

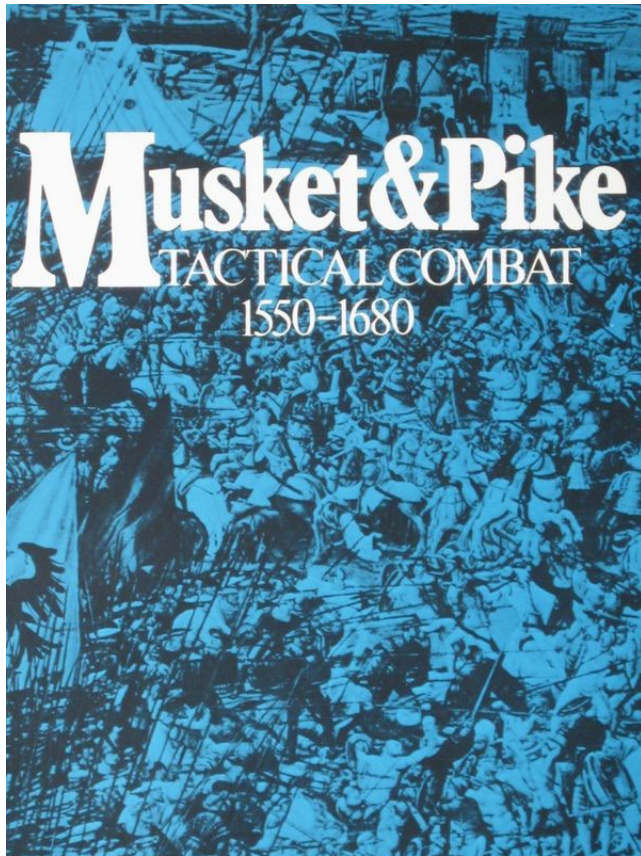
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# Musket & Pike, SPI 1973

*Replay by Joseph Bruce Redenour*

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**Musket & Pike: Tactical Combat 1550-1680 – SPI Publications**



*The game that gave you the chance to refight the Religious Wars of 1550 to 1608. The Thirty Years War. The English Civil War. The Turkish Wars. The War of English Succession. All in A Century and a quarter of warfare when the introduction and development of firearms transformed the times. Warfare moved from a hand-to-hand slugging match to a grislier contest of speed, precise tactics, and massed power. John Young gave us this game, and 18 scenarios covering each of those eras in detail.*

*This game offers five types of Infantry, five types of cavalry, and 4 different types of artillery available. The scale is 50 meters per hex. – RHG*

## **The Game, the Goal, and the Strategy**

The game we play this afternoon was from 1973! The scenario, chosen at random, is the Naseby scenario, from the English Civil War.

The pictures show the initial setup.

I drew the Parliamentarians. With 10 Militia Pikemen (MP), 5 Professional Pikemen (PP), 18 Professional Muskets (PM) and 15 Heavy Cavalry (HC), 6 Dragoons (DR), and 2 Medium Arty (MA), my goal is to attack. I will use my musketeers as skirmishers, and see if they can disrupt the Royalists and get my pike formations to move in and melee them. We shall see...

[16.36] NASEBY: 14 June, 1645.  
Complexity: 7  
Balance: favors Parliamentarians heavily.  
First Player: Parliamentarians  
units: 10MP, 5PP, 18PM, 15HC, 10SC, 6DR, 2MA.  
Stacking: 2  
Deployment: within five hexes of hex 8.  
Second Player: Royalists  
units: 10PP, 10PM, 18HC, 1MA.  
Stacking: 2  
Deployment: within five hexes of hex 11  
Game-Length: fifteen Game-Turns  
Victory: control of hex 8

## **Rules Overview:**

**[Ed. Note:** As an older game, there are some differences in the rules from John's later work. I will try to highlight need-to-know info:.

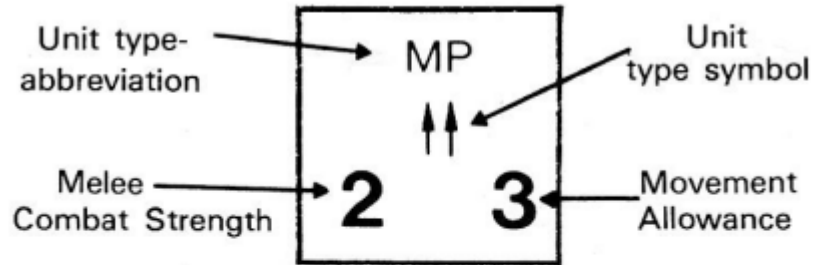
**Movement:** Costs 3 PM to Limber/Unlimber Arty. Units on the road pay ½ point, but cannot use road rate to enter hex with other unit.

**Combat:** Units ONLY Fire in Fire Phase (meaning, no Defensive Fire.) One unit can Melee two separate hexes. Fire CANNOT split fire – 1 hex target. But there are different CRTs for Fire and Melee - and Disruptions have different results depending on which CRT they are rolled on!

**Flanking Attacks:** If attackers are adjacent to all six hexes of the defender, the attacker's Melee strength is doubled.

If a unit's Melee Strength is in ( ), the unit may not attack in Melee, and if stacked with others, adds 0 to Melee Defense.  
If alone in hex, Defense Strength is 1.

### [3.31] SAMPLE UNIT:



### [3.32] SAMPLE FIRE UNIT:



### Combat Results:

**Melee CRT:**-- If a unit suffers a **Disrupt in Melee**, it is Disrupted, but it also routs their FULL MOVEMENT Allowance!

- E1 - First unit in stack Eliminated, next unit Disrupts (& Retreats) next unit is fine. .
- E2 – First two units in stack Eliminated, next unit is fine!

**Retreats details:** must retreat the maximum possible number of hexes – ie, path of least resistance – and may not enter a hex with other units except for the destination hex.

**Fire CRT:** - If a unit suffers a **Disrupt in Fire** it is Disrupted, but NO RETREAT! The unit is placed on bottom of the stack.

- E1 – First unit Eliminated, second Disrupted, 3<sup>rd</sup> unit fine.
- E2 – First two units Eliminated, 3<sup>rd</sup> unit fine.

If Defender vacates the hex, the Attacker may advance in two units.

### Fire Attacks:

Fire Strength decided by Range to unit [Chart 7.4] and compared to hex terrain's Fire Protection Strength on Terrain Chart [9.0]

### Disrupted Notes:

- When Disrupted units are attacked, the Attacker gets a +1 Die Roll.
- If Disrupted units suffer another Disruption, they are eliminated.

### Disruption Recovery:

- Disrupted Inf and Cav units return to normal at the End of the NEXT Friendly Player Turn.
- Disrupted Artillery must role 1D6, and only undisrupts on a 1 or 2 result.

### Stacking

Stacking is either 2 or 3 max, and declared in the scenario listing. (Exception – Squares)

For both Fire and Melee, only the top two units may engage in attack. For melee defense, only the top two units defend. (Exc: Square)

To change stacking order, during Friendly Movement Phase, or due to Combat Results. (Changing is considered movement.)

**Squares:** At the end of the Movement Phase, 4 Infantry Units in a hex can form a square. All 4 defend in Melee. Fire x2 vs Squares.

Flanking Melee vs Square are NOT doubled. Friendly units may NOT move through hexes with units in Square.

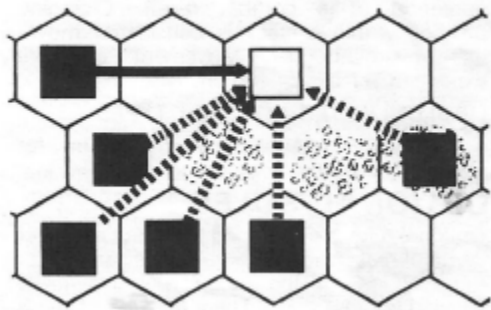
## LOS:

In this game: LOS is blocked by other units,  
Woods, Villages, Hilltops, and Occupied units block if the LOS passes **through**  
**two hexside (ie, through the hex)**

**OR if the LOS along the hexside of a hex with Blocking Terrain.**

**EXC:Units on Hilltops MAY see over units in lower terrain!**

EXAMPLES: blocked ■■■■ unblocked ■■■■



## Fire Combat:

A single Unit's Fire may NOT be split among target hexes.

Multiple Fire Units combine their attack to fire on a defending hex.

The number of units in a hex has no effect on Defense Strength.]

## [7.4] RANGE EFFECTS CHART









Unit type	Printed Fire Strength	Fire Strength at Firing Range (in hexes)			
		1 or 2	3 or 4	5 through 10	11 through 15
Militia Muskets	4	4	2	-	-
Professional Muskets	8	8	4	4	-
Reiter Cavalry	3	3	-	-	-
Dragoons	2	2	1	-	-
Light Artillery	12	12	8	4	-
Medium Artillery	18	18	12	6	-
Early Heavy Artillery	9	9	6	3	1½
Late Heavy Artillery	9	9	6	3	1½

### RANGE EFFECTS CHART EXPLANATION

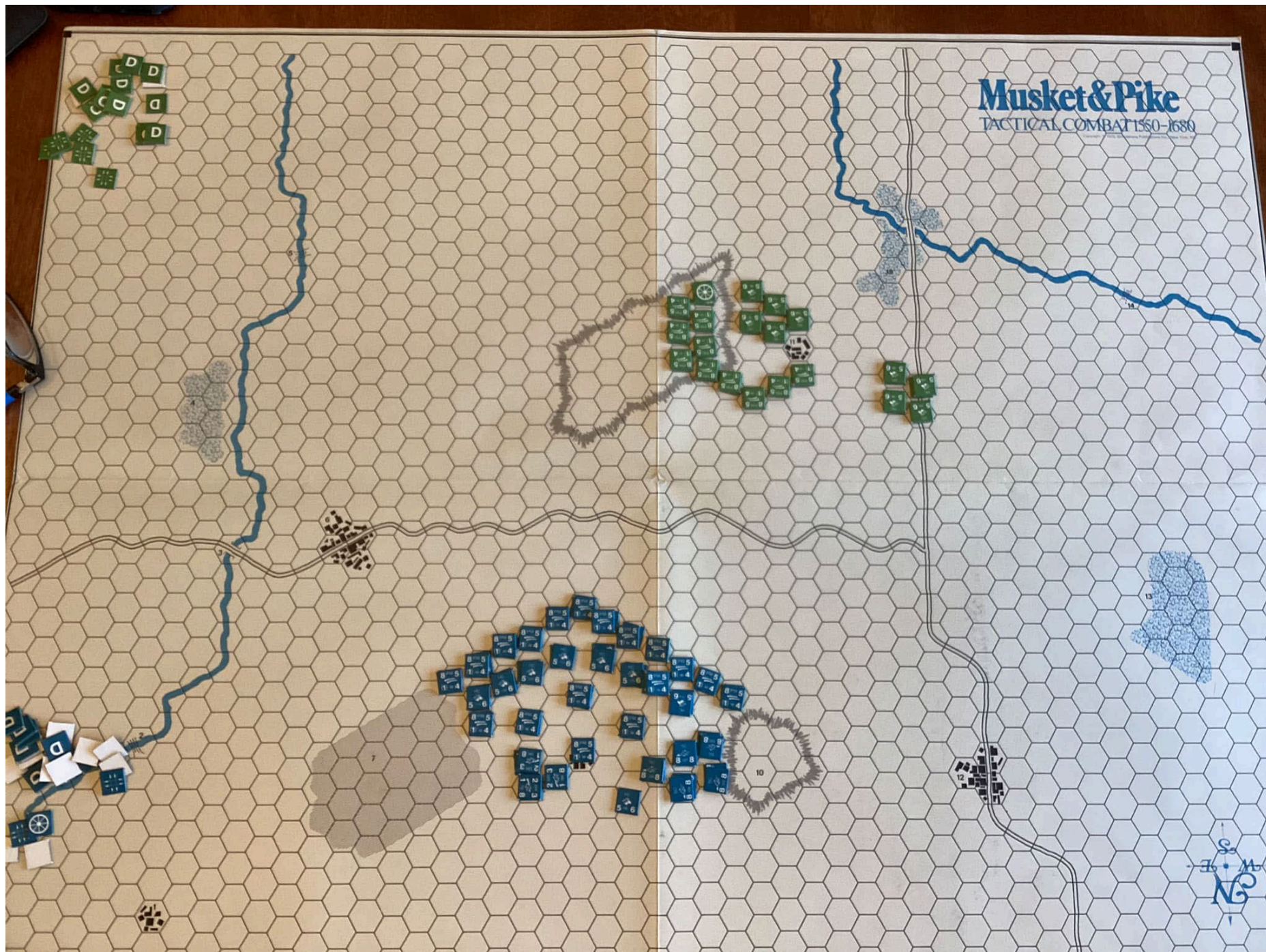
As each unit fires, this chart is consulted, and the unit type and firing range are cross-referenced. The resulting number is the unit's

effective Fire Attack Strength for this particular combat, at that range. The dash (-) signifies that the quoted range exceeds that unit's Range Allowance.

## [9.0] TERRAIN EFFECTS CHART

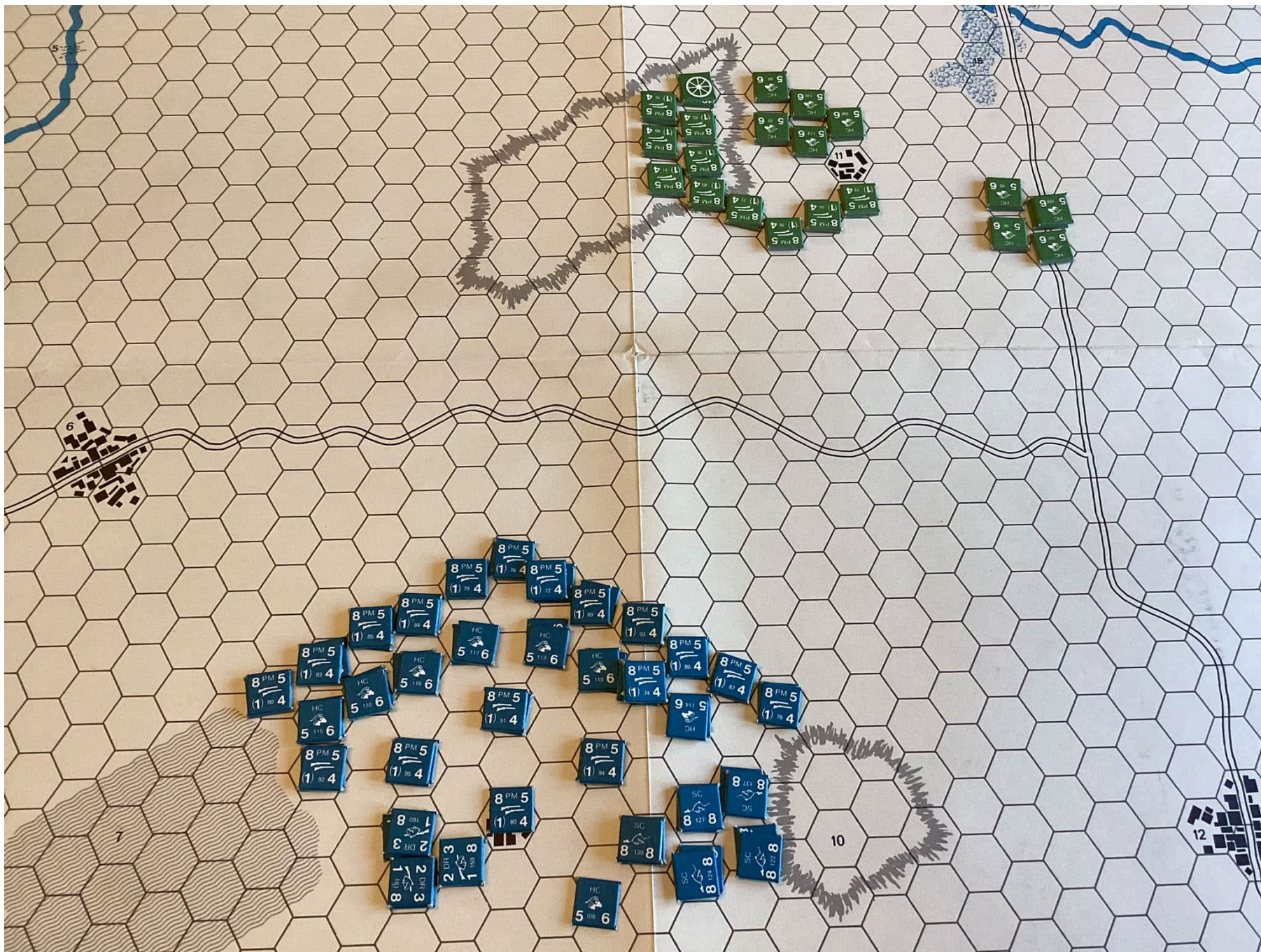
Terrain Type	Movement Point (MP) cost to enter	Fire Protection Strength	Effect on Melee Combat
 Clear hex	1 MP	3	No Effect
 Road hex	½ MP; see Movement, Case K.	2; see Case K.	No Effect
 Ditch Village hex	1 MP	6	Melee Strength for defense is doubled.
 Ploughed Land	Infantry: 1MP Cavalry and Artillery: 4MP	4	Cavalry units attacking units in Ploughed Land are halved
 Woods hex	Infantry: 1 MP Cavalry: 3 MP Artillery: prohibited	6	Melee Strength for defense is doubled.
 Stream hex	2 MP	4	Melee Strength for attack and defense is halved.
 Ford hex	1 MP	2	Melee Strength for attack and defense is halved.
 Ground-to-slope, slope-to-slope, and slope-to-hilltop	2 MP	4	Infantry Melee Strengths are doubled in melee defensive combat when attacked in this manner.





[FYI – Errata states the compass Rose is wrong. South is North, East is West!]





**[Back to Bruce's comments]** As you can see from the pictures the Parliamentarians (Blue) have a big numerical advantage over the Royalists.

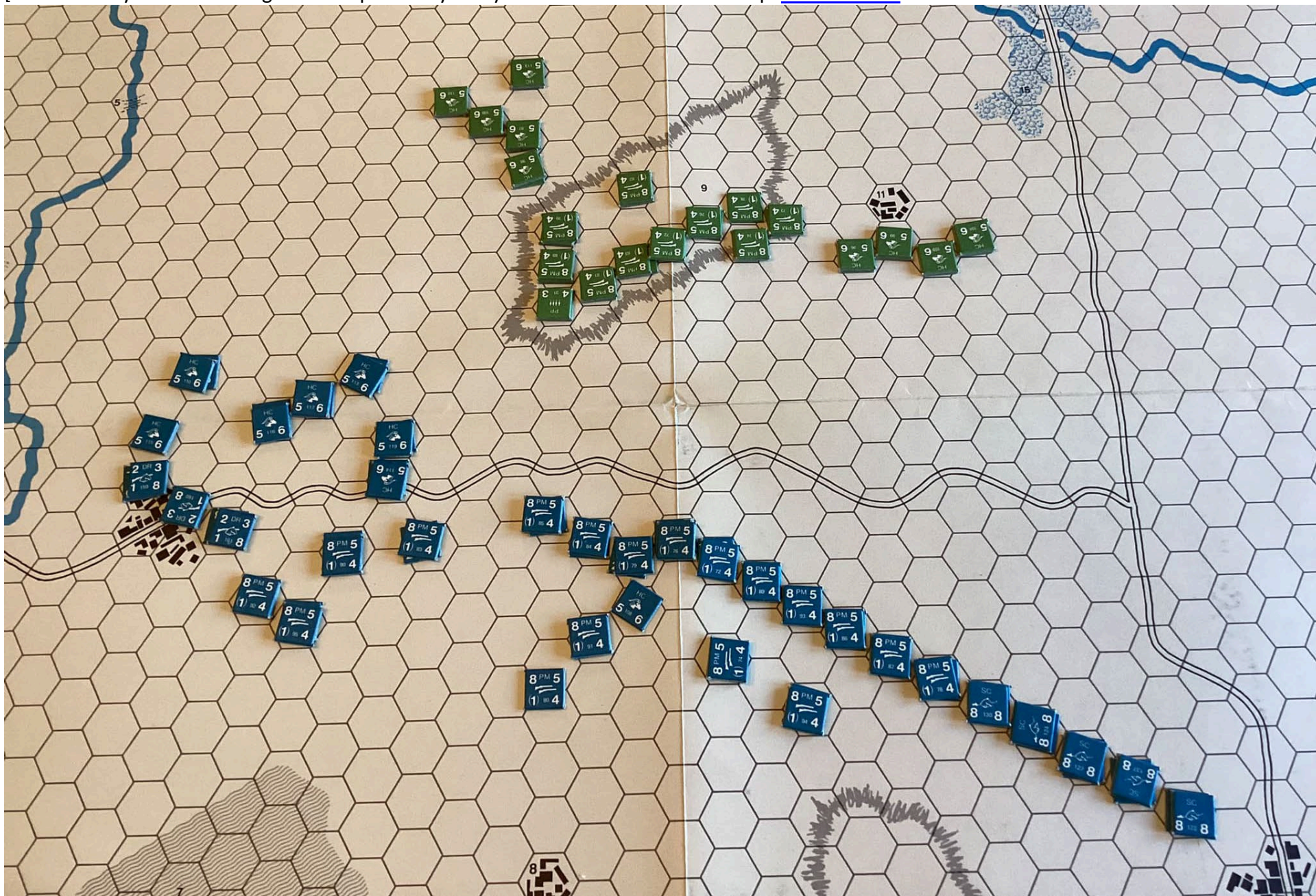


To win the game the Parliamentarians have to protect hex eight, which is in their rear, which means the Royalists have to attack them if they want to win. I drew the Parliamentarians and instead of waiting for the Royals to attack me I marched right up there and attacked them!





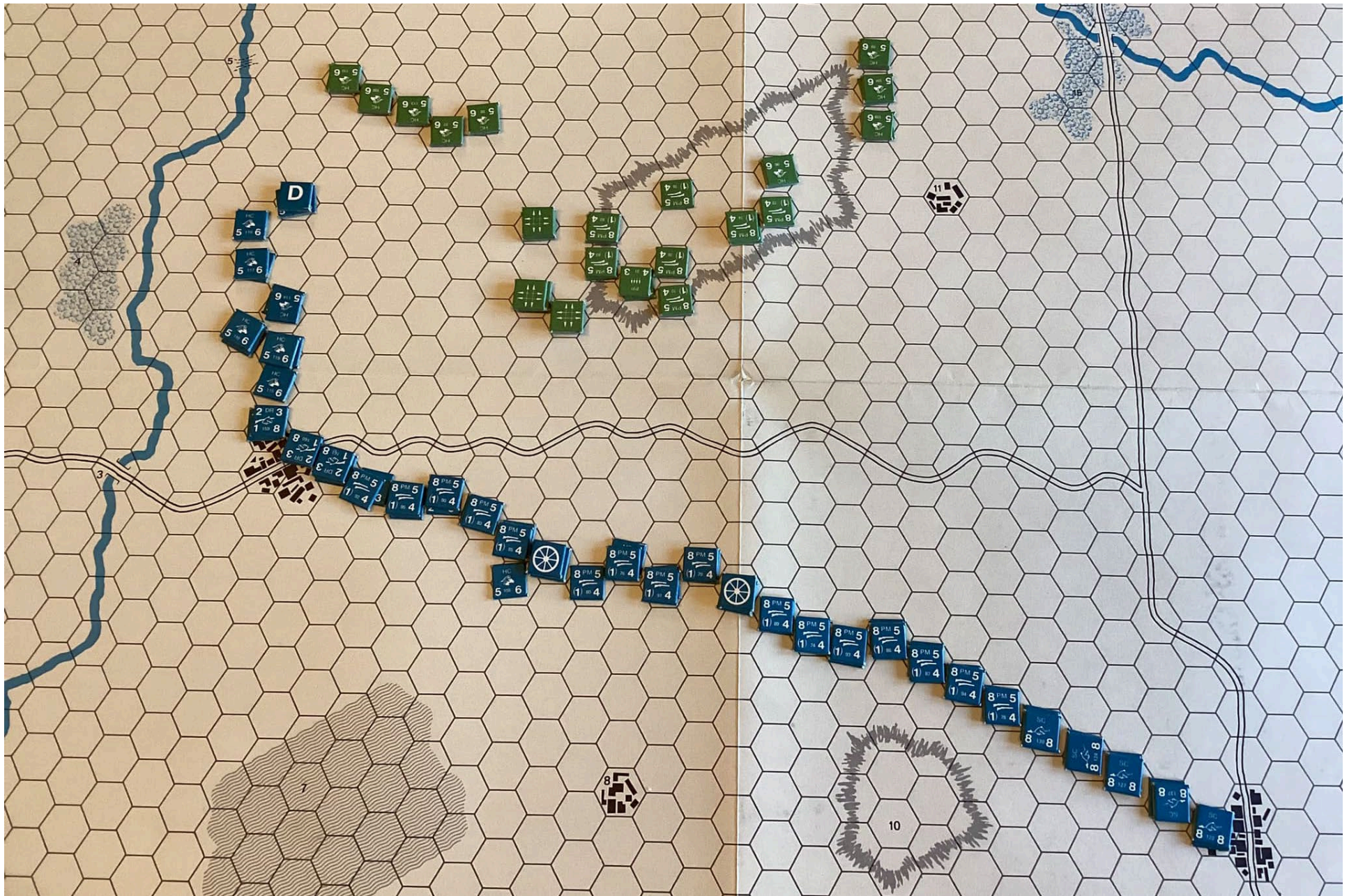
[Ed. Note: Royalists defending the Hilltop. TEC says they will be doubled on the Hilltop. [Link to Errata](#)



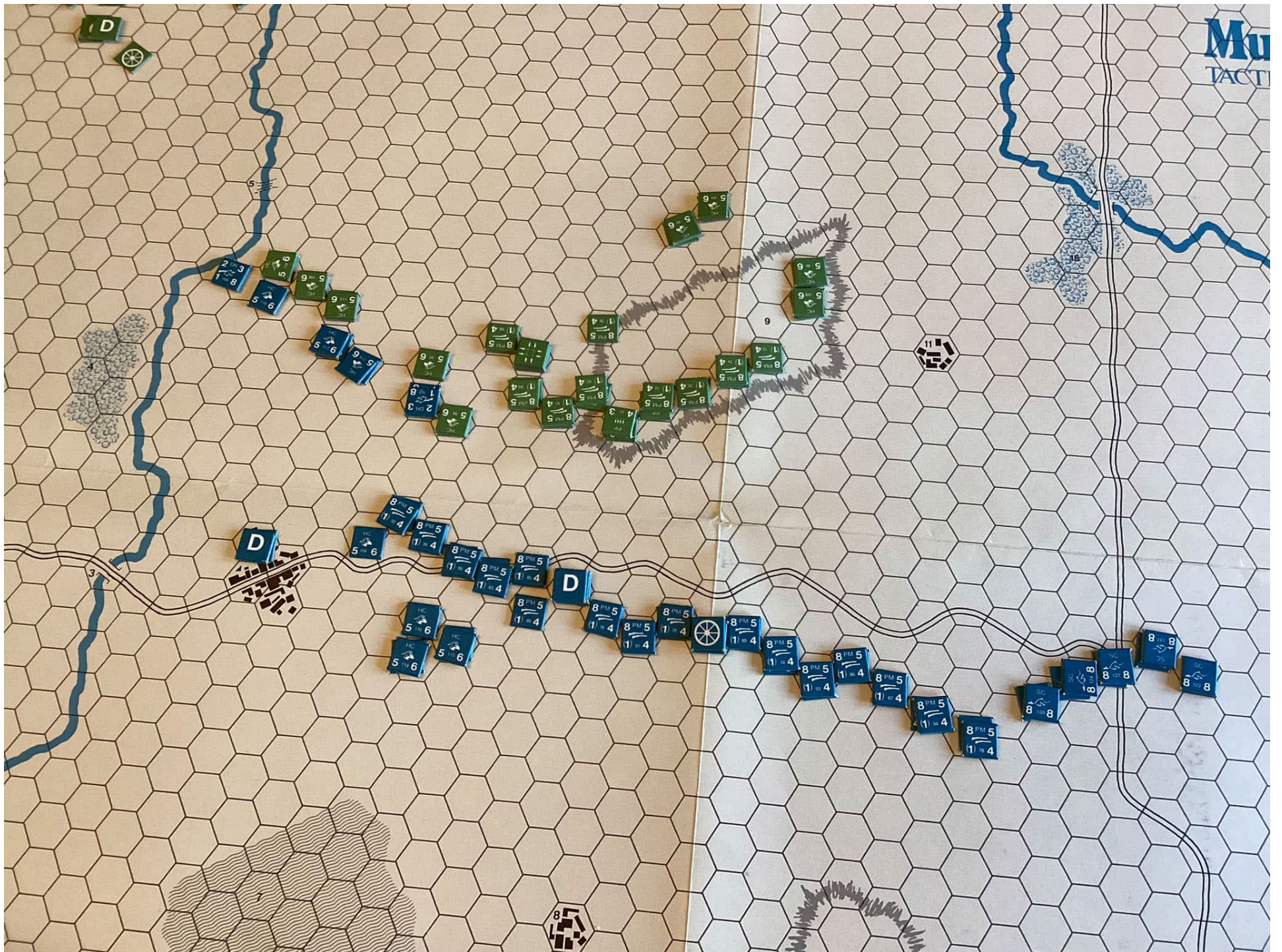
[Ed. Note: Below – Royalist moving onto Slope – which is also doubled if attacked from the lower lever. Note square formations to the front.]



[Ed. Note: The Royalists have 10 Professional Pikemen (PP), 10 Professional Muskets (PM), 18 Heavy Cavalry (HC) and 1 Medium Artillery.]









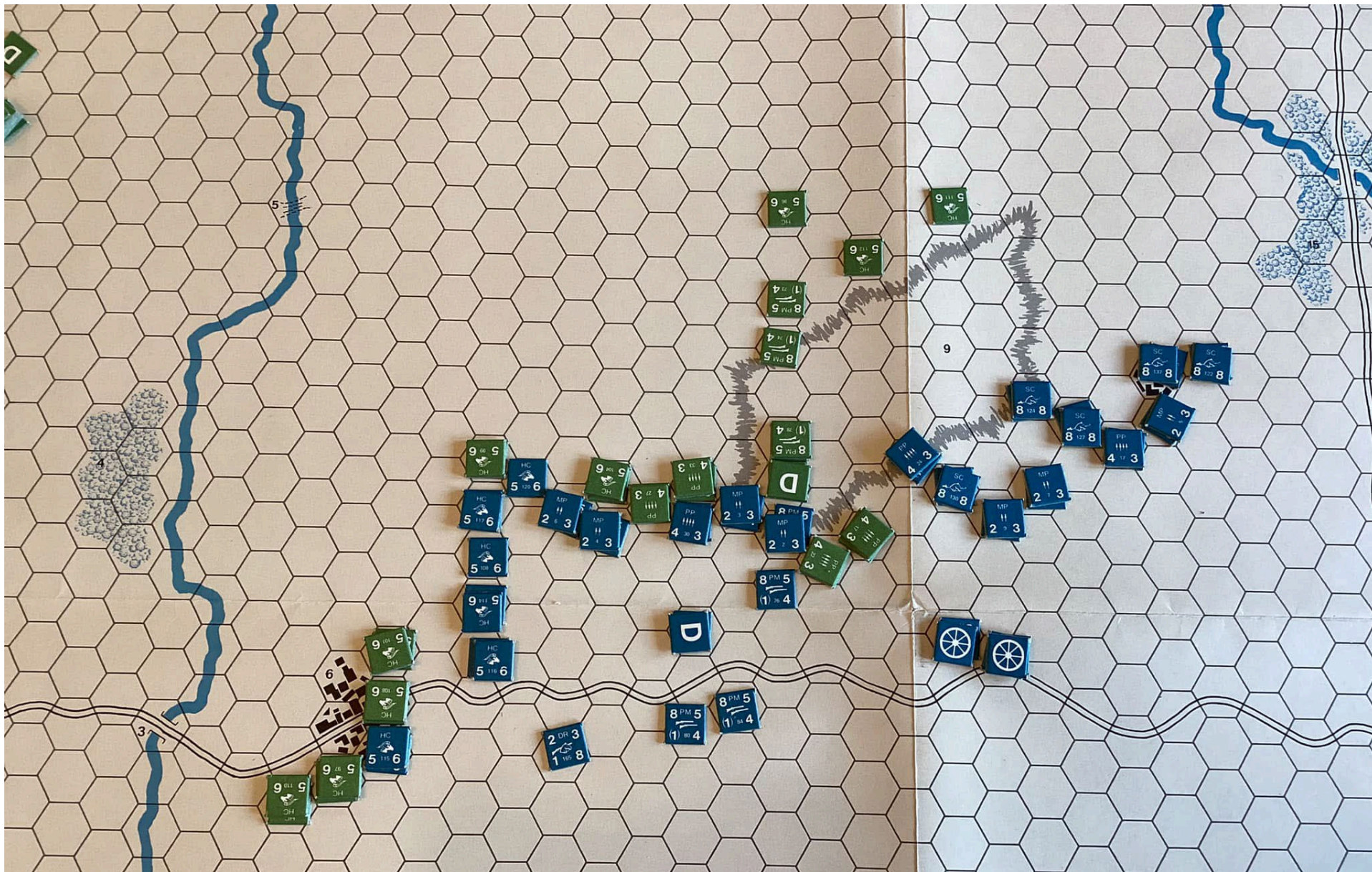






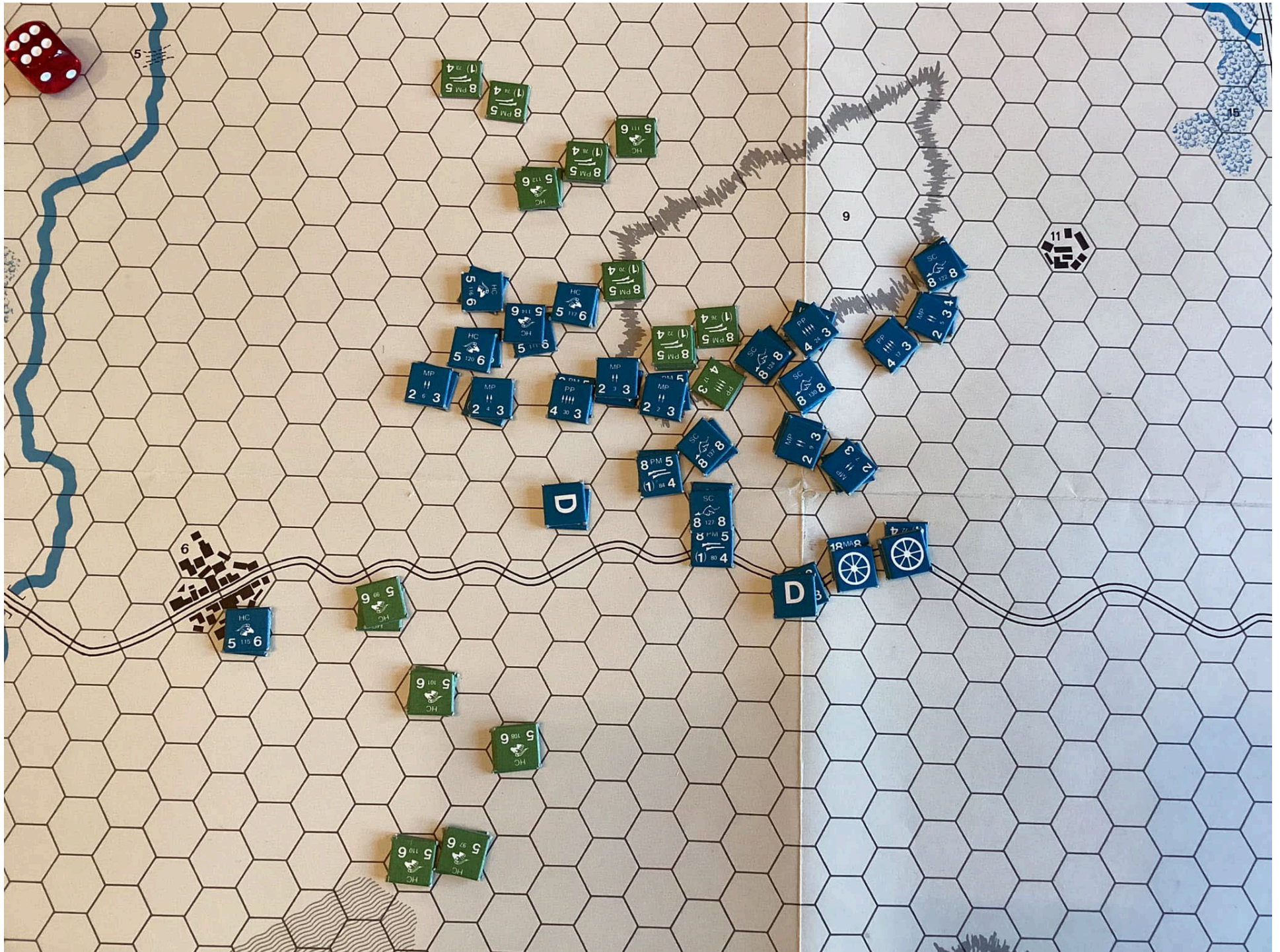
[Ed. Note: You can see the result of retreats due to Disruption, with many Parliamentary Heavy Cavalry on the run. But the nasty flanking maneuver on the Royalist Left is forcing the understaffed Royalists to respond, and stretching their lines.]





[Ed. Note: Royalist Left is gone! Their Heavy Cav seems out of place in the bottom left of the picture.]



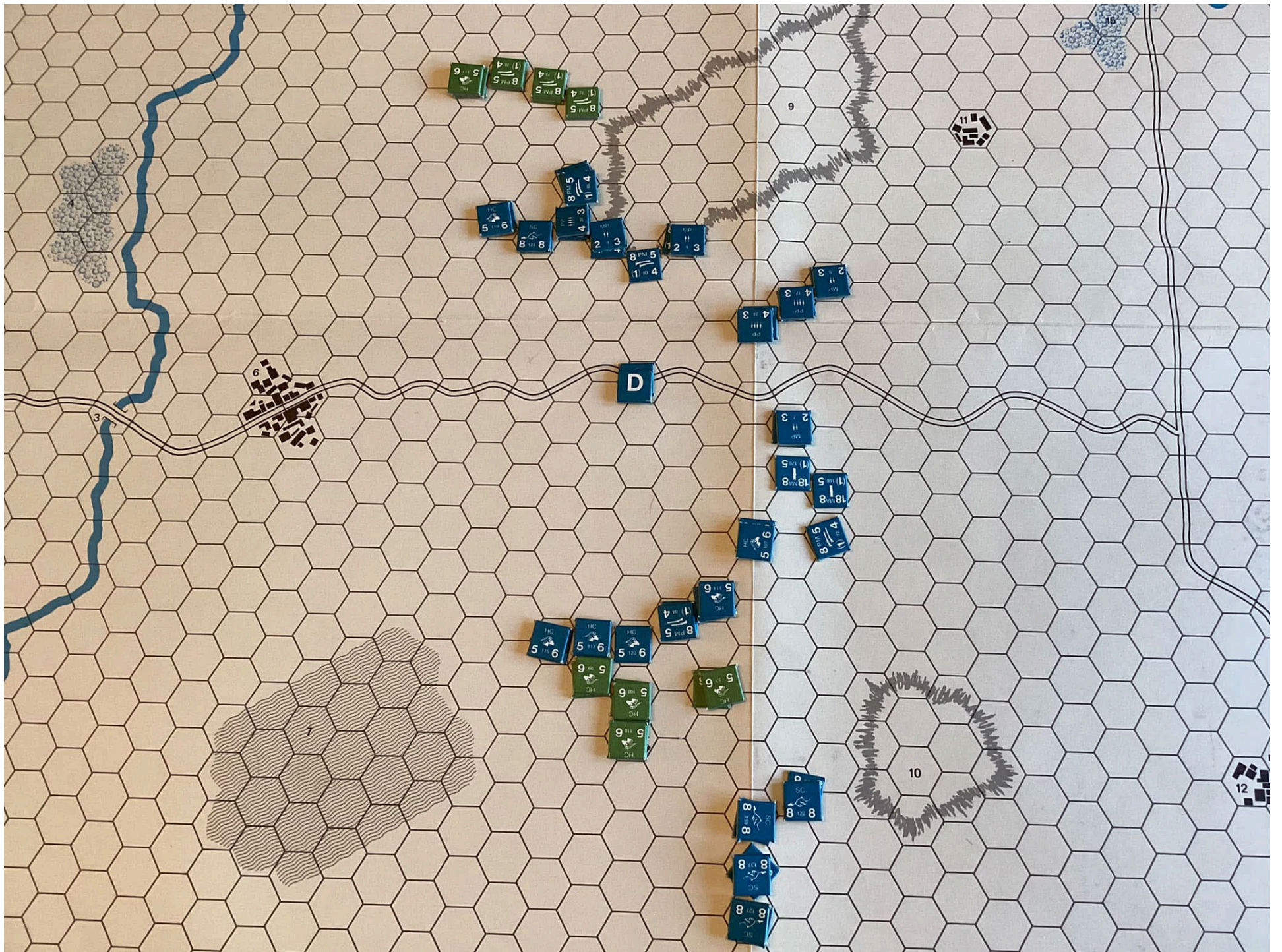




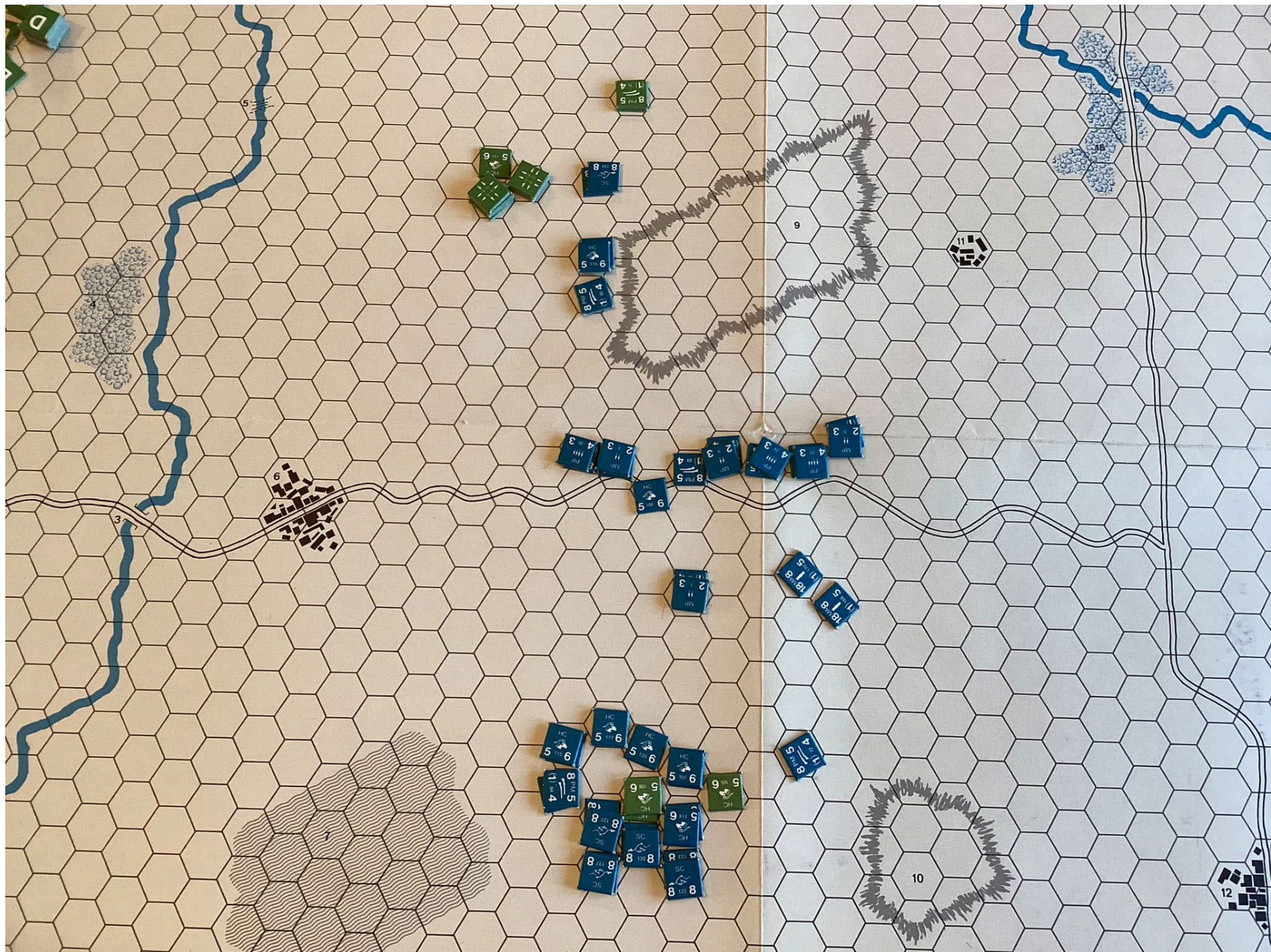


[Ed. Note: OH! It is a last-minute drive for the Victory hex! Can they hold out to the end of the game?]

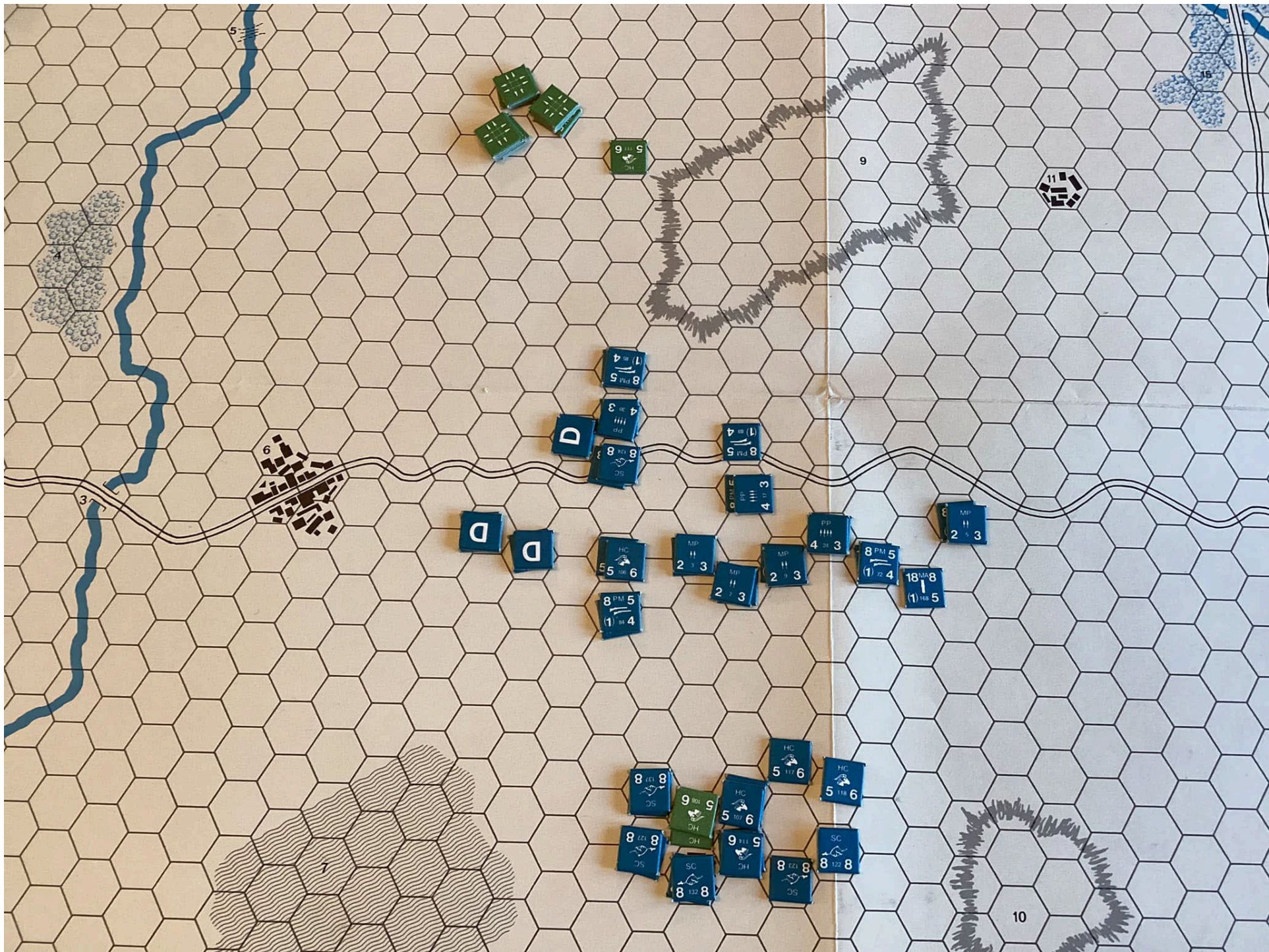


















[Ed Note: Ummm, no. No, they cannot.]

*Back to Bruce:*

While the Royalist heavy cavalry chewed up a lot of my units, my center pike formations decimated the Royalist infantry! My Heavy Cavalry and Swedish Cavalry finished off the rest and then turned on the Royalist Cavalry. 15 game turns shown in order of play. Pretty cool to see how a game progressed. I think the pictures tell the story well.

[Ed. Note – I certainly agree! Thank you for this GREAT replay, Bruce! And hope to see many more!

Bruce is the Sysops of the popular Facebook SPI pages, and avid SPI gamer. I believe his opponent is his brother-in-law. I have asked many times “How lucky can you get???”

Thanks again for this replay! ---Russ Gifford]