

Musket & Pike Score Sheets

This Accursed Civil War

Version 1.0 TACW

This file contains score sheets to be used with the GMT Games' Musket & Pike series of war-games (designed by Ben Hull). Two version of each score sheet is included; one version is color coded by VP type (Heavy Infantry, Cavalry, Geographic, etc.) while the 2nd version is a simpler, non-color coded version.

Each score sheet is tailored to individual battles containing only those VP entries which are applicable to that particular battle/scenario. Additionally, each score sheet contains the victory conditions for each battle/scenario and highlights the historical outcome.

At least one score sheet is included for each battle though if a battle contains multiple scenarios and the scenarios present different VP possibilities, additional scenario-specific score sheets are included.

All scoring values included in the score sheets are based on the version 6.0 "Musket & Pike Battle Series Rules" (2012) or individual Playbooks.

This Accursed Civil War							
Edgehill							
Royalists				Parliament			
Eliminated Cavalry Unit(s)		x 10 =		Eliminated Cavalry Unit(s)		x 10 =	
Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =		Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =	
Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =		Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =	
Eliminated One-Hex Heavy Infantry Unit(s)		x 5 =					
Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =		Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =	
Eliminated Light Infantry Unit(s)		x 0 =	0	Eliminated Light Infantry Unit(s)		x 0 =	0
Captured 12-24 lb Artillery Unit(s)		x 15 =		Captured 12-24 lb Artillery Unit(s)		x 15 =	
Captured 4-8 lb Artillery Unit(s)		x 10 =		Captured 4-8 lb Artillery Unit(s)		x 10 =	
Captured 3 lb Artillery Unit(s)		x 5 =					
Disabled 12-24 lb Artillery Unit(s)		x 10 =		Disabled 12-24 lb Artillery Unit(s)		x 10 =	
Disabled 4-8 lb Artillery Unit(s)		x 10 =		Disabled 4-8 lb Artillery Unit(s)		x 10 =	
Disabled 3 lb Artillery Unit(s)		x 2 =					
Army Commander (Earl of Essex) Eliminated		x 20 =		Army Commander (King Charles) Eliminated		x 50 =	
				Named [-2] Wing Commander(s) Eliminated		x 10 =	
Named [-1] Wing Commander(s) Eliminated		x 5 =		Named [-1] Wing Commander(s) Eliminated		x 5 =	
Total Royalist VPs				Total Parliament VPs			
				Parliament VPs - Royalists VPs =			
[11+ VPs] Decisive Parliament Victory							
[10 to -9 VPs] Marginal Parliament Victory							
[-10 to -29 VPs] Draw							
[-30 to -49 VPs] Marginal Royalist Victory							
[≤ -50 VPs] Decisive Royalist Victory							

Cavalry VPs	Units & Leaders that have left the map in pursuit are not considered eliminated, nor are VPs awarded for their Casualty Points.
Heavy Infantry VPs	
Light Infantry VPs	
Artillery VPs	For Geographic VPs, unless stated otherwise, VPs are awarded to the side that last had a friendly unit pass through the hex.
Leadership VPs	
Geographic VPs	For Geographic VPs, the use of "or" indicates each identified hex scores VPs; the use of "and" indicates all hexes must meet the criteria before the VP is awarded
Misc VPs	

This Accursed Civil War

First Newbury

Royalists				Parliament			
Eliminated Cavalry Unit(s)		x 10 =		Eliminated Cavalry Unit(s)		x 10 =	
Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =		Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =	
Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =		Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =	
Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =		Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =	
Eliminated Light Infantry Unit(s)		x 0 =	0	Eliminated Light Infantry Unit(s)		x 0 =	0
Captured 12-24 lb Artillery Unit(s)		x 15 =		Captured 12-24 lb Artillery Unit(s)		x 15 =	
Captured 4-8 lb Artillery Unit(s)		x 10 =		Captured 4-8 lb Artillery Unit(s)		x 10 =	
Captured 3 lb Artillery Unit(s)		x 5 =		Captured 3 lb Artillery Unit(s)		x 5 =	
Disabled 12-24 lb Artillery Unit(s)		x 10 =		Disabled 12-24 lb Artillery Unit(s)		x 10 =	
Disabled 4-8 lb Artillery Unit(s)		x 10 =		Disabled 4-8 lb Artillery Unit(s)		x 10 =	
Disabled 3 lb Artillery Unit(s)		x 2 =		Disabled 3 lb Artillery Unit(s)		x 2 =	
Army Commander (Earl of Essex) Eliminated		x 20 =		Army Commander (King Charles) Eliminated		x 50 =	
				Named [-2] Wing Commander(s) Eliminated		x 10 =	
Named [-1] Wing Commander(s) Eliminated		x 5 =		Named [-1] Wing Commander(s) Eliminated		x 5 =	
Round Hill A (1607 or 1608 or 1706 or 1707)		x 5 =					
Round Hill B (1708 or 18907 or 1808)		x 5 =					
Total Royalist VPs				Total Parliament VPs			
				Parliament VPs - Royalists VPs =			

[20+ VPs]	Decisive Parliament Victory
[-10 to 19 VPs]	Marginal Parliament Victory
[-11 to -39 VPs]	Draw
[-40 to -70 VPs]	Marginal Royalist Victory
[≤ -70 VPs]	Decisive Royalist Victory

Cavalry VPs	Units & Leaders that have left the map in pursuit are not considered eliminated, nor are VPs awarded for their Casualty Points.
Heavy Infantry VPs	
Light Infantry VPs	For Geographic VPs, unless stated otherwise, VPs are awarded to the side that last had a friendly unit pass through the hex.
Artillery VPs	
Leadership VPs	
Geographic VPs	For Geographic VPs, the use of "or" indicates each identified hex scores VPs; the use of "and" indicates all hexes must meet the criteria before the VP is awarded
Misc VPs	

This Accursed Civil War								
Cheriton								
Royalists				Parliament				
Eliminated Cavalry Unit(s)		x 10 =		Eliminated Cavalry Unit(s)		x 10 =		
Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =		Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =		
Eliminated One-Hex Heavy Infantry Unit(s)		x 5 =		Eliminated One-Hex Heavy Infantry Unit(s)		x 5 =		
Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =		Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =		
Eliminated Light Infantry Unit(s)		x 0 =	0	Eliminated Light Infantry Unit(s)		x 0 =	0	
Captured 12-24 lb Artillery Unit(s)		x 15 =						
Captured 4-8 lb Artillery Unit(s)		x 10 =		Captured 4-8 lb Artillery Unit(s)		x 10 =		
Captured 3 lb Artillery Unit(s)		x 5 =		Captured 3 lb Artillery Unit(s)		x 5 =		
Disabled 12-24 lb Artillery Unit(s)		x 10 =						
Disabled 4-8 lb Artillery Unit(s)		x 10 =		Disabled 4-8 lb Artillery Unit(s)		x 10 =		
Disabled 3 lb Artillery Unit(s)		x 2 =		Disabled 3 lb Artillery Unit(s)		x 2 =		
Army Commander (Waller) Eliminated		x 20 =		Army Commander (Hopton) Eliminated		x 20 =		
Named [-1] Wing Commander(s) Eliminated		x 5 =		Named [-1] Wing Commander(s) Eliminated		x 5 =		
Total Royalist VPs				Total Parliament VPs				
				Parliament VPs - Royalists VPs =				
[40+ VPs] Decisive Parliament Victory								
[20 to 39 VPs] Marginal Parliament Victory								
[10 to 19 VPs] Draw								
[-10 to 9 VPs] Marginal Royalist Victory								
[≤ -11 VPs] Decisive Royalist Victory								

Cavalry VPs	Units & Leaders that have left the map in pursuit are not considered eliminated, nor are VPs awarded for their Casualty Points.
Heavy Infantry VPs	
Light Infantry VPs	
Artillery VPs	For Geographic VPs, unless stated otherwise, VPs are awarded to the side that last had a friendly unit pass through the hex.
Leadership VPs	
Geographic VPs	For Geographic VPs, the use of "or" indicates each identified hex scores VPs; the use of "and" indicates all hexes must meet the criteria before the VP is awarded
Misc VPs	

This Accursed Civil War									
Marston Moor									
Royalists				Allied					
Eliminated Cavalry Unit(s)		x 10 =		Eliminated Cavalry Unit(s)		x 10 =			
Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =		Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =			
Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =							
				Eliminated One-Hex Heavy Infantry Unit(s)		x 5 =			
Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =		Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =			
Eliminated Light Infantry Unit(s)		x 0 =	0	Eliminated Light Infantry Unit(s)		x 0 =	0		
Captured 12-24 lb Artillery Unit(s)		x 15 =		Captured 12-24 lb Artillery Unit(s)		x 15 =			
Captured 4-8 lb Artillery Unit(s)		x 10 =		Captured 4-8 lb Artillery Unit(s)		x 10 =			
Captured 3 lb Artillery Unit(s)		x 5 =		Captured 3 lb Artillery Unit(s)		x 5 =			
Disabled 12-24 lb Artillery Unit(s)		x 10 =		Disabled 12-24 lb Artillery Unit(s)		x 10 =			
Disabled 4-8 lb Artillery Unit(s)		x 10 =		Disabled 4-8 lb Artillery Unit(s)		x 10 =			
Disabled 3 lb Artillery Unit(s)		x 2 =		Disabled 3 lb Artillery Unit(s)		x 2 =			
Army Commander (Earl Leven) Eliminated		x 20 =		Army Commander (Prince Rupert) Eliminated		x 20 =			
Named [-2] Wing Commander(s) Eliminated		x 10 =							
Named [-1] Wing Commander(s) Eliminated		x 5 =		Named [-1] Wing Commander(s) Eliminated		x 5 =			
Total Royalist VPs				Total Allied VPs					
Allied VPs - Royalists VPs =									
[50+ VPs] Decisive Allied Victory									
[20 to 49 VPs] Marginal Allied Victory									
[0 to 19 VPs] Draw									
[-1 to -20 VPs] Marginal Royalist Victory									
[≤ -21 VPs] Decisive Royalist Victory									

Cavalry VPs	Units & Leaders that have left the map in pursuit are not considered eliminated, nor are VPs awarded for their Casualty Points.
Heavy Infantry VPs	
Light Infantry VPs	
Artillery VPs	For Geographic VPs, unless stated otherwise, VPs are awarded to the side that last had a friendly unit pass through the hex.
Leadership VPs	
Geographic VPs	For Geographic VPs, the use of "or" indicates each identified hex scores VPs; the use of "and" indicates all hexes must meet the criteria before the VP is awarded
Misc VPs	

This Accursed Civil War							
Second Newbury							
Royalists				Parliament			
Eliminated Cavalry Unit(s)		x 10 =		Eliminated Cavalry Unit(s)		x 10 =	
Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =		Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =	
Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =		Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =	
Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =		Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =	
				Eliminated Light Infantry Unit(s)		x 0 =	0
Captured 12-24 lb Artillery Unit(s)		x 15 =		Captured 12-24 lb Artillery Unit(s)		x 15 =	
Captured 4-8 lb Artillery Unit(s)		x 10 =		Captured 4-8 lb Artillery Unit(s)		x 10 =	
Captured 3 lb Artillery Unit(s)		x 5 =		Captured 3 lb Artillery Unit(s)		x 5 =	
Disabled 12-24 lb Artillery Unit(s)		x 10 =		Disabled 12-24 lb Artillery Unit(s)		x 10 =	
Disabled 4-8 lb Artillery Unit(s)		x 10 =		Disabled 4-8 lb Artillery Unit(s)		x 10 =	
Disabled 3 lb Artillery Unit(s)		x 2 =		Disabled 3 lb Artillery Unit(s)		x 2 =	
Army Commander (Waller) Eliminated		x 20 =		Army Commander (King Charles) Eliminated		x 50 =	
Named [-2] Wing Commander(s) Eliminated		x 10 =					
Named [-1] Wing Commander(s) Eliminated		x 5 =		Named [-1] Wing Commander(s) Eliminated		x 5 =	
				Shaw House		x 5 =	
				Village of Shaw		x 5 =	
				Village of Donnington (2524 or 3632 or 3425 or 2823)		x 5 =	
Total Royalist VPs				Total Parliament VPs			
Parliament VPs - Royalists VPs =							
[70+ VPs] Decisive Parliament Victory							
[40 to 69 VPs] Marginal Parliament Victory							
[10 to 39 VPs] Draw							
[9 to -20 VPs] Marginal Royalist Victory							
[≤ -21 VPs] Decisive Royalist Victory							

Cavalry VPs	Units & Leaders that have left the map in pursuit are not considered eliminated, nor are VPs awarded for their Casualty Points.
Heavy Infantry VPs	
Light Infantry VPs	
Artillery VPs	For Geographic VPs, unless stated otherwise, VPs are awarded to the side that last had a friendly unit pass through the hex.
Leadership VPs	
Geographic VPs	For Geographic VPs, the use of "or" indicates each identified hex scores VPs; the use of "and" indicates all hexes must meet the criteria before the VP is awarded
Misc VPs	

This Accursed Civil War							
Naseby							
Royalists				Parliament			
Eliminated Cavalry Unit(s)		x 10 =		Eliminated Cavalry Unit(s)		x 10 =	
Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =		Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =	
Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =		Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =	
Eliminated One-Hex Heavy Infantry Unit(s)		x 5 =		Eliminated One-Hex Heavy Infantry Unit(s)		x 5 =	
Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =		Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =	
Eliminated Light Infantry Unit(s)		x 0 =	0	Eliminated Light Infantry Unit(s)		x 0 =	0
Captured 4-8 lb Artillery Unit(s)		x 10 =					
Captured 3 lb Artillery Unit(s)		x 5 =					
Disabled 4-8 lb Artillery Unit(s)		x 10 =					
Disabled 3 lb Artillery Unit(s)		x 2 =					
Army Commander (T. Fairfax) Eliminated		x 20 =		Army Commander (King Charles) Eliminated		x 50 =	
Named [-2] Wing Commander(s) Eliminated		x 10 =		Named [-2] Wing Commander(s) Eliminated		x 10 =	
Named [-1] Wing Commander(s) Eliminated		x 5 =		Named [-1] Wing Commander(s) Eliminated		x 5 =	
Captured Wagon		x 10 =					
Total Royalist VPs				Total Parliament VPs			
				Parliament VPs - Royalists VPs =			
[60+ VPs] Decisive Parliament Victory							
[30 to 59 VPs] Marginal Parliament Victory							
[10 to 29 VPs] Draw							
[-19 to 9 VPs] Marginal Royalist Victory							
[≤ -20 VPs] Decisive Royalist Victory							

Cavalry VPs	Units & Leaders that have left the map in pursuit are not considered eliminated, nor are VPs awarded for their Casualty Points.
Heavy Infantry VPs	
Light Infantry VPs	
Artillery VPs	For Geographic VPs, unless stated otherwise, VPs are awarded to the side that last had a friendly unit pass through the hex.
Leadership VPs	
Geographic VPs	For Geographic VPs, the use of "or" indicates each identified hex scores VPs; the use of "and" indicates all hexes must meet the criteria before the VP is awarded
Misc VPs	

This Accursed Civil War									
Edgehill									
Royalists					Parliament				
Eliminated Cavalry Unit(s)		x 10 =			Eliminated Cavalry Unit(s)		x 10 =		
Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =			Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =		
Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =			Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =		
Eliminated One-Hex Heavy Infantry Unit(s)		x 5 =							
Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =			Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =		
Eliminated Light Infantry Unit(s)		x 0 =	0		Eliminated Light Infantry Unit(s)		x 0 =	0	
Captured 12-24 lb Artillery Unit(s)		x 15 =			Captured 12-24 lb Artillery Unit(s)		x 15 =		
Captured 4-8 lb Artillery Unit(s)		x 10 =			Captured 4-8 lb Artillery Unit(s)		x 10 =		
Captured 3 lb Artillery Unit(s)		x 5 =							
Disabled 12-24 lb Artillery Unit(s)		x 10 =			Disabled 12-24 lb Artillery Unit(s)		x 10 =		
Disabled 4-8 lb Artillery Unit(s)		x 10 =			Disabled 4-8 lb Artillery Unit(s)		x 10 =		
Disabled 3 lb Artillery Unit(s)		x 2 =							
Army Commander (Earl of Essex) Eliminated		x 20 =			Army Commander (King Charles) Eliminated		x 50 =		
					Named [-2] Wing Commander(s) Eliminated		x 10 =		
Named [-1] Wing Commander(s) Eliminated		x 5 =			Named [-1] Wing Commander(s) Eliminated		x 5 =		
Total Royalist VPs					Total Parliament VPs				
					Parliament VPs - Royalists VPs =				
[11+ VPs] Decisive Parliament Victory									
[10 to -9 VPs] Marginal Parliament Victory									
[-10 to -29 VPs] Draw									
[-30 to -49 VPs] Marginal Royalist Victory									
[≤ -50 VPs] Decisive Royalist Victory									

This Accursed Civil War

First Newbury

Royalists				Parliament			
Eliminated Cavalry Unit(s)		x 10 =		Eliminated Cavalry Unit(s)		x 10 =	
Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =		Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =	
Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =		Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =	
Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =		Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =	
Eliminated Light Infantry Unit(s)		x 0 =	0	Eliminated Light Infantry Unit(s)		x 0 =	0
Captured 12-24 lb Artillery Unit(s)		x 15 =		Captured 12-24 lb Artillery Unit(s)		x 15 =	
Captured 4-8 lb Artillery Unit(s)		x 10 =		Captured 4-8 lb Artillery Unit(s)		x 10 =	
Captured 3 lb Artillery Unit(s)		x 5 =		Captured 3 lb Artillery Unit(s)		x 5 =	
Disabled 12-24 lb Artillery Unit(s)		x 10 =		Disabled 12-24 lb Artillery Unit(s)		x 10 =	
Disabled 4-8 lb Artillery Unit(s)		x 10 =		Disabled 4-8 lb Artillery Unit(s)		x 10 =	
Disabled 3 lb Artillery Unit(s)		x 2 =		Disabled 3 lb Artillery Unit(s)		x 2 =	
Army Commander (Earl of Essex) Eliminated		x 20 =		Army Commander (King Charles) Eliminated		x 50 =	
Named [-1] Wing Commander(s) Eliminated		x 5 =		Named [-2] Wing Commander(s) Eliminated		x 10 =	
Round Hill A (1607 or 1608 or 1706 or 1707)		x 5 =		Named [-1] Wing Commander(s) Eliminated		x 5 =	
Round Hill B (1708 or 18907 or 1808)		x 5 =					
Total Royalist VPs				Total Parliament VPs			
				Parliament VPs - Royalists VPs =			
[20+ VPs] Decisive Parliament Victory							
[-10 to 19 VPs] Marginal Parliament Victory							
[-11 to -39 VPs] Draw							
[-40 to -70 VPs] Marginal Royalist Victory							
[≤ -70 VPs] Decisive Royalist Victory							

This Accursed Civil War

Cheriton

Royalists

Parliament

Eliminated Cavalry Unit(s)		x 10 =		Eliminated Cavalry Unit(s)		x 10 =	
Each Casualty Pt on Cavalry Unit(s)		x 2 =		Each Casualty Pt on Cavalry Unit(s)		x 2 =	
Still on Map at End				Still on Map at End			
Eliminated One-Hex Heavy Infantry Unit(s)		x 5 =		Eliminated One-Hex Heavy Infantry Unit(s)		x 5 =	
Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =		Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =	
Eliminated Light Infantry Unit(s)		x 0 =	0	Eliminated Light Infantry Unit(s)		x 0 =	0
Captured 12-24 lb Artillery Unit(s)		x 15 =					
Captured 4-8 lb Artillery Unit(s)		x 10 =		Captured 4-8 lb Artillery Unit(s)		x 10 =	
Captured 3 lb Artillery Unit(s)		x 5 =		Captured 3 lb Artillery Unit(s)		x 5 =	
Disabled 12-24 lb Artillery Unit(s)		x 10 =					
Disabled 4-8 lb Artillery Unit(s)		x 10 =		Disabled 4-8 lb Artillery Unit(s)		x 10 =	
Disabled 3 lb Artillery Unit(s)		x 2 =		Disabled 3 lb Artillery Unit(s)		x 2 =	
Army Commander (Waller) Eliminated		x 20 =		Army Commander (Hopton) Eliminated		x 20 =	
Named [-1] Wing Commander(s) Eliminated		x 5 =		Named [-1] Wing Commander(s) Eliminated		x 5 =	
Total Royalist VPs				Total Parliament VPs			
Parliament VPs - Royalists VPs =							

[40+ VPs] Decisive Parliament Victory

[20 to 39 VPs] Marginal Parliament Victory

[10 to 19 VPs] Draw

[-10 to 9 VPs] Marginal Royalist Victory

[≤ -11 VPs] Decisive Royalist Victory

This Accursed Civil War									
Marston Moor									
Royalists					Allied				
Eliminated Cavalry Unit(s)		x 10 =			Eliminated Cavalry Unit(s)		x 10 =		
Each Casualty Pt on Cavalry Unit(s)		x 2 =			Each Casualty Pt on Cavalry Unit(s)		x 2 =		
Still on Map at End					Still on Map at End				
Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =							
					Eliminated One-Hex Heavy Infantry Unit(s)		x 5 =		
Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =			Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =		
Eliminated Light Infantry Unit(s)		x 0 =	0		Eliminated Light Infantry Unit(s)		x 0 =	0	
Captured 12-24 lb Artillery Unit(s)		x 15 =			Captured 12-24 lb Artillery Unit(s)		x 15 =		
Captured 4-8 lb Artillery Unit(s)		x 10 =			Captured 4-8 lb Artillery Unit(s)		x 10 =		
Captured 3 lb Artillery Unit(s)		x 5 =			Captured 3 lb Artillery Unit(s)		x 5 =		
Disabled 12-24 lb Artillery Unit(s)		x 10 =			Disabled 12-24 lb Artillery Unit(s)		x 10 =		
Disabled 4-8 lb Artillery Unit(s)		x 10 =			Disabled 4-8 lb Artillery Unit(s)		x 10 =		
Disabled 3 lb Artillery Unit(s)		x 2 =			Disabled 3 lb Artillery Unit(s)		x 2 =		
Army Commander (Earl Leven) Eliminated		x 20 =			Army Commander (Prince Rupert) Eliminated		x 20 =		
Named [-2] Wing Commander(s) Eliminated		x 10 =							
Named [-1] Wing Commander(s) Eliminated		x 5 =			Named [-1] Wing Commander(s) Eliminated		x 5 =		
Total Royalist VPs					Total Allied VPs				
					Allied VPs - Royalists VPs =				
[50+ VPs] Decisive Allied Victory									
[20 to 49 VPs] Marginal Allied Victory									
[0 to 19 VPs] Draw									
[-1 to -20 VPs] Marginal Royalist Victory									
[≤ -21 VPs] Decisive Royalist Victory									

This Accursed Civil War

Second Newbury

Royalists

Parliament

Eliminated Cavalry Unit(s)		x 10 =		Eliminated Cavalry Unit(s)		x 10 =	
Each Casualty Pt on Cavalry Unit(s)		x 2 =		Each Casualty Pt on Cavalry Unit(s)		x 2 =	
Still on Map at End				Still on Map at End			
Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =		Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =	
Each Casualty Pt on Heavy Infantry Unit(s)		x 1 =		Each Casualty Pt on Heavy Infantry Unit(s)		x 1 =	
Still on Map at End				Still on Map at End			
				Eliminated Light Infantry Unit(s)		x 0 =	0
Captured 12-24 lb Artillery Unit(s)		x 15 =		Captured 12-24 lb Artillery Unit(s)		x 15 =	
Captured 4-8 lb Artillery Unit(s)		x 10 =		Captured 4-8 lb Artillery Unit(s)		x 10 =	
Captured 3 lb Artillery Unit(s)		x 5 =		Captured 3 lb Artillery Unit(s)		x 5 =	
Disabled 12-24 lb Artillery Unit(s)		x 10 =		Disabled 12-24 lb Artillery Unit(s)		x 10 =	
Disabled 4-8 lb Artillery Unit(s)		x 10 =		Disabled 4-8 lb Artillery Unit(s)		x 10 =	
Disabled 3 lb Artillery Unit(s)		x 2 =		Disabled 3 lb Artillery Unit(s)		x 2 =	
Army Commander (Waller) Eliminated		x 20 =		Army Commander (King Charles) Eliminated		x 50 =	
Named [-2] Wing Commander(s) Eliminated		x 10 =					
Named [-1] Wing Commander(s) Eliminated		x 5 =		Named [-1] Wing Commander(s) Eliminated		x 5 =	
				Shaw House		x 5 =	
				Village of Shaw		x 5 =	
				Village of Donnington (2524 or 3632 or 3425 or 2823)		x 5 =	

Total Royalist VPs

Total Parliament VPs

Parliament VPs - Royalists VPs =

[70+ VPs] Decisive Parliament Victory

[40 to 69 VPs] Marginal Parliament Victory

[10 to 39 VPs] Draw

[9 to -20 VPs] Marginal Royalist Victory

[≤ -21 VPs] Decisive Royalist Victory

This Accursed Civil War									
Naseby									
Royalists					Parliament				
Eliminated Cavalry Unit(s)		x 10 =			Eliminated Cavalry Unit(s)		x 10 =		
Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =			Each Casualty Pt on Cavalry Unit(s) Still on Map at End		x 2 =		
Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =			Eliminated Two-Hex Heavy Infantry Unit(s)		x 10 =		
Eliminated One-Hex Heavy Infantry Unit(s)		x 5 =			Eliminated One-Hex Heavy Infantry Unit(s)		x 5 =		
Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =			Each Casualty Pt on Heavy Infantry Unit(s) Still on Map at End		x 1 =		
Eliminated Light Infantry Unit(s)		x 0 =	0		Eliminated Light Infantry Unit(s)		x 0 =	0	
Captured 4-8 lb Artillery Unit(s)		x 10 =							
Captured 3 lb Artillery Unit(s)		x 5 =							
Disabled 4-8 lb Artillery Unit(s)		x 10 =							
Disabled 3 lb Artillery Unit(s)		x 2 =							
Army Commander (T. Fairfax) Eliminated		x 20 =			Army Commander (King Charles) Eliminated		x 50 =		
Named [-2] Wing Commander(s) Eliminated		x 10 =			Named [-2] Wing Commander(s) Eliminated		x 10 =		
Named [-1] Wing Commander(s) Eliminated		x 5 =			Named [-1] Wing Commander(s) Eliminated		x 5 =		
Captured Wagon		x 10 =							
Total Royalist VPs					Total Parliament VPs				
					Parliament VPs - Royalists VPs =				
[60+ VPs] Decisive Parliament Victory									
[30 to 59 VPs] Marginal Parliament Victory									
[10 to 29 VPs] Draw									
[-19 to 9 VPs] Marginal Royalist Victory									
[≤ -20 VPs] Decisive Royalist Victory									