

# Unhappy King Charles

## Resolving Battles

Each player can play one Combat Card, then each Player adds to their Battle Score:

- (1) Combat Card Modifier
- (2) Combat Value of all his Brigades in area
- (3) General's Battle Rating (no General = 0)
- (4) Roll of 1d6

Results: (the difference of the two sides Battle Score)

Score Result

0 or +/-1	Drawn Battle
+/-2 to +/-4	Indecisive Victory
+/- 5	Major Victory

## Bombardment [14.3]

Each bombardment of a fortress amasses a bombardment value = to 1d6 modified as follows:

- +1 If Siege Train OR at least three NMA Brigades
- 2 Fortress in Port and Naval Score in favour of Besieged
- 2 Fortress is Local Notable

If the modified value is positive, add to accum bomb val.  
If accum total equals or exceeds the Surrender Value, the Fortress Surrenders, roll 1d6:  
1-2 Garrison Disperses  
3-6 Garrison Eliminated (not perm loss)

## Assaults [14.5]

A Bombarding Army can Assault a Fortress for free AFTER a Bombardment Activation.

Assaulting is only allowed after a BV of 5 or more accum. Some Leaders may Immediate Assault, which does not require a Bombardment Value.

Roll 2d6 and modify as follows:

- +? # of (NOT Combat Value) Attacking Brigades
- ? # (NOT Combat Value) of Defending Brigades
- +1 Class 1 Fortress
- 2 Class 3 Fortress
- 2 Assaulting location <= 5 BV

If Modified value is **10 or more**, the Fortress Surrenders  
Assault always causes permanent loss of an Attacker Brigade, with the highest CV.

## Drawn Battle 0 - 1

Scores that are equal or have a difference of one.

- \* Each side loses one Brigade (Vet is Available)
- \* If Attacker outscores Defender, defender retreats [10.3]
- \* If Defender outscores Attacker, Attacker returns to previous area

## Indecisive Victory 2-4

Scores with a Difference of 2 to 4.

- \* The Higher score wins and loses no units
- \* The lower score loses one Brigade (Militia if Avail)
- \* The Loser Retreats at least one space (or more up to Evasion Distance [9.2])

## Major Victories 5+

Scores with a difference of 5 or more.

- \* The higher score wins and loses no units
- \* The lower score loses two Brigades (Militia if avail)
- \* The winner draws one Strategy Card
  - Royalist from undrawn Deck
  - Parliament from discard pile
- \* If the winner had played a Combat Card marked 'Decisive Victory' the Victory becomes Decisive.
  - If Decisive, the loses losses Veteran Units instead
  - The Winner draws two strategy cards (not one) [10.7]

Victory Cards' form Major or Decisive Victories must be played immediately after current Activation is complete

Turncoats: in a 1644 or 1645 Turn, the winner of a major or Decisive Victory may add eliminated Brigades to their Army.

## Region Control [17.3]

Region	Areas in Region	# for Control
North	15	8
Midlands	17	9
Wales	9	5
East	13	7
South	21	11

Each Region is worth **2 VP**, each Economic Infrastructure is worth **1VP**.

Parliament needs **12VP** to win at game end, otherwise, Charles is very happy.

## Raiding [13.0]

An unbesieged Local Notable, when activated can place/exchange **one** PC-marker in any **Non-Fortress** area in the **SAME** region within **Two Spaces** that has **No Enemy** brigades.