

FOR KING & PARLIAMENT: EASTERN FRONT VERSION

New Troop Types (se also Unit Properties, below)

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| Foot | Eastern Musketeers | Almost exactly the same as a large FK&P Commanded Shot battalia, but with three hits and five ammunition. Eastern Musketeers are worth three victory medals and cost a base nine points. |
| | Short Pikes/Spears | Some pike-armed battalia actually carry spears rather than full-length pikes. If in melee with a battalia armed with the same amount of pikes, then the full-length-pike-armed battalia will receive a bonus to hit card in the same way as if it had a greater number of pikes. |

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| Horse | Eastern Horse | Eastern Horse should be considered as a variant of Swedish Horse. They have two hits, four dash and carry a variety of weapons all of which give them slightly different abilities in combat (see below). They may countercharge any chargers, and may be small units. Some Eastern Horse units may Evade (see below). Eastern Horse are also better at resisting Pursuit. They cost a base seven points. |
| | Light Cavalry | Light Cavalry are skirmishers who can also mix it in melee. They have one hit, four dash and carry a variety of weapons all of which give them slightly different abilities in combat (see below). They play a single base to-hit card in melee, hitting on 8+ (9+). They cost a base four points. |
| | | Light cavalry never incur activation penalties. |
| | | Light bow armed cavalry may fire and retire one box facing the enemy (as well as the existing movement possibilities in FK&P). |
| | | Light cavalry may interpenetrate any friendly cavalry units provided they are facing in the same or opposite direction. |
| | | Light Cavalry have the Evade ability (see below) |
| | | Light cavalry receive a +1 save modifier against shooting, to reflect their dispersed formation. |
| | | Light cavalry may countercharge, but only other light cavalry. They may not countercharge other horse. |
| | | Horse that charges light cavalry receives a bonus to-hit card in melee. |
| | Infantry can charge light cavalry (this represents the light cavalry falling back before a steady advance of formed foot: foot may not charge any other types of horse). | |
| Cavalry Bows/Carbines | Cavalry Bows/Carbines have a range of 1 square. Bow/Carbine armed units have an ammunition supply of 3. They never use more than 1 ammo chit at a time and each chit used allows them one to-hit card. Cavalry with Bows/Carbines may shoot their way into a melee in the same way that Dutch horse use their Pistols: this uses 1 ammo chit and allows them one to-hit card. | |

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| Army Standards | A standard adds two Victory Points to the army potentially increasing its Victory Coins. It is attached to a unit and permits the replay of a melee card in each turn in the same manner as a Gallant General. However, should the unit with the Standard be lost, the Standard is lost too, and the appropriate number of Victory Coins must be surrendered. |
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New Rules

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| Cavalry Evade Ability | When charged, cavalry with the evade ability may spend one dash point to make an evade attempt. |
| | They successfully evade charging infantry on a 2+ card and horse on a 5+. If successful they retreat one box away from the direction charged, with Eastern Horse ending up facing away from the charger and Light Cavalry facing towards the charger. The charging unit follows up and ends up in the box vacated by the evading unit. If there is another unit in that box, then the charge is automatically continued against that unit. |
| | Evading light cavalry may evade behind friendly cavalry in the same box, in which case the charge is continued against any other unit in the box. |
| | If the evading unit failed to evade fail, the melee takes place and the failed evaders have no option to fight back, with evading Eastern Horse that fail to evade also counting as hit in the rear. |

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| Eastern Horse & Light Cavalry in Melee | The rules for Eastern Horse and Light Cavalry in melee are governed by their weapons: | |
| | Pistol | Just as FK&P Swedish Horse |
| | Spear or Lance | Both Spear and Lance are one-use weapons and may not be used in the same melee as any other weapons. The Spear confers an extra to-hit card in the charge against all opponents. The Lance confers two extra to-hit cards in the charge, versus all troops but Light Cavalry. |
| | Pistol, Spear or Lance | As above for effect. Only one may be used per melee activation. |
| | Bow/Carbine | No bonus in melee, but may shoot Bows/Carbines as they charge into melee. |
| | Bow/Carbine, Spear or Lance | As above for effect. May either shoot Bows/Carbines as they charge into melee, or use a Spear or Lance to get a bonus in melee, not both in the same charge. |
| | Pistol, Bow/Carbine | May either shoot Bows/Carbines as they charge into melee or get the Pistols bonus in melee, not both in the same charge. |
| | Pistol, Bow/Carbine, Spear or Lance | May either shoot Bows/Carbines as they charge into melee or use either Spear, Lance or Pistol to get a bonus in melee, not both in the same charge. |
| Eastern Horse that destroy their opponent in melee immediately take a rally test (without the need to activate). If they fail the test, the pursuit rules in the rule book apply. If they pass, they remain under control and may activate again as normal. | | |

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| Officer Lost: Victory Medals Lost | Rather than the FK&P rules, loss of a Commanding General will cost you four Victory medals; loss of a General will cost you two Victory Medals; and loss of a Colonel will cost you one Victory medal. |
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| Fanatics | Fanatics continue to hit on an 8+ even after becoming Disordered. However, they have a -1 penalty to their Save. They get a +2 modifier when trying to Rally. |
| Mounted Infantry | Mounted Infantry dismount before deployment. Their early arrival on the battlefield mean that they can be deployed one box further in than usual. They count as cavalry for scouting. |
| Camps | Use the rules from To The Strongest for Army Camps, with the following modifications: |
| | An army does not need to include a camp. It may field a maximum of one camp per two commands. |
| | Camps are attached to a specific command, cost one point but are worth three Victory Medals |
| | A camp counts as Rough Terrain for movement. |
| | A unit in a camp counts as In Cover for shooting but not in Fortifications, even if the camp is fortified. |
| A camp may be fortified, meaning that the its edges count as Linear Rough terrain. Infantry or artillery units defending a fortified camp thus get a single +1 to their saves. | |

Unit Properties

| Type | Base Save | Hits | Victory Medals | Weapon & Base Ammo | Dash | Melee to-hit Cards | Cost | |
|---|-----------|------|----------------|--------------------|-------|--------------------|------|-------|
| Officers & Gentlemen | | | | | | | | |
| Commanding General | 2+ | | 4 | | | | 5 | |
| General | 2+ | | 2 | | | | 5 | |
| Colonel | 2+ | | 1 | | | | 4 | |
| Upgrade to Gallant | | | | | | | +1 | |
| Hero | | | | | | | 1 | |
| Eastern Horse | | | | | | | | |
| Eastern Horse, Seasoned | 7+ | 2 | 2 | Pistol | 1 | 4 | 2 | 6 |
| Make Small Unit | | -1 | -1 | | | | -1 | -2 |
| Replace Pistol with Bow/Carbine | | | | Bow/Carbine | 3 | | | -1 |
| Add Bow/Carbine to Pistol | | | | Pistol | 1 | | | +1 |
| | | | | Bow/Carbine | 3 | | | |
| Add Spear or Lance | | | | | | | | +1 |
| Make Veteran or Raw | 6+/8+ | | | | | | | +2/-2 |
| Make Poorly Mounted | | | | | | -1 | -1 | -2 |
| Make Well Mounted | | | | | | +1 | | +1 |
| Make Untried | | | | | | | | -2 |
| Add Attached Shot | | | | | | | | +1 |
| Add Light Artillery | | | | Artillery | 2 | | | +2 |
| Light Horse | | | | | | | | |
| Light Horse, Seasoned | 7+ | 1 | 1 | Bow | 3 | 4 | 1 | 4 |
| Replace Bow with Carbine or Bow/Carbine | | | | Bow/Carbine | 3 | | | 0 |
| Remove missile weapons | | | | | | | | -1 |
| Add Spear or Lance | | | | | | | | +1 |
| Make Veteran or Raw | 6+/8+ | | | | | | | +1/-1 |
| Make Poorly Mounted | | | | | | -1 | | -1 |
| Make Well Mounted | | | | | | +1 | | +1 |
| Make Untried | | | | | | | | -1 |
| Infantry | | | | | | | | |
| Eastern Musketeers | 7+ | 3 | 3 | Muskets | 5 | | 2 | 9 |
| Make Veteran or Raw | 6+/8+ | | | | +1/-1 | | | +3/-3 |
| Make Untried | | | | | | | | -2 |
| Make Mounted | | | | | | | | +1 |
| Add Light Artillery | | | | Artillery | 2 | | | +2 |