



REALM OF CHANCE THE AGE OF FAITH



Introduction

These rules offer a simplified version of combat during the age of Pike and Musket, particularly the Thirty Years War and the British Civil Wars, spanning 1618 to 1652. It's based on using standard war games fare; a battlefield with metal soldiers representing a certain number of men. These can occupy a certain space and move a certain distance, in conformance to the units used in combat during this period.

Dice are used to add the necessary element of chance in conflict between opposing units at infantry battalion or cavalry regiment level in conjunction with a matrix, which reconciles the strength of an attacking unit to that of a defending unit. This gives the odds of a combat being successfully executed through the use of a Combat Results Table, hence winning an individual action on the battlefield. The sum of these small encounters mounts up towards an overall victory. Thus, battles of the time can be simulated, with odds on victory weighted towards those with better troops or their deployment. Using these rules, large actions of some 15,000 troops per side can be managed within a reasonable time, with a clear victor emerging.

Battlefield scale, time and space

Board Scale	= Battlefield Scale
1 Move (both sides)	= 5 mins
1 mm	= 1 m (thus 100 m on battlefield = 100 mm on board)
1 Figure	= 100-125 men, using 25mm Figurines
1 Cannon	= 1 Battery

Using 25mm figurines, an infantry sub unit occupies a front of 20mm by 15 mm, covered by 1 figurine. At this scale, a typical battalion uses 10 figures, each mounted on card blocks, 20mm by 15 mm. This represents a full strength regiment of about 1000 men with a 200 m frontage, some 6 rows deep.

A cavalry squadron occupies a front of 30mm by 40 mm, covered by 1 figure. At this scale, a typical cavalry regiment, comprised of 4 squadrons, mounted on 4 card blocks, representing about 400 - 500 men with a 120 m frontage, some 3 rows deep.

An artillery battery occupies a front of 20mm, represented by a single cannon, with an attendant horse figurine, which is placed showing any direction of travel if the piece is being moved.

Generals occupy a front of 30mm by 40 mm, covered by 1 figure. They do not have any combat potential themselves, but modify the behaviour of surrounding troops.

Unit effectiveness and the state of unit cohesion

The game works at the level of operational units, such as infantry battalions, cavalry regiments or artillery batteries. Key to a unit's effectiveness is their essential combat qualities, defined in the National Army Table and the concept of being organised (in good order, under discipline) or disorganised (in poor order and discipline). Clearly well organised troops of high quality stand a better chance of defeating poorly organised and low quality troops. Tables 1 & 2 show the National Army Tables for the Armies of the Royalists and the opposing Parliamentarians respectively. These describe the fighting qualities of each type of unit in each army under normal (organised) or disrupted (disorganised) states.

Game Sequence

The game has a set sequence between first and second players, which represents 5 minutes of real time. Decide who will always be the first player in the sequence, and then follow as below. Examples of play are described later, which brings to life the sequence and the actions described. The overview of the game sequence is:-

Simplified Game Sequence

First Player Turn

- 1) Rout and Disruption Removal Phase
- 2) Artillery Fire Phase
- 3) Movement and Orders Phase
- 4) Combat Phase

Second Player Turn

Repeat (1) to (4)

End of this turn, beginning of next turn

Each phase is now described in more detail.

First Player Turn

1) Routing & Disruption Removal Phase

Routing units need a 6 to be thrown on a die to stop routing, becoming disrupted for the turn, until becoming rallied as described below. If they fail to rally, they continue to rout at charge speed in the most obvious direction for their safety. If they should pass through friendly units during their rout, they disorganise these units.

Disrupted units may be rallied by throwing a die and comparing the result to the National Army Table (Tables 1 & 2) for the unit's morale. If the die matches or exceeds the value in the table, the unit becomes instantly organised again, otherwise the unit remains disorganised for the turn.

The presence of generals results in +1 being added to the die roll, thus improving the odds of rallying routing or disrupted troops.

Disrupted units behave in terms of movement as normal units. Their combat potential is reduced, according to the National Army Table.

2) Artillery Fire Phase

The phasing player fires their artillery in the normal state, as those in the disrupted state may not fire that turn. Each artillery unit fires once per turn, on one unit at a time, such as an infantry battalion, cavalry regiment or artillery battery. The effectiveness of artillery changes with range. To see if the target is affected, measure the distance between the artillery unit and the target. Roll a die and consult the artillery table (Table 3) to see what damage they inflict. Examples of this are given later under the combat phase.

Artillery can only fire on visible units by direct line of sight (i.e. they can't fire on units hidden behind hill, or hidden behind other units etc).

Artillery batteries are captured if enemy units pass through cannons, becoming their active units.

Cannons which fire may not limber up this turn. To limber or unlimber a battery takes a full move, with the artillery unit capable of moving or firing in the next move respectively.

3) Movement and Orders Phase

The phasing player may move any or all units may be moved, up to their maximum allowance, with each unit. Consult the National Army Tables (Tables 1 & 2) for details.

Units in good order may move through each other, but disrupt each other during the process. Routed units continue to move directly to the rear of their army at charge speed. They will pass through any units they encounter, disrupting them as they go. If they rout off the board, they are permanently removed from the battle.

Units may change formation (e.g. line to column or vice versa etc). Details are given in Table 4. Changing formation takes time and reduces the ability to move, but not the ability to fight.

Terrain affects movement. Difficult Terrain (e.g. hills / woods / crossing streams etc) reduce speed. Roads enhance speed. Charging adds speed. See the National Army Tables for details.

Units can only charge 1 per 3 turns (i.e. once per $\frac{1}{4}$ hr in real time)

Units may retreat at half speed by facing the enemy (and still engage in combat) or retreat at full speed with their backs turned to the enemy, but cannot engage in combat. The enemy can engage them in combat however, and treat the troops as disrupted.

Infantry under cavalry attack would form a defensive square, in the time restraints given in Table 4. Consequently they cannot move but may fire whilst in this formation. They can subsequently be attacked by cavalry, as described below.

Orders may be issued by *Generals* using staff officers (singly mounted cavalrymen) which move up to 150mm per turn in any direction. When they reach a 'local command', they may issue the *Generals* order. Roll a dice to see if the order was understood (1 = not understood, 2-6 understood). Once all units have received their orders, the staff officer must ride back to the *General* who issued the orders to report for further orders. These messenger figures are added and removed from the board as required, and they have no combat effectiveness. They may be captured if an enemy unit passes through them, and the order should then be passed back to the nearest opposing army *General*.

4) Combat Phase

The phasing player attacks according to the rules of combat, and is described as the attacking player, with their opponent the defending player for this phase of the game turn.

Combat is mandatory between units in range.

Infantry or dismounted Dragoons must be within 0-50mm to attack (0 - 50m).

Cavalry armed with pistols, or mounted Dragoons must be within 0-30mm to attack (0-30m).

Shock cavalry armed with swords must be in contact with their opponent to attack.

Cavalry armed with pistols may attack shock cavalry armed with swords, provided they are within range, but not in direct contact. Under these circumstances, they may disrupt the shock cavalry, but not be disrupted in any exchange (since the shock cavalry cannot inflict any casualties on them in return).

To initiate a combat first identify each units combat potential by counting the total number of figures in the unit and multiplying this by the attack/defence strength points under normal (ordered) or disrupted (disordered) state by consulting the appropriate National Army Tables.

Example: - a full strength Royalist regiment has 10 figures. In the normal state, each figure contributes 2 attack/defence strength points, in the disrupted state; each figure contributes 1 attack/defence strength point. Thus in the normal state, a Royalist regiment has an attack/defence strength of 20, in the disrupted state this reduces to 10.

Now compare the attacker's strength to the defenders strength by using the Odds table (Table 5).

Example: - In the normal state, an attacking full strength Royalist regiment has an attack/defence strength of 20. In the normal state, a defending full strength Parliamentarian regiment has attack/defence strength of 20. The combat odds between these two battalions are 20:20 or 1:1. If the full strength Parliamentarian regiment was in a disordered state, the attack/defence strength reduces to 10, and the attackers odds are now 20:10 i.e. 2:1. These form the basic odds which can be modified by the following.

Infantry in square use disrupted factor to account for reduced firepower, regardless of organised state.

If an attacker uses combined forces of two types on one unit, e.g. Infantry & Cavalry, increase the odds by 1 column e.g. 1:1 becomes 2:1.

If an attacker uses all three combined forces on one unit, e.g. Infantry, Cavalry & Artillery, increase the odds by 2 columns e.g. 1:1 becomes 3:1.

If an attacker strikes from either flank, increase the odds by 1 column e.g. 1:1 becomes 2:1.

If an attacker strikes from the rear, increase the odds by 2 columns e.g. 1:1 becomes 3:1.

The phasing player with advantageous terrain either adds 1 to die (attacking) or subtracts 1 to die (defending).

Shock cavalry charging add 1 to dice throw.

Dragoons as infantry in direct combat with opponent remove 1 to dice throw.

Infantry attacking square add 1 to dice roll, to account for extra ranks being hit in the square.

Generals present with a unit can add or subtract 1 to the die roll, whatever is beneficial to the units result.

Now roll a die and look up the result of combat in the Combat Results Table (Table 6) at the odds level decided above, and apply the effect of combat immediately to the combat troops affected. These are:-

Ar = Attacker routed. Remove one base unit from the combat group. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state.

Ad = Attacker disrupted. Previously undisrupted combat units become disrupted. Attackers already disrupted remove one base unit from the game. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state.

Dx = Disruption exchange. Previously undisrupted combat units are disrupted. Attackers already disrupted remove one base unit from the game; the remainder hold their ground for this move. Defenders already disrupted remove one base unit from the game, with the remainder routing from the attacker at charge speed until a 6 is thrown to rally them to the disrupted state.

Dd = Defender disrupted. Previously undisrupted combat units become disrupted. Attackers already disrupted remove one base unit from the game. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state.

Dr = Defender routed. Remove one base unit from the combat group. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state.

This forms the basic pattern for combat, with the exception of cavalry attacking squares, described below. An example of how combat might progress between units across multiple turns is shown on pages 17 - 18.

Infantry under threat of cavalry attack would automatically attempt to form into a defensive 'hedgehog', bristling with pikemen along the length of the unit. This is considered immobile until the threat from cavalry is removed. For cavalry attacking defensive 'hedgehogs', follow Table 7 to see what happens. In this

combat, the initial state of the infantry (i.e. normal or disrupted) is key to the effectiveness of the 'hedgehog' as a defensive measure. Should cavalry attacking a defensive 'hedgehog' suffer disruption after already being disrupted, remove one base unit from the game. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state. Should the infantry defensive 'hedgehog' be broken by the cavalry, then treat as though they were routed, i.e. remove one base unit from the game. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state. Note routing infantry troops cannot reform into a defensive 'hedgehog', and would be at the mercy of any pursuing cavalry.

Control tests are needed for troops in close combat that rout their opponent. Troops come under control by throwing a die and comparing the result to the National Army Table (Tables 1 & 2) for the unit's morale. If the die matches or exceeds the value in the table, the unit responds to command and may do as the player wishes; otherwise the unit will automatically pursue the fleeing troops, until rallied.

This ends the phasing player turn, and the **second player turn** now begins by repeating stages (1) to (4), with the difference that they are now the attacking player, with the first player the defender for this phase. Once stages (1) to (4) have been completed, this ends the turn, marking 5 minutes duration in battle time. The sequence can now begin again until a winner emerges.

Victory Points and judging the winner.

Possession of the battlefield normally defined the victor in 17th century warfare, even if more casualties were lost in winning. The game is constructed in such a way that this will occur eventually. Should the game have to end before this point is reached, to help judge who is winning a battle the following should be done during the course of the game.

For every unit disrupted, add one victory point to the victory table (Table 6) for the army concerned. For every infantry or cavalry base unit removed from the game during a rout, add 2 victory points to the victory table. For every artillery piece captured, add 5 victory points to the victory table. These points contribute to the overall total, and help identify a winner in the battle, according to the criteria in the Victory Table.

Thus if your total victory points exceed your opponents by 0-5, then the battle considered a draw. Between 6-15, the victory is marginally yours. Between 16-30, the victory is major, and above 30 the victory is decisive.

Each of the victory points signifies some 100 casualties in combat, so they are a measure of loss during the game.

Table 1:- National Army Tables for the Royalist Army of Charles I

Royalists	Attack/Defend		Rally	Movement (mm)		Roads	Charge
	Normal	Disrupted		Normal	Difficult		
Infantry							
Veterans	4	2	4-6	100	-20	20	20
Regular/Dragoons	2	1	5,6	80	-20	20	20
Conscript	1	1	6	60	-20	20	20
Cavalry							
Heavy	3	2	5,6	200	-20	40	40
Medium	2	1	5,6	200	-20	40	40
Artillery							
Heavy	1	1	5,6	80	-30	20	10

Table 2:- National Army Tables for the Parliamentarian Armies

Parliament	Attack/Defend		Rally	Movement (mm)		Roads	Charge
	Normal	Disrupted		Normal	Difficult		
Infantry							
Veterans	4	2	4-6	100	-20	20	20
Regular/Dragoons	2	1	5,6	80	-20	20	20
Conscript	1	1	6	60	-20	20	20
Cavalry							
Heavy	3	2	5,6	200	-20	40	40
Medium	2	1	5,6	200	-20	40	40
Artillery							
Heavy	1	1	5,6	80	-30	20	10

Table 3:- Artillery Results Table

Artillery Fire Table				
Range in mm				
Die Roll	0-100	101-200	201-300	Die Roll
1	-	-	-	1
2	-	-	-	2
3	Dd	-	-	3
4	Dd	-	-	4
5	Dd	Dd	-	5
6	Dr	Dd	Dd	6

Table 4:- Change of Formation Table

	Infantry	Cavalry
Line to Column	1	$\frac{1}{2}$
Column to Line	1	$\frac{1}{2}$
Wheel about 45°	$\frac{3}{4}$	$\frac{1}{2}$
Wheel about 90°	$1\frac{1}{2}$	$\frac{1}{2}$
Wheel about 180°	$\frac{1}{2}$	1
Line or Column to 'Hedgehog'	$\frac{1}{2}$	-
'Hedgehog' to Line or Column	$\frac{1}{2}$	-
Dragoons (Cavalry to Infantry and vice versa)	1	1

Table 5:- Odds Table

Defending Strength	Attacking Strength																					
	35	32	28	25	24	21	20	18	16	15	14	12	10	9	8	7	6	5	4	3	2	1
35	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:2	1:3	1:3	1:4	1:5	1:5	1:7	1:7	1:7	1:7	1:7
32	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:2	1:3	1:3	1:4	1:4	1:5	1:6	1:7	1:7	1:7	1:7
28	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:4	1:5	1:7	1:7	1:7	1:7
25	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:5	1:6	1:7	1:7	1:7
24	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:4	1:6	1:7	1:7	1:7
21	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:5	1:7	1:7	1:7
20	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:2	1:3	1:4	1:5	1:6	1:7	1:7
18	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:6	1:7	1:7
16	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:4	1:5	1:7	1:7
15	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:3	1:3	1:5	1:7	1:7
14	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:4	1:7	1:7
12	2:1	2:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:3	1:4	1:6	1:7
10	3:1	3:1	2:1	2:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:3	1:5	1:7
9	3:1	3:1	3:1	2:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:3	1:4	1:7
8	4:1	4:1	3:1	3:1	3:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:3	1:4	1:7
7	5:1	4:1	4:1	3:1	3:1	3:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:3	1:7
6	5:1	5:1	4:1	4:1	4:1	3:1	3:1	3:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:3	1:6
5	7:1	6:1	5:1	5:1	4:1	4:1	4:1	3:1	3:1	3:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:3	1:5
4	7:1	7:1	7:1	6:1	6:1	5:1	5:1	4:1	4:1	3:1	3:1	3:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:2	1:4
3	7:1	7:1	7:1	7:1	7:1	7:1	6:1	6:1	5:1	5:1	4:1	4:1	3:1	3:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:3
2	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	6:1	6:1	5:1	4:1	4:1	3:1	3:1	2:1	2:1	1:1	1:1	1:2
1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	6:1	5:1	4:1	3:1	2:1	1:1

Table 7:- Defensive 'Hedgehog' Attack Table

Cavalry attacking 'Hedgehogs'					
Square initially is in normal, organised state					
2 dice roll					
2 - 6	Cavalry disrupted, 'Hedgehog' unbroken, infantry still normal state				
7 - 10	Hedgehog' unbroken, cavalry and infantry still in initial state				
11 - 12	Hedgehog' broken, cavalry in initial state.				
	Infantry remove one base unit from the game.				
	Remainder will rout from board at charge speed until a 6 is thrown.				
Hedgehog' initially is in disrupted state					
2 dice roll					
2 - 4	Cavalry disrupted, 'Hedgehog' unbroken, infantry still disrupted				
5 - 7	Hedgehog' unbroken, cavalry and infantry still in initial state				
8 - 12	Hedgehog' broken, cavalry in initial state.				
	Infantry remove one base unit from the game.				
	Remainder will rout from board at charge speed until a 6 is thrown.				

Table 8:- Victory Table

Move	Battle of																				Move
1	Armies of Royalist										Armies of Parliament										1
2	Victory Points lost										Victory Points lost										2
3	Demoralisation										Demoralisation										3
4	(all units)										(all units)										4
5																					5
6																					6
7																					7
8																					8
9																					9
10																					10
11																					11
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21																					21
22																					22
23																					23
24																					24
25	Captured										Captured										25
26	Artillery = 5 VP										Artillery = 5 VP										26
27																					27
28	Demoralisation of entire										Demoralisation of entire										28
29	Left wing										Left wing										29
30																					30
31	Centre										Centre										31
32																					32
33	Right Wing										Right Wing										33
34																					34
35	If Royalist VP lost exceed Parliament VP lost by the margins below then the result to Parliament is										If Parliament VP lost exceed Royalist VP lost by the margins below then the result to Royalist is										35
36																					36
37																					37
38	Total VP lost										Total VP lost										38
39																					39
40																					40

















Examples of Combat

Example 1:- Attack by Parliament regiment on Royalist regiment. 10 base units per regiment, gives an initial strength of ~ 1000 men per side. Consult the army tables (Tables 1 & 2) for combat strength, the odds table (Table 4) for reconciling these to overall combat odds, and the combat results matrix (Table 6) for the outcome of each exchange of fire.

Combat Round 1 (Parliament move, initiates fire fight)				Effectiveness	Strength	Odds	Combat Die roll	Consequence of combat
				after rally stage				
Royalist		Defender	Normal	2x10 = 20				
Parliament		Attacker	Normal	2x10 = 20	20:20 = 1:1	5	Disruption exchange Royalist & Parliament become disrupted to half their initial strength	
Combat Round 1 (Royalist move)								
Royalist		Attacker	Disrupted	2x5 + 1x5 = 15 fails to rally, after rolling 1	15:15 = 1:1	4	No change from previous state	
Parliament		Defender	Disrupted	2x5 + 1x5 = 15				
Combat Round 2 (Parliament move)								
Royalist		Defender	Disrupted	1x10 = 10	15:10 = 1:1	1	Royalist disrupted Royalist becomes disrupted on second half of regiment	
Parliament		Attacker	Normal	2x10 = 20 Rallies after throwing 5				
Combat Round 2 (Royalist move)								
Royalist		Attacker	Disrupted	1x10 = 10 fails to rally, after rolling 3 fails to rally, after rolling 4	15:10 = 1:1	2	Disruption exchange Parliament becomes disrupted to half their initial strength remove one figure from play as rest of half Royalist regiment routs	
Parliament		Defender	Disrupted	2x5 + 1x5 = 15				
Combat Round 3 (Parliament move)								
Royalist			Routing	1x4 = 4				
Royalist		Defender	Disrupted	1x5 = 5	15:5 = 3:1	6	Royalist disrupted Remove one figure from play as Royalist routs on remaining half of regiment	
Parliament		Attacker	Disrupted	2x5 + 1x5 = 15 fails to rally, after rolling 3				
Combat Round 3 (Royalist move)								
Royalist		Attacker	Routing	1x4 = 4 fails to rally, after rolling 5				
Royalist		Attacker	Routing	1x4 = 4 fails to rally, after rolling 2				
Parliament		Defender	Disrupted	2x5 + 1x5 = 15	No combat as troops are too far apart		Royalists continue to rout	

Parliament wins combat after 3 rounds (15 mins). Regiment will proceed in good order once disrupted troops rally

Example 2:- Attack by Parliament cavalry on Royalist infantry regiment. The cavalry have 4 base units (~ 400 - 500 men) and the Royalist regiment has 10 base units, giving an initial strength of ~ 1000 men per side. Consult the combat results matrix (Table 7) for the outcome of each exchange of fire has the cavalry attempt to break the infantry defensive 'hedgehog'.

Combat Round 1 (Parliament move, initiates fight)		Combat Die roll		Consequence of combat	
Royalist					
Parliament		2	5	=7	Hedgehog' unbroken, cavalry and infantry still in initial state
Combat Round 1 (Royalist move)					
Royalist					
Parliament		5	3	=8	Hedgehog' unbroken, cavalry and infantry still in initial state
Combat Round 2 (Parliament move)					
Royalist					
Parliament		4	3	=7	Hedgehog' unbroken, cavalry and infantry still in initial state
Combat Round 2 (Royalist move)					
Royalist					
Parliament		4	6	=10	Hedgehog' unbroken, cavalry and infantry still in initial state
Combat Round 3 (Parliament move)					
Royalist					
Parliament		2	2	=4	Cavalry disrupted, 'Hedgehog' unbroken, infantry still normal state
Combat Round 3 (Royalist move)					
Royalist					
Parliament		3	6	=9	Hedgehog' unbroken, infantry still in initial state, cavalry disrupted
Combat Round 4 (Parliament move)					
Royalist					
Parliament		4	5	=9	Hedgehog' unbroken, infantry still in initial state, cavalry disrupted Fails to rally after throwing 4
Combat Round 4 (Royalist move)					
Royalist					
Parliament		3	2	=5	Cavalry disrupted, 'Hedgehog' unbroken, infantry still normal state
Parliamentary cavalry rout, losing one Figure. Royalist infantry beat off attack after 4 moves (20 mins)					

References

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The English Civil War

Peter Young and Richard Holmes

Wordsworth Military Library (2000)

The Sealed Knot guide to The English Civil Wars 1642 - 1651