

Royalist Army, Glastonbury, 12 June 1643

Commander: Lt.-General Sir Ralph Hopton

Rating: 9

Foot Commander: Col. John Trevanion

Rating: 8

Right Division Commander: Col. John Trevanion

Rating: 8

Unit	Type	Armament	Hand to Hand	Shooting	Morale	Stamina	Special
Col. Trevanion's Foot	Foot, Line	Pike and Musket	5	3	4+	4	Hedgehog
Marquis of Hertford's Foot	Foot, line	Pike and Musket	7	4	4+	5	Hedgehog, Large
Col. Buck's and Prince Maurice's Foot	Foot Line	Pike and Musket	7	4	4+	5	Hedgehog, Large, Wavering

Left Division Commander: Col. William Godolphin

Rating: 8

Unit	Type	Armament	Hand To Hand	Shooting	Morale	Stamina	Special
Sir William Godolphin's Foot	Foot, Line	Pike and Musket	7	4	4+	4	Hedgehog, Elite 4+, Large
Lord Mohun's Foot	Foot, Line	Pike and Musket	7	4	4+	4	Hedgehog, Large

Horse Commander: Earl of Carnarvon

Rating:8

Earl of Carnarvon's Brigade

Commander: Sir Humphrey Bennet

Rating:8

Unit	Type	Armament	Hand to Hand	Shooting	Morale	Stamina	Special
Bennet's Reg. of Horse	Horse	Sword	8	-	4+	3	Galopper
Carnarvon's Reg. of Horse, 1st. Sqd.	Horse	Sword	6	-	4+	2	Elite 4+, Galloper, Small
Carnarvon's Reg. of Horse, 2nd. Sqd.	Horse	Sword	6	-	4+	2	Elite 4+, Galloper, Small,

Prince Maurice's Brigade

Commander:Prince Maurice

Rating: 9

Unit	Type	Armament	Hand to Hand	Shooting	Morale	Stamina	Special
Prince Maurice's Lifeguard of Horse	Horse	Sword	6	-	4+	2	Galopper, Eager. Elite 4+, Small, Steady
Prince Maurice's Reg. of Horse.	Horse	Sword	8	-	4+	3	Galopper, Elite 4+
Vaughan's Reg. of Horse	Horse	Sword	8	-	4+	3	Galopper, Wavering
Hopton's Reg. of Dragoons	Horse/ Foot	Musket	1	3	5+	3	Marauders

Special Rules

Eager: Free move on a failed Charge order.

Elite: Overcome Disorder on a roll of 4+ at the start of the following turn instead of automatically at the end of the following turn.

Galopper: Standard move of 12"; must always Countercharge and Sweeping Advance if able to do so.

Marauders: No Penalty to Command Roll for distance.

Steady: This unit automatically gets the best result it can on it's first break test.

Hedgehog: May be a Charge Reaction on successful Command Roll (-1 for enemy within 6") and not Disordered. No flanks or rear, shooting value of 1; +3 Combat Result bonus vs Horse; no combat bonus for Horse when charging foot in Hedgehog, double combat value against Horse, will Hold Ground instead of Retire on Break Test rolls.

Small: -1 Shoot Value, -2 Hand-to-Hand, -1 Stamina (already included in the profile).

Wavering: This unit takes a Break Test whenever it takes a casualty, even if it is the winner in Hand-to-Hand.