

# Regiment of Foote Battle Sheet

## 26. Game length

1	2	3	4	5	6	7	8
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Further turns cost 2D6 victory points.

9	2D6	
10	2D6	
11	2D6	
12	2D6	

**16. Death rolls** 24 in total  
Impose up to 6 per square and  
up to 4 per unit.

**Foot 5,6 to save.**

**Cavalry 4,5,6 to save.**

**Re-roll veteran.**

**Remove up to 3 units max**

## 16. Cannonade

**Light gun inflicts D6-3 hits.**

**Medium gun inflicts D6-1 hits.**

**Heavy guns inflict D6 hits.**

Re-roll allowed, player's own  
choice.

Opponent's choice if he has no  
cannonade.

After all modifiers applied the score  
will be minimum of 1.

## 9. Game set up

1	Show opponent your army. Details of quality must be disclosed.
2	Choose scenery. Players can see the army before choosing.
3	Allot and roll for General's gifts (re-roll allowed).
4	Carry out scenario generator (14).
5	First player to <b>"give battle"</b> decides who is attacker and defender.
6	Attacker lays out his scenery.
7	Defender lays out his scenery.
8	Nudging. Attacker <b>8D6</b> . Defender <b>4D6</b> .
9	Attacker deploys his army in row 6. Guns in row 5. Not cavalry, dragoons and generals. No foot in flank columns. 1 foot min in EACH central 4 columns.
10	Defender deploys his complete army in row 2 and 3 only. No foot in flank columns. 1 foot min in EACH central 4 columns
11	Attacker deploys cavalry, dragoons and generals.
12	Defender pushes dragoons forward. Then attacker pushes dragoons forward.
13	Death rolls. 24 rolls Maximum of 6D6 per square, and 4D6 per unit. Only 3 units may be moved off table to avoid loses.
14	Carry out cannonade.
15	Attacker has first turn.

## 13. Generals

	C in C 13D6	General 7D6	General 7D6
"Attack!"			
"Defend!"			
"Morale!"			

## 12. Scenery points (8 points exactly)

Type	Cost	Description	Royalist	Parlia- ment	Scots	Number	cost
Gentle hill	1		1-2	1-2	1-2		
Buildings, farms	1	Must touch table base edge.	0-1	1	0-1		
Road	1		1	0-1	0-1		
Stream	2		0-1	0-1	0-1		
Marsh, rough ground	2		0-2	0-2	0-3		
Nasty hedge or wall	2	"L" shape. 6" x 12".	1-2	1-2	0-2		
Wood	1	Must touch table base edge.	0-1	0-1	1-2		
Rough hill	2		0-1	0-1	1-2		

1. Attacker takes first building, first wood, first marsh, first rough hill.

2. Defender takes all remaining scenery pieces.

## 14. Scenario generator accumulator

	Tally	Advantage
Stores and Powder		
The Men		
The Cause		
Scouting		