

Rules for adapting For King and Parliament to Eastern Europe (as of 24/9/2019)

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.

Once per game, a lance-armed unit that has used its lance chit may replenish its lance supply if it activates successfully in a box that isn't in an enemy ZOC and passes a rally test.

2. Light cavalry.

All light cavalry activations are considered easy.

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

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).

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

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

3. Evade ability

Cavalry with the evade ability may evade charging infantry on a 3+ card and cavalry on a 5+. If successful they retreat one box away from the direction charged, ending up facing away from the charger. (The Tatars were highly versatile horsemen who used the feigned retreat to lure enemy troops 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 may either be mobile or deployed, depending on the scenario. When deployed it counts as fortifications. When mobile, it uses the unit stats in the army list. Mobile wagons move in the direction of their short side.

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.

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 according to Sikora, when facing the agile Tatar horsemen, 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. Version two 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. This needs to be possible but not too many times in a battle.

2. The Tatars deployed light cavalry who were adept at harrying enemy troops and reluctant to close unless their enemy was in trouble.

3. The Tatars 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. 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.

6. 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 apply.