

Lion Rampant

Using Lion Rampant for the wars which of late hath troubled ye realm.

As can be expected a conversion of Lion Rampant to the English Civil War requires a bit of a stretch and besides wholly new troop types, requires a small number of alterations to the rules themselves. These are not onerous however and the end result does not totally change the game as such. While I have messed and muddled a few things myself, the credit for this must go to Andrew Parr, who created a set of unit profiles for the [Elizabethan Era](#), which I have shamelessly cribbed from. The term *Command* replaces *Retinue* as a descriptor for the whole force and is used throughout this supplement.

Design Notes

Away from the big armies and battles, the English Civil War was a daily diet of garrison duty, patrol skirmishes and local attempts to gain control of manor houses and villages most people have never heard of. These places secured road routes from varying parts of the country and the areas where recruits and provisions could be obtained. Unlike the thousands forming the main armies, the troops in these areas were numbered in the hundreds and were spread in dozens around the local area. Typical skirmishes might involve a few dozen men, with the larger engagements numbering in the low hundreds.

In terms of Lion Rampant you might pitch a troop of horse against a scratch force of infantry and locals, troops of horse or dragoons against each other, any combination you can think of really. There are plenty of resources and first-hand accounts of such fighting, so you should not be short of inspiration. While there is no real set way you should organise your forces, if you want to be somewhat 'realistic', you should base your command on a core unit; either a Troop of Horse or a Company of Foot.

The Troop of Horse will have Cavaliers or Harquebusiers as its core units, to which units of Dragoons and Musketeers can be added as its supports. A Company of Foot will have its Colour Guard and various other units of Foot to suit the vision you have for it; anything from a compact force of trained men, to one which is almost wholly formed from trainees and raw recruits, and all points between. You could even add a unit or two of Horse to represent a locally raised scratch militia force.

While there was an ideal ratio of shot to pike, this changed from two pike to one shot before the war, to two shot to one pike during it. There were various arms shortages throughout the war however, particularly in terms of firearms, so ratios would vary. Some recruits even had to make do without pikes and were armed with outdated bills and even various farm tools until these arrived. This situation was not helped by the forming of wholly musket armed units used to support the more mobile horse units. By and large, depending on the theme you choose for your command, you pretty much have a free hand in selecting your forces.

Horse tended to be the better men in the army, as most of these were drawn from the horse-owning community and those of their servants who had riding skills. Many of them had a stake in the fighting and the knowledge of what it was all about. They were however the 'willing horse who does most work' and performed the bulk of patrolling and scouting. There were bonuses to this however and when foraging for supplies, they got to sample the goods before the men back in the garrison they supported. A number of skirmishes arose when one party of Horse watering at an inn, were surprised by another arriving with the same intent.

The Foot on the other hand were for the main part reluctant soldiers. At the start of the war many of them were 'sturdy beggars' and vagrants delivered up by local constables as a sort of 'street cleaning' exercise, but once conscription was introduced there was no choice in the matter. It is estimated that as many as a third of infantry raised deserted at some point, while hanging was the penalty for getting caught, the demand for men was such that only a few would suffer that fate, while the rest were put back in the ranks. Not surprisingly perhaps many Foot units were understrength, making it possible to field a whole company in *Lion Rampant*.

Artillery do not really fit into the general framework of encounter battles, as by the time they were manoeuvred into position, unlimbered and prepared to fire, most engagements would be over. In prepared positions however, such as might be encountered in assaults during small sieges, they do have a place and I have included rules for them.

Special Rules

Close Order

Perhaps the biggest change for this period is that some units are able to form serried ranks and files, and where possible this was the preferred method of fighting. Given that our forces are mostly composed of local irregulars and part-trained conscripts, such formations easily break down under the stress of combat.

Some troops, as indicated in their unit profile and providing there are at least 6 figures in the unit, can adopt *Close Order*. This is represented by the figures in the unit being placed in base to base contact, up to two ranks deep for *Horse* and of any depth for *Foot*. While in *Close Order* units may only move half their normal distance. Troops in *Close Order* increase their *Armour* by one point against attacks in hand to hand combat. Pikemen are assumed to be in *Close Order* when forming a Pike Hedge, so a 'double movement reduction' is not applied.

Close Order may not be adopted in *Rough Terrain* or in *Cover*. If a unit in *Close Order* becomes *Battered*, the formation is broken. If an Attack ends with two units still in contact, any enemies not in *Close Order* must retreat.

Unit Cohesion: Pike Blocks

While units still have nominal strengths of either 6 or 12 models, dependant on type, the benefits of training allow larger units to be formed, giving security in numbers. Specifically this refers to any form of *Pikemen* (including the *Colour Guard*), who may be brigaded together to form a block. Units need to be of the same type, so *Pikemen* may be combined with *Trainee Pikemen* in the same Block.

The usual 3" separation rule is waived for pike blocks and these activate and move together as one unit. They still fight and take courage tests etc. as separate units, but may add one dice to any Attack/Defence rolls made, for each unit forming the block besides their own. For example two units in a block each add a single dice, while units in a three unit block each add two. Hits from *Shooting* and *Attacks* are spread evenly across the units forming a block and are assessed on a unit by unit basis as regards armour.

Pike Blocks may also use the 'Pike Hedge' rule, but bear in mind that *Trainee Pikemen* cannot move while in 'Pike Hedge'. Pike Blocks are also able to take advantage of the *Close Order* Rule

Courage Tests also attract additional dice in the same way. If one or more units in a block fails a *Courage Test* and is required to retreat, then the whole block must retreat. If a unit in a block *Routs*, then the other units automatically take a *Courage Test*, but do not gain any additional dice as the Block is considered to be broken.

Mustering Your Command

Horse	Cavaliers @ 6 points per unit
	Harquebusier @ 4 points per unit
	Dragoons @ 4 points per unit
Foot	Colour Guard & Lanspassadoes @ 6 points per unit
	Pikemen @ 4 points per unit
	Trainee Pikemen @ 3 points per unit
	Musketeers @ 4 points per unit
	Trainee Musketeers @ 3 points per unit
	Irish Musketeers @ 4 points per unit
	Forlorn Hope @ 2 points per unit
	Raw Recruits and Clubmen @ 1 point per unit
	Dismounted Harquebusiers @ 4 points per unit
Dismounted Dragoons @ 4 points per unit	
Artillery	Frame Guns & Gallopers @ points per gun team
	Sakers & Demi-Culverins @ points per gun team

Your Command consists of up to 36 points of units, with the following limitations;

- No more than four units of any single unit type (regardless of points).
- One Leader model that is an integral part of one unit and may not join other units.

Horse Units

The horse units of either side were either the traditional Harquebusier types, or 'Cavaliers' fighting in the style pioneered by the Swedes and subsequently adopted by other armies. Only one type would be present within the same troop. Some regiments raised dragoon companies to provide fire-support to the horse troops, while there were also separate Dragoon units raised in addition.

Cavalry were organised into troops nominally of 60 men, plus officers and other supernumeraries, but the effects of war and disease meant that around 30 might not be an unusual strength, especially in the areas away from the main focus of military action. Some units had files of dragoons or musketeers attached to add their firepower to that of the troop, while others might deploy some of their men dismounted with carbines for the same reason.

Harquebusiers

The Harquebusier were the standard Pre Civil War cavalry type. Their training required a degree of discipline and adherence to a somewhat outmoded set of tactics. These were essentially orderly movement in Close Order, with those units equipped with Carbines and/or Pistols using them to fire on an enemy before a charge to contact at the trot. A combination of casualties inflicted by shooting and the advantages of Close Order dress was thought sufficient to give them the edge over the madcap charge of those attacking in the 'Swedish Style'.

UNIT NAME	Harquebusiers	POINTS	4
Attack	5+	Attack Value	4+
Move	5+	Defence Value	5+
Shoot	-	Shoot Value	-
Courage	4+	Maximum Movement	10"
Armour	3	Special Rules	C-charge, Close Order

- **Models per unit: 6**

Special Rules:

- May adopt Close Order.
- Counter-charge (P.30).
- **Volley & Charge:** If the unit is armed with either pistols or carbines, it may fire them at an enemy it has successfully tested to *Attack* before making contact. The unit is reduced to half its move distance if it does this however. Any casualties caused on the enemy unit are removed and Courage Tests and their effects are applied before the *Attack* is worked out. This may be combined with *Close Order*.
- **Stand to Receive:** If armed with pistols or carbines, the unit may fire a volley instead of counter-charging, providing it passes a *Courage Test* if the Enemy is half or less of its move distance away when activated. Any casualties inflicted are removed and if a *Courage Test* is required, it is taken and its effects applied before the *Attack* itself is worked out. Units in *Close Order* are still able to make use of this rule.

Upgrades:

- Expert @ 2 points per unit. Courage and Attack are both increased to +3.
- Pistols @ 1 per unit: Shoot 6+/Range 6" hitting on 5+. Harquebusier may shoot with their Pistols as part of an *Attack* action (see Special Rules) once per game.
- Carbines @ 1 point per unit: Shoot 6+/Range 12" hitting on 5+.
- Cornet @ 1 point per unit: One unit may carry the troop's cornet (standard). Any unit of the same type within 8" of the standard bearer counts as having lost one figure less for the purposes of their *Courage Tests*.

Cavaliers

For want of a more apt name, these are the esquires and gentry, along with the better of their servants, the odd veteran of the European Wars and other enthusiastic amateurs. They favour the 'Swedish Method' of an all-out charge at sword point, or if they had them a point-blank discharge of pistols before turning to their swords. Armour is somewhat haphazardly present, but at the very least they have a good buff coat and a skullcap underneath their hats.

UNIT NAME	Cavaliers	POINTS	6
Attack	5+	Attack Value	3+
Move	7+	Defence Value	5+
Shoot	-	Shoot Value	-
Courage	3+	Maximum Movement	10"
Armour	3	Special Rules	Wild Charge, C-charge

- **Models per unit: 6**

Special Rules:

- Wild Charge (P.30).
- Counter-charge (P.30).

Unit Upgrades:

- Pistols @ 2 points. Add half as many dice again to an Attack once per game (i.e. 12 dice becomes 18).
- Drilled @ 1 point. The unit has some experience and 'Wild Charge' does not apply to this unit.
- Cornet @ 1 point per unit: One unit may carry the troop's cornet (standard). Any unit of the same type within 8" of the standard bearer counts as having lost one figure less for the purposes of their *Courage Tests*.

Dragoons

Dragoons developed their role from mere mounted infantry, to virtually fully-fledged horse during the wars. They typically dismounted to shoot in support of other units, having used their mobility to secure an advantageous position. Dragoons are the only units who may mount and dismount during the course of a game. Dragoons also have some limited use as actual horse and the better units would Attack if circumstances favoured them.

UNIT NAME	Dragoons	POINTS	4
Attack	7+	Attack Value	5+
Move	5+	Defence Value	6
Shoot	6+	Shoot Value/Range	5+/18"
Courage	5+	Maximum Movement	12"
Armour	2	Special Rules	Skirmish, Evade

- **Models per unit: 6**

Special Rules:

- **Boots & Saddles:** Dragoons may make a half move and then dismount, or mount and make a half move. Dismounted Dragoons are assumed to effectively lose one of their number as a horse-holder, which will be reflected when determining 'half strength' for Shooting and Attacks, although the figure is not a casualty in any other respect. The dismounted dragoon unit profile is given under Foot Units.
- Skirmish: P.33
- Evade: P.33

Upgrades:

- Expert @ 2 points per unit: May Counter-charge (P.30). Attack becomes 4+.
- Cornet @ 1 point per unit: One unit may carry the troop's cornet (standard). Any unit of the same type within 8" of the standard bearer counts as having lost one figure less for the purposes of their *Courage Tests*.

Foot

On paper an infantry company was a hundred men strong, plus officers and supernumeraries. It was divided into files of pikemen and musketeers, which at the beginning of the wars were at a ratio of two pikes to every musket, but which moved to an ideal of two muskets to every pike by its end. Local availability of powder and muskets were the usual arbiter of that ratio however and also the practice of forming bodies of 'commanded musketeers' reduced the weapons available to the standard infantry units.

At the core of every infantry unit, of whatever type, was its standard, which marked both the position of the company commander and the point around which men would reform if the formation became disordered. Typically this group would be at the centre of the company's line, surrounded left and right by its pikemen. Musketeers usually operated as two detachments, positioning themselves where they could best support the pike block.

While some formations were very experienced and capable, the constant casualties from war and disease required a constant influx of personnel and a company would always have a proportion of its men partially trained or even untrained, within its ranks. With regiments in the backwater garrisons spread across quite wide areas too, it was difficult to spread experienced men evenly across them. An infantry-based force therefore has quite a range of unit types, even just sticking to the core muskets and pikes.

Most garrisons contained a core of 'regular' soldiers, who were supported by an irregular militia of its civilians. Whilst there was a ban on women serving, a number of Chester's garrison were women, some becoming accomplished and feared snipers. A force with an infantry company at its core, supported by the various other options available, can be a varied an interesting force to game with. Horse units can also be included, as even if there was not a formal troop attached to a garrison, small groups of local gentry might form ad-hoc groups, similarly armed and equipped, to support the garrison, often accompanied by their grooms and other servants who could ride, some of whom would make decent dragoons.

Colour Guard & Lanspassadoes

The core of any infantry company was its standard and its guard, who were usually quite imposing chaps armed with halberds. Added to these were the *Lanspassadoes*, who were gentleman volunteers, with no actual rank, but who could not be expected to mix with commoners either. If you are fielding an infantry formation, this is the unit your character would usually be with.

UNIT NAME	Colour Guard	POINTS	6
Attack	5+	Attack Value	3+
Move	5+	Defence Value	4+
Shoot	-	Shoot Value	-
Courage	3+	Maximum Movement	6"
Armour	4	Special Rules	Ferocious, Close Order

- **Models per unit: 12**

Special Rules:

- **Ferocious:** This unit uses its normal Attack/Defence profile when fighting in rough terrain.
- **Close Order.**
- **Company Standard:** Any Foot unit within 8" of the standard bearer counts as having lost one figure less for the purposes of their *Courage Tests*.

Upgrades: None.

Pikemen

The Pikemen of any company tended to be the biggest of the recruits and when well led by experienced men, were formidable fighters. At the start of the wars they often had quite substantial armour, but with the exception of file leaders, just helmets and buff coats became the norm for most.

UNIT NAME	Pikemen	POINTS	4
Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	-	Shoot Value	-
Courage	4+	Maximum Movement	6"
Armour	3	Special Rules	Pike Hedge, Pike Block

- Models per unit: 12

Special Rules:

- Pike Hedge: As per Schiltron Rules (P.34) – May move at half distance when formed as a Pike Hedge.
- Pike Block & Close Order.

Upgrades:

- Expert @ 2points per unit: Attack value becomes 4+.

Trainee Pikemen

The main difference between 'Trainee Pikemen' and 'Pikemen', is that I have assumed that experienced men have been transferred from other units to lead the trainees. By and large this has little effect on their efficiency and capabilities, other than they are not as capable in performing the formation changes needed as their slightly more experienced brethren.

UNIT NAME	Trainee Pikemen	POINTS	3
Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	-	Shoot Value	-
Courage	4+	Maximum Movement	6"
Armour	2	Special Rules	Pike Hedge, Pike Block

- Models per unit: 12

Special Rules:

- Pike Hedge: As per Schiltron Rules (P.34) – May not move while formed as a Pike Hedge.
- Pike Block & Close Order.

Upgrades: None

Musketeers

Musketeers went from a fire-support element for the pikes, to the main Foot troop type during the wars, with pikes consigned to a subsidiary role, before dying out altogether after the bayonet was introduced.

UNIT NAME	Musketeers	POINTS	4
Attack	7+	Attack Value	6
Move	6+	Defence Value	5+
Shoot	6+	Shoot Value/Range	5+/24"
Courage	4+	Maximum Movement	6"
Armour	2	Special Rules	-

- Models per unit: 12

Special Rules: None

Upgrades:

- Expert @ 2 points per unit: Shoot Value becomes 4+

Trainee Musketeers

Trainee Musketeers are simply somewhat less able and experienced versions of Musketeers, with only subtle differences in capability, largely related to how fast they can load and how accurate their fire is.

UNIT NAME	Trainee Musketeers	POINTS	3
Attack	7+	Attack Value	6
Move	6+	Defence Value	6
Shoot	7+	Shoot Value	5+/18"
Courage	4+	Maximum Movement	6"
Armour	2	Special Rules	-

- **Models per unit: 12**

Special Rules: None **Upgrades:** None

Irish Musketeers

Irish Musketeers were a unique facet of Royalist forces and were the men returning from the Irish Rebellion, drafted into the Royalist Army. While some units were actually English, additional recruits had been obtained in Ireland itself and so were mostly Catholics. With battle experience against Irish rebels and knowing they were mostly facing inexperienced men, they were aggressive fighters. Parliament issued a 'No quarter for Irish' ordinance, which only made them fight more desperately to avoid capture.

UNIT NAME	Irish Musketeers	POINTS	6
Attack	5+	Attack Value	3
Move	6+	Defence Value	6
Shoot	5+	Shoot Value	4+/24"
Courage	4+	Maximum Movement	8"
Armour	2	Special Rules	See Below

- **Models per unit:**

Special Rules:

- Ferocious: P.37
- Wild Charge: P.37
- Counter-charge against Infantry: P.37
- Fleet-Footed: P.37

Upgrades: None

Forlorn Hope

This is a catch-all category for all types of personnel pressed into service as skirmishers and snipers. Some may be formally detached from a military unit, while others might be the more able and better armed Clubmen.

UNIT NAME	Estate Workers	POINTS	2
Attack	7+	Attack Value	6
Move	5+	Defence Value	6
Shoot	7+	Shoot Value/Range	5+/18"
Courage	5+	Maximum Movement	8"
Armour	1	Special Rules	See below.

- **Models per unit: 6**

Special Rules:

- Hard To Target: P.41
- Skirmish: P.41
- Evade: P.41
- Fleet Footed: P.41

Upgrades: None

Raw Recruits & Clubmen

Such was the demand for manpower that on occasion recruits were sent into battle before any formal training had been conducted, sometimes even before any equipment had been provided. A large number of rural communities also raised ad-hoc groups to defend themselves against the activities of both sides, just wishing to be left alone.

UNIT NAME	Raw Recruits and Clubmen	POINTS	1
Attack	7+	Attack Value	6
Move	6+	Defence Value	6
Shoot	-	Shoot Value	-
Courage	5+	Maximum Movement	6"
Armour	1	Special Rules	-

- **Models per unit: 12**

Special Rules: None

Upgrades:

- **Fencible Militia @ 1 point per unit:** The unit has added some muskets and/or bows to its farm tools and bills. This adds Shoot 6+, Shoot Value/Range 5+/16".

Dismounted Harquebusier

Units of Harquebusier deployed dismounted for the duration of the game.

UNIT NAME	Dismounted Harquebusier	POINTS	4
Attack	5+	Attack Value	4+
Move	5+	Defence Value	5+
Shoot	-	Shoot Value	-
Courage	4+	Maximum Movement	6"
Armour	3	Special Rules	See Below

- **Models per unit: 6**

Special Rules:

Upgrades:

- **Expert @ 2 points per unit.** Courage and Attack are both increased to +3.
- **Pistols @ 2 points per unit.** Harquebusier may shoot their Pistols when performing an attack once per game. They gain half as many dice again as what they would normally roll (i.e. 12 dice becomes 18).
- **Carbines @ 1 point per unit:** Shoot 6+, Shooting Value/Range 5+/18".

Dismounted Dragoons

This profile is intended for a dismounted dragoon unit and as specified under the Horse section. There is no need to purchase both types of unit to field dismounted dragoons; one unit can be both during the course of the game.

UNIT NAME	Dismounted Dragoons	POINTS	-
Attack	7+	Attack Value	5+
Move	5+	Defence Value	6
Shoot	6+	Shoot Value/Range	5+/24"
Courage	5+	Maximum Movement	8"
Armour	2	Special Rules	Hard to target, Skirmish

- **Models per unit: 6**

Special Rules:

- **Boots & Saddles:** See Mounted Dragoons for full explanation of this rule.
- Skirmish, Evade, Fleet-Footed & Hard To Target: P.41

Upgrades:

- If taken as Expert: Shooting Value becomes 4+.

Artillery

While it is typically out of the scope of skirmish games in a general sense, artillery would be encountered in prepared positions in towns and villages where there were garrisons. Some units also had 'battalion' or 'galloper' guns, which were light mobile field pieces. The convention I have gone for is to have artillery already deployed at the start of the game and that only the light pieces can be moved after deployment. Guns of all types are limited to one per 12 points in the Command.

Frame Guns & Gallopers

These are the very lightest of pieces and also include the various multiple-barrelled weapons which could occasionally still be found in use.

UNIT NAME	Frame Guns & Gallopers	POINTS	4
Attack	-	Attack Value	-
Move	6+	Defence Value	6
Shoot	7+	Shoot Value/Range	5+/24"
Courage	5+	Maximum Movement	6"
Armour	1	Special Rules	See Below

- **Models per unit: One Gun with 3 Crew.**

Special Rules:

- **Light Gun:** This weapon can be moved at the cost of not firing in a turn, or re-trained in any direction at a cost of half its shooting dice. It must still be activated to do this. Light Guns use 6 dice, halved if there is only one crew member remaining.
- **Bang!:** All units count as Armour 1 against Shooting by this unit (Armour 2 if in cover).

Sakers & Demi-Culverins

These are the heavier 'field' pieces firing reasonably large solid shot at long range and 'hailshot' at much closer distances. If used properly they could be devastating, which was a comparatively rare occurrence.

UNIT NAME	Sakers & Demi-Culverins	POINTS	6
Attack	-	Attack Value	-
Move	-	Defence Value	6
Shoot	7+	Shoot Value/Range	4+/36"
Courage	5+	Maximum Movement	-
Armour	1	Special Rules	See Below

- **Models per unit: Gun and 6 Crew**

Special Rules:

- **On The Bounce:** To get the best effect from this weapon, the shot must fall within a unit, rather than in front of it. When firing roll one dice; odd numbers mean the shot has fallen short and has mostly bounced over its target (use 6 dice), while even numbers mean it is on-target (use 12 dice). If the crew is below half its original strength, halve the number of dice used.
- **Field Gun:** This weapon is too heavy to manhandle, but may be re-trained in any direction at the cost of not firing in a turn. It must still be activated to do this.
- **Bang!:** All units count as Armour 1 against Shooting by this unit (Armour 2 if in cover).
- **Panic:** When this unit shoots the target unit must take a Courage test regardless of the number of hits inflicted.
- **Hailshot:** At 12" or less the gun can fire hail shot, giving it 18 dice at full crew strength and 9 if the crew is half or less than its original strength.
- **Hardwork:** The gun may only fire every other turn if the crew is reduced to half strength or below. Re-Training also therefore takes two turns without firing to execute.