

Over The Hills and Far Away

A campaign game of
Regimental management in
the 18th Century



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Over the Hills and Far Away

A campaign game of 18th century British Colonels
Version 2 – August 2010

*Courage, boys, 'tis one to ten,
But we return all gentlemen
All gentlemen as well as they,
Over the hills and far away.
Over the Hills and O'er the Main,
To Flanders, Portugal and Spain,
The queen commands and we'll obey
Over the Hills and far away.*

lyrics by George Farquhar for his play *The Recruiting Officer* 1706

Introduction

This is game that was originally designed to be played in a club or group context over a series of sessions, the aim being to build up a 'campaign' of experiences and a context for a number of small 18th century skirmishes involving just a handful of battalions a side.

In the game the players represent colonel proprietors of British Infantry regiments in the mid-eighteenth century. The premise is that in this period, Colonels were, in effect private military contractors to the state – contracted to provide a battalion for the King.



The game is a development of an original idea developed by Brian Cameron and Jim Wallman in June 1996 and subsequently played by the enthusiastic members of the Chestnut Lodge Wargames Group.

Background

The British Army in this period (the date is deliberately not specified, it is "Seventeen forty-something") consists of a variable number of regiments (usually 50 - 60) each of which is normally a single battalion.

For administrative purposes each battalion consists of 10 companies, 9 centre and 1 grenadier.

In effect the colonel owns the regiment and is paid by the government to recruit and maintain it.

Set Up

Each player makes up a character name for their Colonel. This is, in many respects, a roleplaying game, so players are encouraged to define such things as age, marital social status, background and previous military experience (which is not required to hold a colonelcy).

If in doubt about what the period was like watch the film *Barry Lyndon*.

The colonel should be regarded as being the player in person – so risk to the colonel in battle is risk to the player.



A player will also have a number of political influence points (PIP). There are a consumable resource – but more PIP can be earned during the campaign – see below.

And the player will have a personal fortune expressed in pounds (£) – though not all players will choose to spend their own money on their regiment. To keep the accounting simple the unit of money in the this game is the pound – we will not be dealing in petty shillings and pence.

To determine the money / PIP available at start-up only, players are given £1,000 and can buy PIP at a price of £10 per PIP. Whatever cash they have left over is their starting fortune.

Political influence can only be bought in this way right at the start of the campaign.

Personal Objectives

At the start of the campaign each player must choose a secret personal objective, which may be something like one of those below:

- To achieve military glory through successful campaigns
- To increase their social prestige
- To increase their wealth
- To have the smartest regiment in the army
- To fulfil their social obligations by maintaining a good regiment, serving their country abroad without thought for personal gain

- Any other which they devise and the umpires approve of

Getting your Regiment

Regiments are numbered from 1 upwards, the lower the number the higher the seniority.

This can be important because, for example, in a particular expedition the colonel of the most senior regiment (i.e. lowest number) will typically be placed in command will have the status gained from command of the expedition.

Players will bid for regimental numbers between 3 and 20 in an open auction using CASH only.

Colonelcies of Regimental numbers 1 and 2 are never available as they typically go to Royalty.

At this point we are only considering infantry regiments – but in a larger campaign it is perfectly possible to add Cavalry to the mix.

Players who join the campaign at a later stage will buy in to a regiment of their choice for the lowest price established at the initial setup auction. If more than one player joins at the same time then obviously they can enter into a bidding process.



Income

The government will pay for ten companies unless informed by the colonel that he is maintaining less than 10.

The colonel also receives the equivalent of the pay of two companies for his own expenses.

The agreed rate of pay is **£10 per company per month**. The colonel may choose to recruit and maintain fewer than ten companies and pocket the difference. Of course, the Government might, at some point, take a dim view of that, if found out.

Pay

The regiment will require paying and maintaining. This costs £10 per company per month. It is possible to refrain from paying them for a few months, so long as back pay is forthcoming at some point. Ultimately, failure to pay can result in soldiery looting and becoming troublesome.

The Regiment

Regiments have three attributes:

Drill – their ability to march in formation in battle and their general smartness.

Musketry – their rate of fire and the discipline of their volleys

Effectiveness – the degree to which the companies can work together and coordinate their actions when in line.

Each attribute is given a number in the range 1 – 6. At the point at which the regiment is created, this is 1 for each attribute.

Any regiment that loses half its strength or more on campaign (either from battle or disease) automatically drops one point on all attributes.

Improving Drill (DRI)

Drill determines smartness of a regiment.

Individual companies are assumed to have done some basic drill but they would normally do so near their local billet and this just gets them to the basic standard.

Each month spent on Extra Drill for the regiment of up to 10 companies costs £10.

Roll 1d6 and score 6 to gain 1 drill point, up to a maximum of 6.

If the colonel himself is present during the process, you can add one to the die roll

For every month spent **not** doing extra drill roll 1d6 and score 1 to lose one drill point.



Improving Musketry (MUS)

Musketry determines the effectiveness of a regiment's fire in combat.

Each month spent on musketry training costs £20 per regiment of up to 10 companies (powder is expensive).

Roll 1d6 and score 6 to gain 1 musketry point, up to a maximum of 6.

If the colonel himself is present during the process, you can add one to the die roll

If **no** musketry training is conducted for 6 months, roll 1d6 and score 1 or 2 to lose one musketry point.

Improving Effectiveness (EFF)

Battalions were usually billeted over a wide area and thus did not muster as a battalion very often. It was thus not used to acting as such.

Its effectiveness and cohesion as a battalion rather than as a group of companies can be improved by holding battalion manoeuvres.

Each month spent on manoeuvres costs £50 per regiment of up to 10 companies.

Roll 1d6 and score 6 to gain 1 effectiveness point, up to a maximum of 6.

If the colonel himself is present during the process, you can add one to the die roll

If no effectiveness training is conducted for 6 months, roll 1d6 and score 1 or 2 to lose one effectiveness point.

Concurrent Improvements

If you can afford it you can do all three types of improvements in a month – however, the Colonel can only concentrate on overseeing one of these at a time, so must choose.

Representing the Regiment

The regiment is represented by stands of figures or blocks.

To make the regiment easy to handle, each regiment is represented by four bases no matter how many companies it is made up of.

These can either be 15mm painted figures, or appropriately sized counters or wooden block. Players will also keep a record of the regiments characteristics.

Personal Activities

Diaries Players have a range of personal activities in which they can indulge Each player will maintain a personal diary showing their activity for the month. To keep managing the campaign simple the entire month is spent on a single activity.

Example Personal Activities

- **Supervising the Regiment** – improve one or more of the regiment's attributes.

- **Socialising** – Gain 5 PIP. Should a player be the only person present **not** to be socialising that month (unless he is away on campaign) he loses 10 PIP. Players might even want to role play a Ball or something.
- **Personal business** - all the players are assumed to be members of the landed gentry and have lands, etc to look after. Each month spent on personal business generates £20.
- **Politics** - all players are involved in some ways in politics, probably as an MP. Each month spent on political matters gains 10 PIP.
- **Long Sea Voyage** – sometimes the player has to travel to go on a military expedition (see Going on Campaign).
- **Going on Campaign.** There will be occasions when Colonels are required to serve with their regiment on campaign (historically this was done by the lieutenant-colonel but for game purposes this will be the colonel). This is often the main activity when the players meet up.

Players may like to write more elaborate accounts of their actions for a club newsletter or blog.

Here is a nice example of one from a previous run of the game:

My Lord Dartington,
Ryme Intrinsic Hall, Dorsetshire, September 12th 174-

Scarce can I hold my Pen my Hand trembles with such Ire at the D-d Scoundrel; Colonel Kemp is a Disgrace to His Majesty's Foot and I fear a Lesson in the Wisdom of placing North Britons in positions of Command. More anon. I must take a Draught of Brandy ere I am taken with an Ague, for falling from my Horse into a River did not agree with my Constitution, weak as I still am from the Yellow Jack of Tobaygo.

As Your Lordship requested I give an Account of how I have spent my military Career with the Eighth of foot to the present Day.

I became encolonell'd in May Year the Last.
Manoeuvres, supervised by me, three Months
Drilling, ditto, four Months
Musketry, ditto, one Month
Unsupervised Drilling, one Month
At Sea, one and one-half month
In Battle in Tobaggo, one half-Month
Sick with the Yellow Jack, six Months
Socialising in Bath and London, two Months

My Intention now being to spend October and November supervising my Regiment in Musketry and Drilling, and then spend December in Town where I hope I may have the Pleasure of your Lordship's Company at my Villa in Streatham. I am now happy to have the Addresses of one hundred two and forty illustrious Personages on whom I may call to make my Way in Society.

To the Manoeuvres on the Plain I turn my vitriolic Pen. Colonel Boundy, a Gentleman of the finest Stamp, and I agreed that Colonel Casey (a Man with the makings of a sound Gentleman and no Jacobite he) should act the Part of General as he has no Experience of Battle. Colonels Kemp, Hunter and Nelson were also present on the Field and a Portion of Local Militia play'd the French (which they did with Verisimilitude, squawking with Fear and running at the Sight of our Bayonettes.)

Aside from my Ducking when my Horse, Sheriffmuir, stumbled on a Bridge, occasioning Hilarity to my Men, all went to Plan, with the newer Colonels appreciating the Difficulty of moving Companies of Soldiers with Celerity and Neatness. All was spoil'd in my View when the perfidious KEMP broke our Line and charged pell-mell, for all the World like some D-d Highland Brigand Chief rather than the Officer of a civilised Army. The Commissioners watching from the Hill I am sure came away with a poor Impression of us, and my Heart palpitates when I think what would have occur'd had we been facing a dangerous Foe instead of Play-acting. O a Plague on these Scotch!

I thank the Lord I am senior to KEMP in the Array and will never have to be commanded by him. Woe betide if he ever disobeys my Orders when I command him. Had I not been discommoded by my Uniform being damp and muddied I should have called him out there and then; but wiser Counsel prevailed when I was dry'd. I have found a manservant, Wayne by name, from among the Soldiery, who has well reordered my scarlet and crimson finery.

I close now and await the condescension of your Lordship's reply.

I remain, Sir, Your Obedt. Servant
James Stamford Vere, Colonel, Eighth Foot

Expeditions

When a campaign is available this is most likely to be an expedition to somewhere (this is a convenient explanation for why only a handful of Regiments are involved).

The umpires will provide a briefing of the situation including

- where they will be going,
- a sketch map of the operational area
- how many months they will need to get there and back
- the likely enemy strengths and composition (though this does not need to be accurate)
- the likely risk of disease / shipwreck etc.

See Annex A for some help on how to create Expeditions.

As part of the planning of the expedition, a committee will form of all available players will represent the War Office Committee and decide:

a. How many regiments are going on the campaign. They do not have to send everyone present.

b. Which regiments of the available regiments are going. Players who are not present at the session cannot go on campaign and neither can their regiments.

c. Who is to be in command. Command of the force will normally be determined by seniority. It is not unknown for a Colonel to be appointed General and not take his regiment with him,

The umpires may attach non-played regiments, cavalry and artillery to the expeditionary force at their discretion to create an interesting situation.

The War Office Committee is where player can play their PIP. Instead of voting by a show of hands, voting is by amount of PIP spent.

Players who are present but whose regiments are not chosen for service will be allocated roles commanding any attached artillery or cavalry, local forces, naval support or the enemy. This is allocated by the Umpires.

“Over The Hill”- The Battle Resolution

Introduction

This Battle Game aims to give participants some idea of the problems faced by the commanders and leaders of (mostly) British infantry regiments in the mid- to late-eighteenth century.

It uses a map/model of the battlefield, and the various forces involved are represented by model soldiers of the appropriate types or blocks or counters.

These rules are, naturally, not exhaustive, but should provide sufficient guidance to allow players to work out most of the systems themselves.

Leaders

Players in the game are leaders.

Each player has a 'leader figure' (or counter) on the map, and will give instructions to the umpire as to what that leader is doing in any given turn of the game.

Each turn player will select a card showing what they want to do (one of the five actions) and then everyone moves the figures and works out the results.



But remember, this is not a parade in St James' Park - manoeuvre is slow and automatically causes chaos. In fact the more chaos the better the representation of the period.

Units are often quite small and easily disorganised, infantry regiments are fairly fragile - particularly since they will have been travelling a long way to reach the battlefield (often via a horrible long sea voyage) - or have had little opportunity or inclination to train or drill.

So, despite the appearance that 'beautifully painted toy soldiers' might give, things should quickly become a disorganised mess in any battle

What Does A Leader Do?

There are 5 things a leader (= player) can do:

- 1. Talk to other leaders.** Having a discussion takes time - and those involved have to have their leader figures next to each other to be able to talk. This means that even though you are sitting next to another player, you should not talk about your next moves to him or her unless your leader figures are 'talking'.
- 2. Give Orders.** In the heat of battle there are very few orders that will be understood, and they will be one of the following:

Order	Which Means
FIRE	The unit will start shooting at whatever is in front of it and in range.
HOLD YOUR FIRE	The unit will wait until the enemy is close before starting to shoot. The closer the enemy, the more devastating the shooting
CEASE FIRE	Stop shooting (this is quite hard to do since it is hard to hear the order!)
RETREAT	The unit starts to move backward facing the enemy. This is dangerous because the troops may lose heart and run away.
RUN AWAY	Run away - you only need to do this once!
ADVANCE	Move forward until within effective shooting distance (about 4 – 10 cm)
CHARGE	Close with the enemy and hack about with sword or

Order	Which Means
	bayonet
WHEEL LEFT / RIGHT	The unit changes its facing to left or right. This is a very slow process and difficult to organise in a battle.
FOLLOW ME	The unit will follow wherever you go, but will tend to become disorganised.

3. Inspire the Men. The troops of both sides were prone to becoming dispirited and running away quite easily. Leaders had to go to the front and by giving stirring speeches, encourage them to fight on. In some cases, leaders had to give such speeches to *stop* their men charging prematurely.

4. Engage in A Fight. Leaders sometimes deliberately, and sometimes because the battle caught up with them, had to join in the rowdy brawling of the battle. If this happens, any of that leader's troops involved in the fight will gain an advantage - encouraged by their leader's direct involvement. But the leader can't issue orders or take any other action whilst in the fight - and, obviously, might be killed or wounded in the process!

5. Move. Leaders can move about the battlefield quite quickly (unlike the large bodies of men they command). However, movement from place to place takes time and counts as a action. Leaders can move 40cm per turn on horseback.

Combat Rules

Game Control

Despite the fact that these are rules for the game, used by everyone, the game controllers reserve the right to alter, amend or ignore any rules during the course of an action if that improves the game.

Scales

A base of 5 figures (or block) = around 150 men
 Ground scale 1mm =1 yard or something
 Each turn represents around 5-10 minutes of battle time

Command & Control

- Leaders can only give orders to troops they are actually with.
- Written messages seem not to have been used much, and most orders were passed verbally via a messenger, or in face to face conversation.
- It takes one turn for a unit to digest a new order.

Regimental Characteristics

Each regiment of infantry 'owned' by a player has the following characteristics recorded for it, each on a scale of 1 to 6:

DRILL (DRI) : The smartness of the regiment. It shows how well it marches and manoeuvres in battle.

MUSKETRY (MUS): This is a measure of how well and coolly the regiment can fire volleys in action, and (to a lesser degree) accuracy.

EFFECTIVENESS (EFF): This is a measure of how well the companies of the battalion work together as a whole.

A typical non-played battalion (NPB) will have the ratings D2 : M2 : E2.

Movement

Movement depends on the type of action being contemplated and the DRILL factor (**DRI**)

	Foot	Horse
Forward movement (keeping formation)*	8 + DRI cm	15 cm
Rush to contact (not bothering with formation)*	20 cm	45 cm
Backward movement (in good order)	DRI cm	5 cm
Run away (back to enemy)	20 cm	50 cm
Wheeling or other complex manoeuvre	DRI cm	3 cm
Leader movement	-	40 cm

Morale/Reaction

The reaction of troops is very important in this game - probably more so than actual fighting.

There are four troop types for morale purposes:

1. Horse (cavalry is rather a strong word for the quality of horse in this game). These are **not** battlefield shock cavalry, and are generally dragoons or the equivalent. As such they tend to be used either as mobile infantry, scouts or to threaten flanks and rear. When they do charge they are not very effective.
2. Formed Infantry. These are 'regular' troops. They are usually reasonably drilled, but ponderous and slow to react, and will very be good if there is time to form up properly and fight.
3. Militia Infantry. These are trying to be 'regular' troops. They are often unenthusiastic, poorly drilled and slow to react. Under a good leader they can be coaxed into action, but if things start to go wrong they tend to collapse. If things go right they can be at bit effective.
4. Irregular Infantry. Characterised by huge mad hairy Irishmen or the equivalent. They will form into sort of disciplined units, but have a high proportion of melee-oriented men who will fire once and try to close. These troops are not 'steady', in a crisis they either charge or run away.

5. Gunners (virtually civilians). Very nervous, unless protected they will run away at the first sign of trouble (and even then...). No use in a melee, or for anything else (in fact they were often not much use at manning the guns).

How is it Handled?

As things affect units, so they will accumulate *TENSION POINTS*. These have slightly differing effects depending on the troop types. For example large TPs might make Highlanders charge, or make gunners run away.

You can represent TP on the battlefield by appropriate counters.

You get TPs for the following reasons:

- Receiving hit from cannon fire
- Receiving a volley of musketry
- Involved in a round of Hand to Hand combat
- Each adjacent friendly unit running away or charging forward
- Seeing your leader killed/incapacitated
- Falling back or running away as a result of a reaction test

You remove TPs by:

- Resting out of sight of the enemy -1 per turn
- Inspiration from a leader -1
- Sight of enemy units running away (any number) +1
- Roll 1d6 and score Regimental **Effectiveness** or less

TPs are accumulated (up to a maximum of 8). A Reaction Test is taken when any of the following apply:

1. Enemy charging towards you
2. Ordered to advance/charge
3. Ordered to fall back in the face of the enemy
4. When surprised by new events
5. If the umpire thinks its a good idea

REACTION TEST RESULTS TABLES:

Roll one d6 when the situation occurs, and use the results in the table:

When in combat, always roll for the Jacobite forces before Government forces.

Die Modifiers:	Outnumbered	-1
	Outflanked	-1
	Enemy facing unit's Drill more than 2 better	-1
	Leader with the unit	+1
	Gunners with infantry support/cover	+1
	Enemy falling back or running away	+1

There are different results tables for each of the troop types:

HORSE TABLE

Tension Points

Die roll	None	1	2	3	4	5	6	7	8
0	FB	FB	FB	FB	RA	RA	RA	RA	RA
1	NA	NA	NA	FB	FB	RA	RA	RA	RA
2	OK	OK	NA	NA	FB	FB	RA	RA	RA
3	OK	OK	OK	NA	NA	FB	FB	RA	RA
4	OK	OK	OK	OK	NA	NA	FB	FB	FB
5	OK	OK	OK	OK	OK	NA	NA	NA	NA
6	OK	OK	Ch	Ch	OK	OK	NA	NA	NA
7	OK	Ch	Ch	Ch	Ch	OK	OK	OK	NA
8	Ch	Ch	Ch	Ch	Ch	Ch	OK	OK	NA

Ch Charge nearest enemy OK Continue as ordered
 NA No Advance closer to the enemy FB Fall back for a turn (take 1 TP)
 RA Ride Away (take 1 TP)

REGULAR INFANTRY TABLE

Tension Points

Die roll	None	1	2	3	4	5	6	7	8
0	NA	NA	NA	FB	FB	RA	RA	RA	RA
1	OK	NA	NA	FB	FB	FB	RA	RA	RA
2	OK	OK	NA	NA	FB	FB	FB	RA	RA
3	OK	OK	OK	NA	NA	FB	FB	FB	RA
4	OK	OK	OK	OK	NA	NA	FB	FB	FB
5	OK	OK	OK	OK	OK	NA	NA	FB	FB
6	OK	OK	OK	OK	OK	OK	NA	NA	NA
7	OK	OK	OK	OK	OK	OK	OK	NA	NA
8	OK	OK	OK	OK	OK	OK	OK	NA	NA

Ch Charge nearest enemy OK Continue as ordered
 NA No Advance closer to the enemy FB Fall back for a turn (take 1 TP)
 RA Run Away (take 1 TP)

MILITIA INFANTRY TABLE

Tension Points

Die roll	None	1	2	3	4	5	6	7	8
0	FB	FB	FB	FB	RA	RA	RA	RA	RA
1	NA	NA	NA	FB	FB	RA	RA	RA	RA
2	OK	OK	NA	NA	FB	FB	RA	RA	RA
3	OK	OK	OK	NA	NA	FB	FB	RA	RA
4	OK	OK	OK	OK	NA	NA	FB	RA	RA
5	OK	OK	OK	OK	OK	NA	FB	FB	RA
6	OK	OK	OK	OK	OK	OK	NA	NA	NA
7	OK	OK	OK	OK	OK	OK	OK	NA	NA
8	Ch	OK	OK	OK	OK	OK	OK	OK	NA

Ch Charge nearest enemy OK Continue as ordered
 NA No Advance closer to the enemy FB Fall back for a turn (take 1 TP)
 RA Run Away (take 1 TP)

IRREGULARS TABLE

Tension Points

Die roll	None	1	2	3	4	5	6	7	8
0	FB	FB	FB	RA	RA	RA	RA	RA	RA
1	NA	NA	FB	FB	FB	RA	RA	RA	RA
2	OK	OK	OK	FB	FB	FB	RA	RA	RA
3	OK	OK	OK	OK	FB	FB	FB	RA	RA
4	OK	OK	OK	OK	OK	OK	Ch	FB	RA
5	OK	OK	OK	OK	Ch	Ch	Ch	Ch	FB
6	OK	OK	Ch	Ch	Ch	Ch	Ch	Ch	Ch
7	OK	Ch	Ch	Ch	Ch	Ch	Ch	Ch	Ch
8	Ch	Ch	Ch	Ch	Ch	Ch	Ch	Ch	Ch

Ch Charge nearest enemy

NA No advance

OK Continue as ordered

FB Fall back for a turn (take 1 TP)

RA Run Away (take 1 TP)

GUNNERS TABLE

Tension Points

Die roll	None	1	2	3	4	5	6	7	8
0	RA	RA	RA	RA	RA	RA	RA	RA	RA
1	CF	RA	RA	RA	RA	RA	RA	RA	RA
2	CF	CF	RA	RA	RA	RA	RA	RA	RA
3	OK	CF	CF	RA	RA	RA	RA	RA	RA
4	OK	OK	CF	CF	RA	RA	RA	RA	RA
5	OK	OK	OK	CF	CF	RA	RA	RA	RA
6	OK	OK	OK	OK	CF	CF	RA	RA	RA
7	OK	OK	OK	OK	OK	CF	CF	RA	RA
8	OK	OK	OK	OK	OK	OK	CF	CF	RA

OK Continue as ordered

CF Cease firing (and hide under guns)

RA Run Away (take 1 TP)

Fighting

Combat is resolved easily in terms of awarding TP. Losses are not recorded separately. A reaction test must be taken after each round of musketry or melee.

Cannon Fire:

Range:	15cm (grape)	50 cm (ball)
Score to hit:	3,4,5,6	5,6

A hit adds a TP to the target unit.

Formations more than 1 base deep +1 to die roll

Musketry:

All musketry takes place at firing range of 4+ MUS centimetres range or less. Place cotton wool to indicate firing.

Roll 1d6 and score

No of bases:	1	2	3	4	5	6
To Inflict TP:	6	5,6	4,5,6	4,5,6	3,4,5,6	2,3,4,5,6

Melee

Attacker must pass a Reaction test to close to hand to hand combat or to its firing range if shorter than the enemy.

If there is a melee:

Both sides take a TP automatically

Highlanders/Battle Cavalry automatically inflict an extra TP

Ordinary Horse score 4,5,6 to inflict an extra TP.

Roll less than Average (DRILL + EFFECTIVENESS) to inflict extra TP

Overall Losses

A regiment takes losses in battle as a result of enemy musketry, melee and desertion. At the end of the battle roll 1d6 x 5

+15 for each time the regiment ran away

+10 for each turn of musketry it received.

+5 for each turn it was fired on by cannons

The resulting number is the percentage losses the regiment took in that battle.

Records

You might find it useful to keep a chart like this of the status of each regiment in the battle. Use this chart to keep the record of main factors when fighting a battle

Regt	DRILL	MUSK	EFF	Av(Dr x Eff)	Musketry to inflict TP	Losses
45th Regt	2	2	3	3	5,6	

ANNEX A

CREATING EXPEDITIONS

This section is a very rough and ready guide to creating scenarios for Expeditions for the colonels. The game control or umpire should use it and some of the details must be kept from the players to add to the enjoyment and suspense.

In particular, enemy strength and quality would only be sketchily known.

The idea is to create a 'Crisis' each time the group meets. This wouldn't be every month, so it would be reasonable to allow players say 2-12 months or so between Expeditions to do drilling, preparation and the like.

Of course, players shouldn't know in advance how long they have of the next crisis,

First Roll 1d100 for location and type of the action

Score	Region
01 – 15	West Indies (you can pick an island) – Capture or re-capture an island from a European enemy
16 - 25	West Indies – put down a rebellion of local slaves / civilians
25 - 30	West Indies – raid on an enemy island or pirate base
31- 35	England – Put down riots / insurrection
36 - 40	England – Defend against a seaborne raid by a European enemy*
41 - 45	Ireland – Put down riots / insurrection
46 - 50	Ireland – Defend against a seaborne raid by a European enemy*
51 - 60	Scotland – Fight against Jacobite rebels
61 - 65	Scotland – Defend against a seaborne raid by a European enemy*
66 - 75	Mainland France – raid on coastal region
76 - 85	Flanders – raid on coastal region
86 - 90	Spain – raid on coastal region
91 -00	Netherlands – raid on coastal region

* Roll for Enemy – 1d6

1, 2 or 3 = Dutch

4 or 5 = French

6 = Spanish

Having identified the location and type of expedition, use the table below to help you come up with more detail on the situation.

Examples of typical Force Levels and situation types – the table below represents merely a set of guidelines – they can be varied to suit the situation.

Type of Mission	Enemy Quality	Enemy numbers	Likely objectives	PIP Gain	Other gains	Travel times or other limits
Raid on a European enemy	Militia only	From 0.5 to 1.5 times the strength of the attacker	Loot a small town, and retire to ships successfully.	If outnumbered by enemy +10 PIP, otherwise + 5 PIP per player. If town taken +5 PIP	Successful looting of town 1d6 x £100	No delay for raid on France, Netherlands or Flanders . Total 1 Month sea voyage to and from Spanish raid.
Defending Against Raid by European Enemy	Regulars	From 1 to 1.5 times defender	Prevent local town from being burnt / looted	If outnumbered by enemy and you win +10 PIP, otherwise + 5 PIP per player. If town taken -10 PIP each	No monetary gain	None
Capture / Recapture and Island	Mixture of regulars and militia	From 0.5 to 1.5 times the strength of the attacker	Drive enemy from the island or capture them	Win a battle +5 PIP. Successfully capture island +15 PIP. Commander of force gets +20 PIP for capturing island.	Bonus of £250 per regiment.	1 Month sea voyage each way
Put down rebellion of slaves / civilians in Caribbean	Slaves / Civilians of minimal combat value	From 2 to 4 times the strength of the expedition	Clear the streets and pacify the area	+5 PIP if successful	No monetary gain	1 Month sea voyage each way
Raid on enemy Caribbean island	Militia only	From 0.5 to 1.0 times the strength of the attacker	Loot a small town or port, and retire to ships successfully.	+ 5 PIP per player. If town taken +5 PIP	Successful looting of port / town 1d6 x £50	1 Month sea voyage each way
Raid on Caribbean pirates base	Badly trained pirates only	From 0.5 to 1.0 times the strength of the attacker	Loot a small town or port, and retire to ships successfully.	+ 5 PIP per player. If pirate port taken +5 PIP	Successful looting of port 1d6 x £200	1 Month sea voyage each way
Put down riots in England, Scotland or Ireland	Civilians of minimal combat value	From 2 to 4 times the strength of the expedition	Clear the streets and pacify the area	+10 PIP if successful. -10 PIP if the riots get worse	No monetary gain	None
Fighting in Scotland against Jacobite Rebels	Mixture of highlanders, regulars and militia	From 0.5 to 1.5 times the strength of the expedition	Defeat the rebels in battle	If outnumbered +15 PIP for a win, otherwise +5 PIP. -10 PIP if you lose.	1d6 x £10 battlefield loot	None

**ANNEX B
EXAMPLE ORDER CARD SET**

Personal Action Talk to someone	Personal Action Inspire the men	Personal Action Engage in the fight	Personal Action Move
Order: FIRE	Order: Hold your fire	Order: Cease fire	Order: Retreat
Order: Form Square	Order: Form Column	Order: Form Line	Order: Special Order
Order: Run Away	Order: Charge	Order: Wheel Left	Order: Wheel Right
Order: Follow Me	Order:	Personal Action	No Action