

SCOTS COVENANTER ARMY (1642-1645) v3.1 by Mike Allen

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Experienced Pike & Shot	24-36	Matchlock (10")	2	4	4	Pike & Shot	18
Trained Pike & Shot	24-36	Matchlock (10")	2	3	3	Pike & Shot	13
Raw Pike & Shot	24-36	Matchlock (10")	1	3	3	Pike & Shot, Militia	10
Commanded Shot	12-16	Matchlock (10")	2	2	3	Light Infantry	11
Dismounted Dragoons	9-14	Matchlock (10")	1	1	2	Light Infantry, Unpredictable	7

CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Line Horse	9-14	Sabre or lance	-	4	3	Pistoleer	19
Raw Horse	9-14	Sabre	-	3	3	Pistoleer	17
Irregular Horse	9-14	Sabre	-	2	3	Unpredictable	13
Moss Troopers	9-14	Sabre or lance	-	3	2	Light Horse, Pistoleer, Unpredictable	12
Dragoons	9-14	Matchlock (10")	1	1	2	Dragoons	11
Horse Detachment	3	Sabre or lance	-	1	1	Light Horse, Pistoleer	11

ARTILLERY UNITS	Cannon	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Field Artillery	1	Cannon (48")	1	1	2	Grapeshot, Static, Unreliable	16
Light Artillery	1	Cannon (36")	1	1	2	Grapeshot, Light Artillery, Unreliable	10

ARMY SPECIAL RULE

Undrilled: Infantry unit in this army can only reform before they move, not after. In addition, halve the move distance of infantry in this army that are not in open order, unless they move straight forward in the direction they are facing.

UNIT OPTIONS

Elite Units: Units can be elite. An elite unit can have up to 1 added to its fire value for 3 extra points (or 6 extra points if artillery), up to 1 added to its melee value for 2 extra points, and up to 1 added to its tenacity for 4 extra points.

Extra Armour: Line Horse can be given the armour special rule for 2 extra points.

Understrength Units: Infantry and cavalry units apart from detachments can be fielded as understrength units for 5 less points. Halve the number of figures in an understrength unit and subtract 1 from its melee and tenacity values.

FATE CARDS

Any	Act on Initiative. You can play any card to allow 1 unit from a brigade that failed an activation test or that did not receive a message to take an action.	7	Directed Fire. Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the attacking unit. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
King	God is with us. Play this card at the beginning of the turn. Select one brigade, units may re roll any tests against their tenacity for that turn.	6	Deadly Attack. Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
Queen	Scotland forever! Play this card in an action phase. Pick 1 brigade. Add 1 to the melee value and 6" to the move distance of all units from that brigade for the rest of the turn.	5	Stubborn. Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss).
Jack	Committed to the Cause. Play this card after a experienced infantry or cavalry unit fails a valour test. The test is re-rolled and if it is successful all units gain +1 to their valour tests for the rest of the turn.	4	Breakthrough. Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat or double).
10	Capture. Play this card in your fate phase. Pick 1 enemy controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.	3	Confusion. Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn and any enemy reinforcements due to arrive that turn arrive 1 turn later.
9	Surprise Attack. Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.	2	Tide of Battle. Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
8	Inspiration. Play this card after a friendly unit fails a valour test or brigade fails a fortitude test. The test is passed.	Ace	All Out Attack. Play this card at the start of your melee phase. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.

UNIT SPECIAL RULES

Armour

Make an armour save roll for this unit each time a hit test for an attack on the unit is passed. To take an armour save roll, roll 1 D6. On a 6+ the roll is successful, and the hit is negated and has no effect. On a 5 or less the roll is a failure, and the hit is applied normally.

Dragoons

When this unit reforms, it can dismount or remount its horses in addition to changing formation.

- While mounted it is counted as cavalry. It cannot shoot and cannot assault.
- While dismounted it is counted as light infantry.

Grapeshot

Re-roll hit rolls of 1, before modifiers are applied, for fire and melee attacks made by this unit if it is the main attacker, the target is in its front arc, and the range to the target is up to 12".

Headstrong

If the target of a melee attack made by this unit routs or retreats and there are visible enemy units that it can move into contact with, this unit must carry out an assault and fight for a second time. Subtract 1 from its melee value the second time it fights in the same turn. It does not assault again, **and may not retreat**, if it defeats the second opponent.

Heavy Armour

The move distance of this unit is 12". In addition, make a heavy armour save roll for this unit each time a hit test for an attack on the unit is passed. To take a heavy armour save roll, roll 1 D6. On a 5+ the roll is successful and the hit is negated and has no effect. On a 4 or less the roll is a failure and the hit is applied normally.

Heavy Cavalry

Re-roll hit rolls of 1, before modifiers are applied, for melee attacks made by this unit if it is the main attacker and the target is not in cover.

Light Artillery

Subtract 1 from hit rolls for fire or melee attacks made by this unit if it is the main attacker.

Light Infantry

The following rules apply to a Light Infantry unit:

- It has the Open Order and Skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is in defensible terrain.
- It can occupy defensible terrain after it has made a move or retreat.

Militia

This unit cannot move in the same action phase that it reforms. In addition, do not add half its fire value to its melee value when it makes a melee attack while in line formation.

Open Order

This unit can be set up in a deployed formation called open order. It must be set up in 1 to 4 ranks with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry its movement is not affected by rough terrain.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from a friendly unit that is also in open order even if they are not from the same brigade.

Pike & Shot

This unit consists of figures armed with pikes and figures armed with matchlocks. From a quarter to a half of the figures must have matchlocks. The following rules apply to a pike & shot unit:

- A pike & shot unit cannot be deployed in an attack column formation.
- Do not add half this unit's fire value to its melee value when it is in a line.
- Re-roll hit rolls of 1, before modifiers are applied, for melee attacks made by this unit if it is the main attacker and the target is in its front arc.
- Halve the melee value of a cavalry unit that is attacking a pike and shot unit if the pike and shot unit is in a line and the cavalry unit is in the pike & shot unit's front arc.
- Halve the melee value of pike & shot units that are occupying rough terrain or that are fighting a unit occupying rough terrain.

Pistoleer

If a hit test for this unit is a 6 or more, then it inflicts 2 losses on the target instead of 1.

Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

Static

This unit must be set up unlimbered, cannot change its facing or reform, and cannot be a reinforcement.

Unpredictable

The commanding player must take an unpredictability test for this unit the first time it fights, fights back or suffers a loss. To take the test, the commanding player rolls a D6. On a 1 subtract 1 from the unit's melee value and tenacity for the rest of the battle and on a 6 add 1 to the unit's melee value and tenacity for the rest of the battle. On a 2-5 its melee value and tenacity do not change.

Unreliable

If the hit roll for a fire attack made by this unit, before modifiers are applied, is a 1, then it cannot fire or use the grapeshot special rule until after the end of its following turn.