

Unhappy King Charles

v02

Sequence of Play
Housekeeping Phase
1 Transfer Generals; Unemployed to Reinforcements Box
2 Place 1 PC, neutral space (Parliament 1st)
3 Navel Chit (Late, 42, 43, 44 & 45) [15]
Political Control Phase (not on GT1)
1 Place PC in all non-Fortress areas occupied by Armies or Local Notables [11.2]
2 Remove PC's due to Isolation [11.3]
Recruitment Phase
1 Beginning with Parliament, both sides place <i>recruited</i> [7.0] brigades & Blockade & Siege [14.2] markers
2 Place Generals from Reinforcement box [7.2.3]
Draw Strategy Cards
Not on 1st turn
Both players recover Core Cards
Campaign Phase
Play Cards or Pass until each side has played at least six and both sides pass.
Cards Uses:
1 Recruitment Bring Recruits into Play [7.0] - Once per turn
2 Bombard a Fortress Gen has to have rating <= card value [14.2] roll 1d6
3 Raiding Activate for Raiding a # of Local N's for Raiding = card value [13.0]
4 Movement Activate for movement [9.0] a General whose SR <= card value [9.0]
5 Campaign Multiple Instances of 1-4 above based on card type (minor/major)
6 Place PC Markers Place PC marker = to cards Value [11.1]
7 Play Event Cards as Events Play event on card
8 Discard Strategy Event Limited "1" Operation; Place 1 PC, 1 Raid, Recruit (1 Unit)
Exceptions:
-Forced removal of cards does not count towards the six mandatory card plays
-Play of Cards arising from Victories does not count towards mandatory card plays
-A player holding a Mandatory Card cannot pass until that card is played [6.5]
-Running out of cards prior to six plays results in passing for the remainder
Blockade Phase
Armies with a "Blockade & Siege" Marker can now Bombard See [14.2 & 14.3]
Desertion Phase
Check the Game track to determine the # of Brigades removed [12.0]
Check for Supply Attrition [12.3]
* Brigades lost in this phase are available for recruitment next turn
Power Base Phase
Check for Victory [17.0]
Turn End Phase
Recover Core cards
Place Strategy cards used for recruitment in discard pile
Advance turn marker one space
Check for Game End

Movement [9.2]		
# Brigades	Movement	Evade
1-3	4	2
4-6	3	1
7-9	2	1

Additional Costs:

+1 MP	Remove Siege Marker
+1 MP	Change PC Marker
+1 MP	Leave Battle Area [9.4]

Recruitment
Regional Limit: 1 Unit per Region
Where: Local Notable, Recruitment Center
Siege Marker = Can not recruit
Placement: Friendly Local Notable or Recruitment Center
The following exception are only available During the Campaign Phase:
Royalist Recruiting Exception (7.3.1)
Regional General from Reinforcement Box can be placed in his Region (enemy counter free) along with one (only) Brigade (of same region). Additional Brigade can be placed using normal recruitment rules 7.2.1.
Parliament Recruiting Exception
Upon play of an Operations card for recruitment, parliament player may place TWO brigades in one REGION, but not in the same area.

Interception [9.2.7]	
1d6 + mods, >= 4 Succeeds	
Modifiers	
+1	Intercepting Generals SR LOWER than moving Gen
-1	Intercepting Generals SR higher than moving Gen
-1	Attempting across a Mountain Line
*The Activating Army can Disperse but not evade.	

Evasion [10.1]	
1d6 + mods, >=4 Succeeds	
Modifiers	
+1	Evading Generals SR LOWER than moving Gen
-1	Evading Generals SR higher than moving Gen
-1	Attempting across a Mountain Line
*Move army # based on size	

Desertion & Supply [12.2 - 12.3]
In the Desertion & Supply Attrition Phase, the number of Brigades removed is Based on the Current Game Turn (see game turn)
A player may not be reduced to below 5 total.
<u>Remove Brigades in Following order;</u>
1 Armies w/ Reg Gen outside of his Region
2 Armies of MORE than 3 Brigades
3 Armies adjacent to an enemy Army (not if masked or Sieged)
4 Armies in an Area with enemy PC marker
5 All Areas with friendly Brigades
After desertion is complete, any area with 5 or more Brigades loses one Brigade to Supply Attrition