so with Levee I added Political tracks, Liberation, and near-perpetual Unrest in Paris; in Fire! it was the ‘double game’ of tactical combat at the compound and then to strategically organize and lead the Relief Army to Peking. I’ve taken to heart some of legendary game designer Joe Miranda’s wisdom that a simulation puts the player into the position of their historical counterpart; given the same constraints and options, the game takes away the script and the player quickly learns some important lessons of the history.

Why the English Civil Wars

I was drawn to the English Civil Wars because they were so formative to the development of Western democratic government. There were three distinct civil wars, and even civil wars within civil wars in Ireland, Scotland, and England. Cruel Necessity needed to simulate the various political struggles of the forces of Parliament and Puritanism – this meant six Political tracks that covered religion and foreign policy in addition to Monarchy versus Parliament.

I also knew that I wanted a mini-game capturing the drama of mid-17th century warfare – the push of pikes and the great charges of cavalry.

Most States of Siege™ games utilize a number of Action Points that the player can spend, as assigned by each Event Card. I wanted something dynamic that would vary this number and be true to history. The result was Zeal and how control of certain Fortress Cities was the key to the wealth and manpower needed to sustain the war effort.

Early Design Issues and Evolution

My first design iteration was vanilla and admittedly simple. I was extraordinarily fortunate to have two people that invested a lot of their time and talent to keeping Cruel Necessity evolving and improving.

Steve Carey and Tim Porter seemingly spent two years’ worth of GMT West and Pacificon conventions to extended playtesting of this early version of the game. They offered countless design ideas and, most importantly, kept me motivated to continue improving Cruel Necessity.

In January 2012, Cruel Necessity was selected to be the “new game” in a GMT P500 States of Siege™ three-pack dubbed Revolt and Revolution. It was exciting to watch the numbers climb and pass the 500 preorder threshold. At this point, I felt the game was in pretty good shape – three years of work really showed. By the autumn of 2012 however, it was clear that the Revolt and Revolution pack was not going to work out, and Cruel returned to Victory Point Games. It was also at this time that VPG was going through the process of expansion and upgrading its component quality; while the waiting for this upgrade was difficult, it has resulted in the final product you now hold and is far superior to VPG’s previous production model. It was worth the wait.

The Finishing Work Begins

By the summer of 2013, Cruel Necessity was ready for serious attention, and Alan Emrich finally got his turn at developing it. Thanks to the dramatic improvements at VPG, this game has a much larger map than originally envisioned, full sized cards, and top-notch counters. VPG’s improved production flexibility presented the opportunity to expand the deck and call out a key gameplay mechanic with the Achievement cards. One of the measures of success for Parliament and the Puritans in the English Civil Wars was the key accomplishments in government, religion and diplomacy. The original mechanic was too simple and arbitrary. By making the Achievements their own cards and allowing players to work toward the conditions was a better (and tenser) way of cementing the lasting victories of the English Civil Wars. In Cruel Necessity, victory is best assured by earning the Achievements.

Meeting on the Battlefield

Students of the English Civil Wars know that the wars were unwinnable through military action alone (which is why there are six Political tracks and the Achievement cards). Still, I wanted players to engage in exciting tactical battles and, although usually indecisive, garner benefits from any great success achieved in doing so. The systems for the mini-game had to be tight and relatively quick-and-clean to not slow gameplay on the main map.

Barely-trained forces fought the initial battles of the English Civil Wars, with a slight advantage going to the King’s men. The turning point occurred when Cromwell demanded that “Godly” troops be raised and, more importantly, trained. This New Model Army, along with a disciplined cavalry, were the keys to Parliament’s ultimate success. The mini-game models these aspects, adding to them Battle Event cards, the potential of Deadly Outcomes that can kill named elite units, and the possibility of turning overwhelming victories into important in-game benefits.

Toward the Victory Point

A final key development came with the new look for calculating Victory Points. With Levee en Masse, I wanted a chart that showed the player just how important the three Political tracks were to final victory, but there was some math involved and most players took at least one completed game to realize they only finished but didn’t win because they didn’t keep an eye on the Politics of it all. Cruel Necessity uses an intuitive system of positive (blue) triangles and negative (red) triangles. This did several important things: first, players can calculate at a glance how things are going; second, they can visualize with gestalt what and where they need to focus on, and; third, a uniform methodology meant that every turn turning from the Political Tracks, to Fortress cities, to Achievements, to Deviltry all feature these simple triangles.

A Cavalier Farewell

I am very pleased with the results from these past four years of Cruel Necessity’s development. I hope that you find it an exciting and challenging game that you replay often to explore its many options and lessons.

I especially want to thank the nearly 600 people that preordered Cruel Necessity when it was going to be part of the Revolt and Revolution pack, and I sincerely hope this game is what you have been waiting for. I think you’ll love the experience.

© 2013 John Welch and Victory Point Games
**Cruel Necessity**  
The English Civil Wars 1640 to 1653

**TABLE OF CONTENTS**

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.0</td>
<td>Using These Rules...........1</td>
</tr>
<tr>
<td>1.0</td>
<td>Introduction...............1</td>
</tr>
<tr>
<td>1.1</td>
<td>Game Equipment............1</td>
</tr>
<tr>
<td>2.0</td>
<td>Setting Up The Game........2</td>
</tr>
<tr>
<td>2.1</td>
<td>Sequence of Play............3</td>
</tr>
<tr>
<td>3.0</td>
<td>Sequence of Events........3</td>
</tr>
<tr>
<td>4.0</td>
<td>Objectives (▼ ▲)............3</td>
</tr>
<tr>
<td>5.0</td>
<td>Event Card Phase...........4</td>
</tr>
<tr>
<td>6.0</td>
<td>Using The Battle Display.....8</td>
</tr>
<tr>
<td>7.0</td>
<td>Action Phase...............10</td>
</tr>
<tr>
<td>8.0</td>
<td>End Times Phase............10</td>
</tr>
<tr>
<td>9.0</td>
<td>Housekeeping Phase.........13</td>
</tr>
<tr>
<td>10.0</td>
<td>Victory &amp; Defeat............14</td>
</tr>
<tr>
<td>11.0</td>
<td>Extended Example............15</td>
</tr>
<tr>
<td>12.0</td>
<td>Scenarios..................17</td>
</tr>
<tr>
<td>13.0</td>
<td>Optional Rules.....Player Aid</td>
</tr>
<tr>
<td>0.0</td>
<td>USING THESE RULES</td>
</tr>
</tbody>
</table>

**New gaming terms**, when initially **defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major “**Rules**” sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., Rule 4.0 is the fourth Rule). These Rules generally explain the game’s subject matter, its components, the procedures for play, the game’s core systems, set up, and win conditions.

With each Rule, there can be “**Cases**” that further explain a Rule’s general concept or basic procedure. Cases might also restrict the application of a Rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

**Important information** is in **red text**. References to examples of a Rule or Case are in **blue text** and this font.

Text in **shaded boxes**, like this, provides the voice of the game’s designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

---

### [1.0] INTRODUCTION

Cruel Necessity is a solitaire game simulating the military, political, and religious struggles of the English Civil Wars. You attempt to stop the advance of four armies bent on destroying Parliament and Puritanism, whom you represent. Simply holding on to London is not enough; you must also suppress the enemies of Puritanism, Parliamentary Government, and English domination.

There are civil wars going on not just in England, but in Scotland and Ireland too; and each will have varying impact on the play of the game at different times.

You can also play Cruel Necessity cooperatively with a team of players working together and deciding how best to preserve and propagate the principles of the Enlightenment and Reformation.

We do not mean for Cruel Necessity to be a highly accurate simulation of the English Civil Wars; rather, it is a thoughtful and provocative interactive telling of this story, told in the guise of a game. Key events of the period unfold and you will find yourself making the crucial decisions required to save Parliamentarianism and Puritanism from their enemies even in and without.

The title comes from the purported response to the beheading of King Charles by his implacable foe, Oliver Cromwell, who remarked that this act of regicide was a “cruel necessity.”

### [2.0] GAME EQUIPMENT

#### Parts Inventory

- 1 22” x 17” game map (in sections)
- 1 11” x 17” Battle Display Mat
- 1 Rulebook
- 1 two-sided Player Aid
- 27 copper-bordered (First Civil War) Event and Achievement cards
- 18 silver-bordered (Second Civil War) Event and Achievement cards
- 15 gold-bordered (Third Civil War) Event and Achievement cards
- 15 Battle cards
- 98 assorted game pieces
- 1 (Parliamentary) blue 6-sided die*
- 1 (Royalist) red 6-sided die*

*Not included in the polybag version of this game.

#### The Game Map: The game map shows England, Scotland, and Ireland divided into **Regions**, each with a number of **Areas**, along which the Royal Army of the North, the Royal Army of the West, Scotland, and Ireland units advance and retreat. There are also six key hexagonal fortress spaces. To the right, there are tracks for Ireland, Monarchy, Catholicism, Scotland, Parliament, and Puritanism. Available Achievements go along the top.

#### The Battle Display Mat: The Battle Display Mat is centered on a map of a typical battlefield of the English Civil Wars as shown in history books. Along the top are places for Battle Event cards (Draw and Discard), along the left side go Royalist forces above the Tactical Battle Sequence of Play, and along the right side is where you place your Parliamentary forces.

#### Military Units

<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Army</td>
<td>1</td>
<td>10</td>
</tr>
<tr>
<td>Combat</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Victory</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

There are four invading **Armies**, one for each Region (e.g., **North**). When fighting a Battle on the Battle Display Mat, Parliamentary (blue) and Royalist (red) **Formation** units (square...
for Cavalry and rectangular for Musket and Pike) are used.

**Army:** the identity (also shown by its flag) of that domestic or foreign army.

**Combat Value:** represents the strength of that invading Army or Formation.

**VP Indicator:** the number of up (blue) and down (red) triangles indicates the number of Victory Points (VPs) awarded (blue) or lost (red), see 5.0.

Some Formation units are Named; some others cause Battle Events to occur.

**Status Markers**

Pictured here are some of the various status markers in Cruel Necessity. The Combat Value of a Fortress is variable and depends upon the rotation of the Fortress marker in that location.

**Event Cards**

There are two types of cards: Event cards are revealed each turn and drive the narrative on the map, and Battle Event cards are revealed when an Event occurs on the Battle Display Mat.

Event cards are further subdivided into two types: standard Event cards (divided by sidebar colors into the three distinct Civil Wars) that measure time and activate the forces opposing you; and Achievement cards that you might be able to purchase and which award you Victory Points (i.e., blue triangles) and a special benefit, as listed at the bottom of each Achievement card.

[3.0] **SETTING UP THE GAME**

This is the setup for the First English Civil War and the Campaign Game.

1. Prepare the play area by setting up the map directly in front of you with the bottom edge closest to you. To the right of the map, place the Battle Display Mat. Place the Player Aid to the left of the map, so that you have a handy reference at your command.
A. Place the Irish and Scottish Army Morale markers in the Foreign Armies box to the left of their Political tracks.

B. Place the Irish Troubles marker in its box that is at the bottom of the Puritanism track.

5. Place the Zeal Points marker in the box along the Zeal Point track and the Zeal +1 DRM / Strength marker in its holding box adjacent to the Zeal Points track.

6. Flip over all of the buff Formation units to hide their numeric values (i.e., their front sides) and show their flag (back) sides. Place these units on the Battle Display Mat and mix them into Draw Pools as follows:

A. Place the (named and unnamed) red-bordered square-shaped units in the Royalist Cavalry units box.

B. Place the (named and unnamed) red-bordered rectangular-shaped units in the Royalist Musket and Pike units box.

C. Place the blue-bordered square-shaped units in the Parliamentary Cavalry units box.

D. Place the blue-bordered rectangular-shaped units in the Parliamentary Musket and Pike units box.

7. Set aside the two square and three rectangular Named Parliamentary Formation units. They enter play later and are placed face up in the Parliamentary Named units box.

8. Set aside the round Deviltry markers with their orange side up and mix them into a Draw Pool. They enter play later.

9. Set aside the four hexagon-shaped Revolt markers. They enter play later.

10. Set aside in a very convenient location the light-green and yellow square +#/−# Strength and DRM markers. You will be placing and removing those frequently during play.

11. Remove the two rectangular markers numbered “4” and “5.” They only enter play to modify the Combat Value of the Ireland Army with Optional Rule 13.2, The Catholic League Intervenes.

12. Sort out the 15 Battle Event cards and shuffle them together. Place them face down to form the Battle Events Draw Pile on the Battle Display Mat.

13. Sort out the remaining 60 cards into three piles based on the color of the sidebar on their faces: 27 copper (First Civil War); 18 silver (Second Civil War); and 15 gold (Third Civil War). Set the silver and gold piles aside; these cards enter play later.

A. Among the copper-bordered (First Civil War) cards, sort out the two with a white circle behind their card numbers (these are the first and last cards in their number sequence, i.e., cards #01 and #27).

B. Place card #27 face down on the Draw Pile box on the map and set aside card #01.

C. Shuffle the remaining cards (#02 through #26) and place them face down in the Draw Pile box (i.e., on top of card #27 which is already there).

D. Finally, place card #01 face down in the Draw Pile box so that it is at the top of the stack. Read the Prologue and enjoy!

In this manner, you have “built” the deck for the First English Civil War, so that it begins with you revealing the #01 card, and finishes with you revealing the #27 card. The other cards all happen randomly in between. The first and last cards are “seeded” thus to ensure the proper beginning and ending to the war.

[5.0] Objectives (▼ ▲)

How well you are doing in a game of Cruel Necessity is indicated by your score which is measured in triangles, both positive (▲) and negative (▼).

Positive triangles (▲) are found in particular from raising the Political markers for your cause of Godly Rule
and Republicanism (i.e., Scotland, Parliament, and Puritanism; the boxes where those markers currently reside might have blue triangles in them, and if so they count toward your score) and from purchasing Achievement cards. Also helping your cause are: Pushing invading Armies back to their 4 or 5 Areas; causing invading Armies to become Disordered; controlling Fortresses on the map; and resolving a particular Deviltry marker.

Negative triangles (▼) lower your score and happen with the rising Political markers of Opposition and Despair (i.e., Ireland, Monarchy, and Catholicism; the boxes where those markers currently reside might have red triangles in them, and if so they count against your score). Also hindering your cause are: Enemy-controlled Fortresses, unresolved Deviltry and Revolt markers. When the King joins the Scotland Army unit (see card #45), more red triangles come into play.

Calculating Your Score
The net count of all current triangles affecting play is your score (and, yes, it can be a very negative number). See the Scoring Example, 11.2.

The triangles are very conspicuously arranged so that you can calculate your current score quickly at a glance. Your score matters at the end of each of the three Civil Wars (i.e., decks).

[6.0] EVENT CARD PHASE
Narrating the game are the Event cards. This epoch’s three volumes, one for each English Civil War during this period, correspond to each card’s sidebar colored stripes. You will find the tale written in each card’s title and in the shaded “flavor text” which gives the history behind the gameplay activities that card engenders.

There are two types of cards in the Draw Pile: Achievement cards and Event cards.

Resolving an Achievement Card
When you reveal an Achievement card, place it in an empty box in the Available Achievements section along the top of the map. If there is not an empty box available, discard one of the Available Achievement cards and replace it with the newly-drawn card. Thus, there is a maximum of only three Available Achievements for your purchase consideration at any one time.

After thus resolving an Achievement card, do not proceed to the Action Phase! Keep going (and resolving other Achievement cards) until you have at last revealed an Event card for that turn.

You want to move quickly to acquire Achievements (see 8.2) and not lose too many thus to the Discard Pile!

Resolving an Event Card
When you reveal an Event card, place it face up on the top of the Discard Pile where it becomes the new Current Event card. You must complete all of its activities in the order that they are presented: that is, from top to bottom (i.e., Military, Religious, and then Political), and left to right within each of those three sections.

[6.1] Engage in a Tactical Battle: If the military icon on the card is red and supplemented by a red cannon icon, the first thing you must do is conduct a Tactical Battle using the Battle Display Mat. The explanation for resolving these Battles is in Rule 7.0.

After completely resolving that Tactical Battle, including its aftermath, return to the Current Event card and take care of all other matters in the Military section of the card (e.g., Activating Invading Armies, see below). Then proceed to the Religious and Political sections as usual.

[6.2] Activate Invading Armies: Each flag symbol indicates that that specific Army Activates, which means it does the first item that it can do on this priority list:
1. It will recover from Disorder (see 6.2.2); OR
2. It will Combat a Clubmen Revolt marker in its or a higher-numbered Area (only, see 6.2.3); OR
3. It will Besiege a Parliamentary Fortress in its Area (see 6.2.4 and 6.2.5); OR
4. It will Advance to the next lower-numbered Area within its Region (e.g., from its 3 Area to its 2 Area; see 6.2.6 and 6.2.7).

After performing any one of the above, that Army’s Activation is complete, unless the event card shows it activates more than once (or North gets a push from Ireland).

Subcases

[6.2.1] Strength Modifiers: If its flag is pictured with a Strength Modifier marker on it, place that same type on its Army unit this turn. These are temporary fluxes in that Army’s Combat Value and are removed during that turn’s Housekeeping Phase.

Should an Army unit ever acquire more than one such marker on a given game turn, their effects are cumulative.

[6.2.2] Recovery from Disorder: If that Army unit is Disordered, it must spend its Activation remaining in place and flipping back to its normal side. Only an Army that is not in Disorder can move, besiege, or otherwise spend its Activation to your detriment.

[6.2.3] Suppressing a Clubmen Revolt: Instead of advancing past a Clubmen Revolt marker in its Area or having such a revolt in its rear (i.e., should one appear in a higher-numbered Area than where that Army is currently located), that Activated Invading Army unit remains in place and will Suppress it instead by rolling one die: If the result is 2 or higher, that Clubmen unit is removed from the map. If the result is a 1, that Clubmen unit remains on the map.

[6.2.4] Reducing Parliamentary Fortresses: Instead of advancing past your controlled Fortresses or having such a revolt in its rear, Activated Invading Army units remain in their Area and Besiege them instead.

Developed by Alan Emrich
Note that the Fortress of Oxford is located in the 1 Areas of both the North and West Regions, so your control of Oxford is an important forward buffer to keeping London from falling under siege.

**ProSIEGEure**

**Royalists** Besiege your Fortresses by rolling the die twice in succession and applying each result in order.

- If the die roll is less than or equal to (≤) the Fortress’ Combat Value, there is no effect.
- If the die roll is greater than (> the Fortress’ Combat Value, then its Combat Value is reduced by one “click” (i.e., rotating the Fortress marker 60 degrees, in this case counter-clockwise) to reveal its new, possibly reduced, Combat Value).

Once that value reaches 0, that Fortress immediately changes ownership (flip the Fortress marker over to its Royalist side, in this case) and has its Combat Value immediately reset to its lowest 2 value (i.e., one click clockwise).

**Note:** If the Royalists’ first siege roll captures that Fortress, skip the second roll; the job is done.

**Royalist Siege Example:** The Army of the West occupies its Region’s Area 3 (Somerset) and you currently control the Fortress at Bristol which is at its lowest level 3 Combat Value.

An Event card orders the Army of the West to Activate, but it will not Advance while your Fortress is unconquered; instead it Besieges Bristol by rolling the die twice.

The first roll is a [6], which reduces its defenses to its highest 2 Combat Value.

The second roll is a [8], which is also successful, reducing Bristol to its lowest 2 Combat Value. This is a precarious situation for you, as it is only one click away from falling!

**Royalist Non-Siege Example:** If Bristol were already Royalist controlled, the Army of the West would simply have Advanced from Area 3 (Somerset) to Area 2 (Sussex).

Thus, with your Fortresses serving as “stops” against enemy Advances, the importance of controlling key areas of England is neatly abstracted into play.

Once you lose control of the Fortress(es) in a Region, the road is wide open for the enemy to Advance upon London and seal your doom!

[6.2.5] **London Besieged:** To Besiege London, a Royalist Army (North or West only) must first Advance from its 1 Area to the London Under Siege Area (essentially Advancing from its Area 1 to their shared Area 0). Once there, its future Activations are used to Besiege and reduce the London Fortress in the usual manner. If London falls, you are in danger of losing the game if you do not regain it during your Action Phase that turn!

Note that both the Army of the West and the Army of the North can exist in the London Under Siege Area and are thus both capable of Besieging London at the same time (e.g., if both were there and both Activated on the same turn, you would face four Siege die rolls versus London!).

[6.2.6] **Scotland Supports North:** If the Army of Scotland is in its 1 Area (Northumberland) in its Region and Activates, instead of Advancing, apply its Activation to the Army of the North unit. This means that the Army of the North could Activate twice on certain turns – once from its own Activation, and again with a supporting “push” from the Scots on the border!

[6.2.7] **Irish Troubles:** If the Army of Ireland is in its 1 Area (Irish Troubles) in its Region and Activates, instead of Advancing it uses each Activation to Fortify Dublin by one click per Activation. If Dublin is a completely finished (i.e., at its highest 3 Combat Value) Royalist Fortress, then apply Army of Ireland Activations as “Irish Troubles” thus:

The track above the Irish Troubles marker has its Political marker reduced by one (i.e., -1) box (see 6.6); afterward, move the Irish Troubles marker one Irish Troubles box to the right, looping it from Puritanism to Scotland as required. Thus, it will affect that track the next time there are further Irish Troubles.

These rules (6.2.6 and 6.2.7) simulate the likely effects of a Scottish or Irish invasion of England. It is unlikely that a strictly Scottish or Irish Army would campaign all the way to London; rather, they would have augmented King Charles’ Royalist forces already fighting there in the North and West – and indeed, this happened a number of times during the Civil Wars.

You thus have a strong incentive to keep the Scots and the Irish at bay and not to let them run amok!

**Siege or Fortify Edinburgh**

[6.3] **“Besiege or Fortify” a Fortress:** Certain cards directly state “Besiege or Fortify ______.” Regardless of the location of the Invading Army in that Region, the opposing Royalist forces are making mischief!

- If the designated Fortress is Royalist controlled, increase its strength by one click (i.e., 60 degrees clockwise). If it is already a full-strength Royalist Fortress, you instead lose one (-1) Zeal Point.
- If the designated Fortress is Parliament controlled, conduct a Siege against it in the usual manner (i.e., with two die rolls; see 6.2.4).

**Unrest in London!**

[6.4] **Unrest in London:** This is very bad news. You must immediately conduct a Siege against London in the...
usual manner (i.e., with two die rolls; see 6.2.4). However, London will not fall to the Royalists in this manner. If such an Unrest Siege roll would reduce the London Fortress to 0, it remains with Parliament (i.e., on its blue side) at its lowest value and you instead lose one (-1) Zeal Point.

Social unrest in London was endemic throughout the thirteen years of the English Civil Wars. Religious strife and lingering support for the Monarchy all simmered below the surface and erupted on several occasions.

[6.5] Religious and Political Reactions: "Reactions" represent social movement against extremism and toward the political and religious center.

**Political Reaction!**

During a Political Reaction, examine the Parliament and Monarchy markers. If that marker is in an “A” or “B” grade box, apply ☻ to it (see 6.6). If that marker is in a “D” or “F” grade box, apply ☼ to it (see 6.6). If it is in a “C” grade box, there is no effect.

**Religious Reaction!**

During a Religious Reaction, examine the Puritanism and Catholicism markers. If that marker is in an “A” or “B” grade box, apply ☻ to it (see 6.6). If that marker is in a “D” or “F” grade box, apply ☼ to it (see 6.6). If it is in a “C” grade box, there is no effect.

[6.6] Track Marker Adjustment: There are historical outcomes that directly affect the six separate Political tracks and even the Zeal Points track. As listed on the card, adjust the indicated track’s marker one box in the direction shown for each arrow pointing in that direction (typically one, but sometimes two).

Thus, each red down arrow (☻) moves that marker one box downward toward the bottom edge of the track (which is always bad for you). The occasional blue up arrow (☻) moves that marker one box upward toward the top edge of the track (which is always good for you).

When the three Political markers representing Godly Rule and Republicanism (i.e., Scotland, Parliament, and Puritanism) rise to a higher-lettered box, that’s good for you (they’re on your side); and when they fall to a lower-lettered box, that’s bad.

Conversely, when the three Political markers representing The Forces of Opposition and Despair (Ireland, Monarchy, and Catholicism) descend to a higher-lettered box, that’s bad (for you; it’s good for them); and when they climb to a lower-lettered box, that’s good news for you (and bad for them).

You are striving for an “A” grade (i.e., achieving the top boxes) on each of these six tracks. Conversely, if you have four or more “F” grades, you lose the game (9.0). The Victory Point triangles on the tracks will help you visualize this goal.

When you gain or lose Zeal Points, you cannot adjust the Zeal marker below 0 or above 9. Ignore any adjustments beyond those extremes.

[6.6.1] When Political Matters Go Off the Edge: If the indicated Political marker is already on the last box of its track and a required adjustment would move it “off the end” (or “across the center line”) and thus off its Political track, instead apply ☻ or ☼ to result to the track opposite it along the same vertical line (i.e., the track directly above or below it) by moving its marker one box in that same direction.

If that marker is also jammed thus against its track’s end and cannot be moved further, then you must choose one eligible Political marker (i.e., one that is not jammed and has room to move one box in the indicated direction) from among the other four tracks and move it one box in that direction instead. If no other Political marker can be moved because all six are jammed on the extreme boxes of their respective tracks, ignore this event. You have got enough to worry about if that is the case!

**Example:** The days are dark for your cause, as Event card #26 indicates this turn: Scotland ☻; and then Monarchy ☻. The positions for the Political markers are as shown here, and it is not good for you…

Listed first is Scotland ☻, and you must perform that event first. Unfortunately, the Scotland Political marker is already in its lowest “F” box, so you check the track vertically opposite, and the Ireland marker is ☻ instead, as shown by the blue arrows (down to a “D” grade; not very good).

Next is Monarchy ☻. More bad news, the Monarchy Political marker is at the bottom of its track already (you lost a Battle on the Battle Display Mat this turn), so you look at the track vertically opposite only to discover that your Parliament marker is also in its lowest box. This means you must choose one of the other four Political tracks to apply the ☻ to. Well, Scotland and Catholicism are out, because those markers are also unable to move downward (there are a lot of “F” grades on your report card; and you will lose the game if you do not reduce this number down to only 3 F’s this turn; see 9.0). That leaves Ireland (again, and creating another F1) or Puritanism. Since the latter marker is in pretty good shape, you opt to apply the ☻ to Puritanism as the gold arrows show.

[6.6.2] The Middle Ground: In two of the vertical columns among the Political tracks, the center one (the Government tracks) and the right one (the Religion tracks) feature institutions in political opposition to one another. What this means is that only one Political marker can exist in each of those two (double-sized) middle boxes that represent both the...
lowest Royalist position and the highest Parliamentary position in their respective columns.

**Procedures**

If a Royalist Political marker tries to �� into a middle box that is occupied by your opposing Parliamentary Political marker, then Royalist marker does not move, but instead applies its �� to your Parliamentary marker, thus pushing it down and “clearing the way” for it to enter that middle ground box on a future turn.

If your Parliamentary Political marker tries to �� into a middle box that is occupied by the opposing Royalist Political marker, your Parliamentary marker does not move, but instead applies its �� to the Royalist marker, thus pushing it up to “clear the way” for it to enter that middle ground box on a future attempt.

Note: It is wiser to attempt to �� the opposing Royalist marker to clear it out first, and then move your Parliamentary marker in with a separate �� Action.

[6.6.3] Flipping Out: When a Political marker enters an extreme box on its track containing a “flip” symbol, you must flip that marker over to reveal its special effect side which applies only while that marker resides in that box. When that marker leaves its “flip box,” immediately flip it back to reveal its portrait and end its special effect.

**Effects**

Ireland: If you raise the Ireland Political marker up to its highest box, place the Ireland Army Morale marker showing its -1 Strength side on the Ireland Army unit on the map.

If the Ireland Political marker falls to its lowest box, place the Ireland Army Morale marker showing its +1 Strength side on the Ireland Army unit on the map and beware the Irish Army!

Scotland: The Scotland Political marker works similarly with its Scotland Army Morale marker as the Ireland marker does.

Monarchy: In addition to all your other problems, when the King’s political fortunes are at their zenith, Revolt and Deviltry markers all receive +1 Strength (this includes versus Clubmen even when attacked by Royalist Armies).

Parliament: While Parliament’s fortunes are at their nadir, you cannot Fortify London (see 8.6).

Catholicism: If you can degrade the Catholic cause sufficiently, you will receive one additional (+1) Zeal Point during the Housekeeping Phase (see 10.2).

Puritanism: Conversely if the cause of Puritanism is politically debauched, you will receive one fewer (-1) Zeal Point during the Housekeeping Phase (see 10.2).

[6.7] Track Marker DRMs: When instructed by the Current Event card, place the indicated Die Roll Modifier (DRM) marker on the designated Political track marker.

Modify all of your die rolls attempting to �� that Political track marker (see 8.7) that turn by the indicated amount.

These markers are temporary in nature. They last only for the turn they are placed and are removed during that turn’s Housekeeping Phase.

[6.8] Place a Deviltry Marker: Draw a random round Deviltry marker from the pool of unused markers and place it on the map wherever you will best remember that you have to deal with it.

If you want to see where such deviltry occurred historically (based on the Event card’s narrative), you can place it on the corresponding numbered location on the map. D24=Nottingham; D29=Oxford; D34=Stafford; D39=Any Sea Area; D43=Wales; D46=Cornwall; D50=Any Sea Area; D56=Wales.

Important: The geographic location of deviltry has no gameplay effect.

[6.9] Place a Revolt Marker: Beneath its picture on the Current Event card, a hexagon-shaped Revolt marker has a Region listed, either North or West.

**Placement Procedure**

To place that Revolt marker, roll one die and place it in the corresponding numbered Area in that Region. If you roll a ☐, do not place it on the map; ignore this event instead.

**Exception:** The Clubmen unit from card #15 has its own placement procedure printed on the card.

[6.10] Special Events: There are also several other types of Special Events that occur, as explained in these subcases:

[6.10.1] Blue Text Events:

Instructions in blue text are special, self-explanatory activities that you must perform, such as: reveal the next 3 Event cards in the Draw pile and return them, face-up, in any order you desire.

When these instructions say that you “may” do something for the effect(s) listed, that is entirely your option, but you must decide immediately before proceeding, for example:

When these instructions give you an either/or choice for the effect(s) listed, you must decide one way or the other, and do so before proceeding:

[6.10.2] Oxford: The instruction “You can now Besiege Oxford” removes the At Start restriction from doing so (see 8.4). Either card #13 or #26 removes this restriction for the rest of the game, whichever appears first.
[6.10.3] Fortify a Parliamentary Fortress: This is the equivalent of a free Fortify Action (see 6.6).

[6.10.4] Disorder an Advancing Army: Flip the indicated Army over to its Disordered side. If it is already disordered and not in its #5 Area, Retreat it one Area (i.e., move it back to the next-higher numbered Area in its Region). If it is already Disordered and in its #5 Area, this event has no effect.

[7.0] USING THE BATTLE DISPLAY

When to Conduct a Tactical Battle
When the Current Event card’s title is “The Battle of…” and it features a red military icon supplemented by a red cannon icon, the first thing you must do is conduct a Tactical Battle using the Battle Display Mat (or, optionally, employ Rule 13.3). These Battles are quickly-resolved representations of the great “push of pikes” affairs that marked warfare during the 30 Years War and the English Civil Wars.

After completely resolving that Tactical Battle, return to the Current Event card and take care of all the other event activities listed on it as usual, beginning with Activate Invading Armies (6.2).

How to Conduct a Tactical Battle
You conduct Tactical Battles on the Battle Display Mat by simply following this Sequence of Play (which is reprinted in abbreviated form on the Battle Display Mat itself for your convenience):

1. Designate which Royal Army in England this Tactical Battle is being fought against, either North or West. That Region and its Army are affected by the outcome.

2. You may commit any available Named units you desire to your (Parliamentary) side of the Battle Display Mat. Should these units survive that Battle (see 7.C), they can fight in future Battles.

Your Named units will, on average, improve your chances of winning along the part of the battlefield in which they fight, but they are also at risk of being permanently lost after a Deadly Outcome (see 7.C, below).

3. Draw random (i.e., face-down) units from each side’s Draw Pool to fill out the remaining empty boxes (some might have been filled during Step 2) on both sides of the Battle Display Mat so that both sides have one Cavalry unit on each end (“flank”) of their battle line, and two Infantry units on each side of the center of their battle line, for a total of six units (two Cavalry and four Infantry) per side.

After their placement, turn them all face up to reveal the opposing strengths on both sides’ battle lines.

The English Civil Wars were fought primarily by untrained levies raised locally from their Area. While troops fighting for the King were of generally better quality, only professional soldiers (like those in the New Model Army) were qualitatively better in combat since they travelled around the kingdoms and gained experience.

To reflect this, we use a Draw Pool system to reflect the often random nature of local levy troop quality endemic to both sides at the various battles of the English Civil Wars.

4. For each “EVENT” that appears on a, 2-strength Musket and Pike Formation on either side, draw one Battle Event card.

You must resolve all red-titled cards first.

Afterward, regardless of whether any Battle Event cards were drawn, you may resolve any or all green-titled cards you possess that take effect during this Step, “playing” them once and placing them in the Discard pile.

Finally, if you wish to pay for it (see 8.1), you may commit your Zeal +1 Strength marker to any one Parliamentary unit at this Battle that does not already have a Strength marker assigned to it.

5. Resolve each Section’s clash of arms in order; they are labeled “First” through “Fourth” on the Battle Map section of the display.

You do this by adding the result of one separate die roll for each side contesting that Section to the total Strength Value of its units there, and comparing these two competing sums (see the Extended Battle Example).

Sector Victory
If the Parliamentary (i.e., your) side is higher by two or more (2+) points, move your blue unit(s) in that Section to the Victory! box (and any Named Royalist unit(s) opposite the Defeat! box). And see 7.1 if it is the Cromwell Cavalry unit that was victorious in its Sector.

Sector Defeat
If the Parliamentary side is lower by two or more (2+) points, move your unit(s) in that Section to the Defeat! box.

Sector Draw
With all other outcomes (i.e., the scores are ties or within 1 point of each other), move your unit(s) to the Draw box.

Repeat this procedure for each of the four Sections, and good luck!

6. After all four Sections are resolved, compare how many of your six units are in each of the three Outcome boxes (Victory!, Draw!, and Defeat!). The box with the majority of your units in it determines the Battle’s outcome. If there is a tie for having the majority of your pieces, the Battle’s outcome is a Draw!

Important: After seeing the outcome, you may move your Victory! box units down to the Draw! box to avoid having a majority of your units in the Defeat! box (and losing the Battle).

For Example: If the Battle outcome ended up with 2 of your units in the Victory! box, 1 in the Draw! box, and 3 in the Defeat! box, the outcome would normally be a Defeat!. However, you may move the 2 units in the Victory! box to the Draw! box and salvage a Draw! outcome instead.

7. Post-Battle: There are three matters to take care of in order:
A. Immediately apply that Outcome’s Aftermath effect(s) as described in the Outcome box itself (and augmented if you played the ‘Trust in God…” Battle Event card). This...
includes selecting your Benefits from a Major Victory.

Example Continued: If you salvaged a Draw outcome, you would now lose one (-1) Zeal Point.

B. Conduct Housekeeping by:

- Returning any Strength Modification markers to the stock.
- Returning the units that fought this Battle to their respective Draw Pools or Holding Box; this includes units in the Recovery box, but excludes Named units (only) in the Defeat! box (as their Deadly Outcomes must still be resolved). Units returned to a Draw Pool are placed face down and mixed back in with their kind.

C. Resolve any Deadly Outcomes by rolling one die for each Named unit in the Defeat! box and applying the result:

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>[5] or [6]</td>
<td>That unit is immediately returned to its Draw Pool (Royalist) or Holding Box (Parliamentary).</td>
</tr>
</tbody>
</table>

Cases

[7.1] Cromwell’s Sector: If your Cromwell Cavalry unit gains a victory in its Sector, do not place it in the Victory! box right away. Instead, remove the +1 Zeal marker if it is assigned to Cromwell, and then flip Cromwell over to its +3 Strength marker side and add it to the Musket and Pike units on its side of the battle line. After those Infantry unit’s Sector is resolved, place Cromwell in the Victory! box where he belongs.

The asterisk (*) after Cromwell’s name on that unit is a reminder of this ability.

Historical Note: In the battles of this era, victorious cavalry units typically abandoned the fighting to charge forward and loot the enemy’s camp, becoming an undisciplined rabble in the process – or pursued the enemy cavalry away from the battlefield. In either case, their part on the battlefield was over.

But not Cromwell’s cavalry. Once victorious on a wing of the battle line, they would turn inward and support the infantry units on their flank which would repeatedly lead to decisive results.

[7.2] Major Victory: A Victory!
Outcome requires at least 3 units in the Victory! box. A Major Victory occurs when you have 4, 5, or all 6 of your units in the Victory! box. For each of your units in the Victory! box beyond the third one, you gain one Benefit Point to spend in the Battle’s Aftermath. The Benefit Chart is as follows, with costs shown in Benefit Points:

1 BP: +1 Zeal Point.
2BPs: Adjust any one Political track marker by , or one Fortress marker in the affected Region by one “click.” Important: You cannot capture a Royalist Fortress that you are not currently Besieging in this manner.
3BPs: Place a -1 Strength marker on the affected Army unit.

Benefits Example: You are triumphant with all six of your units in the Victory! box. In the Battle’s Aftermath, you therefore have 3 Benefit Points to spend. Some of the various ways you could exchange them are: for 3 Zeal Points; for 1 Zeal Point and to adjust the Monarchy Political marker by ; or for 1 Zeal Point and to reduce an enemy Fortress unit in that Region by one “click” (possibly even capturing it, if you currently have it under Siege); or for 1 Zeal Point and to place a -1 Strength marker on the affected Invading Army unit on the map (making it easier for you to “beat up” this turn); or to place a -2 Strength marker on the affected Invading Army unit on the map (so that you can pummel it this turn).

Extended Battle Example
Tactical Battle Example: The Event Phase this turns begins with your revealing card #25, The Battle of Marston Moor.

So, the first order of business is conducting a Tactical Battle, but according to the Event card, we get to add the two Named Parliamentary Cavalry units to our Named Units Holding box on the Battle Display Mat, so let’s have a big round of applause for Oliver Cromwell and the Ironsides!

Conducting the Steps in the Tactical Battle Sequence of Play, for Step 1, you designate where this Battle is taking place, and you choose the North Army and Region; that is where the outcome’s effects will take place. During Step 2, in hopes of a Major Victory, you commit all three of your Named Parliamentary units: Cromwell’s Cavalry on your right flank with the London Trained Bands Infantry also on your right; and the Ironsides Cavalry on your left.

Step 3 sees you filling out the remaining boxes on the battle lines with units from the various Draw Pools, and then revealing the combatants for this Battle, as shown here:

The Royalists had some lucky draws!

Step 4 is all about Events, and there is one Royalist 2 Strength Infantry unit, so you draw one Battle Event card at this time...

Oh, bad luck! Boye the Battle Poodle is there to join with the Rupert Cavalry unit, adding two (+2) to its strength and thus raising it to a 7! The Ironsides will have their work cut out for them.

You have two Battle Event cards that you have been saving, Firing by Forlorn File and “God made them as stubble to our swords”, but neither applies during Step 4, so you bide your time on those, but you do opt to spend 1 Zeal Point to put your Zeal +1 Strength marker into play, applying it to your pathetic 1 Strength Infantry unit, which at least raises its value to a 2.

Let the clash begin! Step 5 means some dice rolling to resolve each Sector in order, starting with the First Sector, which sees a...
Cavalry clash of 3 vs. 6 supplemented by die rolls of + and + for a total of 5 vs. 7. That two point Parliamentary win is enough for Cromwell to claim victory, but rather than immediately moving the Cromwell Cavalry unit to the Victory! box, it is instead flipped over to its +3 Strength marker side and is placed behind the Infantry units on the Parliamentary right to assist there (7.1).

At the Second Sector of the line on the Parliamentary left flank, it is your Ironsides Cavalry vs. Prince Rupert’s Cavalry unit with Boye’s +2 Strength marker for a 5 vs. 7 clash. Both sides have a Named unit at stake, so if either is defeated, there will be a Deadly Outcome roll for it later on. The dice roll out a + and , so Prince Rupert’s Cavalry wins by two points which is sufficient to place the Ironsides unit into the Defeat! box to await its Deadly Outcome roll.

The Third Sector features the Infantry units on your right. The Royalists have a total strength of 7 (3 + 4), while your Parliament forces total 9 (4 + 3 + 1 + 1). You are counting on a good roll here and again on the Fourth Sector to really deliver a Major Victory! But the dice favor the King, with a roll of + and , making the totals 10 vs. 11 – which is insufficient for your much desired victory at this Sector. With grim determination, you unleash your Firing by Forlorn Hope card and re-roll both dice, as per its instructions...

And to better luck this time! The dice this time are Godly and Righteous, with another roll of for the Royalists but an improvement to for your cause, altering the totals to 10 vs. 15. That does the trick! You move the Named Royalist unit to the Defeat! box (to await its Deadly Outcome roll), and move your two Infantry units to the Victory! box along with the Cromwell Cavalry unit (as you flip back its +3 Strength marker).

At this juncture you have three units in the Victory! box, and one in the Defeat! box. Only a defeat resolving the Fourth Segment can stop you now...

The final push of pikes is engaged along the Fourth Sector where the count looks very promising indeed at 7 vs. 9. You can almost taste a Major Victory as you pick up the dice to see whose Infantry yields.

With a depressing roll of + and , the final count is 9 vs. 10 and all you have managed here is a Draw. With a sigh, you move your two Infantry units to the Draw! box. That concludes the clash of arms.

For the Outcome Resolution (Step 6), you have three units in the Victory! box, two in the Draw! box, and one in the Defeat! box (you ignore the Royalist unit there – only your units in these boxes count for determining who won). With the majority of your six units in the Victory! box, you are victorious, but barely.

You flip the Army of the North over to its Disordered side (as per 6.10.4), as stated inside the Victory! box. However, as you have only three units in the Victory! box (the very minimum required to win), it is not a Major Victory, so you are awarded no Benefit Points. However, you still have one card left to play, and that is “God made them as stubbly to our swords”. That gives you two additional (+2) Benefit Points after a victory (even one as narrow as this), and so you spend them both to gain two (+2) Zeal Points. This recoups the one Zeal Point spent to gain its +1 Strength marker at the Battle and leaves you one Zeal Point ahead to go forward with.

In the Step 7 Post-Battle Aftermath, you tidy up the +2 Strength and Zeal +1 Strength markers, and then return the five Royalist units still on the battle line, plus the one Named Infantry unit in the Recovery box (from the previous Battle) face down to their respective Draw Pools. Likewise, your five units in the Victory! and Draw! boxes are returned to their respective Holding Box (face up) and Draw Pool (face down).

Finally, you roll for the Deadly Outcomes for the two Named units in the Defeat! box. The Ironsides Cavalry unit rolls a , so it moves to the Recovery box to sit out the next Battle. Rupert’s Blue Coats Infantry rolls a for its Deadly Outcome, which is deadly indeed and removes it permanently from play!

[8.0] ACTION PHASE

During the Action Phase, you may spend your Zeal Points to bring the ungodly to heel and further your cause of Righteous Republicanism. Often, the success of your Actions is determined by the outcome of a die roll, so to paraphrase Cromwell, put your faith in God and keep your dice dry.

Important: Regardless of any Die Roll Modifiers (DRMs) affecting any Action or Event, a natural (i.e., unmodified) roll of always results in a failure; a natural roll of always results in success.

Thus, no Action is ever certain until God has His say via the die roll – this is war!

Actions List

You may perform any or all of the following Actions in any order you desire, and (usually) as many times as you desire, during your Action Phase, as long as circumstances permit (i.e., you have Zeal Points remaining):

- Infuse Zeal to deal with a single unit or marker (8.1)
- Purchase an available Achievement card (8.2)
- Campaign against an enemy Army unit or Deviltry marker (8.3)
- Besiege an enemy Fortress or Revolt marker (8.4 and 8.5)
- Fortify a friendly Fortress to improve its defenses (8.6)
- Engage in Politics (8.7)
- Declare Desperate Times (8.8)

The News: Each Action is a separate and independent matter. When conducting multiple Actions in a turn, you get to know the results of the first (or second, etc.) Action before deciding whether or where to conduct the next one.

[8.1] Infuse Zeal: As you discovered with Tactical Battles on the Battle
Display Mat (see 7.0, Step 4), you can also purchase the +1 DRM Zeal marker for one Zeal Point and apply it specifically to a single unit or marker on the main game map. Unlike on the Battle Display Mat, this +1 DRM marker can combine its effects with other markers affecting that same piece.

All of your dealings with that specific unit or marker for the remainder of your Action Phase will benefit from that Die Roll Modifier. This marker goes away during the Housekeeping Phase, but can be repurchased anew each Game Turn.

The +1 Zeal Influence marker has a “Strength” side used on the Battle Display Mat and a “DRM” (Die Roll Modifier) side used on the main game map.

Zeal Infusion Example: The Army of the North has reached London! Before you start to Campaign against it (see 8.3), you spend 1 Zeal Point to place the Zeal +1 DRM marker on top of the Army of the North unit to improve the chances of all your rolls made to combat it this turn.

[8.2] Purchase an Available Achievement Card: While an Achievement card remains available (i.e., in one of the three boxes along the top of the map), you may purchase it for its Zeal cost if not prohibited by Political circumstances. That is, the Political markers for all of the tracks listed above that card’s Zeal cost must at least be in the lettered rows indicated (or higher), and any other conditions are met, or you cannot purchase that card at that time. (i.e., it requires a “good report card” first).

After purchasing an Achievement card, immediately perform its Special Event (listed just below its Zeal cost).

Afterward, set that card aside to start your Victory Point pile. Place additionally purchased Achievement cards on top so that you can still see all of the positive triangles (▲) you have acquired to help you easily keep score.

Achievement Card Purchase Example: The Available Achievements area of the map is full with three Achievement cards, and you have been working hard to manipulate the politics, Events, and to save up Zeal Points to purchase one. You have your eye on the Self-Denying Ordinance Political Achievement.

Of course, you balk at the purchase price of 4 Zeal Points, but the hard part was waiting for a Battle Event to occur and then achieving a Victory outcome at that Battle! You finally accomplished that last turn and took all your Benefit Points (7.2) in additional Zeal. That helped pay for this card after investing some Zeal in getting Parliament and Puritanism up to their respective B (or higher) rows. After lining up all these prerequisites, you had the 4 Zeal Points left and spent them to purchase the Self-Denying Ordinance card.

After doing so, you then happily perform its Special Event and remove from play your two weakest (1 Strength) Infantry units from their Draw Pool on the Battle Display Mat. This improves your chances of winning future Battles.

You then place this card in your Victory Point pile where its three glorious blue triangles stare up at you and brighten your disposition.

[8.3] Campaign: You must defeat the forces hostile to your cause, even if the violent use of forces is called for.

Campaigns represent myriad activities including minor engagements (i.e., those not fought on the Battle Display Mat), suppression of supporting enemy local nobles, interdiction of supply lines, intense recruitment efforts, swings in favor of the local population, etc. We have abstracted together these types of activities into the Campaign Action.

Procedure
Designate an Invading Army unit on the map (e.g., Scotland) and note its Combat Value (as modified by the presence of any Strength markers assigned to it, e.g., see 6.2.1), pay 1 Zeal Point, and roll one die (which might benefit from a +1 DRM if your +1 Zeal marker was also assigned to that particular Invading Army unit):

- If the die roll is less than or equal to (≤) its Combat Value, there is no effect. That Army unit remains in place, mocking your feeble efforts.
- If the die roll is greater than (≥) its Combat Value, then that Invading Army unit is Retreated (i.e., moved back to the next higher-numbered Area in its Region). If it is already in its highest-numbered (#5) Area, a Retreat causes that Army unit to flip to its Disordered side instead. A Retreat has no effect on an Army unit that is already Disordered and in its #5 Area.

[8.3.1] Deviltry Markers: You can always select an undefeated Deviltry marker in play to Campaign against. If you are successful (i.e., roll higher than its Combat Value of 2), flip it over to discover its reward. You can place it as indicated to remind yourself to receive that reward:

- Free Political Die Roll (●): You get to Engage in Politics (see 8.7) on the named Political track once, for free (i.e., at no Zeal Point cost), during that or any future Action Phase.
- Free Siege Roll: You get 1 Siege Action for free (i.e., at no Zeal Point cost) against Bristol or Oxford if either is a Royalist Fortress during that or any future Action Phase.

…Next Turn: Place this marker on top of the Event Deck to remind you that, prior to revealing the next card, the indicated Army (i.e., North or West) will either be Disordered or have a -1 Strength marker added to it for the next turn.

▲ Add to Your Score: If you drew the blue triangle (▲) reward, hold on to that one and add it to your Victory Point Pile.

After collecting its reward, remove that Deviltry marker from play. Each reward can only occur once per game.

[8.3.2] Sustained Combat Action: A single Army unit can be the target of multiple attacks during a single Action Phase if you have sufficient Zeal Points to keep Campaigning against it.

Campaign Example: It is a sorry business that the King’s Army of the North is pressing you mightily, advancing now as far as its #1 Area (Nottingham). You decide it is time to
take up your sword, mount your steed, and go Campaign against this force.
You announce a Campaign against the North Army, note its Combat Value of 4 (it is currently unmodified by any Strength markers) spend 1 Zeal Point, and roll a die.
The result is a 4, which is only equal to, not greater than, that Army’s Combat Value. So there is no effect and the North Army remains defiantly in its Area #1, and Prince Rupert sends you a dismissive missive mocking your privates on this Campaign.
Goaded, you shout, “Vengeance!” and declare another Campaign against the hated North Army. Gone is another Zeal Point, and with a grim visage you cast the die downward to see, by the grace of God, a 3, and victory is yours at last! The Army of the North is Retreated back to its #2 Area (Stafford) and you consider pressing yet another attack...

[8.4] Besiege: Similarly to how enemy Army units Besiege your Fortress markers (6.2.4), you can Besiege theirs and, hopefully, capture them and convert them from Royalist control to Parliamentary control.
This is important as ownership of key Fortresses not only impacts Victory Points (i.e., triangles; each is worth one to the owning side), but the contested Fortresses in England (i.e., Hull, Oxford, and Bristol) also affect your per-turn Zeal Point income (see 10.2).

Eligibility
In order to be eligible to perform a Besiege Action against a Royalist Fortress, the Army unit (and all Revolt markers, see 8.5) in that Region must be in a higher-numbered Area than where that Fortress is located OR Disordered in the same Area as the Fortress.

That is, you cannot use a Besiege Action to reduce Fortresses that are “behind enemy lines” or even in contested Areas (i.e., in the same Area as the enemy Army unit). Note that Events affecting Fortresses always occur as listed, regardless of where the front lines are.

Unlike Royalist Armies, you do not have to Besiege enemy Fortress markers that are behind your lines. You can ignore them for as long as you like (to your detriment, of course).

Oxford: To Besiege Oxford, both the Armies of the North and West (and all Revolt markers, see 8.5) must be in their #2 Areas or higher and you must have already revealed either card #13 or #26. Important: At the beginning of the game you cannot Besiege Oxford; not until after receiving permission (see 6.10.2).

ProSIEGEure
You Besiege Royalist Fortresses by indicating which eligible (see above) Fortress marker is the target of your Besiege Action, spending 1 Zeal Point, and rolling one (and only one) die:
- If the die roll is less than or equal to the Fortress’ Combat Value, there is no effect.
- If the die roll is greater than the Fortress’ Combat Value, then its Combat Value is reduced by one “click” (i.e., rotating the Fortress marker 60 degrees clockwise) to reveal its new, possibly reduced Combat Value.

Once that value reaches 0, that Fortress immediately changes ownership (flip the Fortress marker over to its Parliamentary side, in this case) and has its Combat Value immediately reset to its lowest 2 value (i.e., one click clockwise).

Note that you roll only one die per Besiege Action, while the Royalists roll two dice and apply both results when they Besiege your Fortresses. This is correct and intentional. Popular sentiment is on the Royalist side.

[8.5] Revolts: The hexagon-shaped Revolt markers work similarly to Besieging a Fortress (hence, their similar shape as a reminder), in that you must use a Besiege Action and spend 1 Zeal Point to attempt to crush them by rolling higher than their Combat Value, and you can only do so when they are “eligible” to be crushed (i.e., not behind enemy lines).

However, Revolt markers are different in that, once they are eligible to be Besieged, you cannot Campaign in that Region (8.3), nor Besiege (8.4) or Fortify (8.6) a Fortress in that Region, until you have eliminated all of that Region’s eligible Revolt markers.

You do not have to worry about ineligible Revolt markers, as they are beyond your reach. But once the enemy Army in that Region is no longer protecting them, mete out harsh justice with alacrity.

Revolting Example: Your plan from last turn was to Campaign against the Army of the West in its Area #3 (Somerset) and relieve the siege of Bristol, which is teetering on surrender. Unfortunately, the Current Event card thwarted you with an Uprising in the West, and its placement die roll is a 3, so there in Area #2 (Sussex) the Uprising marker is placed.

“Ye gods and Vikings!” you exclaim.
A deep breath later, you designate the Uprising in Sussex to receive a Besiege Action, pay your 1 Zeal Point, and roll to quell it. Fortunately, your forces of Righteousness roll a 6, sufficient to remove the Uprising marker from the map allowing you to take your next Action to Campaign against the Army of the West as you had planned.

[8.6] Fortify: Eligible Parliamentary Fortress units can be repaired and resupplied (i.e., have their Fortification Level raised). This is the opposite of Besieging, but the same eligibility restrictions apply.

Eligibility
In order to perform a Fortify Action to improve your Parliamentary Fortress, the Army unit in that Region must be in a higher-numbered Area than where that Fortress is located. To Fortify Oxford, both the Armies of the North and West must be in their #2 Areas or higher.

Procedure
Declare the eligible Parliamentary Fortress marker, spend 1 Zeal Point, and raise its defenses by one click (i.e., rotate it 60 degrees clockwise).
- You can perform the Fortify Action up to twice per turn, maximum, to each eligible Fortress marker (i.e., you can fortify each Fortress unit up to two “clicks” per turn, maximum).
• You cannot improve a Fortress marker beyond the highest level printed on it (i.e., the value at its 10 o’clock position).

• You cannot improve the London Fortress if the Parliament Political marker has reached the bottom of its track.

[8.7] Engage in Politics: The six Political tracks along the right edge of the map are a key focus of the game. You need to raise your political fortunes and thwart the forces opposing you to improve your score and win the game. There is more to Cruel Necessity than mere “Kings and Battles.”

Eligibility

In order to perform a Politics Action to raise one marker one box on its Political track ( ), that marker cannot already be in the top box of its track. That is, there must be room for it to go up one box.

Procedure

Declare the eligible Political marker and note the number in the box you are trying to raise that marker up to, spend 1 Zeal Point, and roll one die.

• If the die roll is less than or equal to (≤) the number in the box you are trying to raise that marker up to, there is no effect.

• If the die roll is greater than (>) the number in the box you are trying to raise that marker up to, raise that Political marker up to the next-highest box on its track.

The Reformation that began in Central Europe in the 16th century spread to England as a result of Henry VIII’s divorcing his first wife, Catherine of Aragon. From then on, and over successive monarchs, England became a bastion of Protestantism in Europe. Some of the worst atrocities of the English Civil Wars were committed in the name of God as Protestants and Catholics battled over the future of Christianity. So, what does all this Political track intrigue represent?

Suppressing Ireland represents a foreign policy of using force to suppress the nationalist and religious forces of Ireland against English rule. As the English Civil Wars dragged on, the violent and bloody nature of the Anglo-Irish fighting became extreme.

Suppressing Monarchy represents the political maneuvering used to reduce the power of the Monarchy and remove its institutions completely from English political life.

Suppressing Catholicism represents the efforts by Puritans and Protestants to suppress and drive out the forces of Catholicism (e.g., destroying Catholic churches, making it illegal to practice Catholicism, using torture to expose Catholic conspiracies, burning Catholics at the stake, confiscating Catholics’ lands and titles, etc.).

Supporting Scotland represents the efforts of Parliament to support the anti-Royalist forces in Scotland and politically unite the two countries. Strong support from Scotland means striking a balance between stalling Scotland’s desire to bring Presbyterianism to England and your need for their military help in Ireland and England.

Enacting Parliamentary Reforms represents bolstering the power of Parliament, its political legitimacy, and ultimately its control of English government and religion. This is the beginning of modern Enlightenment government based upon the rule of law, consent of the governed, representative government, etc., laying the philosophical groundwork for the American and, later, the French Revolutions.

Imposing Puritan Theology represents the ongoing efforts by the Puritan sect of the Anglican and Calvinist Churches to reform and purify the Christian faith. The Reformation that split Catholics from Protestants would result in first dozens and then hundreds of Protestant sects. Puritans (or the “Godly,” as they called themselves) were part of this splintering. Oliver Cromwell and many prominent members of the rebellious “Long” Parliament were Puritans. Fears of “Creeping Catholicism” – the King’s wife was a practicing Catholic and Charles’ choice of Archbishop Laud – lit the fires of religious reform and intolerance. Attempts to promote Puritanism were just as important to the English Civil Wars as were attempts to promote Parliamentary democracy.

[8.8] Desperate Times: At any point during the Action Phase, you may lower either the Puritans- and/or Parliament markers by one box on their tracks ( ), but never below their lowest track boxes, to immediately gain one additional (+1) Zeal Point each (adjust available Zeal Points immediately).

Similarly, if you control the Fortresses of either Dublin or Edinburgh, you can likewise lower the Ireland and Scotland markers, respectively.

You may make a maximum of one such “Desperate Act” on each eligible track per turn.

[9.0] END TIMES PHASE

During the End Times Phase you check to see if the game is over.

• If you do not control London OR if you have four or more Political markers in their “F” rows, you lose the game immediately (see 11.1).

• If you have completed the last Event card (#60), the game is over; check the Victory Conditions to see how you have done (as per 11.2). If none of the above apply, you must take care of Housekeeping Phase and soldier on bravely through the next Event card. Chin up!

[10.0] HOUSEKEEPING PHASE

There are some matters that require your attention before you can commence the next Game Turn.

[10.1] Remove Temporary Markers: Remove every temporary light green plus (+) and yellow minus (-) DRM and Strength markers from the map. You also remove the +1 DRM Zeal marker at this time.

Note that the beige Ireland and Scotland Army Morale markers are not
removed at this time; they are placed and removed immediately when their Political markers reach (placed) or leave (removed) the highest or lowest boxes on their Political tracks.

[10.2] Gain Zeal Points: You receive an allotment of Zeal Points that you will use next turn. Calculate the amount gained by summing all of the following:

+3 for controlling London (even if it is under Siege – egal!)
+1 each if Hull, Oxford, or Bristol is Parliamentary-controlled (there is no loss if any are Royalist-controlled)
+1 if Catholicism is in its highest box
-1 if Puritanism is in its lowest box

So, as long as you hold London (and thus are still in the game), you will gain between 3 and 7 Zeal Points each turn. Important: Unspent Zeal Points can be saved from turn to turn (although saving Zeal Points will be very difficult due to the constant pressure exerted upon your position). However, the maximum number of Zeal Points that you can ever have at a given time is nine (as shown on the Zeal Points track). If you ever have more than nine, the excess are lost.

Saving Zeal Points between turns is a good way to afford the vital Achievement cards that are necessary to secure the highest levels of victory (see 11.0).

[10.3] Preparing the Next Civil War’s Deck: Cruel Necessity uses three distinct Event card decks. The First Civil War deck consists of the copper-bordered cards and begins the game set up as the initial Draw Pile. The Second and Third English Civil War decks are silver- and gold-bordered, respectively.

When the First or Second English Civil War deck is exhausted, during the Housekeeping Phase you must prepare the next Civil War’s deck and perform the Interim Victory Check on the back of that War’s first card before revealing it to commence the next Event Phase (see 5.0, Calculating Your Score).

When the Third English Civil War deck is exhausted, the game is over; see 11.2 to determine how well you did and what the fates of England, Ireland, and Scotland are.

Preventing the Other Decks
Preventing the other two Civil Wars’ decks is very similar to how the First English Civil War (with the copper-colored borders) was prepared:

Preventing the Second Civil War Deck:

A. Among the silver-bordered (Second Civil War) cards, sort out the two with a white circle behind their card numbers (these are the first and last cards in their number sequence, i.e., cards #28 and #45).

B. Place card #28 face down on the Draw Pile box on the map and set aside card #28.

C. Shuffle the remaining cards (#29 through #44) and place them face down in the Draw Pile box (i.e., on top of card #45 which is already there).

D. Then, place card #28 face down in the Draw Pile box so that it is at the top of the stack.

E. Finally, perform the Interim Victory Check on the back of card #28 (see 5.0, Calculating Your Score) and afterward, proceed to next turn’s Event Phase.

Preventing the Third Civil War Deck:

A. Among the gold-bordered (Third Civil War) cards, sort out the two with a white circle behind their card numbers (these are the first and last cards in their number sequence, i.e., cards #46 and #60).

B. Place card #60 face down on the Draw Pile box on the map and set aside card #46.

C. Shuffle the remaining cards (#47 through #59) and place them face down in the Draw Pile box (i.e., on top of card #60 which is already there).

D. Then, place card #47 face down in the Draw Pile box so that it is at the top of the stack.

E. Finally, perform the Interim Victory Check on the back of card #47 (see 5.0, Calculating Your Score) and afterward, proceed to next turn’s Event Phase.

[11.0] Victory & Defeat
You will win some, but you will probably lose more. The Royalists are pretty tough in Cruel Necessity and are designed to present a great challenge.

[11.1] Defeat: Automatic defeat occurs during the End Times Phase if London is a Royalist-controlled Fortress or you have four or more Political markers in their “F” rows. How long you hold out before losing London determines the degree to which you lost:

Crushing Defeat: There are still First Civil War (copper-bordered) cards in the Deck.

King Charles Crushes Parliament: The Stuart Dynasty lasts for another 150 years until swept away by the English Revolution of 1795. A lack of history with English democratic and republican institutions means that the Revolution of 1795 turns despotic after six years of internment struggle.

Decisive Defeat: There are still 2nd Civil War (silver-bordered) cards in the Deck.

Status Quo Ante: Exhausted by years of war, Parliament and the King agree to restore the political order that existed prior to the start of the War. Lands and titles are lost, and some Parliamentary heads roll as the King re-asserts increased royal control.

Substantive Defeat: There are still 3rd Civil War (gold-bordered) cards in the Deck.

Political and Religious Compromises are Reached: Royalty concedes certain minor conditions in order to retain its throne. Cromwell is forced to be satisfied with protection from harsh reprisals as Parliament reforms itself as a representative body whose powers are more limited.

[11.2] Victory: The game ends during the End Times Phase on the turn the last card (#60) is resolved. At that point, the Parliamentary and Puritan Revolution has succeeded, but to discover to what degree, compare your final Victory Point score (see 5.0) to the listings below:

30 or more, Decisive Victory

Republican Puritanism is Triumphant: While an uneasy division of power exists in Parliament, the democratizing influence of a true republican government moderates the more extreme positions of the Puritans. Enlightenment philosophy can flourish in this industrious new experiment in representative governance.
23 to 29, Substantive Victory

Parliamentary Puritanism Rules England:
Parliament remains dominated by Puritan MP’s loyal to Cromwell, but the system of elections is archaic and favors the landed classes. These two factions are often at odds with each other, denying the possibility of an easy move toward democracy. Contentious politicalien ensues.

16 to 22, Moderate Victory (Historical)

Autocratic Republicanism: Oliver Cromwell becomes disgusted with the post-Civil War Parliament and eventually dismisses it to rule as Lord Protector until his death, with the Army as his primary means of power.

8 to 15, Minor Victory

Despotic Puritanism: Failure to enact key pieces of legislation designed to institutionalize republican ideals, combined with pockets of anti-Puritan sentiment left unchecked, sees England become a theocracy with Cromwell at its head. His unchecked draconian methods force even more extreme forms of Puritanism on England.

7 or fewer, Marginal Defeat

Parliament Must Bend: Few meaningful Achievements and unyielding pockets of Royalist strength compel Parliament to come to terms with the Stuarts and put the Church of England back in the hands of Royalist Bishops. Defeated Puritan leaders choose to lead their England back in the hands of Royalist Bishops.

Final Victory Point Score Example: How did the game end historically? Let us tally up Parliament’s score and find out...

Negative VPs (▼)
-0 Ireland Political marker (A box)
-3 Monarchy Political marker (highest C box)
-2 Catholicism Political marker (highest C box)
-1 Royalist Fortress markers (Oxford)
-3 Deviltry markers on the map
-1 Revolt markers on the map
-1 The King with Scotland Army unit
-11 Total negative VP value

Positive VPs (▲)
+1 Scotland Political marker (A box)
+2 Parliament Political marker (B box)
+1 Puritanism Political marker (B box)
+4 Parliamentary Fortress markers (Edinburgh, Dublin, Bristol and Hull)
+4 Invading Army units in their #4 or #5 Areas at the end of the game (all are in their respective #5 Areas)
+2 Invading Army units that are Disordered at the end of the game (Ireland and West)
+15 Achievements purchased (Self-Denying, Licensing, Committee of Both Kingdoms, Commonwealth, Putney, Interegrunum, and the Settlement of Ireland)

There is a still-unresolved Deviltry marker on the map (in Chester), and all the Available boxes for Achievement cards are filled (with the Self-Denying Ordinance, Licensing Order, and The Petition of Right). The Political and other markers are as shown:

So, onward with Event card #25 and the shockwaves from The Battle of Marston Moor!

You complete the Event Phase by acting on each feature of the card in order, from top to bottom and left to right (6.0).

First, in the Military section of the card, you see the North Army Activates (6.2). Fortunately, you control the Fortress of Hull which prevents the Army unit from moving and forces it to conduct a siege there instead (6.2.4). This means two siege rolls, each versus the Fortress’ current Combat Value (which is presently at 3, as shown). The first roll is a £, which is greater than its Combat Value of 3 and thus reduces the Fortress marker by 60 degrees counter-clockwise; this also has the effect of lowering the Fortress’ Combat Value to 2. The second roll is a £, which vs. its now 2 Combat Value is more bad news, and the marker is rotated another 60 degrees counter-clockwise and it is only one successful siege roll away from falling to the Royalists!

The next icon on the Event card indicates that the West Army Activates. With nothing to hinder it, this Army Advances from its Region’s #4 Area (Devon) to its #3 Area (Somerset) and now poses a direct threat to your Fortress unit at Bristol.
In the Religious section of the card, there is good news in that you place a +1 DRM marker on the Puritanism Political marker, which will make it easier for you to advance that cause this turn.

Finally, in the Religious section of this Current Event card, you must lower the Political markers (▼) for first Ireland and then Catholicism. When you lower the Ireland Political marker, it drop from a D to and F grade (i.e., “hitting bottom”), and that is a “flip box” (6.6.3). Thus, you flip that Political marker over to reveal its “Place Army Morale” marker on Ireland Army” side, and this you do by placing the Irish +1 Strength marker on the Ireland Army unit, as shown. After that, moving the Catholicism Political marker down one box, from the C row to the D row, seems less distressing, but do not let that fool you! You gained another negative Victory Point (▼) in the process, and if the Catholicism marker reaches the #5 box, you will not be able to lift your Puritanism marker up to the #5 box until you move the Catholicism marker out because these two markers cannot share that box.

With the Event Phase now over, you proceed to the Action Phase. This is the time when you try to push back Royalist Army units, elevate Political markers, besiege enemy Fortresses and build up the defenses of your own, accomplish Political and Religious Achievements, and so forth. There is always plenty to do, but only so many Zeal Points with which to accomplish them! The decisions you make here, and in what order, are at the very heart of the game.

And so it begins… Assessing your situation on the map, you note that your cause for Godly Rule and Republicanism is hard pressed. You pause for a moment to take a quick audit of the Victory Point triangles:

<table>
<thead>
<tr>
<th>Negative VP s (▼)</th>
</tr>
</thead>
<tbody>
<tr>
<td>-2 Ireland Political marker</td>
</tr>
<tr>
<td>-3 Monarchy Political marker</td>
</tr>
<tr>
<td>-3 Catholicism Political marker</td>
</tr>
<tr>
<td>-3 Royalist Fortress markers (Edinburgh, Dublin, and Oxford)</td>
</tr>
</tbody>
</table>

The triangles tell the tale… you need fewer red ones and more blue, so with a furrowed brow and determined visage, you proceed.

The best source for blue triangles (▲) are Achievement cards, as these are “banked” permanently once acquired (with most other sources being transient). Unfortunately, to this point, you have already had to discard two Achievement cards because the queue has been full when new ones were drawn, and those discarded Achievements represent permanently lost opportunities. You resolve that you are going to make a concerted effort to acquire your first Achievement card, and do so with all dispatch!

The Licensing Order card looks promising as the easiest to acquire. Sadly, it offers only one blue triangle, but its other reward of gaining your Zeal +1 DRM marker for this turn and next could be very useful.

To acquire this card, you need your London Fortress to have a strength of at least 3 (which it does, barely), you must raise your Puritanism marker up one box from its D row to its C row, and lo, your Parliament marker is currently at B grade, the minimum required. So, “Up with Puritanism!” you say, spending 1 Zeal Point (8 – 1 = 7) to raise that Political marker. You toss an unrighteous +1 Zeal which is not enough to exceed the “3” in the box above the Puritanism marker’s position and thus be successful (8.7). You spend 1 more Zeal and roll again (7 – 1 = 6), this time for a ▲ result, which should also fail… however, thanks to Cromwell for siding with Independents (see the flavor text for this turn’s Religion Event), there is a timely +1 DRM marker attached to the Puritanism marker this turn, bringing that die roll result up to a “4,” which is enough to succeed, and so you adjust the Puritanism marker up one box (▲), to its lowest C box.

Now all the pre-requisites are in place, and you spend 2 Zeal Points (6 – 2 = 4). You then remove the Licensing Order Achievement card from the top of the map and set it aside as permanent Victory Points (▲) to be added to your score. That card’s bonus allows you to place the +1 Zeal DRM marker for this turn and next, but where to put it? That question requires a moment’s thought to give the matter sufficient consideration…

With your 4 Zeal Points remaining, you would like to close the deal on The Petition of Right Achievement card, but to qualify for that purchase you must have an A grade for your Parliament marker. While you are close, it is not a sure thing to get there, and it would cost you some Zeal to reach that pinnacle, which would not leave you enough to purchase it this turn. Unable to fulfill your wants, you scan the map and assess your needs, and there is Hull with its vital 1 Zeal Point per turn to your income, newly weakened to the point of near collapse and under threat of collapsing by the North Army; you need to reinforce Hull’s defenses, but cannot do so while the North Army resides in Nottingham.

No less worrisome is the situation in Ireland where the Ireland Army resides in the Irish Troubles space. Should it Activate, this will lower (▼) the Parliament Political marker (the column where the Irish Troubles marker is currently located), and that would greatly crimp your plans to gain The Petition of Right card. You need to push back the Ireland Army unit with dispatch, but its +1 Strength marker from your mismanagement of the Ireland Political marker’s situation is a true hindrance.

Confronting the West Army, you really have no resources to spare and must hope that the stalwart Fortification at Bristol can keep them sufficiently at bay.

You exhale deeply and commit: You will be throwing your shoulder against the North Army unit in hope of relieving Hull and bringing back your Fortress from the brink!

So, it is upon the North Army unit that you place your Zeal +1 DRM marker, spend 1 Zeal Point (4 – 1 = 3) to Campaign against it (8.3), and roll another accused ▲; even with the +1 DRM, a “4” is not good enough to win the Campaign.

Committed to this cause, you spend another Zeal Point (3 – 1 = 2) to Campaign again against the vile North Army, and this time to a Just and Righteous outcome as you roll a ▲.
which, raised by the +1 DRM to a “5,” wins the Campaign and drives the foe back one Area to Chester (and good riddance!).

You have relieved York and lifted the siege of Hull. Now, what to do with your remaining 2 Zeal Points? Do you...

- Save them for the next turn to get the jump on those pricey, waiting Achievement cards?
- Fortify the crumbling defenses of Hull?
- Turn your attention to the threat in Ireland?
- Stomp out that pesky Deviltry marker in hopes of a nice bonus for doing so?
- Attack the North Army again while you have the +1 DRM marker on it to help you?
- Keep pushing the Puritanism marker up while it has a +1 DRM marker?

After a quick debate in Parliament (i.e., with yourself), you pragmatically opt to spend 1 Zeal Point to enhance the defenses of Hull to their higher 2 Combat Value, and your last available Zeal Point to pick out that Deviltry marker annoying you like a raspberry seed stuck between your teeth.

“Deviltry!” The very utterance of the word chastens your Puritan heart, for woe unto the Deviltry and ending times as you see fit. For those players looking for a shorter stint among Cromwell and company, and for veteran players seeking to explore the individual English Civil Wars, we offer you these three scenarios, one for each of the three Civil Wars. Each Civil War is a full, complete, approximately 1 hour game unto itself.

Specifically, these scenarios proffer alternate starting and ending points, and you are free to mix and match starting and ending times as you see fit. For example, you could begin the game at the start of the Second English Civil War and complete it at the end of the Third.

First Civil War Set Up
As per Rule 3.0.

First Civil War Victory
At the conclusion of the Bronze deck, check your Victory Point score (see 5.0) and compare it to the listing below:

-7 or fewer: Crushing Defeat
-6 to -3: Decisive Defeat

Second Civil War Set Up
Set up the various units and markers normally (3.0) with these changes:

-2 to +2: Substantive Defeat (historical)
3 to 7: Minor Victory
8 to 12: Moderate Victory
13 to 17: Substantive Victory
18 or more: Decisive Victory

© 2013 John Welch and Victory Point Games
18 to 17: Substantive Victory
18 or more: Decisive Victory

Third Civil War Set Up
Set up the various units and markers normally (3.0) with these changes:

Fortresses (P: Parliament; R: Royalist):
- Edinburgh (R): middle 3;
- Dublin (R): middle 3
- Hull (P): middle 3;
- Oxford (R): 4;
- Bristol (P): middle 3;
- London (P): highest 3

Armies (none are Disordered):
- Ireland, Area 2 (Ulster);
- Scotland*, Area 3 (Lowlands);
- Army of the North, Area 3 (York);
- Army of the West, Area 3 (Somerset)

*Use the Charles II Army of Scotland unit.

Political Tracks:
- Ireland highest 3 (B);
- Monarchy lowest 3 (C);
- Catholicism highest bottom 4 (C);
- Scotland highest 3 (C);
- Parliament 4 (B);
- Puritanism highest 3 (C);
- Irish Troubles under Scotland

Deviltry (chosen at random):
- Cards #34 (Stafford), #39 (Atlantic Ocean), and #43 (Wales)

Starting Zeal Points: 7

Accomplished Achievements (scored):  
#9 (The Petition of Right);
#17 (Self-Denying Ordinance);
#21 (Licensing Order);
#38 (Putney Debates);
#44 (The Interregnum)

Available Achievements (pending):
#5 (Eliminate Star Chamber…);
#23 (Committee of Both Kingdoms);
#36 (Salus Populi Suprema Lex)

Discarded Achievements (removed):
#3 (The Root and Branch Petition)

Parliament Elite Units In Play:
- London Trained Bands,
- Cromwell, and Ironsides

Combat Units Removed From Play:
- Both 1-Strength Parliamentary Musket and Pike units; Rupert’s Bluecoats; 1x King’s Life Guards

Remove the Leveller Mutinies card from play and shuffle the remaining 14 Battle Event cards to form the Battle Events Draw Pile.

Prepare the Third English Civil War (gold-bordered) deck as per 10.3. Do not perform the Victory Point Check on the back of card #46 (its effects are included in these set up instructions).

Just reveal card #46 (Charles II Proclaimed King in Edinburgh) and start playing.

Third Civil War Victory
Victory Conditions:  
As per Rule 11.2.