

## **Rules for adapting the Wargame rules, For King and Parliament by Simon Miller and Andrew Brentnall, to Eastern Europe (latest update 18/3/2021).**

Except where noted below, all FK&P rules apply unaltered.

### **1. Lances and Spears.**

Certain mounted troops may be equipped with spears or lances. Both are one-use weapons. The spear confers an extra to-hit card in the charge against all opponents. The lance confers two extra to-hit cards in the charge, versus all troops but light cavalry (against whom the lance was too cumbersome). Neither may be used with firearms.

### **2. Light cavalry.**

Light cavalry never incur activation penalties.

Light bow armed cavalry may fire and retire one box facing the enemy (as well as the existing movement possibilities in FK&P).

Light cavalry may interpenetrate any friendly units provided they are facing in the same or opposite direction.

Light cavalry has the Evade ability.

Light cavalry receive a +1 save modifier against shooting, to reflect their dispersed formation.

Light cavalry may only countercharge other light cavalry. They may not countercharge Horse.

Horse that charges light cavalry receives a bonus to-hit card in melee.

Infantry can charge light cavalry (this represents the light cavalry falling back before a steady advance of formed foot. Foot may not charge any other types of horse).

### **3. Evade ability**

Cavalry with the evade ability may spend one dash point to make an evade attempt. They successfully evade charging infantry on a 3+ card and horse on a 5+. If successful they retreat one box away from the direction charged, ending up facing away from the charger. (This rule mostly applies to Light Cavalry but certain conventional cavalry units can also have it if their practice was to conduct feigned retreats to lure the enemy out of formation). If they fail, the melee takes place and the failed evaders have no option to fight back. Evading light cavalry may evade behind friends in the same box, in which case the charge is continued against any other unit in the box.

### **4. Cavalry bow**

Cavalry bows have a range of 1 square. Bow armed units have an ammunition supply of 3. They never use more than 1 ammo chit at a time and each chit used allows them one to-hit card.

### **5. Tabor**

The Tabor (wagon train) may either be mobile or deployed, depending on the scenario. When deployed, for example as defences around a camp, it is treated and paid for as fortifications. This means that it contains no integral troops but confers the benefits of fortifications to units behind it.

When mobile, a Tabor uses the following rules.

Mobile Tabor should be based on a rectangle, roughly twice as deep as its width. It moves in the direction of its short side and can fire across either of its long sides.

Tabor incurs an activation penalty of -2 if it attempts to move for a second or subsequent time in a player turn or if it wants to change facing. It may not charge.

In melee, Tabor is considered to have neither flanks nor rear. It receives a +1 save modifier when receiving a mounted charge.

Tabor receives a +1 save modifier against all shooting except from artillery.

Tabor wagons are armed with muskets as standard. They can be upgraded with light artillery at a cost of +1. This light artillery is considered to be unlimbered at all times and is not lost when the Tabor moves.

## 6. Pursuit

Horse that destroy their opponent in melee immediately take a rally test (without the need to activate). If they fail the test, the pursuit rules in the rule book apply. If they pass, they remain under control and may activate again as normal.

## 7. Troop statistics

The tables below include statistics for the troop types we have used in our games so far. Depending on the campaign, Cossacks may appear either as integral units in a Commonwealth or Muscovite army, or as a separate contingent.

Troop statistics for Eastern European armies using For King and Parliament rules, copyright Simon Miller and Anthony Brentnall							
Troop type	Base save	Hits / victory medals	Base Ammo	Dash	Mele Cards	Cost	
Polish-Lithuanian Commonwealth							
Hussars	6+	2	1	4	2	10	Swedish, veteran, lance, well mounted
Hussars (small unit)	6+	1	1	4	2	8	Swedish, veteran, lance, well mounted
Pancerni	7+	2	1	3	2	6	Swedish
Lithuanian Petyhorcy	7+	2	1	3	2	7	Swedish, Spear
Early Rajtars	7+	3	2	3	2	9	Dutch
Later Rajtars	7+	2	1	3	2	6	Swedish
Wallachians	7+	1	3	3	1	4	Light cavalry, Bow, evade
Tatars	7+	1	3	3	1	4	Light cavalry, Bow, evade
Pospolite Ruszenie (Noble levy)	8+	2	1	3	2	4	Swedish, raw
Seasoned Pospolite Ruszenie	7+	2	1	3	2	6	Swedish
Royal foot	6+	3	4	-	2	12	Pike and shot, veteran
'German' Foot	7+	3	3	-	2	9	Pike and shot
Hajduk Infantry	7+	3	5	-	2	9	
Hajduk (small)	7+	2	4	-	2	6	
Dragoons	7+	2	2	2	1	4	
Tabor wagons	7+	3	6	-	2	9	Muskets
Field Artillery	7+	1	6	-	1	4	
Muscovy							
Elite national cavalry	6+	2	1	3	2	9	Swedish, Spear, Bow, veteran
National cavalry	7+	2	1	3	2	7	Swedish, Spear, Bow
Muscovite Reiters	7+	2	1	3	2	6	Swedish
Streltsi	7+	3	5	-	2	9	

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Foreign trained foot	7+	3	3	-	2	9	Pike and shot
Border Dragoons	8+	3	2	-	2	6	Pike and shot, raw
Tabor wagons	7+	3	6	-	2	9	Muskets
Field Artillery	7+	1	6	-	1	4	
Cossack Hetmanate							
Zaporozhian cossacks	8+	3	2	-	2	6	Pike and shot, raw
Registered Cossacks	7+	3	3	-	2	9	
Cossack Horse	8+	2	1	3	2	4	Swedish, raw
Tabor wagons	7+	3	6	-	2	9	Muskets
Field Artillery	7+	1	6	-	1	4	
Tatar Khanate							
Tatar noble lancers	6+	2	1	3	2	8	Swedish, Spear, evade, veteran
Tatar lancers	7+	2	1	3	2	6	Swedish, Spear, evade
Tatar bowmen	7+	1	3	3	1	4	Light cavalry, Bow, evade

## Rationale for rules

1. The Hussar lance was a carefully crafted weapon. Much longer than a cavalry spear, it was hollowed out to make it easier to handle but would usually shatter on impact. The lance was effective against close-formed enemy troops. However, when facing light horsemen like the Tatars, the Hussars did not carry the cumbersome lance, instead relying on firepower and swords. How can we represent the effect of the lance in FK&P? In the first play test we gave Hussars the lance chit also given to Scottish lancers, conferring a single-use extra to hit card. However in the rules this can't be used at the same time as pistols so there is no incentive to use the lance when a unit still has firepower. In reality we know that Hussars would use the lance in the first charge, later drawing the heavy sword and pistols. Now I take it that the rules for pistols, which give significant benefits to Swedish style horse in a charge, are designed to encourage their historically plausible use. In the same spirit, we need the rules for lances to encourage their use in the first close to contact. The current version of the lance rule, therefore, is that the lance chit conveys 2 to-hit cards in a charge against formed troops but may not be used against light horse.

Another question is whether Hussars should be allowed to replenish their lance supply between charges. They were said to carry two or three lances with them on campaign, since these rarely survived impact. However, according to Michał Paradowski, a specialist in the period, there are no recorded instances of hussars replenishing their lances during a battle. I therefore dropped the original rule permitting replenishment of lances.

The number of Hussars within a Commonwealth force diminished steadily over the mid-17th century. In some scenarios, it is appropriate to deploy Hussars as small units: still packing a punch but brittle.

2. Tatars cavalry were adept at harrying enemy troops but were often reluctant to close unless their enemy was in trouble. They used hit and run tactics and feigned retreats to disrupt enemy formations. The evade ability can apply both to light cavalry and to Tatar lancers.

4. I have limited the range of the cavalry bow to one box. This obliges them to get up close to their target but light cavalry has the agility to get out of most trouble. They do however run the risk of being caught.

5. While uncontrolled cavalry pursuit no doubt happened this was not such a characteristic in accounts of Eastern European Battles as in the ECW. Therefore victorious cavalry has one chance to stay under control before the effects of pursuit as written in the published rules apply.

6. The tabor could operate in two ways. When mobile, it was capable of a slow advance, often protecting the flanks of the army or surrounding vulnerable baggage wagons. When stationary, horses would not be hitched, wagons would be chained together and earth and abattis could be added to strengthen the position. This stationary function was more common in set piece battles and seems best represented as a fortification behind which units gain defensive advantages.