

SECTION - TITLE	PAGE	SECTION - TITLE	PAGE
1. Introduction	3.	73. Melee - Charges	42.
2. Equipment needed to play the game	3.	74. Melee - Countercharges	43.
3. Glossary of terms	4.	75. Melee - Charge bonus	43.
4. A situation not covered by the rules	5.	76. Melee - Table	43.
5. Scales	6.	77. Melee - Joining an ongoing melee	44.
6. Size of bases	6.	78. Melee - Impact bonus	44.
7. How to set up the game	7.	79. Melee - Breakthrough	45.
8. How to play the game	8.	80. Melee - Units receiving a charge	45.
9. Winning the game	9.	81. Melee - Results	45.
10. Number of activation counters	9.	82. Melee - Blown cavalry	45.
11. Surrender en masse	10.	83. Melee - Routing/Broken units	46.
12. Declaration of move and measurement	10..	84. Melee - Units with no melee capability	46.
13. Actions	11.	85. Melee - Artillery in melee	46.
14. Multiplayer game turn sequence	12.	86. Melee - Pursuit	47.
15. Visibility	13.	87. Melee - Infantry Hedgehog defeated in melee	47.
16. Troop sub-groups	14.	88. Melee - Secure flanks	47.
17. Troop formations	15.	89. Melee - Definition of front, flank, rear zones	48.
18. Examples of troop formations	15.	90. Melee - Flank or rear attacks	48.
19. Routing/Broken units - Overview	16.	91. Melee - In cover and buildings	49.
20. Routing/Broken units—Affecting friendly units	16.	92. Morale - Overview	50.
21. Routing/Broken units - Charging units	16.	93. Morale - Reason for test	50.
22. Commander class and morale rating	17.	94. Morale - Types of morale test	51.
23. Unit class and morale rating	18.	95. Morale - How to carry out a morale test	51.
24. Command - Command and control	20.	96. Morale - How to rally a routing unit	52.
25. Command - Risk to commanders	20.	97. Morale - Command bonus	52.
26. Command - Wounded commanders	21.	98. Morale - Result table	53.
27. Command - Amending activation counters	21.	99. Pontoon bridge	54.
28. Command - Allocation of commanders	21.		
29. Command - Position of commanders	22.	OPTIONAL RULES	
30. Command - Commanders within a Hedgehog	22.	OP1. Random commander and unit class/morale rating	56.
31. Cover - Overview	22.	OP2. Obstacle height	56.
32. Cover - Destruction of cover	23.	OP3. Blown cavalry	57.
33. Cover - Bonus	23.	OP4. Wounded commanders	57.
34. Cover - Dead ground	23.	OP5. Off table flanking manoeuvres	58.
35. Changing terrain	23.	OP6. Total loss of commanders	58.
36. Movement - Overview	24.	OP7. Lines of communication	59.
37. Movement - Allowance	24.	OP8. Changing terrain	59.
38. Movement - Hidden Movement	24.	OP9. Destruction of cover	60.
39. Movement - How far can I move	25.	OP10. Firing - Opportune firing	61.
40. Movement - Passage of lines	26.	OP11. Firing - Supporting fire	61.
41. Movement - On roads	26.	OP12. Ratio of Pikemen to Musketeers	62.
42. Movement - Change of formation	26.	OP13. Extended command bonus	63.
43. Movement - Change of direction	27.		
44. Movement - Buildings and obstacles	28.	APPENDICES	
45. Movement - Withdrawing	28.	Appendix A - Counters	64.
46. Movement - Fording a river/stream	29.	Appendix B - Chronology of the English Civil War	67.
47. Movement - Routing/Broken units	30.	Appendix C - Battles of the English Civil War	79.
48. Movement - Forced march	30.	Appendix D - Sieges of the English Civil War	83.
49. Movement - Difficult terrain	31.	Appendix E - Commander ratings	85.
50. Movement - Dragoons mounting & dismounting	31.	Appendix F - Army breakpoint and activation counter ready reckoner.	86.
51. Firing - Overview	32.		
52. Firing - Time taken to fire	32.	MISCELLANEOUS	
53. Firing - Level ground	32.	Army points list	87.
54. Firing - Uphill/downhill	33.	Acknowledgments	88.
55. Firing - When can a unit fire/ not fire	33.		
56. Firing - From cover and buildings	33.		
57. Firing - Target priority	34.		
58. Firing - Routing/Broken units	34.		
59. Firing - Enfiladed fire	34.		
60. Firing - At a charging unit prior to contact	35.		
61. Artillery - Exhausted gun crews	35.		
62. Artillery - How to carry out artillery firing	36.		
63. Artillery - Time taken to limber or deploy	37.		
64. Artillery - Gun types	37.		
65. Artillery - Firing table	37.		
66. Artillery - Risk to artillery limbers	38.		
67. Artillery - Counter battery fire	38.		
68. Musket - Firing table	38.		
69. Musket - How to carry out musket firing	39.		
70. Melee - Overview	40.		
71. Melee - Units permitted to take part in a melee	40.		
72. Melee - How to fight a melee	41.		