

THE PIKEMAN'S LAMENT

PIKE AND SHOT WARGAMING RULES



DANIEL MERSEY & MICHAEL LECK

This electronic edition published in 2016 by Bloomsbury Publishing Plc

First published in Great Britain in 2017 by Osprey Games
(part of Osprey Publishing),
PO Box 883, Oxford, OX1 9PL, UK
PO Box 3985, New York, NY 10185-3985, USA

E-mail: info@ospreypublishing.com

Osprey Publishing, part of Bloomsbury Publishing Plc

© 2017 Daniel Mersey & Michael Leck

All rights reserved

You may not copy, distribute, transmit, reproduce or otherwise make available this publication (or any part of it) in any form, or by any means (including without limitation electronic, digital, optical, mechanical, photocopying, printing, recording or otherwise), without the prior written permission of the publisher. Any person who does any unauthorised act in relation to this publication may be liable to criminal prosecution and civil claims for damages.

A CIP catalogue record for this book is available from the British Library

Daniel Mersey and Michael Leck have asserted their right under the Copyright, Designs and Patents Act, 1988, to be identified as the authors of this book.

Print ISBN: 978 1 4728 1731 0
PDF e-book ISBN: 978 1 4728 1732 7
EPUB e-book ISBN: 978 1 4728 1733 4

Typeset in Sabon and Myriad Pro
Originated by PDQ Media, Bungay, UK

To find out more about our authors and books visit www.ospreypublishing.com. Here you will find our full range of publications, as well as exclusive online content, details of forthcoming events and the option to sign up for our newsletters. You can also sign up for Osprey membership, which entitles you to a discount on purchases made through the Osprey site and access to our extensive online image archive.

www.ospreygames.co.uk

Acknowledgements

We would like to thank the following gamers and companies who have helped us to produce this set of rules: Keith Barker, Mark Brien, Lena Brännvall, Sophia Brännvall, Sören Christensen, Gunnar Holmbäck, Nils Idemalm, Steve Johnson, Mattias Laine, David Leck, Jonas Möckelström, Jesper Ohlsson, Ulf Olsson, Matt Perks, and Andrew Routh. And the following fine people for their superb photos: Michael Awdry, Richard Lloyd, Fred Machu, Matt Slade at Glenbrook Games, Alan and Michael Perry at Perry Miniatures, Nick Eyre at North Star, and Dan Faulconbridge at *Wargames Illustrated*. Finally, thanks to Philip Smith at Osprey for commissioning and publishing our joint venture in wargaming.

Title page image: Munster pikemen; North Star 1672 Miniatures. (Nick Eyre, photo by *Wargames Illustrated*)

Sample file

CONTENTS

1. INTRODUCTION

Getting Started
Basing Your Models

2. RAISING YOUR COMPANY

Officers
Commanding Your Company
Understanding Unit Profiles
Choosing Your Units
Spending Your Last Couple of Points
Horse Units
Foot Units

3. BATTLE RULES

Important Rules Conventions
What Happens During Each Turn
Activating Your Units
Issue a Challenge
Rally Wavering Units
Test for Wild Charges
Ordered Activations
Ending Your Activation Phase
Moving
Shooting
Attacking
Testing Morale

4. MISSIONS

6 Setting up a Game 44
6 Terrain 44
Choosing Attackers and Defenders 46
7 Deploying Your Company 46
7 Choosing Your Special Orders 47
12 Winning a Game 48
14 Mission A: Gå På! 49
14 Mission B: Patrol 50
15 Mission C: The King's War Chest 51
16 Mission D: River Crossing 52
19 Mission E: Morning Assault 53
Mission F: Steak on the Hoof 53
25 Mission G: Beating Up Quarters 54
25 Mission H: Storm the Redoubt 56
26 Mission I: Foraging at the Village 57
26 Mission J: Rescue Mission 58

5. SAMPLE COMPANIES

28 Thirty Years' War 1618–48 59
29 English Civil Wars 1642–51 60
31 The Deluge 1655–60 61
32 Scanian War 1675–79 61
33 King William's War 1688–97 62
37 Great Northern War 1700–21 62

OFFICER ROSTER

63

COMPANY ROSTER

64

1. INTRODUCTION

Welcome to *The Pikeman's Lament*, a set of simple and fast-moving miniature wargaming rules designed for the pike and shot period, from the Thirty Years' War, through the English Civil Wars, to the end of the Great Northern War and beyond. *The Pikeman's Lament* helps you to refigure ambushes, escort missions, and other tasks performed by a small company of soldiers rather than a full army. We call this 'outpost warfare'.

In his book *Pike and Shot Tactics 1590–1660* (Osprey, 2010), author Keith Roberts vividly describes the style of action we hope you will be able to recreate with your miniature armies and our rules:

George Monk wrote "It is very fit a General should often command his Galloper and Dragoons to fall upon his Enemies outermost Galloper-Quarters. Which is one of the readiest, easiest and securest ways that I know to break an Enemies Army." This type of action was carried out at night or in the early hours of the morning, and could sometimes involve large numbers of men. Usually, however, these missions were smaller raids by a few troops of cavalry on a static garrison, or the outlying quarters of a marching army as it advanced or retreated. This was an everyday feature of military activity, and the optimum way of carrying out this type of raid was included in cavalry training manuals. The description in John Cruso's, and that in John Vernon's (which is based on Cruso), described the use of cavalry only, but it was common to support the attack with Shots – provided either by dragoons or

Perry Miniatures English Civil War company – Haselrig's 'London Lobsters' lead the way. (Alan and Michael Perry)



by infantry temporarily mounted or riding double behind cavalymen. Dragoons or other Shots would be useful in house to house fighting in the enemy quarters themselves, as well as providing firepower support for cavalry actions. Essentially, the attackers' Special order was to cut down the enemy sentries before an alarm could be given and then overrun the corps de gard, who "must be armed all night, and have their Gallopers at hand, readie and bridled". They would then seek to take control of the "alarme point" (the area designated for troops in quarters to Raising in the case of an alarm), and any other large open space where the enemy garrison might gather to organize themselves, such as the "market place". Cruso described the alarm point as "that place without [i.e. outside] the village, where the souldiers are to assemble to withstand an assailing enemie, being a place of great consequence". The commander of the quarter would have given advance instructions in case of an attack, and "appointeth a certain place for every troop, where they shall stand, which way faced". By sending a troop to ride through the streets the attacking cavalry kept their opponents in small groups, which could then be killed or captured while isolated. Lastly, when the surprised occupiers gave up the struggle and sought to escape, a troop waiting outside the quarters would intercept them. The Special order of the defending commander was to slow down the attack at all costs with his corps de gard and any other men he could get together quickly, in order to give the bulk of his force a chance to arm and organize themselves to resist the attack *en masse* rather than in isolated handfuls.

Campbell of Lawers' attack on Auldearn Village, by Gerry Embleton
© Osprey Publishing. Taken from Campaign 123: Auldearn 1645.



Design Note

We don't like to be too precise about table sizes to play on. Most missions will play out nicely on a 4x3' table... there's limited movement before the actual fighting starts, leading to quicker games and more than one mission in an evening's play. For multiplayer games we most often use a 6x4' table.

Alongside the rules, *The Pikeman's Lament* presents a varied selection of missions and allows players scope for choosing their own victory conditions. This means that you can concentrate on playing the mission and enjoying yourself without getting bogged down in rules. The rules are model scale-neutral; many gamers choose 28mm, but 15mm is cost- and space-effective, if less spectacular to look at.

Our design goal has been to successfully rework the *Lion Rampant* medieval wargaming rules to represent this next evolution of historical warfare. Many of the rules remain as they were – we're not trying to reinvent the wheel – but the troop types, campaign system, missions, and some smaller rules are different to the original game. As with *Lion Rampant*, we've focused on the overall 'feel' and 'flow' of the game, rather than worrying ourselves about the minutiae of historical simulation. Even if you are familiar with *Lion Rampant*, please read the rules carefully, as there are some differences that we have introduced to better fit our vision of pike and shot warfare.

More than anything else, we wanted to work together to create a pike and shot miniatures game that is easy to play and enjoyably fun. We hope you agree that we've done so!

GETTING STARTED

To play *The Pikeman's Lament* you'll need to create an Officer to lead your Company, assemble the troops to follow him, and read through the Battle Rules. Keep the book handy through your first few games, but most players find they are familiar with the basics after a couple of games.

In addition, you'll need a couple of model armies (usually around 40–60 models in each), a good handful of dice (a dozen or so per player is perfect), a gaming table with some scenery on it, a tape measure showing inches, some markers to show Wavering units, and one or more friendly opponents (unfriendly opponents are allowed but not recommended).

BASING YOUR MODELS

The Pikeman's Lament is written for individually based models mounted on round 25mm bases, but other options will also work. If your collection includes models based in other ways this shouldn't cause a problem as the rules are very forgiving of base sizes. Even multiple models on a communal base may be used without much difficulty: just be prepared to ignore the direction the models are actually facing and think of them as a blob of troops with no flanks or rear. You'll also need to mark casualties on communal bases when they occur.

We have started to base our models in a hybrid way including both single and communal bases. This gives us good-looking units while retaining the feel of skirmish gaming (as well as speeding things along with fewer bases to move):

Foot	Horse	Dragoons	Guns
- 1 model on a round 25mm base - 2 models on round 30mm bases - 3 models on round 40mm bases	- 1 model on a round 40mm base - 2 models on a round 50mm base - 3 models on a round 60mm base	- 1 mounted/horse holder model on a round 40mm base - 2 foot models on a round 30mm base - 2 foot and 1 mounted/horse holder model on a round 50mm base	- 1 gun on a base large enough to hold it - 6 gunner models based like other Foot units

Using this basing standard means that you easily group the bases together in 6 or 12 models depending on troop type and still remove casualties with ease. If you



We're not precious about basing, and nor should you be. Any of the basing methods shown here will work with the rules. (Michael Leck)

need to increase or decrease the base sizes to suit your models, it won't make any difference to gameplay.

We like to field Dragoon units as a mixture of mounted and dismounted models, as it looks good and makes them stand out from ordinary Foot and Horse units; it makes no difference to gameplay whether they are mounted or not. As most gun models are sold with only 2-5 crew models, why not use some spare stands of officers, draft animals, or civilians to make up the full 6 crew required?

2. RAISING YOUR COMPANY

This section shows you how to assemble a new model army (yes, it could well be *the New Model Army*) for *The Pikeman's Lament*, and also details how each troop type performs. In general, you're allowed to raise your Company after you have decided on the mission you're playing, to allow you to choose a suitable balance of units, but before doing anything else, you need an Officer to lead your mighty Company.

OFFICERS

Each player has just one Officer on the table, who will lead troops into battle and develop a character all of his or her own. Identify your Officer model to your opponent before the game begins.

The Officer you create remains with your Company until death or retirement through severe wounds, or promotion to command at a higher level than *The Pikeman's Lament* represents.

OPPOSITE

Royalist and Parliament cavalry clash, by Graham Turner © Osprey Publishing. Taken from Campaign 116: First Newbury 1643.

Your Officer is the heart of your Company: without him they are null. Officers in *The Pikeman's Lament* are the kind of soldiers who lead by example, by heroic actions on the battlefield for their own Honour (victory points) and the pride of their Companies. As this model represents *you*, be sure to paint it well!

Your Officer acquires more and more Honour and higher rank, and never leaves your Company by choice; however, the troops in your Company may be altered from game to game depending on the missions you have been tasked to perform.

At the beginning of each game you must decide which unit your Officer will be part of. Your Officer remains as part of that unit throughout the entire game and may not join a different unit during gameplay; an Officer is not an additional model, so for example, a Pike unit including your Officer still comprises 12 models, not 13.

Here's a quick summary of what characterizes your Officer compared to other models:

- Officers are part of a unit and cannot leave it.
- Officers move and fight as an ordinary model.
- Officers will be the last model to die in their unit. If an Officer should be removed as a casualty but other models remain in his unit, remove the non-Officer, unless the Officer falls to a lucky blow or during a duel.
- Officers give +1 to your total rolled for all Ordered activation tests for units within 12" of the Officer's unit.
- Officers give +1 to your total rolled for all Morale tests for units within 12" of the Officer's unit.
- Officers may issue challenges.
- Officer Traits may affect the above! These are covered below.
- Officer rules are only applied if the Officer is in play on the tabletop and his unit is not Wavering.
- Officers accumulate the Honour their Company gains in each mission. Honour increases the Officer's Rank, which allows him to get new Traits.

OFFICER RANK

Unless otherwise noted by the Officer's background and traits, each will start with 10 Honour and the Rank of Ensign. Act honourably and stay alive, and your Officer might just well advance in rank between games.



Make your Officers stand out!
Miniatures by Warlord Games and The Assault Group. (Richard Lloyd)



The following chart explains an Officer's progression up and down the ranks.

Honour	Officers Rank	Traits
0 or less	Exposed as the coward he is – and executed!	Start with a new Officer!
1–20	Ensign	Basic Trait
21–30	Lieutenant	+1 Trait
31–45	Captain	+1 Trait
46–60	Major	+1 Trait
61+	Transferred to command a full regiment as a Colonel	Start with a new Officer!

HONOUR AND CAMPAIGNS

Perhaps the most rewarding way of playing wargames is to take part in an ongoing campaign. It's not always an easy task to run a campaign, as people come and go during the run of it. So we've created an easy way of running a points-based campaign revolving around the heroes of the game: the Officers. Over a number of games, your Officer will build up Honour, and you may compare your score to that of your campaign rivals in a league table format – even better, divide your Honour by the number of games you've played, for a fairer comparison.

The Officer needs to be fleshed out a bit more than in the usual one-off game. You roll randomly for your Officer's background and Basic Trait, and record this on an Officer roster along with your Officer's name. The roster will also help you keep track of your Honour, current rank, new Traits and short notes about the games you play.