

# A most fearsome skirmish at Skipwithe. Stats. and rules for Witchfinder General

## Matthew Rook

Manouvre	Easy 5, Tricky 4, Nasty 3
Manouvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	2+ to hit
Take Aim Short to Medium	3+ to hit
Take Aim Medium to Long	4+ to hit
Reload	2+
Fisticuffs Attack	D6+ 3
Fisticuffs Defend	D6+ 3
Self Control	2 or higher on a D6
Constitution	2 points
Whats that noise?	5 or less on a D6
Senses	'5 on a 2'
Gumption	Fingers & Thumbs, Lock pick D6 + 3, Ride
Weapons	Two pistols & Sword

## Raiding party musketeers

Manouvre	Easy 5, Tricky 4, Nasty 3
Manouvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	3+ to hit
Take Aim Short to Medium	4+ to hit
Take Aim Medium to Long	5+ to hit
Reload	3+
Fisticuffs Attack	D6+ 2
Fisticuffs Defend	D6+ 2
Self Control	2 or higher on a D6
Constitution	1 points
Whats that noise?	4 or less on a D6
Senses	'4 on a 3'
Gumption	Fingers & Thumbs, Lock pick D6 + 2
Weapons	Musket & Sword

## Dismounted Dragoons

Manouvre	Easy 5, Tricky 4, Nasty 3
Manouvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	3+ to hit
Take Aim Short to Medium	4+ to hit
Take Aim Medium to Long	5+ to hit
Reload	3+
Fisticuffs Attack	D6+ 3
Fisticuffs Defend	D6+ 3
Self Control	2 or higher on a D6
Constitution	1 points
Whats that noise?	4 or less on a D6
Senses	'4 on a 3'
Gumption	Fingers & Thumbs, Lock pick D6 + 2, Ride
Weapons	Firelock Musket, Sword

## Dismounted Cavalry (drunken)

Manouvre	Easy 4, Tricky 3, Nasty 2
Manouvre Proximity	Easy 3 + D3, Tricky D6, Nasty D3
Take Aim Close	4+ to hit
Take Aim Short to Medium	5+ to hit
Take Aim Medium to Long	6+ to hit
Reload	4+
Fisticuffs Attack	D6+ 1
Fisticuffs Defend	D6+ 1
Self Control	4 or higher on a D6
Constitution	1 points
Whats that noise?	4 or less on a D6
Senses	'4 on a 3'
Gumption	Fingers & Thumbs, Lock pick D6 + 2, Ride, Drunken
Weapons	Two pistols & Sword

## Weapons ranges

	Musket Ranges	Pistol Ranges
Close Range	1+ to 4 inches	1+ to 3 inches
Short to Medium	4+ to 12 inches	3+ to 5 inches
Medium to Long	12+ to 20 inches	5+ to 10 inches

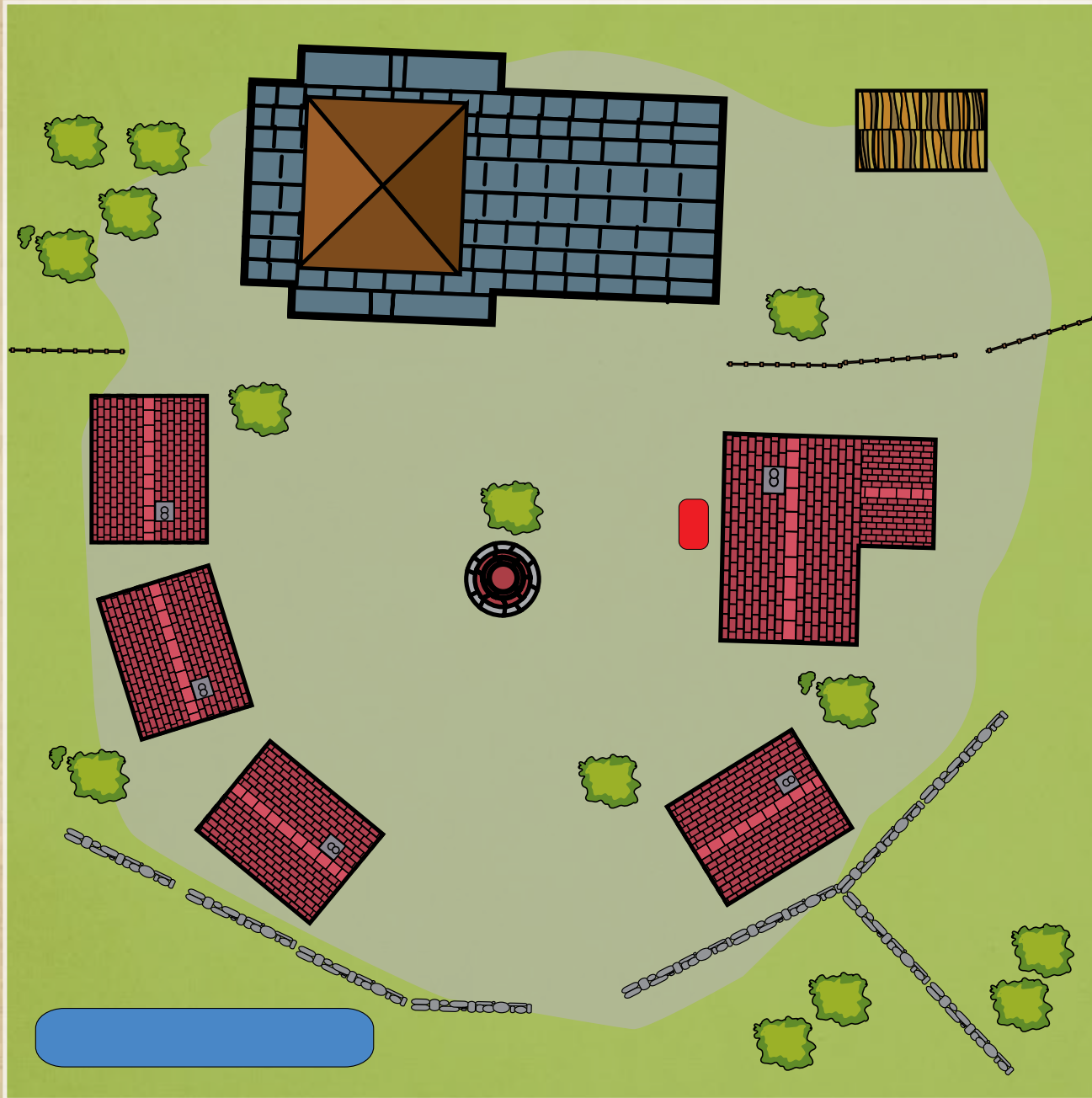
## Drunkards

A figure that is drunk has to roll on this table once a turn before they attempt to do the first command they are instructed in their go.

1	<i>Out cold.</i> The figure does not do what it is supposed to. Instead they collapse on the floor in a drunken slumber. They remain asleep for the whole of the current and next turn.
2	<i>Drops weapon.</i> If it is loaded the weapon goes off. Every figure including the drunkard themselves must roll a D6 on a roll of 6 they are hit, If hit they roll on the shot injury chart (P22 WFG Rules)
3	<i>Nothing happens.</i> Nothing happens the figure is too drunk to act.
4 and 5	<i>Obedience.</i> By some miracle the drunkard does what they should do.
6	<i>Beer courage.</i> The figure not only does what they should be doing but add +2 to any fighting/shooting/reloading rolls.





4' x 4' table



Skipwithe

The Royalist player can deploy his dragoons anywhere he likes in the confines of the village, but not within 10" of the Parliamentary deployment. All the Royalist Dragoons start the game 'On Guard'.

Key:

- Church
- House
- Inn
- Fence
- Wall
- Well
- Stable
- Tree
-  Parliamentary starting position
-  Royalist officers



# Setting up and playing

## The Scenario

Matthew Rook and a selected band of musketeers are trying to capture two Royalist officers from the small village of Skipworthe. The officers are in the village visiting the local inn and are in a state of some drunkenness when the game begins. Because of their importance to the cause the two officers are protected by a retinue of dragoons.

## The Forces

### *Parliamentarian:*

The assault group consists of Matthew Rook, and 7 musketeers. These can be armed with flintlock or matchlock muskets.

### *Royalist:*

The royalist forces are 6 dismounted dragoons. They have the ability to ride and if they manage to get to the stable they can convert into mounted dragoons.

The royalist force also has the two drunken cavalry officers.  
(Stats for dismounted cavalry: Drunken)

## The Village

There is a suggested map layout of the village on a 4'x4' table, on the previous page, but any layout with plenty of walls, houses and other buildings will do. The inn & stable of course are needed.

## Victory conditions

*Parliament* win a total victory if both Royalist cavalry officers are captured alive and taken off the board, this can be any edge of the board.

If only one officer is captured then it is a partial victory for Parliament.

*Royalists* win a total victory if both officers escape the board, this has to be along the church edge of the board. And they have to be accompanied by at least one not wounded dragoon. If the officers leave the board without an escort it is assumed that in their drunken state a fate worse than capture befel them in the woods, and they are dead.

If only one escapes then it is a partial Royalist victory.

If one escapes and one is captured it is a draw.

If both officers die neither side has won.