

Over The Hills and Far Away

A campaign game of
Regimental management in
the 18th Century

Version 2.2



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A campaign game of 18th century British Colonels
Version 2.2 – March 2011

*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.

Setting Up The Campaign

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.



Each player starts with a personal fortune of £1000 + 1d6 x £100

All expenditure is 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 (or, indeed, guineas).

A player will also have a number of political influence points (PIP).

These are a consumable resource – but more PIP can be earned during the campaign – see below.

To determine the PIP available to a player 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
- Be the general commanding expeditionary forces more often than anyone else
- Become Prime Minister following a glittering military career (like *that* would happen...)
- Any other which they devise and Game Control approves of

Personal Information

As each player is a personage of note, they do not join the campaign a 'blank slate' but with some social standing already. You can assume that all players are 'Sir'. Make up a suitably 18th Century name.

Roll for age 20+1d20

Roll for marriage: 1d6, score 5 or 6 to be married already

If married roll 1d6 for number of children

Roll for gender of children

Roll 1d20 for age of children (this may require you to adjust your starting age upward to a minimum of your eldest child's age +18).

Roll for political status:, 1d6, score 5 or 6 to be a Member of Parliament. The player may choose whether to be Whig or Tory. In fact players may choose their political alignment whether or not they are an MP.

Commissioning : 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 22 in an open auction using CASH only.

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

Game Control, representing the War Office, rolls a d20+2 to see which regiment number (between 3 and 20) first becomes available. The potential colonels then bid cash for the colonel's commission for that regiment, until one is appointed.

Game Control then rolls for the next number to come up, and there is more bidding...and so on until each Colonel has a regiment. This adds a little tension, as nobody can be sure whether a 'good' regiment number is coming up next.

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.

In the event that a player wishes to 'sell on a commission, then it will cost a basic 5 PIP (to get the War Office to agree) plus the War Office clerks take 10% of the sale price for administrative costs.

It may be that players choose to influence the War Office decision using PIP.



Income

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

The colonel also receives £20 a month for his own expenses.

Pay

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.

It is possible to refrain from paying them for a few months (for example while they are at sea), 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 up to four bases, as follows:

- 1 or 2 companies = 1 base
- 3 to 5 companies = 2 bases
- 6 to 7 companies = 3 bases
- 8 or more companies = 4 bases

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

Improvements as a Result of Combat Experience

If a regiment goes on campaign, it has a chance of gaining an improvement as a result of combat experience. Of course, improvements are not possible during a Long Sea Voyage en route.

Improving Drill. It is well known that the trials of campaigning often cause a deterioration of drill standards. So, no gains are possible in Drill while on campaign.

To check for improvements, roll 1d6 for every month on Campaign:

Musketry will improve on a roll of 6, provided the unit engaged in combat of some sort involving firing.

Effectiveness will improve on a roll of six regardless of activity.

Dragoons

Dragoon Regiments can become available (although they are rarer). These operate as scouting forces and often fight dismounted. They will not normally engage in battle.

They therefore have the same characteristics as infantry battalions above, namely Effectiveness, Musketry and Drill.

The Pay bill is £15 per company, and there is an additional cost to maintaining the horseflesh of £20 per company.

It is possible to volunteer to raise a Dragoon regiment without a number – however, this will require PIP to convince the War Office of its necessity.

Regimental Guns

A regiment's firepower can be enhanced by the purchase of a pair of regimental guns. These cost £10 per month to maintain.

They have the same stats for musketry, drill and effectiveness as their parent unit as they do not operate separately.

Field Artillery

This is attached to expeditionary forces by the War Office, subject to availability.

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 a horserace 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 Intrinseca 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 Obdt. 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).

Game Control 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, the War Office Committee (represented by Game Control) meets to 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,

This is managed by a process of Game Control's judgement as modified by PIP. SO Game Control might deem that an expedition should be 6 regiments, but by the judicious application of PIP this number might be increased or reduced.

Most important is the decision of who is to command. This will be the colonel of the regiment with the highest seniority (i.e. the lowest number) – unless, PIP are brought into play.

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

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

Note on using PIP – when PIP are used in a 'debate' they are always consumed.

So if, for example Colonel Jenkins wishes to be appointed commander of the Iceland Expedition, using 10 PIP to do so, and he is opposed by Colonel Arbuthnot, who gains command by expending 15 PIP – **both** colonels will have spent those PIP (unlike in cash auctioning where only the successful bidder spends the money).

Social Activities

Balls: A ball costs money to run. Players determine how much to spend on their balls themselves, subject to a minimum initial cost of £10. A ball then costs no less than the amount spent on the previous ball.

So, let us say in the second month of the campaign, Colonel Jenkins throws a ball and spends £50 on lavish food and drink.

On the fourth month, when Colonel Arbuthnot wishes to throw his ball, he must spend £50 or more for it to qualify.

If Arbuthnot spends £75 on his ball, then the following month when Colonel Chepskate wants to throw a ball, he will have a find at least £75 to do so. And so on.

If nobody throws a ball for a year, then the cost resets

Races: Colonels may organise horse races. This costs £20 to set up.

To maintain a horse in racing condition costs £5 a month.

Horses are given a suitable name.

Horses may also receive additional training – this costs a minimum of £10.

In a race, each colonel will agree on a contribution to the 'pot' or prize money – say, for example £50 each. The winner takes all. Anyone who attends the races may make whatever side bets they like.

A suitable course is laid out and each horse represented on the table-top.

In each round of racing each horse rolls 2d6, and moves this number x2cm.

The horse with the most additional training spent on it can add one to the die roll.

The winner is first past the post.

Wedding: This can only be done if a colonel or one of his offspring are getting married. It costs a minimum of £100.

The colonel can choose who to invite.

If nobody invited attends, the colonel holding the wedding loses 20 PIP

If the wedding goes ahead, all attendees gain 10 PIP. Anyone deliberately uninvited loses 5 PIP.

If only one of the invitees fails to attend, then that invitee loses 5 PIP (unless they are on campaign).

Political Activities

Becoming an MP. To become an MP the player must accumulate influence in a specific area. To do this set up an 'MP fund' and allocate PIP and cash to it.

This can accumulate until a certain point is reached (as determined by Game Control, but usually more than 100 PIP), when it is turned into appointment...er...I mean election... as an MP.

The PIP and cash are then consumed. Once allocated to the MP fund, PIP cannot be unallocated.

Wives and Girlfriends

Wives can be an important accompaniment to a successful colonel.

Wives and potential wives are given four characteristics:

Influence – usually arising from her father, or her family's influence

Dowry – a sum of money forthcoming on marriage.

Housekeeping – ability to manage the household and the colonel's business matters.

Star Quality – this is looks and social graces

For newly introduced young ladies of virtue, each statistic is rolled on a d6.

Influence – this is the number of PIP the colonel gains each month

Dowry – the number x 100 is added to the colonel's personal fortune

Housekeeping – this is the number of £ per month gained through good management.

It is also a multiplier for money spent on organising a ball, halve the Housekeeping factor for the multiplier.

Star Quality – if hosting a ball, gain star quality x5 PIP.

If attending a ball hosted by this wife, then all attendees gain additional PIP equal to her star quality.

Courting

A number of eligible young women will be in play at any given time. Colonels in want of a wife will stand the best chance of meeting these girls at social events such as balls.

During such an event Colonels will be advised who is available, and some basic information, such as their looks (and indication of Star Quality) and their Turnout (an indication of the likely size of their Dowry – though be warned, this can be misleading).

To find out more will require the expenditure of PIP.

To press your suit with a particular girl (and you may only make a serious attempt with one woman per ball), will require the expenditure of PIP.

This must be at least twice her Influence to stand a chance.

Roll 1d6



Die roll	Spend twice her Influence in PIP	Spend 3x	Spend 4 x or more
1	Not interested	Not interested	Not interested
2 – 3	Not interested	Slightly Interested	Mildly Interested
4 – 5	Slightly Interested	Mildly Interested	Quite Interested
6	Mildly Interested	Quite Interested	Interested

Not interested: She will never love you. It might be possible to arrange marriage though her family by means of expending large amounts of cash and PIP.

Slightly Interested: No luck yet. You will need to try again at the next social opportunity.

Mildly Interested: You can try again at the next social opportunity, and PIP spent on her now counts double.

Quite Interested: You can try again, and do not need to wait for the next social opportunity- she will be 'at home' should you call. This will need to be a monthly activity though.

Interested: Looking good. You can immediately proceed to Courting

Courting: Once you have an agreement that you may start courting (= Interested), you will be required to spend time doing that. Spend a minimum of three months where this is your primary activity. Once completed, you can name the day.

“Over The Hill”- The Battle Resolution

The aim of this part of the game rules is to produce a brief model of battalion-level combat in the mid 18th century, that only takes a short time to play through, whilst reflecting the individual characteristics of the regiments involved.

Principles

1. Manoeuver on the battlefield, at this level, is slow and laborious – armies spend the most time forming up, then move in straight lines because anything else either takes too long, or risks the cohesion of the units involved.
2. Musketry does not kill many people, but it is very intimidating
3. Melee very rarely happens, mostly never in the open field, and only occasionally over defended localities such as buildings or field defences.
4. Morale and intimidation form key determinants in resolving who wins.

Design Considerations

The design considerations for these rules are:

Results are determined quickly and in a generalised form – so that we avoid turn-by-turn micromanagement of the battle (which may very well have been impossible anyway).

Tactics that mirror those used in the period are rewarded, and conversely, anachronistic tactics penalised.

There are sufficient events in the course of an action to provide food for after-action reports and boasting for the Colonels concerned.

The Model

The way I see the small actions (say, less than 8 battalions a side), would follow, broadly this pattern:

PHASE 1 : Forming up for battle. This is the crucial phase, in that there will be little chance of altering deployments or manoeuvring into new positions once the action starts. Both sides will have an appreciation of the terrain over which they will operate and the likely positions of the enemy.

Where both sides are being played, the forming up stage can be done in several iterations, where each side can make adjustments until both are satisfied with their deployment. Obviously, this will be done with incomplete knowledge of the enemy's strengths and weaknesses, and there will be some provision for hidden forces (for example behind a ridge).

This would represent possibly an hour or so of positioning.

PHASE 1a: The bombardment. This will normally happen between the Forming up phase and the Approach (Phase 2). In mid-18th century warfare the bombardments do not seem to have been very lengthy (unlike the later Napoleonic period).

PHASE 2 : The Approach: Having decided to attack, the troops cross the intervening distance to the enemy positions. Their orders will include which part of the enemy position they will attack – or possibly which specific unit they will attack. Movement will generally be in a straight line from the forming up position. Flanking moves may be permitted, but there is a vital issue of timing, as the flanking move will be **much slower** than the frontal assault if it has to turn or manoeuvre. Thus units that have had to manoeuvre will always arrive a substantial period after the units that took the direct approach – perhaps even arriving too late to take part.

During the approach, the attacker will be subject to further fire from any defending cannon. This is unlikely to prevent forward movement, but it will inflict casualties which may weaken the units in the ensuing Close Assault (phase 3).

PHASE 3: The Close Assault. On arrival at close musket range, the real fight begins. The entire process of close range volleying and threats of closing to bayonet will be resolved in a single process, out of which one side or the other will emerge victorious. In general there are no stalemate results.

PHASE 4 : The Aftermath. Units that have been beaten will withdraw – either they have been badly beaten, in which case they can take no further part in the action that day – or they have been merely driven off (perhaps a lack of resolve in their part meant they did not fight so resolutely) and can, potentially fight again that day. Attackers that have been beaten return to their forming up point, defenders to some point to the rear.

Timings: By factoring in all the natural delays and problems associated with this sort of fighting, we can assume, for the sake of simplicity, that there are only 2 assaults (of 4 phases) allowed per day, one in the morning and one in the afternoon.

Unit Characteristics in Battle

Each battalion has three key characteristics on a score of 1 to 6 (the campaigning rules above)

MUSKETRY

DRILL

EFFECTIVENESS

These come into play in different ways at different stages:

Resolving the Battle

PHASE 1: The side with an *average* EFFECTIVENESS more than one higher than the enemy can deploy **after** the enemy has deployed.

All units are formed up at a 'certain distance' from the enemy. The distance on the table top is not too important, maybe 50cm or so, depending on the terrain.

PHASE 2: The approach phase requires units to ideally arrive at the enemy approximately at the same time and that the units cross the interval between armies quickly to minimise casualties from artillery.

During this time any enemy artillery facing the unit will fire. Roll 1d6 and subtract the average DRILL of the attacking units from the enemy artillery die roll.

Artillery score of less than 1 = no effect

Artillery score of 1-3 = 1 TP

Artillery score of 4+ = 1 KILL

Roll 1d6 for each unit and add their EFFECTIVENESS – if all the units score 7 or over then they have arrived at the enemy position simultaneously, with a **Shock bonus** in the close assault phase

Roll 1d6 for each unit and add the difference between their DRILL and the enemy army's average DRILL – if the unit scores 7 or over then that unit will gain an **Intimidation Bonus** in the close assault phase

PHASE 3: Close assault.

The unit models are move up to the close assault distance (say around 5cm). Note that in the linear tactics of the time it is quite hard for one battalion to be sucessfully assaulted by two enemy units. Where assaulting units interpenetrate each other they will suffer a disadvantage.

First – work out the losses due to firepower during the advance.

Calculate the effect of close range MUSKETRY: Score HALF x MUS as automatic 'KILLS' (round down). +1 to MUS if regimental guns attached to the unit.

-1 kill if the enemy is in good cover

-1 kill if firer is less than 7 companies.

-2 kills if firer is less than 5 companies.

Calculate the effect of close range artillery: SCORE 1 KILL AUTOMATICALLY per battery.



Second – work out the overall result of the Close Assault

Roll 1d10 per side (usually battalion by battalion).

ADD ONE if the Colonel is Conspicuously Leading (roll for risk)

ADD ONE if defending field defences / buildings

MINUS ONE for EACH TP on unit

MINUS ONE for EACH KILL on unit

MINUS ONE if overlapped or outflanked

MINUS ONE if 'mixed in' with a friendly unit (for each unit).

MINUS ONE if Dragoons

ADD TWO Shock Bonus

ADD TWO Intimidation Bonus

MINUS TWO if attacked from the rear

MINUS THREE if armed civilians / artillery

COMPARE THEIR DRILL: ADD HALF difference in DRILL

COMPARE THEIR EFFECTIVENESS: ADD Difference in EFFECTIVENESS

Subtract DEFENDER'S TOTAL FROM ATTACKER'S TOTAL

Score	Result	Attacker's Losses / Effects	Defender's Losses / Effects
+6 or more in attacker's favour	Attacker very victorious.	1 TP May pursue a fleeing enemy.	2 TP 1 KILL May not counter-attack in same day.
0 to +5 in attacker's favour	Attacker wins	2 TP May not pursue a fleeing enemy.	2 TP Can counter-attack again in same day.
-1 to -6 against attacker	Attacker driven off.	2 TP 1 KILL May attack again in same day.	2 TP
-7 or more against the attacker	Attacker defeated.	3 TP 1 KILL No further attacks today.	1 TP

PHASE 4: Aftermath and recovery

TP can be recovered overnight, KILLS cannot.

Between morning and afternoon operations, a unit can recover their effectiveness in TP, +1 if their colonel is inspiring them.

Overnight, all TP can be recovered.

2 Kills represent the equivalent of one company lost.

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 at least one 'Crisis' each time the group meets. This wouldn't be every game 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 an 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