

This Accursed Civil War PLAY BOOK

Edgehill 1642 • First Newbury 1643 • Cheriton 1644 • Cropredy Bridge 1644
Marston Moor 1644 • Second Newbury 1644 • Naseby 1645

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Version 2.0



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1. INTRODUCTION

The Accursed Civil War (TACW) was first published as a Desk Top Published game in 1999. GMT Games published the first edition in 2002. It is our pleasure to present this second edition 20 years later. We have worked hard to incorporate more historical research into this edition as well as clean up any errata from the original. We appreciate your support and patience and hope you enjoy the game!

The game gets its title from the following poignant quote:

“In this unhappy battle [First Newbury] was slain the lord viscount Falkland; a person of... inimitable sweetness and delight in conversation, of so flowing and obliging a humanity and goodness...that if there were no other brand upon this... accursed civil war than that single loss it must be most infamous and execrable to all posterity.”

2. GENERAL INFORMATION

2.1. Counters





2.1.1. Color Code





Royalist forces have a pale blue background. Parliamentary forces have pale red. Scottish forces, allied with Parliament in this game, have pale green. Cavalry units have a shade darker diagonal stripe to easily identify them. The color stripe behind the unit's name helps identify the wing or contingent of the unit and is detailed in 2.1.2.

2.1.2. Counter Notes

1. A generic replacement leader is called a Colonel.
2. Some units have more than one counter with the same name. Each unit has a designation on it indicating in which battle it appears. There are enough artillery units for each battle, but these are not identified as belonging to a specific battle or wing.
3. The battle and wing designations appear in that order on the lower left of 1-hex units and on the upper left for battle and upper right for wing on 2-hex units. A unit's battle abbreviation is italicized.
4. The color stripe on a Royalist unit also indicates which Wing it is in, but the color stripe on a Parliamentary or Allied unit indicates which contingent the unit belonged to.

Table 1. Unit Types

<i>Formation Image</i>	<i>Setup Abbreviation</i>	<i>Unit Type</i>
	Arty	Artillery in three classes: 3lb, 4-8lb, or 12-24lb, aka Falcons, Sakers, and Culverins respectively
	Cuir.	Cuirassier aka Horse
	HI	Heavy Infantry aka Foot, single hex counter
	2-hex HI	Heavy Infantry aka Foot, double sized counter

	2-hex HI-Swedish Style	Heavy Infantry aka Foot, double sized counter with a Swedish Style deployment
	HI without pikes	Heavy Infantry without pikes, single hex counter
	2-hex HI without pikes	Heavy Infantry without pike, double sized counter
	LI	Light Infantry, dismounted dragoons, or detached/commanded musketeers

To help distinguish cavalry units from foot units, cavalry units (Cuirassiers in TACW) have a cavalry slash across them that's slightly darker than their background colors. Another way to distinguish horse from foot is that horse units have two symbol groups on them, while, except for LI units, foot units have either one or three symbol groups. The symbol used for LI units shows dispersed individuals.

Table 2. Battle Designations

<i>Battle</i>	<i>Counter Abbreviation</i>
Edgehill 1642	<i>E</i>
First Newbury 1643	<i>IN</i>
Cheriton 1644	<i>C</i>
Cropredy Bridge 1644	<i>CB</i>
Marston Moor 1644	<i>M</i>
Second Newbury 1644	<i>2N</i>
Naseby 1645	<i>N</i>

Table 3. Royalist Wing Designations and Color Stripes

<i>Wing Name</i>	<i>Counter Abbreviation</i>	<i>Color Stripe</i>	<i>Battle</i>
Right	R	Red	All but Cropredy Bridge
Center	C	Dark Blue	All but Cropredy Bridge
Left	L	Green	All but Cropredy Bridge
Rupert's Cavalry Brigade	None	Red	<i>IN</i>
Byron's Cavalry Brigade	None	Yellow	<i>IN</i>
Caernarvon's Cavalry Brigade	None	Green	<i>IN</i>
Wilmot's Cavalry Brigade	None	Black	<i>IN</i>
Gerard's Cavalry Brigade	None	White	<i>IN</i>
Appleyard	A	Yellow	<i>C</i>
Northampton	N	White	<i>2N</i>

Douglas	D	Black	2N
Boys	B	Purple	2N

Table 4A. Parliamentary/Allied Wing Designations and Color Stripes

Wing Name	Counter Abbreviation	Color Stripe	Battle
Right	R		All but Cropredy Bridge
Center	C		All but Cropredy Bridge
Left	L		All but Cropredy Bridge
Far Right	F		2N
Okey	O		N

Table 4B. Parliamentary/Allied Contingent Abbreviations and Color Stripes

Contingent Name	Abbreviation in Lists	Color Stripe	Battle
Essex's Army	Essex	Dark Blue	E, IN, C, 2N
Scots	Scots	Dark Blue	M
Manchester's Eastern Association	Eastern	Green	M, 2N
Waller's Western Association	Western	Brown	C, 2N
Southern Association	Southern	Black	C
Fairfax's Northern Association	Northern	White	M
London Trained Bands (Garrison of London)	London	Yellow	IN, C, 2N
National Army (New Model Army)	New Model	Red	N

Table 5. Cropredy Bridge Brigade/Tertia Designations

For Cropredy Bridge 1644, the battle was fought from the march in a non-linear fashion. The units are grouped by brigades and “Tertias,” instead of wings. The Royalist Army used the term Tertia (loosely based on the Spanish Tercio) to describe their larger infantry formations. As their infantry regiments were small, they theoretically had a Tertia of three brigades, each made up of three regiments. For infantry, a brigade would form a single battalion for battle from regiments that were too small to form a useful battalion individually. Thus, the Tertias would theoretically field three battalions.

Brigade or Tertia Name	Side	Color Stripe	Counter Abbrev.
Bennet's Cavalry Brigade	Royalist	Green	B
Lisle's Tertia	Royalist	Dark Blue	L
Wilmot's Cavalry Brigade	Royalist	Red	W

Blagge's Tertia	Royalist	Dark Blue	Bl
Cleveland's Cavalry Brigade	Royalist	Yellow	C
Astley's Tertia	Royalist	Dark Blue	A
Northampton's Cavalry Brigade	Royalist	White	N
Waller's Cavalry Brigade	Parliamentary	Brown / Black	W
Middleton's Cavalry Brigade	Parliamentary	Brown / Black	M
Potley's Foot	Parliamentary	Brown / Black / Yellow	P

Table 6. Abbreviations Used in the Setup Instructions Ranks

Col.	Colonel
Lt. Col.	Lieutenant Colonel
Sgt. Maj. Gen.	Sergeant Major General
Army	
Roy.	Royalist
Parl.	Parliamentary
Other	
aka	Also known as
KIA	Killed in action
lb	Pound (as a measure of artillery gun size)
POW	Prisoner of War
Regt(s)	Regiment(s)

2.2. Special Rules Applicable to All Scenarios

1. Setups

A. Units may always start in Open Order instead of Normal Formation as per series rules 6.3.3.

B. When a line in a setup chart includes more than one type of unit or units with different values, the owning player may choose how to distribute those units among the indicated setup hexes, one per hex.

C. Unless a specific setup location is indicated, Wing Commanders start stacked with any unit in their Wing as per 5.2.1, and Army Commanders start stacked with or adjacent to any unit of their army.

D. Any date in parentheses is a date in the old style (Julian) calendar. Great Britain did not adopt the Gregorian calendar until 1752.

2. Historical Orders: The use of the designated Historical Orders is strongly recommended in all scenarios and is often essential for play balance.

3. Victory Determination: Always subtract the points accumulated by the Royalist player from those accumulated by the Parliamentary player. Listed historical losses only include units removed from play and not losses to on-map units or leader losses.

4. Changes to the MPBS Series Rules for all scenarios

A. 7.3.3 Limbered Guns: Artillery units cannot limber in this game.

DESIGN NOTE: Most of the artillery in this period was very heavy (in actual weight, not caliber) and required time as well as large numbers of horses and oxen to move. Private contractors provided livestock and labor and moved to a safe distance once a battle started. For these reasons they were very rarely moved around on the battlefield once emplaced.

B. 10.4 Salvo Fire: Salvo fire is available to all HI units.

C. 11.7.2 Cavalry Pursuit Table: Note that there are differences on this table for battles in This Accursed Civil War versus other games in the series.

3. SCENARIOS

3.1. Edgehill, November 2 (October 23), 1642

Northwest of Oxford in Warwickshire

King Charles I vs. the Army of Parliament under Robert Devereaux, Earl of Essex

Historical Background

Edgehill was the first major engagement of the First English Civil War. The King's Army of around 14,000, under his personal command clashed with the army of the Parliament, similar in size, led by Sir Robert Devereaux, Earl of Essex. Unlike the Thirty Year's War raging on the continent, the English Civil War would be marked by indecisive major engagements. Strategically, the King needed to take London. Had he done so the rebellion may well have ended, but the rebellious Parliament successfully parried every attempt. In this respect, the winner was Parliament. On the field the results were not so clear. Essex conceded the ground and his army withdrew in some disorder after the flight to Warwick. Had the King then seized the initiative and raced for London, though he may well have tarried in the shock of the ferocity of the fight, he could have turned his tactical success into a strategic win as well. Weaknesses showed on both sides. While the King had a clear advantage in numbers and quality of horse, the Royalists would struggle to field enough quality infantry to rival those of Parliament. The reverse was the case with Parliament. This pattern would continue for some time.

Prelude

Charles I had raised his standard in Nottingham on August 22nd. The King found his support in the North, Wales and Cornwall, the Parliament in the South and East. The army of Parliament was at Northampton. The King struck out towards Shrewsbury to gain needed support. Essex moved on Worcester, trying to place his army between the King and London, as the King's army grew at Shrewsbury. The King by the 12th of October felt he was sufficiently strong to move on London and crush the Rebellion. Essex moved to intercept. Saturday the 22nd of October found the King at Edgecote and Essex at Kineton; between them was Edgehill and the hamlet of Radway.

The Battle

At the suggestion of Prince Rupert, the King deployed the army along the crest of Edgehill, a virtual escarpment, hoping to draw Essex to attack on bad ground. Rupert led the Horse on the King's right, Sir Jacob Astley led the Foot in five brigades in the center, and Lord Wilmot had the Cavalry on the left. Opposite was Essex with Sir James Ramsey across from Rupert, Essex and Balfour in the center with three very large infantry brigades deployed into 14 battalions in the Dutch "checkerboard" style, and Lord Fielding on the right. After some time (probably from 9 AM to 3 PM), it became clear that Essex was not going to attack such an impregnable position. At 3 PM the Royal army descended the hill and commenced a general attack. The horse on both wings swept away the feeble Parliamentary horse and pursued them to Kineton, some 2 miles away. This left the infantry to fight it out. The center of the Parliamentary line broke and ran before the Royalists came within musket shot. Essex was in grave danger of a crushing defeat. Into the gap came his reserve brigade of horse with regiments under Sir William Balfour and Sir Philip Stapleton. The horse charged vigorously, and the Royal center formed a *schiltron* or hedgehog in response. Neither Balfour nor Stapleton could break the *schiltron*, but no Royalist horse was around, so they swept past the infantry and raided the Royal artillery. They would have captured it all but for the presence of mind of an artillery officer to render the limbers unusable, so they had to settle with running off the crews. The attention then fell on the Royal *schiltron* that was taken under fire by the advancing infantry under Skippon, and the losses were considerable. The *schiltron* broke and the Parliamentary infantry pushed the Royalists back. By this time the Royalist horse began to return. They were unwilling to charge the hard-fighting Rebel infantry, but their presence was enough for Essex to demure. Much of the night was spent at alarm, but the Royalists stood firm with advantageous ground, and far superior cavalry. Essex withdrew. Some 1500-2000 men were lost. The King then tarried and surrendered the initiative. His maneuver on London was turned at Turnham Green on November 14th and he withdrew to Reading. The chance to stop the rebellion in a single fight was lost.

Edgehill Historical Update

The Battle of Edgehill from the first edition has proven over the years to be one of the most popular battles in the Musket & Pike Battle Series. Since the first version was published, however, two books have become available about the battle. The most comprehensive is *Edgehill: The Battle Reinterpreted* by Christopher Scott, Alan Turton, and Dr. Eric von Arni, published by Pen & Sword Military, UK, in 2004. The basic problem anyone has when analyzing the battle is the Parliamentary deployment. A very detailed diagram of the Royalist deployment was preserved, but the Parliamentary line has to be reconstructed from the numerous accounts. The team of authors poured over the accounts, walked the ground and came up with their best guess. One couldn't ask for a more thorough look, so I wanted to provide a version of the battle based on their research.

The primary differences from the original TACW version are:

- The Parliamentary infantry is deployed in 14 smaller Dutch style battalions.
- The morale of the Royalist Heavy Infantry battalions, which are

facing the more numerous Parliamentary battalions, has been adjusted to retain play balance.

- The Royalist infantry used a Swedish brigade organization for the battle. It was used without much time for training and so was not dramatically effective and was dropped for the “Tertia” of brigades organization.
- Some artillery has been added to both sides based on the latest information.
- The Essex and Balfour cavalry regiments have been moved to the Parliamentary left from the center.
- For this reprint we have made extensive updates to the map based on the latest scholarship. Much of the original battlefield has been developed into a military ammunition depot in modern times. There is ongoing research based on old land records.

For students of the battle and the English Civil War, I highly recommend Scott, Turton and Arni’s book.

ROYALIST FORCES

ARMY COMMANDER: King Charles I (0).

Right Cavalry Wing

WING COMMANDER: Prince Rupert (-2).

REPLACEMENT: Prince Maurice (-1).



1ST LINE

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Usher	2-6	LI	2900	Usher’s Dragoon Regts
Roy.	Duncombe	2-6	LI	3001	Duncombe’s Dragoon Regt, both under Gen. Aston
Roy.	King’s LG	2-8	Cuir.	3101	King’s Lifeguard of Horse 1 troop of 150 under Lord Bernard Stuart
Roy.	Prince of Wales (Pr. Of Wales)	5-8	Cuir.	3102	Prince of Wales Regt, 500 in 8 troops
Roy.	Rupert	5-8	Cuir.	3103	Prince Rupert’s Regt, 465 in 7 troops
Roy.	Maurice	2-8	Cuir.	3104	Prince Maurice’s Regt, 180 in 4 troops

2ND LINE

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	I/Byron	2-7	Cuir.	3203	Col. Sir John Byron’s Regt, 250 in 6 troops (deployed in 2 squadrons of three troops each covering the spaces between the 1st Line)
Roy.	II/Byron	2-7	Cuir	3204	2nd Squadron

Center Infantry Wing

WING COMMANDER: Sgt. Maj. Gen. Jacob Astley (J. Astley) (-1).

REPLACEMENT: Colonel.

1ST LINE

<i>Army</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Roy.	Artillery	2 x 6-17	12-24lb Arty	3011, 3012	Total of four demi-culverins and two culverins
Roy.	Gerard	20-7	2-hex Swedish Style HI	3105-3106	Col. Charles Gerard's (740), Sir Lewis Dyvie's (575) and Sir Ralph Dutton's (670) Regts
Roy.	Fielding	25-8	2-hex Swedish Style HI	3110-3111	Col. Richard Fielding's (460), Sir Thomas Lundsford's (350), Col. Richard Bolle's (560), Sir Edward Fitton's (460) and Sir Edward Stradling's (715) Regts. Broken and Lundsford captured
Roy.	Wentworth	18-7	2-hex Swedish Style HI	3115-3116	Sir Gilbert Gerard's (560), Sir Thomas Salusbury's (910) and Lord Molyneux's Regts (320)

2ND LINE

<i>Army</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Roy.	Belasyse	18-7	2-hex Swedish Style HI	3208-3209	Sir John Belasyse's (505), Sir William Pennyman's (685), Col. Thomas Blagge's (690) Regts
Roy.	Byron	18-8	2-hex Swedish Style HI	3213-3214	King's Lifeguard of Foot (670), The Lord General's (84), Sir John Beaumont's Regts (320). Broken and the Banner Royal captured

Left Cavalry Wing

WING COMMANDER: Lord Wilmot (-1).

REPLACEMENT: Lord Caernarvon (0).

1ST LINE

<i>Army</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Roy.	Caernarvon	3-7	Cuir.	3018	Earl of Caernarvon's Regt, 200 in 4 or 5 troops
Roy.	Grandison	3-7	Cuir.	3019	Lord Grandison's Regt, 200 in 4 troops
Roy.	Wilmot	4-7	Cuir.	3020	Lord Wilmot's Regt, 355 in 6 troops
Roy.	Grey	2-6	LI	2820	Col. Edward Grey's Dragoons
Roy.	Rupert	2-6	LI	2821	Rupert's Dragoons (commanded by Lt. Col. Innes) brigaded under Col. Grey.

2ND LINE

<i>Army</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Roy.	Digby	2-7	Cuir.	3119	Lord Digby's Regt, 150 in 3 or 4 troops
Roy.	Aston	2-7	Cuir.	3118	Col. Sir Thomas Aston's Regt, 150 in 3 troops

PARLIAMENTARY FORCES

ARMY COMMANDER: Robert Devereaux, the Earl of Essex (Essex) (-1); must start with either unit of the Lord General's Infantry Regiment.

Left Cavalry Wing

WING COMMANDER: Sir Ramsey (0).

REPLACEMENT: Colonel.

Treachery on the part of at least one troop of horse on this wing put them off balance when they were already outclassed by Rupert's troops.

Army	Unit	Ratings	Type	Setup	Historical Notes
Essex	Urry	4-6	Cuir.	1503	Col. John Urry's Regt, @360 in 4 troops
Essex	Sandys	4-6	Cuir.	1504	Col. Edwin Sandys' Regt, @240 in 4 troops, includes Earl of Bedford's Regt with 2 troops. Total 6 troops
Essex	Goodwin	4-6	Cuir.	1505	Col. Arthur Goodwin's Regt @360 in 6 troops
Essex	Waller	3-6	Cuir.	1506	Sir William Waller's Regt @240 in 4 troops
Essex	Ramsey	3-6	Cuir.	1507	Sir James Ramsey's Regt @240 in 4 troops
Essex	Musketeers	6 x 1-4	LI	1703, 1704, 1705, 1803, 1805, 1902	400 men from Col. Denzill Holles' Regt and 300 from Col. Thomas Ballard's Regt
Essex	Artillery	3-9	3lb Arty	1607	Three short drake 3lbbers

Center Infantry Wing

WING COMMANDER: Sir William Balfour (-1).

REPLACEMENT: Colonel.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Essex	Fairfax	7-6	HI	1519	Sir William Fairfax (750), Meldrum's Brigade
Essex	Meldrum	7-6	HI	1618	Sir John Meldrum (700), Meldrum's Brigade
Essex	Constable	7-6	HI	1517	Sir William Constable (700), Meldrum's Brigade
Essex	Robartes	5-6	HI	1616	Lord Robartes (500), Meldrum's Brigade
Essex	C. Essex	6-6	HI	1515	Col. Charles Essex (regiment broke and ran before the Royalist infantry) (600), Col. C Essex's Brigade
Essex	Mandeville	6-6	HI	1614	Lord Mandeville (600), Col. C Essex's Brigade
Essex	Wharton	5-6	HI	1513	Lord Wharton (500), Col. C Essex's Brigade
Essex	I/Cholmley	6-6	HI	1612	Sir Henry Cholmley (1128), Col. C Essex's Brigade, 1st Battalion
Essex	II/Cholmley	5-6	HI	1511	Sir Henry Cholmley's 2nd Battalion, Col. C Essex's Brigade
Essex	I/Lord General	5-7	HI	1411	Lord General, Robert Devereaux, Earl of Essex (958), 1st Battalion, Ballard's Brigade
Essex	II/Lord General	4-7	HI	1310	Lord General, Robert Devereaux, Earl of Essex, 2nd Battalion, Ballard's Brigade
Essex	Brooke	7-6	HI	1409	Lord Brooke (740), Ballard's Brigade
Essex	Ballard	5-7	HI	1308	Col. Thomas Ballard; 776 - 300 musketeers detached, Ballard's Brig.
Essex	Holles	7-7	HI	1407	Col. Denzil Holles; 1130 - 400 musketeers detached, Ballard's Brig.
Essex	Essex LG	2-8	Cuir.	1314	Sir Philip Stapleton: Essex's Lifeguard double troop and Capt. Draper, Essex Harquebusier troop @ 180
Essex	Bedford LG	2-8	Cuir.	1312	Earl of Bedford's Lifeguard; double troop and Sir William Balfour's troop @ 180
Essex	Artillery	6-17	12-24lb Arty	Adjacent to any HI unit	Two long barreled 12lbbers and two short barreled 12lbbers
Essex	Artillery	4-14	4-8lb Arty	Adjacent to any HI unit	Four 6lbbers
Essex	Artillery	2 x 3-9	3lb Arty	Adjacent to any HI unit	Two x four short drake 3lbbers

Right Cavalry Wing

WING COMMANDER: Fielding (0).

REPLACEMENT: Colonel.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Essex	Fielding	4-6	Cuir.	1420	Lord Fielding's Regt 360 in 6 troops
Essex	Essex	4-7	Cuir.	1720	Lord General's Regt 360 in 6 troops
Essex	Balfour	4-7	Cuir.	1821	Sir William Balfour's Regt 360 in 6 troops
Essex	Brown	2 x 2-6	LI	1922, 2022	Col. John Brown (537 in 6 troops) and Col. James Wardlawe's (@500 in 6 troops) Dragoons
Essex	Wardlawe	2 x 2-6	LI	2122, 2222	

Special Rules:

1. Slopes: All slope hexsides are gentle.

2. Retreat Edges:

- The Royalist retreat edge is the east edge (34xx).
- The Parliamentary retreat edge is the west edge (11xx).

3. Senior Wing Commanders:

- Royalist: Rupert.
- Parliamentary: Balfour.

4. Special Terrain Feature: The streams, King's Leys Barn (2805), Brexfield Farm (3118), and the ploughed field hexes are for historical reference and have no effect on play.

5. Swedish Style Heavy Infantry Brigades: Note that the Royalist two-hex HI brigades have Swedish Style icons. These units have a special Close Combat capability (14.5). As an exception to 11.1.3, such an HI unit may Close Combat an enemy unit in any of its (the HI unit's) three frontal hexes.

6. Parliamentary Center Wing Commander: Acting Sergeant Major General Ballard was actually in command, and Balfour was supposed to be commanding the Right Wing. But circumstances placed Balfour leading the reserve of the Center, so for game purposes he is the WC. If Balfour is lost, replace him with a generic Colonel (representing Ballard).

7. Optional Rule, Poorly Equipped Royalist Forces: The Royalist Heavy Infantry brigades were poorly equipped with much fewer muskets, and hence suffer a -1 DRM on the Musket table when firing. The Royalist cavalry was also short of pistols, so each is limited to 1 pistol shot instead of the normal 2 before reloading.

Start Time: 3:00 PM

Maximum Duration: 10 turns (through the end of the 6:00 PM turn).

Historical Starting Orders:

ROYALIST:

- All Wings: Start under Charge Orders.

PARLIAMENTARY:

- All Wings: Start under Receive Charge Orders.

Victory:

A decisive victory for the King could have ended the rebellion before it got started. To accomplish this victory, the Royal Army would have needed to defeat Parliament's army and prevent it from interfering with the Royalist advance on London. Anything less meant a stalemate, allowing the war to continue.

Victory Conditions:

VPs	Type of Victory
1 or more	Decisive Parliamentary Victory
-39 to 0	Marginal Parliamentary Victory
-59 to -40	Draw
-89 to -60	Marginal Royalist Victory
-90 or less	Decisive Royalist Victory

Estimated Historical Victory Levels:

ROYALIST:

Type	Points in Play	Losses
Horse	110	20
Foot	50	20
Artillery	40	20
Total	200	60 (30%)

PARLIAMENTARY:

Type	Points in Play	Losses
Horse	100	70
Foot	70	30
Artillery	40	10
Total	210	110 (52%)

Historical Outcome:

- Parliamentary Points: 60
- Royalist Points: 110

Result: A Draw with a VP differential of -50.

3.2. First Newbury, September 20 (September 10), 1643

South of Oxford in Berkshire

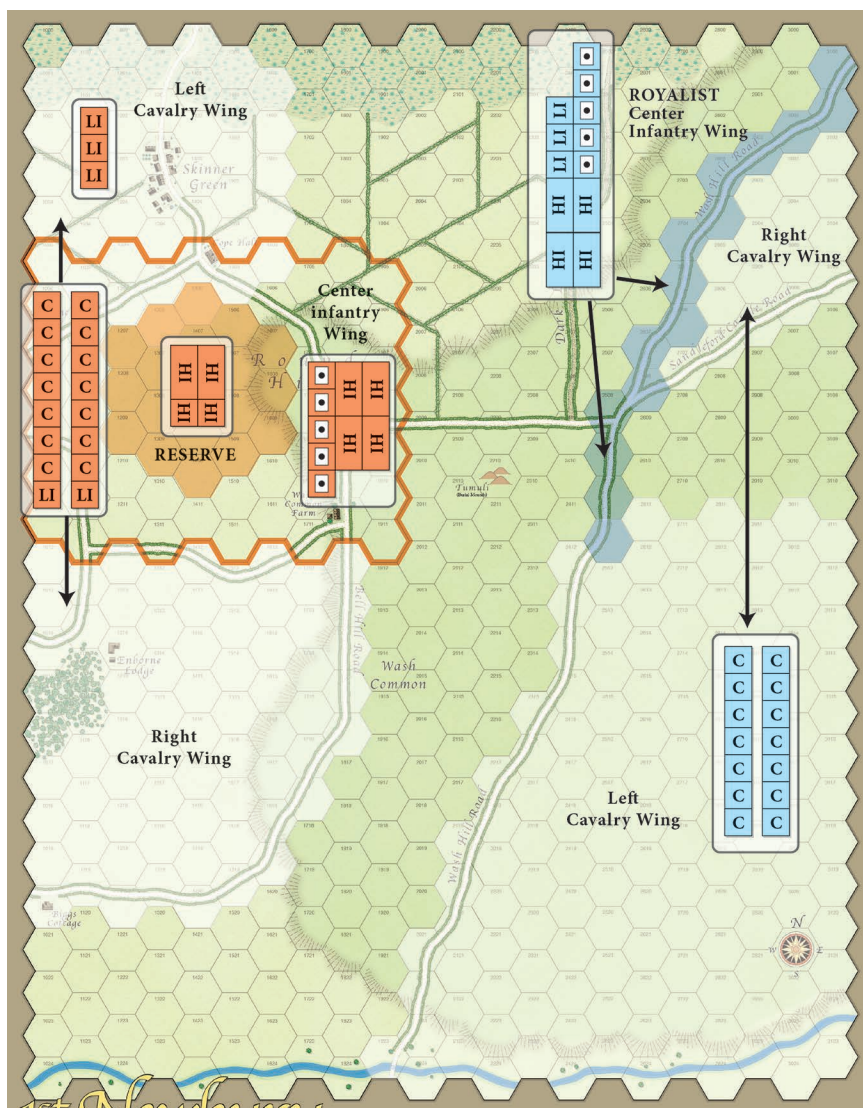
King Charles I vs. the Army of Parliament under Robert Devereaux, Earl of Essex

Historical Background

In the months following Edgehill, things seemed to be going in the King's favor. Parliament's conservative strategy was due in part to their position of wishing to reconcile with the King, but on their terms. Essex's army was left to concentrate on keeping the King at bay. First Newbury is significant in that it is Parliament's first major battlefield victory. As with other fights the battlefield victory was by no means a crushing defeat, and it was not converted to a larger strategic win. The lack of Breitenfeld or Nördlingen type outcomes may be related to this being a civil war and there was not a genuine desire to totally destroy the enemy that you might see in a Nationalistic / Religious conflict. We see the Parliamentary infantry under Philip Skippon carry the day, despite the failure of the horse. Essex proved himself an able general in determining the good ground and letting the King attack him on ground of his choosing.

Prelude

On August 10th, 1643, the King laid siege to Gloucester, an important Parliamentary stronghold. Essex, to counter, departed London on the 26th. Charles raised the siege on September 5th, withdrawing to Sudeley Castle. Essex entered Gloucester three days later. From Gloucester, Essex then moved to Tewkesbury. The King's army moved to Evesham trying to keep in contact. On the 15th, Essex left Tewkesbury and broke for London. The Royalists force-marched and intercepted Essex at Newbury, entering the town just a few hours ahead of Essex. Charles was now between Essex and London, astride the main highway. From the town of Enborne, Essex surveyed the ground to the southwest of Newbury. He spotted a small hill known as Round Hill that had many agricultural enclosures and was naturally defensible. Before sunrise on the 20th, he had dispatched his veteran infantry to seize the hill, which they did unopposed. With the sun rising before them, the Parliamentary army, some 14,000 strong, deployed.



The Battle

By 7 AM the Royalist army was advancing south along the Wash Hill Road and discovered to their dismay that the Parliamentary Army was waiting for them. The Royalist center, under Astley, commenced an attack on Round Hill and was rebuffed. Lord Byron's cavalry was summoned to support and the attack was renewed, but to no avail. On the southern flank, an area known as Wash Common, Rupert in a tough fight routed the Rebel horse, but the infantry in the enclosures were immovable. Through the day, the battle for Round Hill raged and the Royalists nearly gained the heights, but Essex holding his crack London Brigades in reserve counter attacked the exhausted Royalists, sending them reeling back. The fight devolved into an artillery duel that subsided as the night fell. Charles, beaten, withdrew to Oxford in the night. In the morning Essex resumed his march on London. About 3,500 men fell at Newbury.

ROYALIST FORCES

ARMY COMMANDER: King Charles I (0).

Right Cavalry Wing

WING COMMANDER: Lord Byron (0).

REPLACEMENT: See below.

Set up the units of this wing no farther west than Wash Hill Road and no farther south than Sandleford Castle Road. This wing overlaps the Center Wing.

Left Cavalry Wing

WING COMMANDER: Prince Rupert (-2).

REPLACEMENT: See below.

Set up the units of this wing south of row xx11 (exclusive) and no farther west than Wash Hill Road.

Available Cavalry Units:

The Royalist player may assign the following units to either cavalry wing. All units of a brigade must be assigned to a wing together. Historically, Rupert had four brigades and Byron had only his own as the ground on the right was not good for horse. However, Rupert's brigade did figure prominently in the action below Round Hill, and it was Lord Falkland's death in this action that inspired the quote from which the game is titled. Lord Wilmot (-1), Lord Caernarvon (0), or Col. Gerard (0) can be a replacement leader for the commander of the wing that their brigade is a part of.

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	I/ Rupert, II/Rupert, III/Rupert	4-8, 4-7, 3-7	Cuir.	As above	Prince Rupert's cavalry brigade
Roy.	Byron, Aston	4-7, 4-7	Cuir.	As above	Sir John Byron's cavalry brigade, with his Regt and Aston's Regt.
Roy.	I/Caernarvon, II/Caernarvon, III/Caernarvon	4-8, 4-7, 3-7	Cuir.	As above	Lord Caernarvon's cavalry brigade
Roy.	I/Wilmot, II/Wilmot, III/Wilmot	4-8, 4-7, 3-7	Cuir.	As above	Lord Wilmot's cavalry brigade
Roy.	I/Gerard, II/Gerard, III/Gerard	4-8, 4-7, 3-7	Cuir.	As above	Col. Charles Gerard's cavalry brigade

Center Infantry Wing

WING COMMANDER: Sgt. Maj. Gen. Jacob Astley (-1).

REPLACEMENT: Colonel.

Set up the units of this wing along Wash Hill Road anywhere from 3100 to 2511 (inclusive).

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Vavasour	15-8	2-hex HI	As above	Welsh and Marcher regiments summoned to the siege of Gloucester; includes Sir William Vavasour's, Prince Charles', Col. Samuel Sandys', Col. Richard Herbert's and Lt. Col. Arthur Blayney's Regts
Roy.	Byron	18-8	2-hex HI	As above	The Oxford Regiments, commanded by Sir Nicholas Byron: King's Lifeguard, Col. Gerard's, Col. Thomas Pinchbeck's, Lord Percy's, Sir Thomas Blackwell's, Sir Thomas Tyldesley's, Col. William Eure's, Col. Conyers Darcy's and Sir Henry Vaughan's
Roy.	Bristol	3 x 3-6	LI	As above	The Bristol Musketeers under Wentworth.

Roy.	Belasyse	15-6	2-hex HI	As above	Sir John Belasyse's Brigade. This and Gerard's Brigade played little part in the fighting and failed to advance when called for. It is surmised that the hard-fought storming of Bristol led to the general low morale and willingness to storm the strongly held enemy line.
Roy.	Gerard	15-6	2-hex HI	As above	Sir Gilbert Girard's Brigade
Roy.	Artillery	1 x 6-17, 2 x 4-14, 2 x 3-9	12-2lb, 4-8lb, & 3lb Arty	As above	

PARLIAMENTARY FORCES

ARMY COMMANDER: Robert Devereaux, Earl of Essex (-1).

Right Cavalry Wing

WING COMMANDER: Stapleton (0).

REPLACEMENT: Colonel.

Set up the units of this wing no farther north than row xx12 and no farther east than Bell Hill Road.

Left Cavalry Wing

WING COMMANDER: Middleton (-1).

REPLACEMENT: Colonel.

Set up the units of this wing within 3 hexes of Skinners Green.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Essex	Musketeers	3 x 1-4	LI	As above	Under Maj. Richard Fortescue of Bulstrode's Regt

Available Cavalry Units:

The Parliamentary player may assign the following Regiments of Horse to either Cavalry Wing.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Essex	Essex LG	3-8	Cuir.	As above	These two are the cuirassier troops of Essex, Balfour, and Bedford's Regts grouped together as at Edgehill for hitting power.
Essex	Bedford	3-8	Cuir.	As above	
Essex	Essex	4-7	Cuir.	As above	Lord General's Regt
Essex	Balfour	4-7	Cuir.	As above	
Essex	Delbier	3-7	Cuir.	As above	
Essex	Behre	4-7	Cuir.	As above	
Essex	Middleton	4-7	Cuir.	As above	
Essex	Ramsey	4-6	Cuir.	As above	
Essex	Groby	3-6	Cuir.	As above	
Essex	Goodwin	4-6	Cuir.	As above	
Essex	Meldrum	4-6	Cuir.	As above	
Essex	Denbigh	4-6	Cuir.	As above	
Essex	Norton	3-6	Cuir.	As above	
Essex	Harvey	3-7	Cuir.	As above	
Essex	Dragoons	2 x 2-6	LI	As above	

Center Infantry Wing

WING COMMANDER: P. Skippon (-1).

REPLACEMENT: Colonel.

1ST LINE

Set up the units of the this line no farther east than row 19xx, no farther north than row xx05 (Cope Hall), and no farther south than row xx11 (Wash Common Farm). The units are listed from north to south.

<i>Contingent</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Essex	Robartes	10-7	2-hex HI	As above	This wing consisted of Tyrell's, Martin's, Robartes', Constable's, Skippon's, Barclay's, Holmstead's, Holbourne's, Langham's, Bulstrode's and Thompson's Regts. The army was greatly weakened by an outbreak of typhus.
Essex	Skippon	10-7	2-hex HI	As above	
Essex	Barclay	10-6	2-hex HI	As above	
Essex	Holborne	10-6	2-hex HI	As above	
Essex	Artillery	1 x 6-17, 2 x 4-14, 2 x 3-9	12-24lb, 4-8lb, & 3lb Arty	As above	

RESERVE

Set up the units of this line anywhere within 2 hexes of 1408.

<i>Contingent</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
London	London Trained Bands	15-7	2-hex HI	As above	Col. Randall Mainwaring's, Red and Blue Regts of the London Trained Bands
London	London Auxiliaries	15-7	2-hex HI	As above	Red, Blue and Orange Auxiliaries of the London Trained Bands
Essex	Essex	5-7	HI	As above	
Essex	Springate	5-6	HI	As above	Springate's and Brooke's Regts

Special Rules:

1. Slopes: All slope hexsides are steep.

2. Retreat Edges:

- The Royalist retreat edge is the east edge of the map (3100 to 3121).
- The Parliamentary retreat edge is the west edge of the map (1000 to 1023).

3. Senior Wing Commanders:

- Royalist: Lord Forth.
- Parliamentary: Skippon.

4. Special Terrain Feature: Treat the Tumuli hex (2210, Roman era burial mounds) like a hedge-lined road hex, except that it does not block LOS.

5. Break: The battle started in the morning and lasted into the afternoon. If no units are adjacent and no Parliamentary Wings have a Charge Order, then the Royalist player may declare a Break. A maximum of one Break may be declared in this scenario. Declare any Break at the beginning of a turn, before Initiative is determined. If a Break is declared, skip the current turn and the next 3 turns (total of 4 turns). Revert all orders to Receive Charge except where mandatory Rally Orders apply. Return all units to normal Morale except where Casualty Threshold applies. Return all units to either Formation Normal or Open Order, and reload all Cavalry pistols.

6. Round Hill: The Royalist player gains an additional 5 VPs for each hex of “Round Hill” (1607, 1608, 1706, 1707, 1708, 1807, 1808) occupied at the game’s end.

Start Time: 8:00 AM (Turn 1)

Maximum Duration: 20 turns (through the end of the 2:20 PM turn).

Historical Starting Orders:**ROYALIST:**

- Right and Center Wings: Start under Make Ready Orders.
- Left Wing: Start under Charge Orders.

PARLIAMENTARY:

- All Wings: Start under Make Ready Orders.

Victory Conditions:

VPs	Type of Victory
20 or more	Decisive Parliamentary Victory
–39 to 19	Marginal Parliamentary Victory
–69 to –40	Marginal Royalist Victory
–70 or less	Decisive Royalist Victory

Estimated Historical Victory Levels:**ROYALIST:**

Type	Points in Play	Losses
Horse	140	30
Foot	40	20
Artillery	45	0
Total	225	50 (22%)

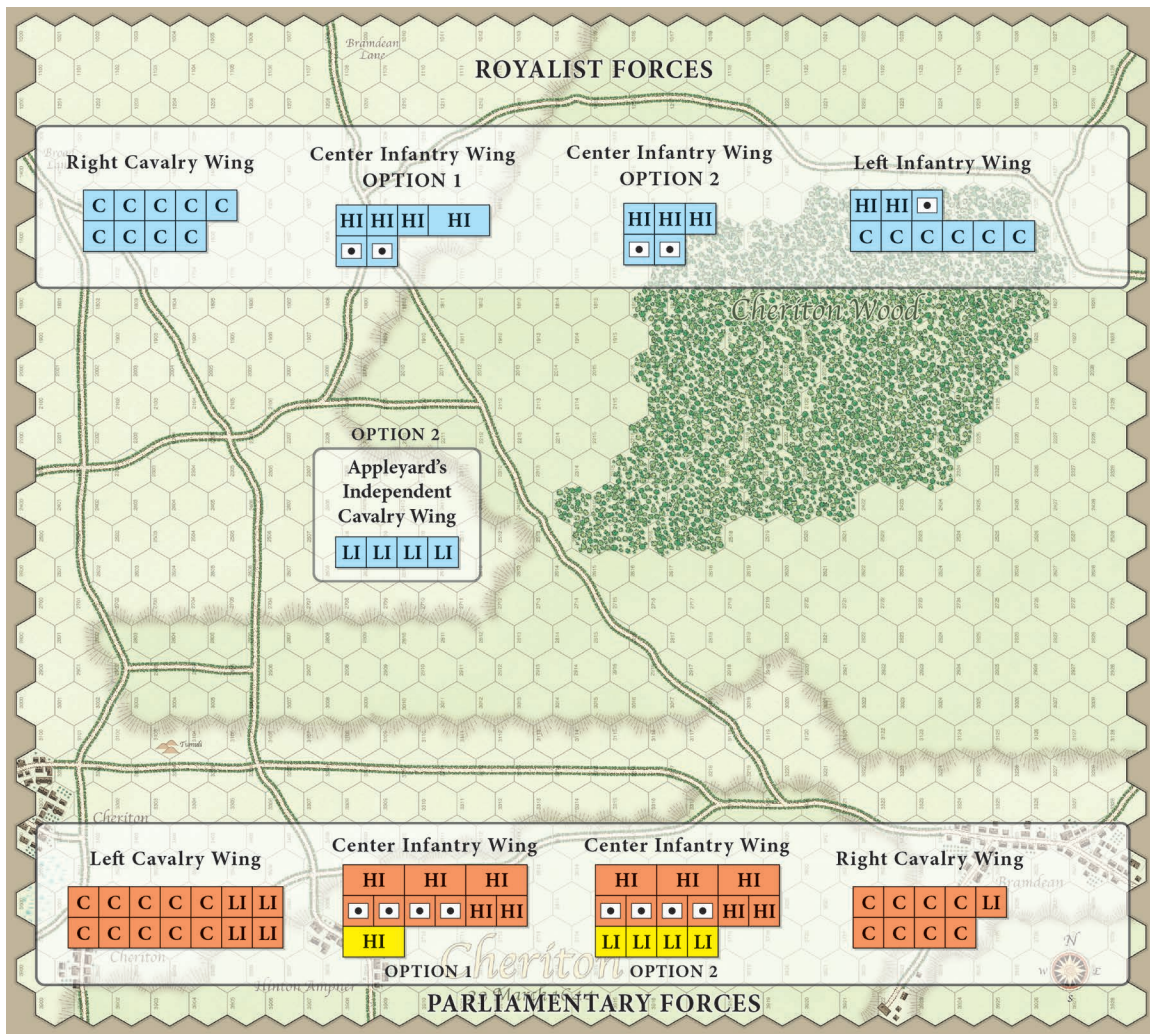
PARLIAMENTARY:

Type	Points in Play	Losses
Horse	140	70
Foot	70	10
Artillery	45	0
Total	255	80 (31%)

Historical Outcome:

- Parliamentary Points: 50
- Royalist Points: 80

Result: A Marginal Parliamentary Victory with a VP differential of –30.



3.3. Cheriton, March 29 (March 19), 1644

Southern England in Hampshire

Royalist Army under Sir Ralph Hopton vs. the Army of Parliament under Sir William Waller

Historical Background

After First Newbury, the King decided to raise another army to clear the rebellious counties of Dorset, Wiltshire, and Hampshire, southwest of London. Sir Ralph Hopton was selected as its leader. To counter this threat, the Parliament formed a command under Sir William Waller, combining the Western and Southern Armies. The two armies battled back and forth over the south of England. Hopton's army was badly deployed and Waller saw an opportunity to destroy it in detail. Waller fell upon the Earl of Crawford's cavalry brigade and a weak brigade of foot under Col. Richard Bolle at Alton on the 13th. Crawford cut his way out of the trap, but Bolle was killed and Waller took over 800 prisoners, many of which promptly enlisted in Waller's army. Hopton was saved by winter, but the stage was set for a confrontation that would decide the fate of southern England.

Prelude

After wintering, both armies were reinforced. Waller's army had been plagued by mutiny in late 1643. Two regiments of foot were disbanded and a mutinous London brigade was released back to the city in exchange for a fresh brigade. Waller was also reinforced from Essex's army with Sir William Balfour's powerful brigade of horse, over 2000 strong. These reinforcements brought Waller's field strength to around 10,000 men. The King sent the aged Lord Forth to reinforce Hopton with two weak brigades of foot, Lisle from Reading and Bard from Oxford, and a strong brigade of horse. This brought Hopton's ranks to around 6000. Forth was the higher-ranking officer, but Hopton was the de facto commander for the ensuing campaign. Moving west toward Winchester in Hampshire, Waller encamped east of Cheriton on the 28th of March, three miles south of Alresford. Hopton's army countered the move and camped near Alresford. Hopton placed Lisle's brigade on some high ground overlooking the open ground north of Waller's encampment.

The Battle

The actual location of the battle and deployment of the units for battle was a matter of considerable debate. Adair in his book on Cheriton argued that the battle took place farther south; however, recent archeology revealed bullets and battlefield debris confirming the traditional site of the battlefield. Three low ridges cut across

the battlefield, and the armies deployed on two of these. Hopton's army was arrayed on the northernmost ridge facing south. Hopton's forces were on the left, Forth's on the right. Across from them was Waller, anchored on his left by Cheriton.

The battlefield was bounded on the east by Cheriton Wood, which Waller had occupied with 1000 London foot, supported by a regiment of horse. Early in the morning Hopton detailed a Colonel Appleyard and 1000 musketeers to clear the wood and secure his flank. Appleyard, with a keen eye for the ground, advanced on the wood out of sight in the low ground until appearing at close range. A ferocious firefight ensued, with the Londoners being routed.

Sir Walter Slingsby and Hopton provide a good account of what happened next. Due to some confusion, Bard's brigade on Hopton's right, Waller's left, advanced ahead of the line. Sir Arthur Haselrigge commanded the horse in this area and seeing the brigade unsupported, he fell upon it and destroyed it. About that time, possibly due to Haselrigge's success, Balfour launched a combined attack of infantry and cavalry against Hopton's left. Slingsby's account is compelling as he fought in the ensuing action with a regiment of foot, "...then the Enemy horse was repulssed [sic] with losse. They immediately try'd the second charge in which Captain Herbert of my Lord Hoptons Regiment was slaine, with a fresh body and were againe repulssed, and soe againe the third time, the foote keeping their ground in a close body, not firing till within two pikes length, and then three rankes att a time, after turning up the butt end of their muskets, charging their pikes, and standing close, preserv'd themselves, and slew many of the enemy."

The quote shows that the Cavalry would charge formed infantry, but such an attack could be repulsed, and it also shows the use of salvo fire.

To prevent the collapse of the infantry line, Hopton committed his cavalry with Stawell's brigade first on the more open ground to his right around 2 PM. Slingsby noted that the terrain slowed the cavalry and deployed piecemeal into Haselrigge's cavalry. Despite the difficulty, Hopton committed Smyth's and Stuart's brigades where they were chewed up suffering heavy casualties. The hedgeline road of Cheriton Lane was the focus of a protracted infantry battle in the center, but with Hopton's cavalry losing ground he was in danger of being rolled up. Lord Forth made the decision that the day was lost and undertook an orderly withdrawal to prevent a disaster. The guns were removed and then the remaining horse covered the withdrawal of the foot. Finally, a courageous rear-guard action by the Queen's Regiment and others prevented disaster.

The losses were not well recorded, but are estimated to be at least 1000, and perhaps as much as 2000, total for both sides. The defeated Royalists made for Basing House and on to Oxford. Waller moved on Winchester the next day and soon all Hampshire was under his control.

Cheriton is not one of the more famous battles of the War, but it was a clear victory for Parliament. It closed a front and was noted at the time as a watershed event. It was a bad beginning to a bad year for the King. The Parliamentary army fielded much better horse than in the past and coupled with strong leadership proved superior.

Set Ups

Cheriton Woods Option

Before setting up any units, the Parliamentary player must first decide if he will use Cheriton Woods option 1 or 2.

Option 1

If the Parliamentary player selects option 1, he sets up the Yellow heavy infantry brigade with the rest of his army as in the general set ups, below, and he does not get the Yellow light infantry units. In this case, the Royalist player must use his option 1, but may set up the Lisle heavy infantry unit with the rest of his army, or in hex 2514. The Royalist player does not get the Appleyard light infantry units and the single hex Paulet heavy infantry unit.

Option 2

If the Parliamentary player selects option 2, he sets up the Yellow light infantry units within two hexes of 2417, and he does not get the Yellow heavy infantry unit. In this case, the Royalist player may select either option 1 (same as above) or option 2. For option 2, the Royalist player sets up Appleyard's Independent Wing anywhere on the map at least two hexes north of all Parliamentary Yellow LI units. The Royalist player does not get Apsley's heavy infantry unit and the double Paulet heavy infantry with option 2, and he must set up the Lisle heavy infantry unit with the rest of the army.

General

Except for those units covered by the Cheriton Woods option, the Parliamentary player sets up all his units within two hexes of the 36xx hexrow. Similarly, except for units covered by the Cheriton Woods option, the Royalist player sets up all his units within two hexes of the 15xx hexrow. For both players, set up the Left Wings on the left of the respective lines, and the Right Wings on the right of the respective lines. Wing commanders start stacked with any unit in their wing. Army Commanders start stacked with or adjacent to any unit of their army. Contingent names have no effect on play.

DESIGNER'S NOTES: There are some significant updates to the Order of Battle from the original C3i version. To provide more insight into the cavalry based on newer research, the scale for cavalry is closer to 70 per strength point and consistent with the Cropredy Bridge scenario.



ROYALIST FORCES

ARMY COMMANDER: Sir Ralph Hopton (-1).

SENIOR WING COMMANDER: Lord Forth (0).

Left Infantry Wing

WING COMMANDER: Lisle (-1).

REPLACEMENT: Colonel.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Forth	Lisle*	6-7	HI	As above	Col. George Lisle's Brigade drawn from Reading
Forth	Bard	6-7	HI	As above	Col. Sir Henry Bard's Greycoats, Col. Charles Gerard's Bluecoats, possibly Lord Percy's from Oxford
Forth	Lord General	4-8	Cuir.	As above	The Lord General's Regt @ 300 men
Forth	Howard	4-7	Cuir.	As above	Thomas Howard @ 300
Forth	Neville	3-7	Cuir.	As above	Col. Sir Richard Neville @ 200
Forth	Manning	3-6	Cuir.	As above	Col. Richard Manning
Forth	Pr. Maurice	4-7	Cuir.	As above	Prince Maurice's Regt @ 300, Maj Robert Legge commanding
Forth	Queen's	3-7	Cuir.	As above	Queen's Regt, Maj Raoul Fleury
Forth	Artillery	4-14	4-8lb Arty	As above	

* The setup for Lisle is affected by the Cheriton Woods Option; see above.

CHERITON WOODS OPTION 1:

Center Infantry Wing

WING COMMANDER: Paulet (-1).

REPLACEMENT: Colonel.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Hopton	Hopton	7-7	HI	As above	Lord Hopton's Regt (300) and Pr. Maurice's Regt (250)
Hopton	Apsley	7-7	HI	As above	Col. Sir Allen Apsley (300) and Dorset and Somerset Companies (300)
Hopton	B Astley	6-7	HI	As above	Col. Sir Bernard Astley & Col. Conyers Griffon's Regts (400)
Hopton	Paulet	10-7	2-hex HI	As above	Col. Sir John Paulet and Col. Sir Charles Vavasour (800-900 veterans)
Hopton	Artillery	4-14	4-8lb Arty	As above	
Hopton	Artillery	3-9	3lb Arty	As above	

OR CHERITON WOODS OPTION 2:

Center Infantry Wing

WING COMMANDER: Paulet (-1).

REPLACEMENT: Colonel.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Hopton	Hopton	7-7	HI	As above	Lord Hopton's Regt (300) and Pr. Maurice's Regt (250)
Hopton	B Astley	6-7	HI	As above	Col. Sir Bernard Astley & Col. Conyers Griffon's Regts (400)
Hopton	Paulet	6-7	HI	As above	Col. Sir John Paulet and Col. Sir Charles Vavasour (800-900 veterans) less detached musketeers
Hopton	Artillery	4-14	4-8lb Arty	Artillery	
Hopton	Artillery	3-9	3lb Arty	Artillery	

Appleyard's Independent Cavalry Wing

WING COMMANDER: Appleyard (-1).

REPLACEMENT: Colonel.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Hopton	Appleyard	4 x 3-6	LI	As above	

End Cheriton Woods Option 2

Right Cavalry Wing

WING COMMANDER: Stuart (-1).

REPLACEMENT: Colonel.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Hopton	Stawell's Cavalry Brigade				Stawell's Brigade included the following regts: Hopton (250 4 Troops), Stawell (150 2 Troops), Gunter (1 Troop), Apsley (1 Troop), Pierce (2 Troops) and Hertford (100 1 Troop) for 11 Troops
	Stawell	3-7	Cuir.	As above	Sir Edward Stawell
	Hopton	3-7	Cuir.	As above	Lord Hopton's Regt
	Hertford	3-7	Cuir.	As above	Marquess of Hertford's Regt
Hopton	Smyth's Cavalry Brigade				Smyth's Brigade included the following regts: Smyth (1 Troop), Bennet (360, 2 Troops), Vaughan (60/80 2 Troops), Waldegrave (211, 3 Troops) and Lindsey (100 formerly Earl of Crawford's, 2 Troops) for 10 Troops
	Lindsey	3-7	Cuir.	As above	Col. Andrew Lindsey (aka Lindsay was formerly the Earl of Crawford's Regt)
	Bennet	3-7	Cuir.	As above	Col. Sir Humphrey Bennet
	Waldegrave	3-7	Cuir.	As above	Col. Sir Edward Waldegrave
Hopton	Stuart's Cavalry Brigade				Stuart's Brigade included the following regts: Stuart (3 Troops), Carey, Crisp (80, 1 Troop), Hamilton (50/160), Clerke (100, 3 Troops), Boteler (150, 5 Troops), Ford (260, 3 Troops) and Fleetwood (2 Troops) for 17 Troops
	Stuart	3-7	Cuir.	As above	Lord John Stuart
	Ford	3-7	Cuir.	As above	Col. Sir Edward Ford
	Boteler	3-7	Cuir.	As above	Col. Sir William Boteler

PARLIAMENTARY FORCES

The Parliamentary forces numbered about 5700 foot, 4100 horse, and 16 guns at the battle.

ARMY COMMANDER: Sir William Waller (-2).

Senior Wing Commander: Sir Arthur Haselrigge (-1).

Left Cavalry Wing

WING COMMANDER: Sir Arthur Haselrigge (-1).

REPLACEMENT: Vandruske (-1).

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Western	I/Waller	4-8	Cuir.	As above	9 Troops, Col. Sir William Waller
Western	II/Waller	4-7	Cuir.	As above	
Western	I/Haselrigge	4-8	Cuir.	As above	8 Troops, Col. Sir Arthur Haselrigge. The famous Lobster fully armored regt.
Western	II/Haselrigge	4-7	Cuir.	As above	
Western	I/Vandruske	3-7	Cuir.	As above	6 Troops, Col. Jonas Vandruske

Western	II/Vandruske	3-7	Cuir.	As above	
Western	Turner	3-6	Cuir.	As above	
Southern	Cooke	3-6	Cuir.	As above	4 Troops, Col. Edward Cooke
Southern	Livesey	4-7	Cuir.	As above	5 Troops, Col. Sir Michael Livesey (Kent), including a Troop of Dragoons
Southern	Norton	4-7	Cuir.	As above	5 Troops, Col. Richard Norton
Western	Musketeers	4 x 1-4	LI	As above	

Center Infantry Wing

WING COMMANDER: Potley (-1).

REPLACEMENT: Brown (0).

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Western	Waller	6-8	HI	As above	Lt. Col. James Baker
Western	Haselrigge	12-7	2-hex HI	As above	Haselrigge's under Lt. Col. John Birch, Bluecoats and Potley's Regts
Southern	Weldon	10-7	2-hex HI	As above	Col. Ralph Weldon, Lt. Col. Nicholas Kempton, "The Kentish Regiment"
Southern	Jones	6-7	HI	As above	Lt. Col. Jeremy Baines, Greencoats, garrison of Farnham Castle
London	White	10-7	2-hex HI	As above	Col. Isaac Pennington White Regiment of the London Trained Bands
Western	Artillery	6-17	12-24lb Arty	As above	
Western	Artillery	4-14	4-8lb Arty	As above	
Western	Artillery	2 x 3-9	3lb Arty	As above	

ADD TO CENTER WING FOR CHERITON WOODS OPTION 1:

London	Yellow	10-7	2-hex HI	As above	Col. Sir John Wollston's Yellow Regt of the London Trained Bands
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OR FOR CHERITON WOODS OPTION 2:

London	Yellow	4 x 2-5	LI	As above	Yellow Regt of the London Trained Bands
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Right Cavalry Wing

WING COMMANDER: Balfour (-1).

REPLACEMENT: Middleton (-1).

This strong Cavalry Brigade from Essex's Army was over 2300 strong.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Essex	I/Balfour	4-8	Cuir.	Col. Sir William Balfour	
Essex	II/Balfour	4-7	Cuir.	2nd Squadron	
Essex	I/Meldrum	4-7	Cuir.	Col. John Meldrum	
Essex	II/Meldrum	4-6	Cuir.	2nd Squadron	
Essex	I/Middleton	4-7	Cuir.	Col. John Middleton	
Essex	II/Middleton	4-6	Cuir.	2nd Squadron	
Essex	I/ Dalbier	4-7	Cuir.	Col. John Dalbier	
Essex	II/ Dalbier	4-6	Cuir.	2nd Squadron	
Essex	Cunningham	2-6	LI	Col. Adam Cunningham's Regt of Foot was mounted as Dragoons for the Campaign	

Special Rules:

1. Slopes: All slopes hexsides are gentle.

2. Retreat Edges:

- The Royalist retreat edge is the north edge (10xx).
- The Parliamentary retreat edge is the south edge (39xx).

3. Senior Wing Commanders:

- Royalist: Lord Forth (0)
- Parliamentary: Haselrigge (-1)

4. Special Terrain Feature: Treat the Tumuli hex (3103, Roman era burial mounds) like a hedge-lined road hex, except that it does not block LOS.

5. Setup: The Parliament Player sets up first.

Start Time: 9:00 AM (Turn 1)

Maximum Duration: 19 turns (through the end of the 3 PM turn).

Historical Starting Orders:

Due to the terrain and deployments, both sides were tentative at the beginning of the battle, and hence no Wing starts under Charge orders.

ROYALIST:

- All Wings: Start under Make Ready Orders.

PARLIAMENTARY:

- Left and Right Wings: Start under Make Ready Orders
- Center Wing: Start under Receive Charge Orders

Victory Conditions:

VPs	Type of Victory
40 or more	Decisive Parliamentary Victory
20 to 39	Marginal Parliamentary Victory
10 to 19	Draw
-10 to 9	Marginal Royalist Victory
-11 or less	Decisive Royalist Victory

Estimated Historical Victory Levels:**ROYALIST:**

Type	Points in Play	Est. Losses
Horse	150	90
Foot	35	10
Artillery	25	0
Total	210	100 (48%)

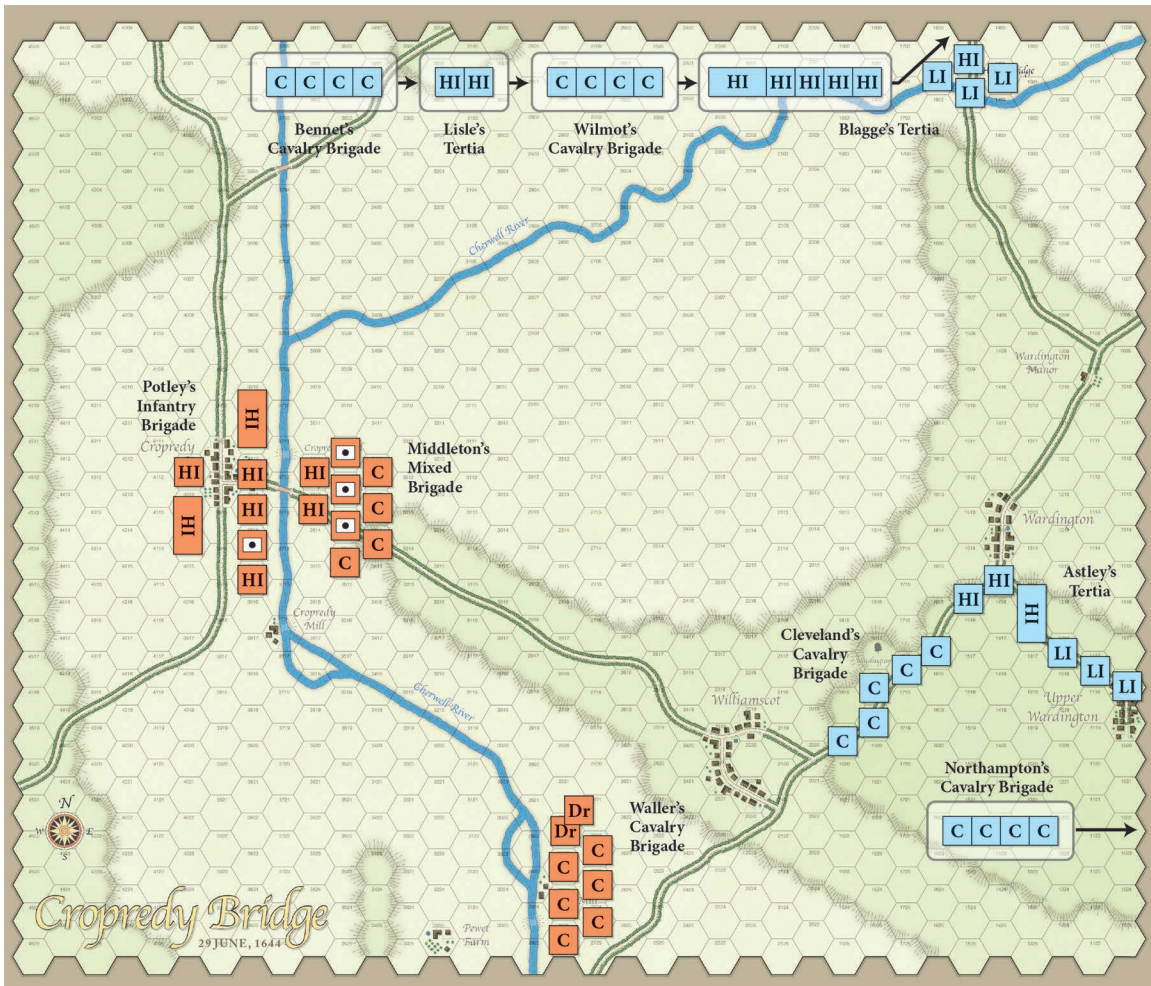
PARLIAMENTARY:

Type	Points in Play	Est. Losses
Horse	180	50
Foot	50	15
Artillery	35	0
Total	265	65 (25%)

Historical Outcome:

	Total VPs	Lost
Royalists	210	100
Parliament	265	65

Result: A Marginal Parliamentary Victory with a VP differential of 35



3.4. Cropredy Bridge, June 29 (June 19), 1644

North Oxfordshire

King Charles I vs. the Army of Parliament under Sir William Waller

Historical Background

Cropredy Bridge does not often come to mind when thinking of the major battles of the English Civil War. There are several that

were bigger, but I included it because it was not a set piece battle. Mostly a cavalry engagement, it fed Waller a bit of humility after the big win at Cheriton and was fairly well documented. This fight gives the players the opportunity to fight in a more fluid situation, and as such it is a good learning scenario. As with so many fights of this war, good leadership and a brave stand averted a disaster after the fight proper was lost.

Prelude

After the victory at Cheriton, Parliament’s main army made for the Royalist stronghold in Yorkshire. Waller was needed to prevent the King from reinforcing the North. Balfour’s brigade was withdrawn, leaving Col. John Middleton, who had a personal falling out with Balfour. The Londoners also had to return to their businesses. Waller had gone to Kent to deal with issues from his Southern Army regiments and picked up an infantry brigade. Moving north from Kent, Waller intended to fall upon the King’s headquarters at Oxford from the north and interpose himself between the King and the main Parliamentary army in Yorkshire. The King’s army was stronger than Waller and the two found themselves on opposite sides of the Cherwell River, three miles north of Banbury. The King’s army was moving north on the east side of the river, Waller’s shadowing on the west.

The Battle

The morning of June 29th found the King's army continuing its march north. Charles' army had about 5000 foot in three brigades or "Tertias" and four brigades of horse of about 900-1000 men each. The Vanguard was Bennet's Brigade of Horse and Lisle's Tertia. The main body was Lord Wilmot's brigade and Blagge's Tertia. The rear was Cleveland's brigade and Astley's Tertia, with Northampton's brigade covering the tail. At the head of the column orders were given to speed ahead, but these orders did not filter to the rear. At a large bend in the river, Waller watched as the Vanguard and Main body crossed Hay's Bridge to the north and a mile-wide gap opened in the line of march. At the gap lay Cropredy Bridge.

<i>Corps</i>	<i>Sequence</i>	<i>Units</i>
Vanguard	Bennet's Cavalry Brigade	4
Vanguard	Lisle's Tertia	2
Main	Wilmot's Cavalry Brigade	4
Main	Blagge's Tertia	6 + 3 LI
Gap	From Hay's Bridge to Wardington Village	
Rearguard	Cleveland's Cavalry Brigade	5
Rearguard	Astley's Tertia	3 + 3 LI
Rear Screen	Northampton's Cavalry Brigade	4

Waller divided his forces into two attack columns and a rearguard. Col. John Middleton led the main attack of some 1500 horse, and 1000 Foot and seized the bridge. Waller himself led a force of horse about a mile south and forded at Slat's Mill. The rearguard with the bulk of the infantry remained on the west side, under Gen Potley. The plan was to fall upon the Royalist rear and defeat the army in detail.

However, Waller made several mistakes. First, inexplicably, much of his artillery crossed with Middleton's wing. Second, a large ridge lay between the crossings and the two forces could not see each other to coordinate their attacks. Also, on Waller's side the ridge was quite steep. Middleton pressed hard and nearly captured Hay's Bridge, but Cleveland counterattacked and drove him back. Intending to destroy the Royalists in detail, Waller found that the tables had been turned. Northampton rebuffed Waller's force and then turned on Middleton's. By this time, reinforcements were arriving from the main body and Middleton's force was routed and 11 guns were lost. Seeking to press the advantage, the Royalists then tried to force their way across Cropredy Bridge, but the Kentish brigade bravely held the west side and saved the army. By nightfall, Waller was reorganized and established on the high ground west of the bridge in an impregnable position, and the fight died away with Waller's remaining guns driving the Royalists back from the river. The armies stood their ground the following day, but when the King learned that Parliamentary reinforcements were coming, he quit the position in the night.

ROYALIST FORCES

ARMY COMMANDER: None; see special rules.

4500 foot, 3700 horse, no guns

Bennet's Cavalry Brigade

WING COMMANDER: Col. Sir Humphrey Bennet (0). A long political career, but not a professional soldier. Performed adequately with bravery.

REPLACEMENT: Colonel.

This brigade was the advance guard and did not make it south for the general action but is included if the Royalist player wants to force a larger action.

Set up units of this brigade off map north of Hay's Bridge. Must enter along the road in column leading to Hay's Bridge sequentially behind Lisle's Tertia

<i>Brigade</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Bennet	Bennet	3-7	Cuir.	As above	Col. Sir Humphrey Bennet
Bennet	Vaughn	3-7	Cuir.	As above	Col. Sir George Vaughn
Bennet	Waldgrave	3-7	Cuir.	As above	Col. Sir Edward Waldgrave
Bennet	Lindsey	3-6	Cuir.	As above	Col. Andrew Lindsey

Lisle's Tertia

WING COMMANDER: Col. George Lisle (-1). An experienced officer of foot, trained in the Netherlands. Distinguished himself at Edgehill, both battles of Newbury, and Naseby. Was executed by firing squad with Sir Charles Lucas at Colchester in 1648.

REPLACEMENT: Colonel.

This brigade was the advance guard and did not make it south for the general action but is included if the Royalist player wants to force a larger action.

Set up units of this brigade off map north of Hay's Bridge. Must enter along the road in column leading to Hay's Bridge sequentially behind Wilmot's Cavalry Brigade.

<i>Tertia</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Lisle.	Lisle	7-7	HI	As above	7 Companies, Col. George Lisle
Lisle.	Thelwall	5-7	HI	As above	4 Companies, Col. Anthony Thelwall

Wilmot's Cavalry Brigade

WING COMMANDER: Lieutenant General Henry, Lord Wilmot (-1) (WIA). Long military career as a cavalry officer from 1635 with the Dutch. A solid career, he was known for heavy drinking and was dismissed by the King in August 1644 when he was suspected of negotiating with Parliament. He fought with King Charles II at Worcester and accompanied him into exile where he was created Earl of Rochester.

REPLACEMENT: Colonel.

Set up units of this brigade off map north of Hay's Bridge. Must enter along the road in column leading to Hay's Bridge sequentially behind Blagge's Tertia.

<i>Brigade</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Wilmot	Forth	3-8	Cuir.	As above	The Lord General, Lord Forth's Regt
Wilmot	Pr Maurice	3-8	Cuir.	As above	Prince Maurice
Wilmot	Howard	3-7	Cuir.	As above	Col. Thomas Howard
Wilmot	Croker	3-6	Cuir.	As above	Col. Gerrard Croker

Blagge's Tertia

WING COMMANDER: Col. Thomas Blagge (0). Unremarkable career, commanded a regiment from 1642 to 1646 without being knighted and did not command a Tertia in the 1645 campaign. Remained a soldier and fought with the King Charles II at Worcester in 1651.

REPLACEMENT: Colonel.

Set up the non-LI units of this brigade north of Hay's Bridge, with the King's LG unit in 1500 and the LI units as indicated below. Enter the rest in column sequentially along the road.

<i>Tertia</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Blagge	King's Life Guard (LG)	5-8	HI	1500	4 Companies, Combined with Earl of Lindsey's Regt, Red Coats
Blagge	J Astley	6-7	HI	As above	5 Companies, Combined Col. John Stradling and Col. Jacob Astley Regts
Blagge	Bard	6-7	HI	As above	5 Companies, Col. Sir Henry Bard, Grey Coats
Blagge	Dyve	5-7	HI	As above	4 Companies, Col. Sir Lewis Dyve
Blagge	Apsley	6-7	HI	As above	6 Companies, Col. Sir Allen Apsley, Red Coats
Blagge	Pennyman	12-7	2-hex HI	As above	10 Companies, Col. Sir James Pennyman
Blagge	Percy	3 x 1-4	LI	1401, 1501, 1601	3 Companies from Col. Lord Percy

Cleveland's Cavalry Brigade

WING COMMANDER: Sir Thomas Wentworth, 1st Earl of Cleveland (-1). A gentleman volunteer who held no command prior to Cropredy Bridge. Displayed great bravery and aptitude and remained a gallant and distinguished officer at Second Newbury. He was taken prisoner there and remained so until 1648. He led the charge to cover the retreat of King Charles II at Worcester and was again captured and imprisoned for another 5 years.

REPLACEMENT: Colonel.

Set up units of this brigade along the road south of Wardington Village in column.

<i>Brigade</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Cleveland	Pr Charles	3-8	Cuir.	As above	Lt. Col. Sir John Browne
Cleveland	Neville	3-7	Cuir.	As above	Richard Neville
Cleveland	Cleveland	3-7	Cuir.	As above	Lt. Col. John Fleetwood
Cleveland	Boteler	3-7	Cuir	As above	Col. Sir William Boteler, second in command
Cleveland	Clerke	3-6	Cuir.	As above	Col. Sir William Clerke

Astley's Tertia

WING COMMANDER: Col. Bernard Astley (0). Second son of Sir Jacob Astley. A talented officer who rose from Sergeant Major in 1640 to Lieutenant Colonel in 1643, and to Colonel and major command of a Tertia in 1644. He was killed at the second siege of Bristol on September 4, 1644.

REPLACEMENT: Colonel.

Set up units of this brigade directly behind Cleveland's brigade along the road in column leading through Upper Wardington to off map.

<i>Tertia</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Astley	B Astley	7-7	HI	As above	6 Companies, Col. Bernard Astley
Astley	Hopton	6-7	HI	As above	5 Companies, Col. Lord Hopton, Blue Coats
Astley	Talbot	10-7	2-hex HI	As above	9 Companies, Col. Talbot's Yellow Coats
Astley	Cooke	3 x 1-4	LI	As above	3 Companies from Col. Cooke Regt

Northampton's Cavalry Brigade

WING COMMANDER: James Compton, 3rd Earl of Northampton (-1), became Earl after his father the 2nd Earl was killed at Hopton Heath. A talented officer who was a Lieutenant Colonel in his father's regiment and was wounded at Hopton Heath in 1643. He took over the regiment and distinguished himself. He was taken from Wilmot's Brigade to command his own brigade not long before the battle.

REPLACEMENT: Colonel.

Units of this brigade enter turn 1 on the east map edge south of Upper Wardington

<i>Brigade</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Northmptn	Wilmot	3-7	Cuir.	As above	Lt. Col. Paul Smyth
Northmptn	Weston	3-7	Cuir.	As above	Col. Thomas Weston, second in command
Northmptn	Northampton	3-7	Cuir.	As above	Lt. Col. Sir Charles Compton
Northmptn	Percy	3-6	Cuir.	As above	Lt. Col. Arthur Slingsby

PARLIAMENTARY FORCES

ARMY COMMANDER: None; see special rules.

3600 foot, 2900 horse, 16 guns

Waller's Cavalry Brigade

WING COMMANDER: Sir W. Waller (-2).

REPLACEMENT: Colonel.

Set up units of this wing within 2 hexes of Slat's Mill, east of the river.

<i>Brigade</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Waller	I/Waller	4-8	Cuir.	As above	9 Troops in 2 Squadrons, Col. Sir William Waller
Waller	II/Waller	4-7	Cuir	As above	
Waller	Cooke	4-6	Cuir	As above	4 Troops, Col. Edward Cooke
Waller	Livesey	4-7	Cuir	As above	5 Troops, Col. Sir Michael Livesey (Kent), including a Troop of Dragoons
Waller	Norton	4-7	Cuir.	As above	5 Troops, Col. Richard Norton
Waller	Thompson	3-6	Cuir.	As above	Col. George Thompson's Regt commanded in person by Lt. Col. Thorpe
Parl.	Waller	2 x 2-6	Dragoons	As above	Waller's Regt. of Dragoons

Middleton's Mixed Brigade

WING COMMANDER: Lieutenant General John Middleton (-1). Saw service as a pikeman in French service with Hepburn's regiment in 1633. As an experienced soldier he commanded the cavalry on the Left at Edgehill. He served as second in command to David Leslie at the defeat of Montrose at Philiphaugh in 1645, but changed sides afterwards fighting at Preston and Worcester. Wounded at Worcester, he was captured and later escaped to join King Charles II in exile. His loyalty was rewarded at the restoration.

REPLACEMENT: Colonel.

Set up units of this wing on map within 3 hexes of Cropredy Bridge or Ford, east of the river.

<i>Brigade</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Middleton	Waller	7-7	HI	As above	6 Companies, Lt. Col. James Baker (POW)
Middleton	Jones	6-7	HI	As above	5 Companies, Lt. Col. Jeremy Baines (POW), garrison of Farnham Castle, Green Coats
Middleton	I/Haselrigge	4-8	Cuir.	As above	8 Troops, "Lobsters" of Col. Sir Arthur Haselrigge in 2 Squadrons
Middleton	II/Haselrigge	4-7	Cuir	As above	
Middleton	I/Vandruske	3-7	Cuir.	As above	6 Troops in 2 Squadrons of Col. Jonas Vandruske
Middleton	II/Vandruske	3-7	Cuir.	As above	
Middleton	Artillery	4-14	4-8lb Arty	As above	
Middleton	Artillery	2 x 3-9	3lb Arty	As above	

Potley's Infantry Brigade

WING COMMANDER: Sergeant Major General of Foot Andrew Potley (-1).

REPLACEMENT: Colonel.

Set up units of this wing within 5 hexes of Cropredy Bridge west of the river.

<i>Brigade</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Potley	Potley	6-7	HI	As above	5 Companies, Sergeant Major General Andrew Potley
Potley	Haselrigge	5-7	HI	As above	4 Companies, Lt. Col. John Birch, Blue Coats
Potley	Weldon	10-7	2-hex HI	As above	9 Companies, Col. Ralph Weldon, Lt. Col. Nicholas Kempton, "The Kentish Regiment"
Potley	Southwark	5-7	HI	As above	4 Companies, Col. James Houblon, Southwark White Auxiliaries, The City Brigade, Major-General Sir James Harrington

Potley	Tower Hamlets	5-7	HI	As above	4 Companies, Col. Francis Zachary, Tower Hamlets, The City Brigade
Potley	Westminster	10-7	2-hex HI	As above	9 Companies, Col. James Prince, Westminster Auxiliaries (“The Yellow Regiment”), The City Brigade
Potley	Artillery	6-17	12-24lb Arty	As above	

Special Rules:

1. Slopes: All slopes hexsides are steep.

2. Retreat Edges:

- The Royalist retreat edge is the east edge.
- The Parliamentary retreat edge is the west edge. Parliamentary units routed east of the Cherwell River perform rout movement to the nearest crossing.

3. Army Commanders: Due to the fragmented nature of the battle neither side has an Army Commander. King Charles was present and observed the action but did not perform much in the role. Sir William Waller functioned as a Brigade Commander by dividing his forces and personally leading a brigade.

4. Middleton’s Mixed Brigade: The two infantry battalions with Middleton’s mixed brigade can either trace command to Middleton normally, or are considered “in command” if they are within 5 hexes of Cropredy Bridge (3712).

5. Column: All Royalist Heavy Infantry units start and enter play in column. Those entering must do so sequentially in column as they were strung out along the road.

6. Geographic Victory Points:

Location	Hex Number	VP for	Occupied During Play	Occupied at End of Game
Hay’s Bridge	1501	Parliament	10	20
Cropredy Bridge	3712	Royalist	10	20
Cropredy Ford	3711	Royalist	5	10
Cropredy Mill Ford	3715	Royalist	5	10
Slat’s Mill Ford	2924	Royalist	5	10
Northern Bridge	3703	Either	5	5
Road Junction	1415	Parliament	10	20

For geographic victory points:

- A given side can get the “During Play” points only once, no matter how many turns or times units of that side occupy the location.
- If a side occupies a location at the end of the game, that side gets the “End of Game” points but not the “During Play” points. That is, the points for the two columns are not cumulative.

- However, one side can get the “During Play” points while the other side gets the “End of Game” points.

Start Time: 1:20 PM (Turn 1)

Maximum Duration: 15 turns (through the end of the 6 PM turn).

Historical Starting Orders:

ROYALIST:

- All Brigades: Start under Make Ready Orders.

PARLIAMENTARY:

- Waller and Middleton’s Brigades: Start under Make Ready Orders
- Potley’s Brigade: Start under Receive Charge Orders

Victory Conditions:

VPs	Type of Victory
40 or more	Decisive Parliamentary Victory
10 to 39	Marginal Parliamentary Victory
–9 to 9	Draw
–10 to –39	Marginal Royalist Victory
–40 or less	Decisive Royalist Victory

Estimated Historical Victory Levels:

ROYALIST:

Type	Points in Play	Losses
Horse	170	40
Foot	60	10
Artillery	0	0
Total	230	50 (22%)

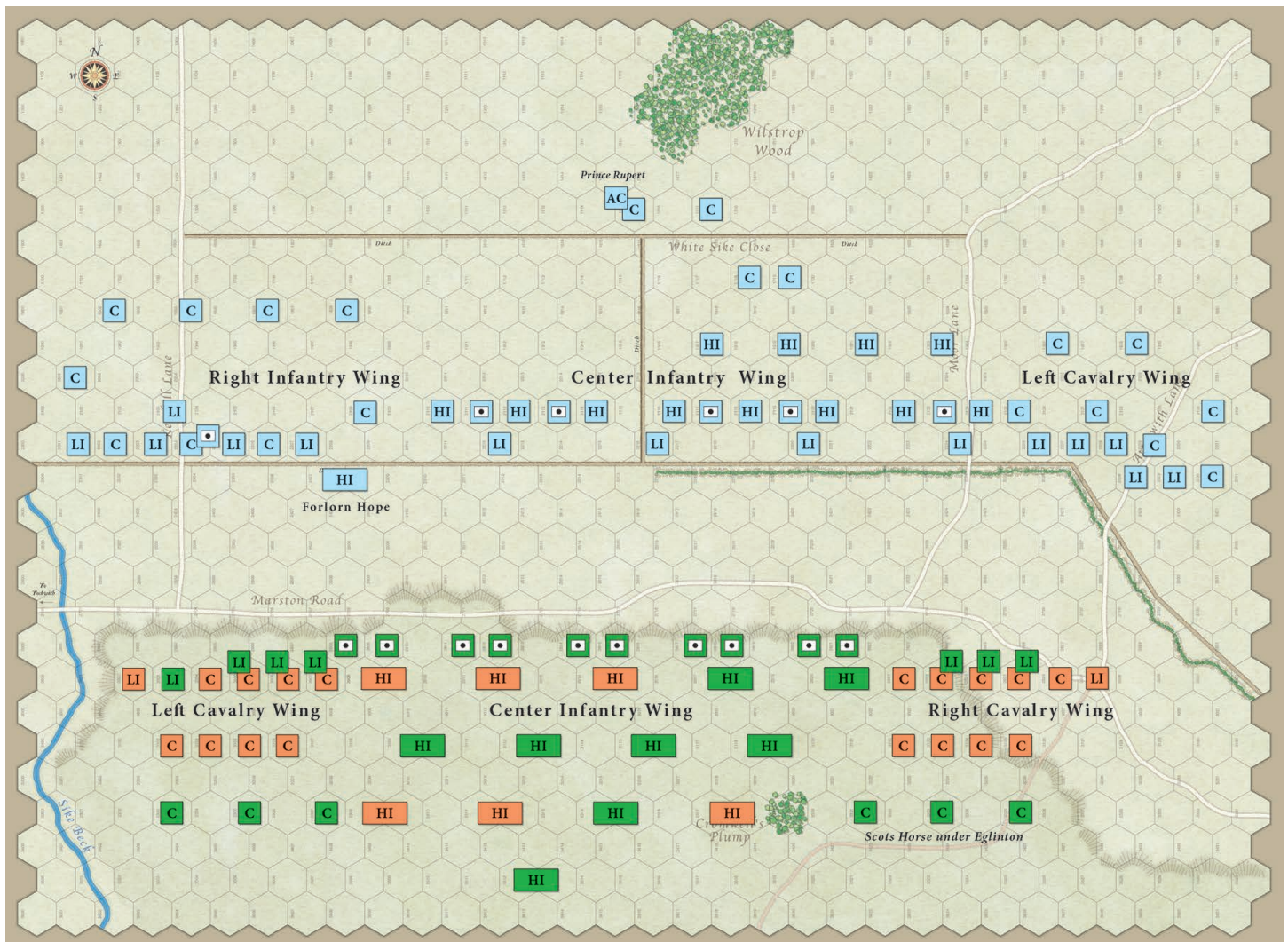
PARLIAMENTARY:

Type	Points in Play	Losses
Horse	100	80
Foot	50	15
Artillery	40	20
Total	190	115 (61%)

Historical Outcome:

- Parliamentary Points: 50
- Royalist Points: 115

Result: A Decisive Royalist Victory with a VP differential of -65.



3.5. Marston Moor, July 2 (June 22) 1644

Southwest of York in Yorkshire

Prince Rupert of the Palatine vs. Alexander Leslie, Earl of Leven commanding the Allied armies of Scotland, and the Northern and Eastern Associations.

Historical Background

Much of Northern England had been a Royalist stronghold for the first two years of the war and hotly contested between William Cavendish, Marquis of Newcastle, for the King and Ferdinando Fairfax's Northern Association. The Scots invaded and joined with Parliament's F. Fairfax's Northern Association Army and the Earl of Manchester's Eastern Association Army. With a combined strength of around 27,000, this Allied army laid siege to England's second largest city, York. Newcastle ably defended the city from attempts to take it by storm. The King dispatched Prince Rupert with a strong force of veteran horse and infantry to the relief of York. Marston Moor was the largest and bloodiest battle of war. The forces totaled as much as 45,000 and two hours of no-quarter fighting left over 4,000 dead. The Allied army put together strong

infantry and cavalry into a decisive combination that destroyed the entire Royalist Foot. Rupert narrowly escaped with only the remnants of his Horse.

Prelude

Rupert in a brilliant maneuver relieved the siege in the face of a superior force. The Allied army with its size and difficulty in command structure proved unwieldy. It retired westward some seven miles where it was pursued by Rupert's army. On Marston Moor, holding the high ground, the Allied army reversed its march and arrayed itself. Rupert then drew up his army within 500 yards of the Allies, behind a ditch. The forces faced each other in battle order around 3 PM. Newcastle's York infantry, clamoring for their pay, did not leave York until 4 PM which would have them arriving on Marston Moor as the fighting broke out.

The Battle

After the rain broke and the armies faced each other, an artillery duel raged for some time until dying down by 6 PM. Rupert held a council of war. On his right was Lord Byron, in the center was Eythin and Rupert's veteran infantry deployed thinly to cover the greater front offered by the enemy, and Lord Goring was on the left. Eythin had strong misgivings about the deployment, feeling

it was too close. The Allies were drawn up with Oliver Cromwell and the powerful Eastern Association Horse on the left, fourteen brigades of infantry in the center under the Scot General Lumsden, and Thomas Fairfax with the rest of the Parliamentary Horse on the right. The overall command of the Allied army was under the aged Scot Earl of Leven, though Fairfax and Manchester were assisting.

As Rupert's council dismissed and they thought that the day was over, it became clear that something was amiss. It was unclear what precipitated the attack, but at 7 PM the Allies launched a general attack. Byron may have prematurely charged in response to a probe to his front by the Scots dragoons under Fraser. Fairfax's horse had to attack over a hedge-lined berm and suffered heavy losses at the hands of the commanded muskets placed there. Fairfax broke through with a small portion of his command and chased some Royalists for some distance, thus disappearing from the fight. Goring then counter attacked and crushed the entire right. Much of Goring's command then pursued the fleeing horse leaving the infantry unmolested. Those that did attempt to turn the Scots flank broke against a stout *schiltron*.

On the left, Cromwell and the left of the infantry line smashed their way forward. Rupert's own elite regiment flew into the fray, but the well-equipped and disciplined "Ironsides" troopers finally

overwhelmed them and destroyed Rupert's entire right wing. In this the Scot, David Leslie, ably seconded Cromwell when he retired to tend a neck wound. Cromwell returned, and unlike Goring was able to take control of his wing and lead it around the back of Rupert's line and fall upon the rear.

Next to Cromwell was the fiery General Crawford leading two brigades of Manchester's infantry. The ditch was not as pronounced as it was farther east, and he swept forward turning the flank. In the center the Scots, and one of Fairfax's brigades shattered on the stiff defense of Rupert's veteran infantry. When Goring's attack succeeded, Leven, Fairfax and Manchester, thinking the day was lost broke and ran. Manchester did return toward the end, after learning of his mistake.

By nightfall all was lost and Newcastle's tardy "Whitecoats" were slaughtered in a last stand. A truly decisive victory was won. York fell on the 16th, the city of Newcastle on October 16th. One of the King's staunchest supporters, the Marquis of Newcastle, fled into exile. The only bright point for the King was in Scotland, where the power vacuum left by the invasion of England gave rise to James Graham, Earl of Montrose, rallying the Highlanders to the King's cause.

ROYALIST FORCES

ARMY COMMANDER: Prince Rupert (-2; sets up in 1515).

Right Infantry Wing

WING COMMANDER: Lord Byron (0; Rupert's Cavalry).

REPLACEMENT: Colonel.

FORLORN HOPE

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Rupert/Byron	12-8	2-hex HI	2307-2308	Rupert's "Bluecoats" and Byron's "Redcoats" brigaded under Col. Napier
Roy.	Trevor	4-7	Cuir.	2108	

1ST LINE (RUPERT'S HORSE UNDER LORD BYRON)

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Byron	3-8	Cuir.	2202	
Roy.	Urry	2-7	Cuir.	2204	
Roy.	Vaughn	3-7	Cuir.	2206	
Roy.	Tuke	2-7	Cuir.	2001	
Roy.	Musketeers	5 x 1-4	LI	Stacked w/ or adjacent to any other unit	
Roy.	Artillery	3-9	3lb Arty	2204	

2ND LINE (RUPERT'S HORSE UNDER LORD MOLYNEUX)

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Molyneux	2-7	Cuir.	1802	
Roy.	Tyldesley	3-7	Cuir.	1804	
Roy.	Leveson	2-7	Cuir.	1806	
Roy.	Rupert	4-8	Cuir.	1808	

Center Infantry Wing

WING COMMANDER: Sgt. Maj. Gen. Henry Tillier (0; Rupert's Infantry).

REPLACEMENT: Marquis of Newcastle (-1), Lord Eythin (0).

1ST LINE

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Moore	4-7	HI	2110	
Roy.	I/Tyldesley, II/Tyldesley	5-7, 4-7	HI	2112, 2114	
Roy.	I/Broughton II/Broughton	5-7, 4-7	HI	2116, 2118	
Roy.	Gibson	4-7	HI	2120	Composite of the remains of Earnley's and Gibson's Regts.
Roy.	I/Tillier, II/Tillier	5-7, 4-7	HI	2122, 2124	
Roy.	Musketeers	4 x 1-4	LI	Along row 22xx between 2211 and 2224	
Roy.	Artillery	1 x 6-17, 3 x 4-14, 1 x 3-9	12-24lb, 4-8lb, & 3lb Arty	Along rows 21xx or 22xx between xx11 and xx24	

2ND LINE

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	I/Chaytor, II/Chaytor	5-7, 4-7	HI	1917, 1919	aka Cheater; Col. Henry Chaytor, recently arrived from Ireland
Roy.	Millward	3-6	HI	1921	Also identified as the Derbyshire, a composite Midland foot battalion of Millward's, Freschville's and Eyre's foot
Roy.	Chisenall	5-7	HI	1923	

RESERVE (UNDER PRINCE RUPERT)

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Rupert LG	2-8	Cuir.	1515	
Roy.	Widdrington	4-7	Cuir.	1517	
Roy.	I/Blakiston, II/Blakiston	3-7, 2-6	Cuir.	1718, 1719	

Left Cavalry Wing

WING COMMANDER: Lord Goring (-1).

REPLACEMENT: Colonel.

This wing consists of Newcastle's Northern Horse, brigaded from approximately 18 weak regiments.

1ST LINE

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Freschville	2-7	Cuir.	2125	
Roy.	Eyre	2-7	Cuir.	2127	
Roy.	I/Lucas, II/Lucas	4-7, 3-7	Cuir.	2229, 2330	

2ND LINE

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	I/Langdale, II/Langdale	4-7, 4-7	Cuir.	1926, 1928	
Roy.	Carnaby	2-7	Cuir.	2130	
Roy.	Musketeers	5 x 1-4	LI	Stacked w/ or adjacent to any other unit	

ALLIED FORCES

ARMY COMMANDERS: Lord Leven (0; Scots), Earl of Manchester (-1; Eastern Association), and Sir F. Fairfax (0; Northern Association).

Right Cavalry Wing

WING COMMANDER: Sir T. Fairfax (-1).

REPLACEMENT: Col. Lambert (-1); This is the same Lambert who would serve as Cromwell's right-hand general and was a major factor in the victories at Preston in 1648 and Dunbar in 1650.

1ST LINE (NORTHERN ASSOCIATION HORSE UNDER T. FAIRFAX)

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Northern	F. Fairfax, T. Fairfax, W. Fairfax, C. Fairfax, Bethell	3-7, 3-7, 3-7, 3-7, 3-6	Cuir.	2922, 2923, 2924, 2925, 2926	The Northern Association Cavalry Regiments were Lord Fairfax, Sir Thomas Fairfax, Sir William Fairfax, Col. Charles Fairfax, Col. Hugh Bethell, Col. Francis Boynton, Col. John Lambert, and Sir Thomas Norcliffe. Some were weak and the placement of the individual units in the two lines is unclear, though sources put Sir T. Fairfax's and Bethell's in the 1st Line.
Scots	Muskeeters	3 x 2-5	LI	2923, 2924, 2925	
Northern	Morgan	2-6	LI	2927	Col. Thomas Morgan's Dragoons

2ND LINE (NORTHERN ASSOCIATION HORSE UNDER LAMBERT)

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Northern	I/Lambert, II/Lambert, Boynton, Norcliffe	3-7, 3-6, 3-6, 3-6	Cuir.	3122, 3123, 3124, 3125	

3RD LINE (SCOTS HORSE UNDER EGLINTON)

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Scots	Balgonie	4-6	Cuir.	3321	
Scots	Eglinton	4-6	Cuir.	3323	
Scots	Dalhousie	3-6	Cuir.	3325	

Center Infantry Wing

WING COMMANDER: Sgt. Maj. Gen. Henry Lumsden (0; Scots).

REPLACEMENT: Col. Crawford (-1); then Baille (-1; Scots).

1ST LINE

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Eastern	Manchester-Montagu	14-8	2-hex HI	2908-2909	Manchester's and Montagu's Regiments of the Eastern Association
Eastern	Pickering-Russell	13-8	2-hex HI	2911-2912	Pickering's and Russell's Regiments of the Eastern Association
Northern	Constable-Fairfax	10-8	2-hex HI	2914-2915	Constable's and Fairfax's Regiments of the Northern Association
Scots	Rae-Hamilton	12-7	2-hex HI	2917-2918	Rae's and Hamilton's Regiments
Scots	Maitland-Crawford	12-7	2-hex HI	2920-2921	Maitland's and Crawford-Lindsay's Regts
Scots	Artillery	2 x 6-17, 5 x 4-14, 3 x 3-9	12-24lb, 4-8lb, & 3lb Arty	Along row 28xx between 2808 to 2822 or along row 29xx between 2908 to 2921	

2ND LINE

<i>Contingent</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Scots	Yester-Livingstone	10-6	2-hex HI	3109-3110	Yester's and Livingstone's Regts
Scots	Coupar-Dumfermline	10-6	2-hex HI	3112-3113	Coupar's and Dunfermline's Regts
Scots	Kilhead-Cassillis	10-6	2-hex HI	3115-3116	Kilhead's and Cassillis' Regts
Scots	Buccleugh-Loudoun	10-6	2-hex HI	3118-3119	Buccleugh's and Loudoun's Regts

3RD LINE

<i>Contingent</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Northern	Bright-Overton	10-7	2-hex HI	3308-3309	Bright's and Overton's Regts of the Northern Association
Northern	Thornton-Dodding	10-7	2-hex HI	3311-3312	Thornton's and Dodding's Regts of the Northern Association
Scots	Erskine-Dudhope	12-6	2-hex HI	3314-3315	Erskine's and Dudhope's Regts
Eastern	Crawford-Hobart	13-7	2-hex HI	3317-3318	Crawford's and Hobart's Regts of the Eastern Association

RESERVE BRIGADE

<i>Contingent</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Scots	Hepburne	10-6	2-hex HI	3512-3513	Hepburn's and an unidentified regt

Left Cavalry Wing

WING COMMANDER: Cromwell (-2; sets up in 2907).

REPLACEMENT: Leslie (-1; Scots).

1ST LINE (EASTERN ASSOCIATION HORSE UNDER MAJ. GEN. CROMWELL)

<i>Contingent</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Eastern	Lilburne	2-6	LI	2902	There were 4 troops of Scots Dragoons under Col. Hugh Fraser and 5 Eastern Association Troops under Lt. Col. John Lilburne; some sources imply they fought mounted, but Gen Lumsden does indicate the division was dragoons and given the terrain around Tockwith it is most likely they fought dismounted in the normal dragoon fashion
Scots	Fraser	2-6	LI	2903	
Eastern	I/Manchester	4-7	Cuir.	2904	
Eastern	III/Ironsides, II/Ironsides, I/Ironsides	3-8, 3-8, 4-8	Cuir.	2905, 2906, 2907	Cromwell's triple regt. of horse, Cromwell was tutored on cavalry by Vermuyden and proved a quick study
Scots	Musketeers	3 x 2-5	LI	2905, 2906, 2907	

2ND LINE (EASTERN ASSOCIATION HORSE UNDER COMMISSARY GENERAL VERMUYDEN)

<i>Contingent</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Eastern	II/Manchester	4-7	Cuir.	3103	
Eastern	Vermuyden	3-7	Cuir.	3104	
Eastern	Fleetwood	4-7	Cuir.	3105	
Eastern	Norwich	3-7	Cuir.	3106	

3RD LINE (SCOTS HORSE UNDER MAJ. GEN. LESLIE)

<i>Contingent</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
Scots	Leslie	4-7	Cuir.	3303	
Scots	Kirkudbright	4-6	Cuir.	3305	
Scots	Balcarres	3-6	Cuir.	3307	

Special Rules:

1. Slopes: All slope hexsides are gentle.

2. Retreat Edges:

- The Royalist retreat edge is the north edge (10xx).
- The Allied retreat edge is the south edge (36xx).

3. Senior Wing Commanders:

- Royalist: Tillier.
- Allied: If one of the ACs is killed, treat his roll as being No one is active (see special rule 5). If all ACs should die, the Allied player should consider another hobby.

4. Special Terrain Feature:

- The ditches are for historical reference only and have no effect on play.
- Use the TEC effects of a Hedge hexside for a Hedge-lined Berm hexside.

5. Allied Army Commanders: The three Allied Army Commanders all start in play. When any Allied wing is activated the Allied player must roll to see which of the three commanders is activated. Note that the activated Army Commander may not necessarily be the same army as the activated wing. The Army Commanders may only influence units and leaders of their own army.

Roll:	Result
0-3:	Manchester is active
4-6:	F. Fairfax is active
7-8:	Leven is active
9:	No one is active

6. Surprise: On the first turn, the Allies receive a +1 DRM to all Continuation and Preemption Attempts. The Royalist may not attempt a Preemption at all. For play balance the players by mutual consent may allow Royalist Preemption attempts after the first two turns.

7. Optional York Contingent Early Arrival: The players by mutual consent may place the entire York Contingent in the hexes listed in the optional setup and consider them part of the Center Wing with Tillier as their WC. This option helps provide more play balance for the Royalists.

WING COMMANDER: Marquis of Newcastle (-1).

REPLACEMENT: Lord Eythin (0; aka Gen. James King).

Enter the Whitecoat units as reinforcements on Turn 1 at 1031 and the York units on Turn 3 at 1031, with Newcastle as their WC and Eythin as his replacement unless optional early arrival is agreed upon.

Army	Unit	Ratings	Type	Setup
Roy.	I/Whitecoats, II/Whitecoats, III/Whitecoats	5-7, 5-6, 5-6	HI	1911, 1913, 1915
Roy.	I/York, II/York, III/York	4-6, 4-6, 4-6	HI	1710, 1712, 1714

Start Time: 7:00 PM

Maximum Duration: 5 turns (through the end of the 8:20 PM turn).

Historical Starting Orders:**ROYALIST:**

- Right Wing: Start under Charge Orders.
- Center & Left Wings: Start under Receive Charge Orders.

ALLIES:

- All Wings: Start under Charge Orders.

Victory Conditions:

VPs	Type of Victory
50 or more	Decisive Allied Victory
20 to 49	Marginal Allied Victory
0 to 19	Draw
-20 to -1	Marginal Royalist Victory
-21 or less	Decisive Royalist Victory

Estimated Historical Victory Levels:**ROYALIST:**

Type	Points in Play	Losses
Horse	200	90
Foot	100	90
Artillery	55	55
Total	355	235 (66%)

ALLIES:

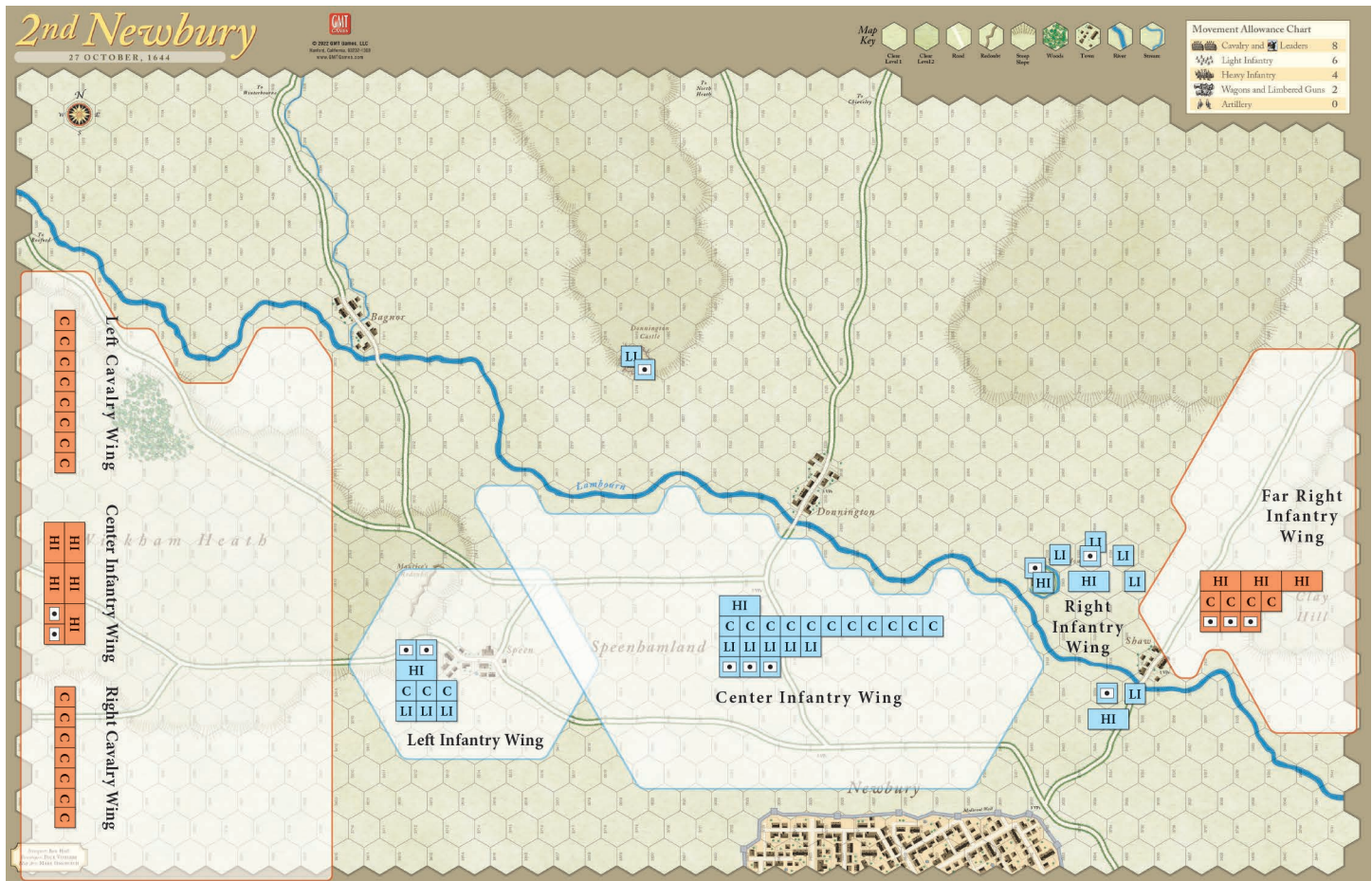
Type	Points in Play	Losses
Horse	230	80
Foot	140	60
Artillery	85	0
Total	455	140 (31%)

Historical Outcome:

- Allied Points: 235
- Royalist Points: 140

Result: A Decisive Allied Victory with a VP differential of 95.

Along with Naseby, one of the few really decisive victories for either side in the war. The Allies need to destroy a major part of the Royalist army to achieve victory. Control of the North is in the balance.



3.6. Second Newbury, October 27 (October 17), 1644

South of Oxford in Berkshire

King Charles I vs. The Army of Parliament under Sir William Waller

Historical Background

This is the disaster that precipitated the forming of the New Model Army. Three Parliamentary armies came together and caught the King by surprise just north of Newbury. With a powerful superiority in numbers, the opportunity to end the war was in their grasp, but deep divisions in command and personalities crippled their ability to act. Sir William Waller was thrust into command and devised an ambitious double envelopment of the King's strong position. The short days of autumn and a long march combined to make the attack a race against darkness to cut off and destroy the King's army once and for all. The failure here was a serious blow to Parliamentary morale, "Our victories, the price of blood invaluable, so gallantly gotten and, which is more pity, so graciously bestowed, seem to have been put in a bag with holes; what we have won one time, we lost another. The treasure is exhausted; the country is wasted. A summer's victory has proved but a winter's story... Men's hearts have failed them with the observation of these things." — An Unknown Parliamentarian

Prelude

The Second Newbury campaign began with the total destruction of Essex's army at Lostwithiel. The King was served with a golden opportunity and blew it. Taking his time, the initiative was lost. Moving to relieve the siege of Donnington castle just north of Newbury, the King did nothing hurriedly. While the King tarried, three armies, Waller's, Essex's, and Manchester's came together. This gave the Parliamentary armies a huge advantage in strength. The Rebels had serious problems, though. Waller's army was reduced to a shadow of its former self. Manchester was at odds with Cromwell, feeling that Cromwell had grabbed all the glory for Marston Moor, to his detriment. Essex had lost his nerve and the confidence of the army. Essex was ill, and the command of the combined army went to Sir William Waller. In a tense council of war, the night before the battle, Waller's bold double envelopment plan was agreed to. The plan called for Manchester to attack in coordination with Waller's attack from the opposite direction, the signal being a cannon shot. The signal idea seems a bit flawed as it presumed the Royalists would not fire a cannon at some point in reaction to their movements.

Battle

Waller's march around the Newbury took longer than expected. Manchester had put a pontoon bridge over the Lambourn secretly. Manchester attacked first, most likely mistaking a Royalist cannon shot as the signal or seeing that the light was fading. Astley threw in everything he had and stalled Manchester at Shaw House (a

manor house with a hedge and moat which served as a natural fort). Not too far behind Manchester, Waller's main force smashed into Maurice's troops around the village of Speen. Skippon's infantry, longing to payback the shame of Lostwithiel, led the assault and recaptured the cannons they had lost there. Strong counter attacks by the Royalist cavalry brigades stalled Waller's advance. The hedges prevented the Parliamentary cavalry from getting enough

maneuver room to use their numbers. Cromwell's excellent cavalry was sandwiched between the Lambourn and Skippon's infantry, that and fire from the battery at Donnington castle negated their offensive punch. Darkness covered the field before the Rebel troops could join forces. The King was able to withdraw his army completely sans artillery and baggage that night.

ROYALIST FORCES

ARMY COMMANDER: King Charles 1 (0).

Left Infantry Wing

WING COMMANDER: Prince Maurice (-1).

REPLACEMENT: Colonel.

Set up the units of this wing within 3 hexes of the village of Speen.

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Western Foot	10-7	2-hex HI	As above	Regts of: Col. Joseph Bampffield, Sir Thomas Basset, Sir Henry Cary, Col. Piers Edgecumbe, Sir Edmund Fortescue, Col. William Godolphin, Sir John Grenville, Prince Maurice (commanded by Philip Champemon), Col. Thomas Pigot, Col. Thomas St. Aubyn, Col. John Stocker, and Col. Joseph Wagstaffe
Roy.	Basset	3-8	Cuir.	As above	Regts of: Sir Thomas Basset, Sir Henry Cary, Col. Piers Edgecumbe, Col. James Hamilton (though he also shows in Cleveland's brigade), and Col. Giles Strangeways
Roy.	Cary	3-7	Cuir.	As above	
Roy.	Edgecumb	3-7	Cuir.	As above	
Roy.	Musketeers	3 x 1-4	LI	As above	
Roy.	Artillery	1 x 4-14, 1 x 3-9	4-8lb & 3lb Arty	As above	

Center Infantry Wing

WING COMMANDER: Lord Goring (-1).

REPLACEMENT: Colonel.

Set up the units of this wing south of the River Lambourn within 10 hexes of the village of Donnington.

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Blagge	12-8	2-hex HI	As above	King's Lifeguard, Lord General's, Sir Jacob Astley's, Sir Henry Bard's, Duke of York's, Sir James Pennyman's. Lord Percy's, and Sir Lewis Dyve's Regts
Roy.	Lord General, Prince Maurice, Howard	3-8, 3-7, 3-7	Cuir.	As above	Lord Goring's Cavalry Brigade (formerly Lord Wilmot's Brigade, who was arrested for treason): Lord General's, Prince Maurice's, Gerard Croker's, and Thomas Howard's Regts
Roy.	Bennet, Vaughn	3-8, 3-8	Cuir.	As above	Bennet's Cavalry Brigade: Sir Humphrey Bennet's, Sir George Vaughn's, Sir Edward Waldgrave's, and Col. Andrew Lyndsay's Regts
Roy.	Cleveland, Crispe	4-8, 4-7	Cuir.	As above	Cleveland's Cavalry Brigade: Earl of Cleveland's, Sir Nicholas Crispe's, Col. Dutton Fleetwood's, Col. James Hamilton's, Col. Richard Thornhill's and Col. Thomas Culpeper's Regts
Roy.	Prince of Wales, Queen's, Neville	3-8, 3-7, 3-7	Cuir.	As above	Prince of Wales', Queen's and Col. Richard Neville's Regts
Roy.	King's LG	2-8	Cuir.	As above	
Roy.	Dragoons	2 x 2-6	LI	As above	
Roy.	Musketeers	3 x 1-4	LI	As above	
Roy.	Artillery	1 x 6-17, 2 x 3-9	12-24lb & 3lb Arty	As above	

Right Infantry Wing

WING COMMANDER: Sgt. Maj. Gen. Jacob Astley (-1).

REPLACEMENT: Col. George Lisle (-1)

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	I/Lisle	7-8	HI	Shaw House	aka The Reading Brigade: Col. Charles Lloyd's, Col. George Lisle's, Col. Anthony Thelwell's, Col. John Owen's, Col. William Eure's, Sir Thomas Blackwell's, Sir Theophilus Gilby's, Col. John Stradling's, and Sir Henry Vaughn's Regts
Roy.	II/Lisle	12-7	2-hex HI	Adjacent to Shaw House	
Roy.	Astley	10-8	2-hex HI	South of the River Lambourn in command	Lord Hopton's, Sir Allan Apsley's, Col. John Talbot's, Col. Francis Cooke's, Sir William Courtney's, Sir Bernard Astley's, Col. Matthew Appleyard's, Col. Henry Shelley's, Sir John Paulet's, Col. Walter Slingsby's, and Sir Edward Rodney's Regts and a Somerset Trained Band contingent
Roy.	Musketeers	5 x 1-4	LI	Adjacent to any infantry brigade	
Roy.	Artillery	1 x 6-17, 1 x 4-14, 1 x 3-9	12-24lb, 4-8lb, & 3lb Arty	Adjacent to or stacked with an infantry brigade	

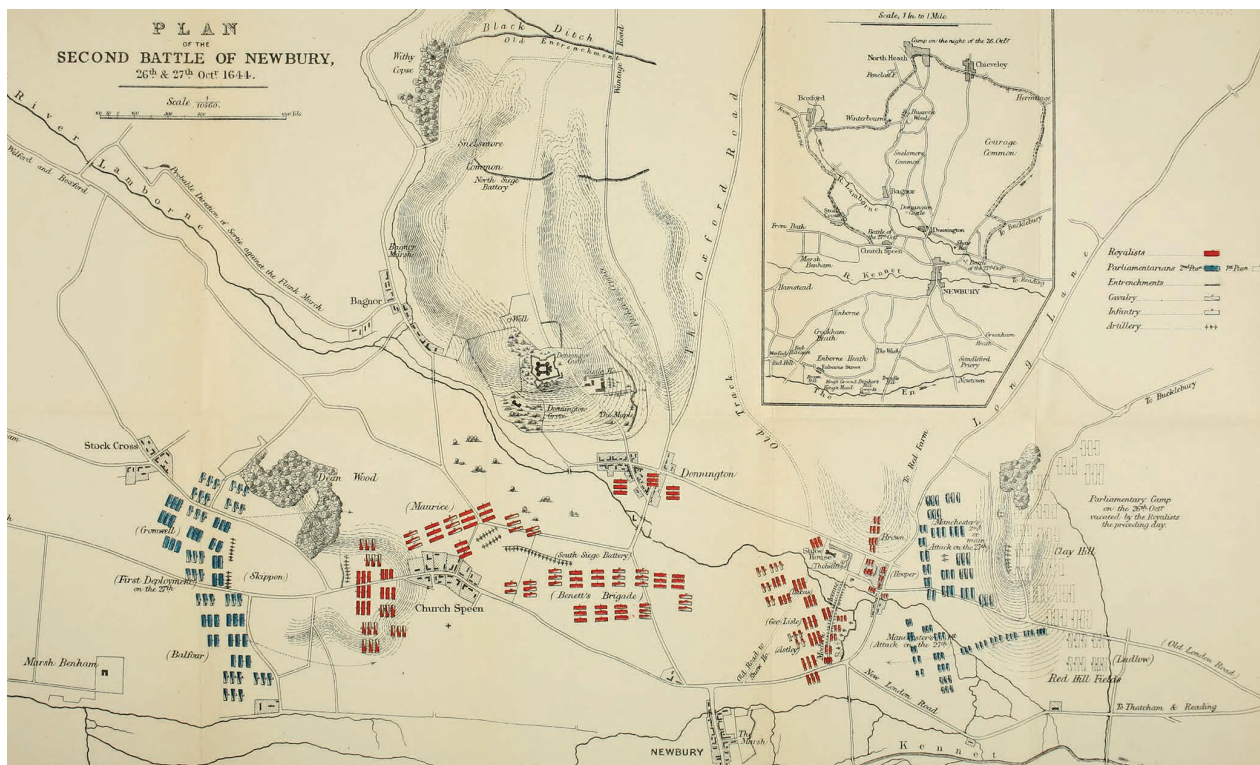
Boys' Independent Infantry Wing

WING COMMANDER: Boys (0).

REPLACEMENT: Colonel.

Set up the units of this wing in Donnington Castle (2019).

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Musketeers	3-6	LI	As above	
Roy.	Artillery	4-14	4-8lb Arty	As above	



PARLIAMENTARY FORCES

ARMY COMMANDER: Sir William Waller (−2).

Far Right Infantry Wing

WING COMMANDER: Earl of Manchester (−1).

REPLACEMENT: Colonel.

Set up units of this wing within 3 hexes of Clay Hill on the east side of the map, and north of the River Lambourn.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Eastern	I/Manchester, II/Manchester, III/Manchester	11-8, 11-7, 11-7	2-hex HI	As above	Eastern Association Foot; same regts as Marston Moor (Manchester, Montagu, Pickering, Russell, Crawford, and Hobart) only units are weaker
Western	Waller	4-8	Cuir.	As above	Western Association Horse
Western	Haselrigge	4-8	Cuir.	As above	Western Association Horse
Western	Vandruske	4-7	Cuir.	As above	Western Association Horse
Western	Thorpe	3-6	Cuir.	As above	Western Association Horse
Parl.	Artillery	1 x 6-17, 1 x 4-14, 1 x 3-9	12-24lb, 4-8lb, & 3lb Arty	As above	
Parl.	Bridge of Boats		Marker		See Special Rule 6

Main Attack

Set up all units of the following three wings south of the River Lambourn within 10 hexes of the western edge.

Left Cavalry Wing

WING COMMANDER: Maj. Gen. Cromwell (−2).

REPLACEMENT: Colonel.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Eastern	I/Ironsides, II/Ironsides, III/Ironsides	4-8, 3-8, 3-8	Cuir.	As above	Eastern Association Horse
Eastern	I/Manchester, II/Manchester	4-7, 4-7	Cuir.	As above	Eastern Association Horse
Eastern	Fleetwood	4-7	Cuir.	As above	Eastern Association Horse
Eastern	Vermuyden	3-7	Cuir.	As above	Eastern Association Horse
Eastern	Norwich	3-7	Cuir.	As above	Eastern Association Horse

Center Infantry Wing

WING COMMANDER: Sgt. Maj. Gen. P. Skippon (−1).

REPLACEMENT: Colonel.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Essex	I/Skippon, II/Skippon	12-8, 12-7	2-hex HI	As above	The remnants of Essex's once powerful infantry after Lostwithiel
London	I/London, II/London	12-7, 12-7	2-hex HI	As above	Red, Blue, Westminster, and (Yellow) Tower Hamlets Auxiliaries
Western	Western Foot	10-7	2-hex HI	As above	Sir William Waller's, Sir Arthur Haselrigge's, and Potley's Regts
Parl.	Artillery	1 x 4-14, 1 x 3-9	4-8lb, & 3lb Arty	As above	

Right Cavalry Wing

WING COMMANDER: Maj. Gen. Balfour (-1).

REPLACEMENT: Colonel.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Essex	Essex	4-7	Cuir.	As above	Essex's Main Army Horse
Essex	Balfour	4-7	Cuir.	As above	Essex's Main Army Horse
Essex	Behre	4-7	Cuir.	As above	Essex's Main Army Horse
Essex	Delbeir	3-7	Cuir.	As above	Essex's Main Army Horse
Essex	Sheffield	4-7	Cuir.	As above	Essex's Main Army Horse
Essex	Harvey	3-7	Cuir.	As above	Essex's Main Army Horse
Essex	Pye	2-7	Cuir.	As above	Essex's Main Army Horse

Special Rules:

1. Slopes: All slope hexsides are steep.

2. Retreat Edges:

- The Royalist retreat edge is the south edge (38xx).
- The Parliamentary retreat edge is the west edge (xx00) for the Main Attack and the east edge (xx41) for the Far Right Wing.

3. Senior Wing Commanders:

- Royalist: Goring.
- Parliamentary: Manchester

4. Special Terrain Features:

A. DONNINGTON CASTLE (2019): The castle is impregnable in game turns. Units cannot perform any type of combat against it. Units in the castle can fire normally.

B. SHAW HOUSE (2832): This hex had a moat and a hedge around the front garden that served as a perfect fort. Treat this hex as a Chateau (see TEC).

C. NEWBURY: Units cannot cross the Medieval Wall so the town hexes behind it are out of play.

5. Setup: The Royalist player sets up first in this battle.

6. Bridge of Boats Marker: Before beginning play, the Parliamentary player secretly records its location on the Lambourn between Shaw and the eastern map edge. He then places the marker on the map when he wants to have a unit use it to cross the river. Series rule 7.3.5 applies to movement across this bridge (and across the other bridges spanning the Lambourn, too). *Manchester's engineers gave Bernard Astley's picket line quite a shock by crossing the river without being discovered. Historically the bridge was probably in 3338.*

7. Terrain Victory Hexes: The Parliamentary Player receives 5 VPs for each of the following hexes that a Parliamentary unit was the last to occupy at the end of the game: 2524 (Village of Donnington), 2823, 2832 (Shaw House), 3135 (Village of Shaw), 3425, 3632.

8. Royalist Independent Wings: Royalist independent wings are Northampton's Cavalry Wing, Douglas' Cavalry Wing and Boys' Infantry Wing. Do not activate the Royalist AC when those wings are activated.

9. Optional Royalist Units: By mutual consent the players agree to which, if any, options are used to influence retaining play balance based on player experience.

A. NORTHAMPTON: Northampton's Cavalry Brigade was imprudently dispatched the day prior.

Northampton's Cavalry Wing

WING COMMANDER: Northampton (-1).

REPLACEMENT: Colonel.

Army	Unit	Ratings	Type	Setup
Roy.	I/Nrthmptn, II/Nrthmptn	3-8, 3-8	Cuir.	

Option 1: Called Back

The Royalist player rolls any time a Royalist wing is activated. On a 0 or 1 the leader and units appear on the south map edge under a Make Ready Order. The Royalist player proceeds with the wing that was activated and Northampton's Cavalry Wing is available to be activated in a subsequent activation.

Option 2: Never Left

The two cavalry units are considered part of the Center Infantry Wing and are set up with the rest of the wing at the start of play. The leader is not used.

B: DOUGLAS: Col. Douglas was dispatched the day prior to Boxford to block passage of Lambourn, where he was routed.

Douglas' Cavalry Wing

WING COMMANDER: Douglas (0).

REPLACEMENT: Colonel.

Army	Unit	Ratings	Type	Setup
Roy.	Douglas	3-7	Cuir.	
Roy.	Douglas	2-5	LI	

Option 1: Not Routed

The Royalist player rolls any time a Royalist wing is activated. On a 0 or 1 the leader and units appear on the west map edge under a Make Ready Order. The Royalist player proceeds with the wing that was activated and Douglas' Cavalry Wing is available to be activated in a subsequent activation.

Option 2: Never Left

The two cavalry units are considered part of the Left Infantry Wing and are set up with the rest of the wing at the start of play and the leader is not used.

10. Optional Directions of Attack: These options favor Parliament and can be used to adjust balance for Parliament based on the mutual consent of both players.

A. **ALL FROM EAST:** All Parliament Wings start north of the River Lambourn within 3 hexes of the east edge.

Start Time is adjusted to 1:00 PM (12 Turns). The retreat edge for Parliament is all of the east edge (xx41).

B. **VILLAGE OF DONNINGTON:** The three Wings of the Main Attack start between 8 and 12 hexes north of Donnington, no farther west than 2 hexes of Donnington Castle. Start Time is 2:00 PM (9 Turns). The Main Attack retreat edge is the north edge (10xx).

C. **VILLAGE OF BAGNOR:** The three Wings of the Main Attack start north of the River Lambourn within 8 hexes of Bagnor. Start Time is 2:40 PM (7 Turns). The Main Attack retreat edge is the north edge (10xx).

Start Time: 3:00 PM

Maximum Duration: 6 turns.

Historical Starting Orders:**ROYALIST:**

- Center Wing: Start under Make Ready Orders.
- Right, Left, and Boys' Wings: Start under Receive Charge Orders.

PARLIAMENT:

- All Wings: Start under Charge Orders.

Victory Conditions:

VPs	Type of Victory
70 or more	Decisive Parliamentary Victory
40 to 69	Marginal Parliamentary Victory
10 to 39	Draw
-20 to 9	Marginal Royalist Victory
-21 or less	Decisive Royalist Victory

Estimated Historical Victory Levels:**ROYALIST:**

Type	Points in Play	Losses
Horse	140	50
Foot	45	20
Artillery	70	10
Total	255	80 (31%)

PARLIAMENTARY:

Type	Points in Play	Losses
Horse	190	50
Foot	80	30
Artillery	45	0
Total	315	80 (25%)

Historical Outcome:

- Parliamentary Points: 80
- Royalist Points: 80

Result: A Marginal Royalist Victory with a VP differential of 0.

Parliament has the ability to destroy the Royal army, but darkness and terrain will make it difficult to achieve a decisive result.

3.7. Naseby, June 14 (June 4) 1645

North of Northampton in Northamptonshire

King Charles I vs. The Army of Parliament under Sir Thomas Fairfax

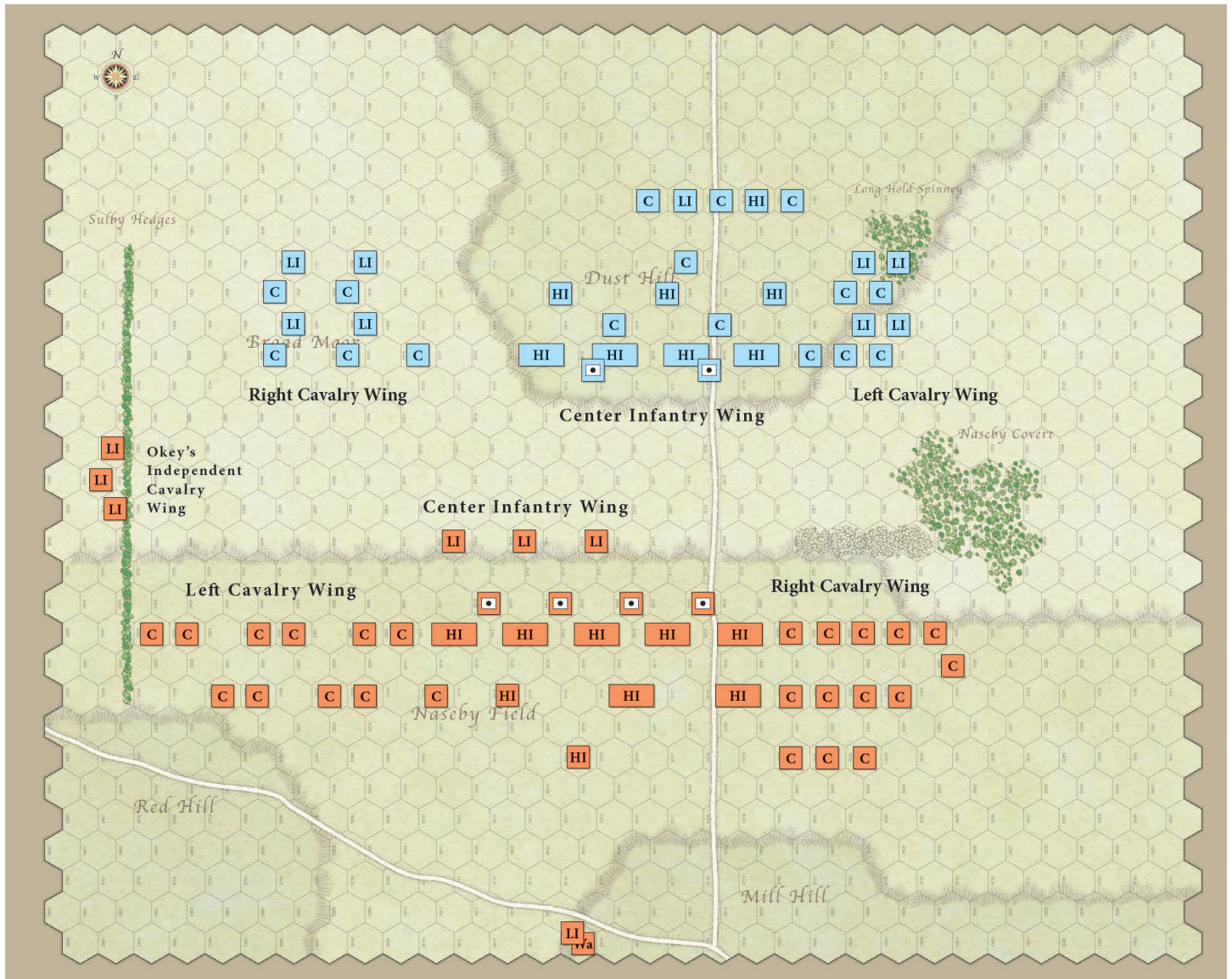
Historical Background

The Royalists proved to be quite resilient in the face of Parliament’s failure to follow up the victories of the first half of 1644. Montrose stacked up two victories for the King in Scotland, denying Parliament aid from that quarter. For Parliament, General Skippon was beaten at Lostwithiel in September and Waller failed at Second Newbury in October. The forces of Parliament took to quarreling among themselves. Out of this realization that warfare by committee was inherently inefficient came a single national army by commissioned by Parliament as a union of the three main Parliamentary armies into 11 regiments of Horse, 12 regiments of Foot and one of Dragoons. Sir Thomas Fairfax was given command,

with Oliver Cromwell as the Major General of Horse. The union of the armies did not go smoothly as many egos were bruised in the process. Many experienced officers left, and others were advanced beyond their abilities. So the initial outing was shaky. In addition, the Self Denying Ordinance was passed to separate politics and war fighting, forcing members of Parliament to choose between serving in the army or Parliament. In the critical transition period the King remained at Oxford inactive, to his ruin.

Naseby is perhaps the most famous battle of the English Civil War. It bears little resemblance to its portrayal in the film “Cromwell.” Unlike the movie, the New Model Army outnumbered the King in every way, but nearly lost the day.

Note: The New Model Army was not called as such, as that name dates from the 1800s. At the time it was formed it was just known as the Army or the Army of Parliament. It was called “new modelled” in 1645 as it was newly formed, later historians used that quote to give it a distinct name.



Prelude

The Naseby campaign opened with the New Model Army striking first, with a powerful cavalry foray by Cromwell shaking the King from his slumber. Rupert had been requesting that the King take the field, to no avail. Now, Cromwell's raid left the King with insufficient transport, so Rupert, Maurice, and Goring were forced to come to Oxford. The King determined to move north, hopefully to regain some of what had been lost at Marston Moor. Fairfax moved against Oxford in attempt to draw the King back. Refusing the bait, the King's army stormed Leicester. Fairfax was then ordered to quit the siege of Oxford and pursue the King's army, as the Committee of Both Kingdoms (CBK) feared an advance into East Anglia, the Parliamentary heartland. The King lingered at Daventry awaiting reinforcements, giving Fairfax time to catch up. The New Model Army on the 12th of June was within 9 miles of Daventry. Rupert wished to avoid a battle, but others of the King's council urged battle. The New Model Army was so close that to avoid battle might allow the New Model Horse to fall upon the army while on the march. The decision was made to give battle. The King may have been buoyed by the news of another victory by Montrose in Scotland. Hard marching and aggressive cavalry action gave the New Model Army the high ground northwest of the village of Naseby.



The Battle

The Naseby battlefield was bounded by the Sulby hedges to the west and the Naseby Covert to the east. The New Model Army was arrayed on a ridge facing north with Ireton on the left, Skippon and Fairfax in the center, and Cromwell on the right. Lining the hedge was Col. Okey's 12th Horse (Dragoons). Across the valley known as Broad Moor was the Royal army with Rupert on the right, Astley in the center, and Langdale on the left. Both armies had their infantry

and some artillery in the center and cavalry on the left and right. In every way the King was outnumbered. The battle commenced late morning with an attack by Rupert and Astley. Rupert's cavalry broke through Ireton's lines and in their usual form ceased to play an important role. Astley's infantry charged the New Model line without the usual firefight and it buckled. With the remnants of Ireton's horse on their flanks and the heroics of Skippon, both of whom were wounded, the center stabilized. Cromwell went into the attack. Though slowed by a steep slope and gorse bushes, Cromwell's attack totally overwhelmed Langdale's Northern Horse. Again, unlike Rupert's horse, Cromwell's horse fell upon the flank and rear of the Royal army and the day was won. There was a vigorous pursuit, and virtually all the Royal foot was lost and most of the horse. The Royal camp was overrun and many of the camp followers were put to the sword. Though not the battle that ended the war, it was the decisive action from which the King never recovered. With no strong Royal army, the Scottish army in northern England was free to reign in Montrose at Philliphaugh in September. The New Model Army turned to mopping up, securing southwestern England at Langport and ending all resistance at Stow-on-the-Wold in 1646.

Reprint Notes:

The order of battle has been updated based on more up-to-date scholarship. The New Model Army had the advantage in almost every category, but their morale was low at this juncture. In the original TACW the regimental numbers were used; I switched to the regimental names as the contemporary accounts do not use the numbers. Numbering regiments would not be formally adopted until the mid-1700s.

The accounts have the Royalist cavalry in "divisions" which are equivalent to squadrons. They may have used the term as squadrons were theoretically formed within a single regiment. At this point the Royalist horse was cobbled together from many weak regiments. For scaling, many MPBS battles have two squadrons as the cavalry unit, but this would not support the historical deployment, so the cavalry units are single squadrons.

ROYALIST FORCES

ARMY COMMANDER: King Charles 1 (0).

Right Cavalry Wing

WING COMMANDER: Prince Rupert (-2).

REPLACEMENT: Earl of Northampton (-1).

1ST LINE

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Lifeguards	3-8	Cuir.	2006	Prince Rupert and Prince Maurice's Lifeguard Troops
Roy.	Rupert	3-8	Cuir.	2008	Prince Rupert's Regt
Roy.	Queen's	3-8	Cuir.	2010	Queen's and Maurice's Regts
Roy.	Musketeers	2 x 1-4	LI	1906, 1908	

2ND LINE

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Northampton	3-7	Cuir.	1806	Earl of Northampton's Regt
Roy.	Vaughn	3-7	Cuir.	1808	Col. Sir William Vaughn's Regt
Roy.	Musketeers	2 x 1-4	LI	1706, 1708	

Center Infantry Wing

WING COMMANDER: Sergeant Major General Lord Jacob Astley (-1).

REPLACEMENT: Sir George Lisle (-1).

1ST LINE

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	York	8-8	2-hex HI	2013-2014	Duke of York's Battalion of B. Astley's Tertia with the remains of the Western Foot with the regts of Col. Matthew Appleyard, Sir Bernard Astley, Sir Edward Hopton and Sir John Paulet
Roy.	Hopton	8-8	2-Hex HI	2015-2016	Col. Edward Hopton's Battalion of B. Astley's Tertia
Roy.	Thomas	9-8	2-hex HI No Pikes	2017-2018	Sir Henry Bard's, Col. William Murray's, the Queen's (under Col. Rhys Thomas) Regts of Foot of Bard's Tertia
Roy.	Lisle	8-8	2-hex HI	2019-2020	The remnants of the Reading Tertia: Sir George Lisle's and Colonel William St. George's Regts of Foot
Roy.	Artillery	2 x 3-9	3lb Arty	2015, 2018	

2ND LINE (COL. HOWARD'S BRIGADE)

Col. Thomas Howard's Brigade of Horse, fielding three divisions (squadrons) totaling 880 men, was thrown together from garrisons along the line of march: Col. Samuel Sandys-Worcester Garrison (150), Col. Thomas Leveson-Dudley Castle Garrison (150), Col. Richard Bagot-Lichfield Garrison (200), Sir Robert Byron-Chester Garrison (100), Sir Henry Bard-Camden House Garrison (100), Col. Robert Warden-Chester Garrison (100), and Col. Thomas Howard's Regiment of Horse (80).

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Bagot	3-6	Cuir.	1915	Col. Richard Bagot
Roy.	Leveson	3-6	Cuir.	1918	Col. Thomas Leveson
Roy.	Howard	3-6	Cuir.	1717	Col. Thomas Howard

3RD LINE

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Page	5-7	HI	1814	Detached from B, Astley's Tertia, Sir Richard Page (formerly Pennyman's Regiment)
Roy.	Gerard	5-7	HI No Pikes	1817	Col. Radcliffe Gerard's Battalion including Col. Bagot's, Col. Leveson's, Sir John Owen's, and Sir William Russell's Regts of Foot of Bard's Tertia
Roy.	Shrewsbury	5-7	HI	1820	Shrewsbury Foot (remnants of several regts returned from Ireland, including Tillier's, Broughton's, Warren's and Gibson's, under Colonel George Smith) from Lisle's / Reading Tertia

RESERVE

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	I/Newark	4-6	Cuir.	1516	Newark Horse (800) under Col. Anthony Eyre formed two divisions
Roy.	King's LG	2-8	LI	1517	
Roy.	King's LG	2-8	Cuir.	1518	Col. Bernard Stuart
Roy.	Rupert	5-8	HI	1519	Rupert's Bluecoats, under Lt. Col. John Russell
Roy.	II/Newark	4-6	Cuir.	1520	Col. Eyre's 2nd Division

Left Cavalry Wing

WING COMMANDER: Sir Marmaduke Langdale (0).

REPLACEMENT: Colonel.

1ST LINE

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	I/N Horse, II/N Horse, III/N Horse	3 x 3-7	Cuir.	2021, 2022, 2023	Three "divisions" aka squadrons of the Northern Horse under Sir Marmaduke Langdale, the fourth under Blakiston
Roy.	Musketeers	2 x 1-4	LI	1922, 1923	

2ND LINE

Army	Unit	Ratings	Type	Setup	Historical Notes
Roy.	Blakiston	3-7	Cuir.	1822	Col. Sir William Blakiston
Roy.	Cary	3-7	Cuir.	1823	Col. Sir Horatio Cary's Regt
Roy.	Musketeers	2 x 1-4	LI	1722, 1723	

THE ARMY OF PARLIAMENT (The New Model Army)

ARMY COMMANDER: Lord General, Sir Thomas Fairfax (-1).

Right Cavalry Wing

WING COMMANDER: Lieutenant General of Horse Oliver Cromwell (-2).

REPLACEMENT: Colonel.

1ST LINE

Contingent	Unit	Ratings	Type	Setup	Historical Notes
New Model	II/Whalley	3-6	Cuir.	2920	2nd Squadron of Whalley's Regt.
New Model	I/Whalley	3-7	Cuir.	2921	Col. Whalley's Regt., formed from Cromwell's "Ironsides"
New Model	I/Pye	3-7	Cuir.	2922	Col. Pye's Regt from Essex's Army, Originally intended for Nathaniel Rich, whose nomination was the only colonelcy rejected by the Commons, though he later received a commission when Algernon Sydney declined his nomination.
New Model	II/Lord Gen	3-7	Cuir.	2923	2nd Squadron of the Lord General's Regt
New Model	I/Lord Gen	3-8	Cuir.	2924	The Lord General, Col. Thomas Fairfax's Regt, led by Maj John Desborough during the battle. This regiment was made up of Fairfax's, Essex's Life Guard and part of Cromwell's "Ironsides"
New Model	I/Rossiter	3-6	Cuir.	3025	Col. Rossiter's newly raised Regt of Horse

2ND LINE

Contingent	Unit	Ratings	Type	Setup	Historical Notes
New Model	II/Sheffield	3-6	Cuir.	3120	2nd Squadron of Col. Sheffield's Regt
New Model	I/Sheffield	3-7	Cuir.	3121	Col. Sheffield, originally from Essex's Army
New Model	II/Pye	3-6	Cuir.	3122	Col. Pye's 2nd squadron
Eastern	I/Fiennes	3-6	Cuir.	3123	Col. Fiennes' Eastern Association Regt, not included in the New Model Army

3RD LINE

Contingent	Unit	Ratings	Type	Setup	Historical Notes
Eastern	I/Gurdon	3-6	Cuir	3320	1st Squadron of Lt. Col. Gurdon's Eastern Association Regiment (not part of the New Model Army)
Eastern	II/Fiennes	2-6	Cuir.	3321	2nd Squadron of Col. Fiennes' Regt.
New Model	II/Rossiter	3-6	Cuir.	3322	Col. Rossiter's 2nd squadron

Center Infantry Wing

WING COMMANDER: Sergeant Major General Sir Phillip Skippon (-1).

REPLACEMENT: Colonel.

1ST LINE

Contingent	Unit	Ratings	Type	Setup	Historical Notes
New Model	Musketeers	3 x 1-4	LI	2611, 2613, 2615	Forlorn Hope
New Model	Artillery	2 x 4-14, 2 x 3-9	4-8lb & 3lb Arty	2812, 2814, 2816, 2818	
New Model	Skippon	10-7	2-hex HI	2910-2911	Col. Sir Phillip Skippon's Regt, Skippon was also Sgt. Maj. Gen. of Foot.
New Model	Waller	10-6	2-hex HI	2912-2913	Col. Hardress Waller's Regt. Originally intended for Scottish colonel James Holborne
New Model	Pickering	10-6	2-hex HI	2914-1915	Col. John Pickering, appointment was strongly opposed in the Commons

New Model	Montague	7-6	2-hex HI	2916-2917	aka Montagu, Col. Edward Montague withdrew from the Army when he was elected MP for Huntingdonshire October 1645. Replaced by John Lambert.
New Model	Fairfax	8-7	2-hex HI	2918-2919	Sir Thomas Fairfax's Regt. Originally the Earl of Essex's Regt but contained some companies from the Eastern Association

2ND LINE

<i>Contingent</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
New Model	I/Pride	5-6	HI	3112	Col. Edward Harley's Regt. Originally intended for Colonel Harry Barclay, a Scottish colonel. Harley did not serve in 1645, as he was still recovering from wounds. Lieutenant Colonel Thomas Pride commanded in his absence and succeeded to command in 1647. Sir Thomas Pride played a major role in the trial of Charles I and in "Pride's Purge" of Parliament. Led brigades of foot at Dunbar and Worcester.
New Model	Hammond	8-7	2-hex HI	3115-3116	Col. Robert Hammond's Regt. Originally intended for Lawrence Crawford, who refused to serve in the New Model Army
New Model	Rainesborough	10-6	2-hex HI	3118-3119	Col. Thomas Rainesborough's Regt. Originally intended for Colonel Ayloff, who refused to serve in New Model Army
New Model	II/Pride	4-6	HI	3314	2nd Battalion of Pride's Regt
New Model	Musketeers	1-4	LI	3915	Baggage guards
New Model	Wagons (Red)		Wagons	3915	

Left Cavalry Wing

WING COMMANDER: Commissary General of Horse, Sir Henry Ireton (0).

REPLACEMENT: Colonel.

1ST LINE

<i>Contingent</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
New Model	II/Butler	3-6	Cuir.	2902	2nd Squadron, Col. Butler's Regt
New Model	I/Butler	3-7	Cuir.	2903	Col. Butler's Regt from the Southern Association. Originally intended for John Middleton, who declined so he could serve in Scotland against the Earl of Montrose.
New Model	II/Vermuyden	3-6	Cuir.	2905	2nd Squadron, Col. Vermuyden's Regt
New Model	I/Vermuyden	3-6	Cuir.	2906	Col. Vermuyden's Regt from the Eastern Association. Led by Maj Robert Huntington at the battle. Taken over by Cromwell after Naseby. Vermuyden, one of the last non-English regimental commanders, resigned in July 1645.
New Model	II/Ireton	3-6	Cuir.	2908	2nd Squadron, Col. Ireton's Regt
New Model	I/Ireton	3-7	Cuir.	2909	Col. Ireton's Regt (later Cromwell's son-in-law in 1646) from the Southern Association. Ireton's commission was strongly opposed in the House of Lords. Ireton was wounded in the face by a halberd during the battle while engaging the Royalist foot.

2ND LINE

<i>Contingent</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Setup</i>	<i>Historical Notes</i>
New Model	II/Rich	3-6	Cuir.	3104	2nd Squadron of Col. Rich's Regt
New Model	I/Rich	3-7	Cuir.	3105	Col. Rich's Regt, Formerly the Earl of Manchester's Regt. Originally intended for Sydney, who declined the appointment due to health concerns. Rich had earlier been rejected by the Commons for a colonelcy.
New Model	II/Fleetwood	3-6	Cuir.	3107	2nd Squadron of Col. Fleetwood's Regt

New Model	I/Fleetwood	3-7	Cuir.	3108	Col. Fleetwood's Regt, from the Eastern Association
Eastern	II/Gurdon	3-6	Cuir	3110	2nd Squadron of Lt. Col. Gurdon's Eastern Association Cavalry (not part of the New Model Army)

Okey's Independent Cavalry Wing

WING COMMANDER: Col. Okey (0).

REPLACEMENT: Colonel.

Contingent	Unit	Ratings	Type	Setup	Historical Notes
New Model	Okey	3 x 2-6	LI	2301, 2401, 2501	Col. John Okey's Dragoon Regt, later converted to a Regt of Horse. Mixed from dragoons of Essex's and Eastern Association armies

Special Rules:

1. Slopes: All slope hexsides are steep.

2. Retreat Edges:

- The Royalist retreat edge is the north edge (10xx).
- The Parliamentary retreat edge is the south edge (39xx).

3. Senior Wing Commanders:

- Royalist: Rupert, if Rupert is out of play then Northampton
- Parliamentary: Cromwell

4. Okey's Independent Wing: When Okey's Wing is activated the Parliamentary AC is not activated.

Start Time: 10:00 AM

Maximum Duration: 15 turns (through the end of the 2:40 PM turn).

Historical Starting Orders:

ROYALIST:

- Right and Center Wings: Start under Charge Orders.
- Left Wing: Start under Receive Charge Orders.

PARLIAMENT:

- Right and Left Wings: Start under Make Ready Orders.
- Center and Okey's Wings: Start under Receive Charge Orders.

Victory Conditions:

VPs	Type of Victory
40 or more	Decisive Parliamentary Victory
20 to 39	Marginal Parliamentary Victory
10 to 19	Draw
-10 to 9	Marginal Royalist Victory
-11 or less	Decisive Royalist Victory

Estimated Historical Victory Levels:

ROYALIST:

Type	Points in Play	Losses
Horse	160	90
Foot	60	60
Artillery	10	10
Total	230	160 (70%)

PARLIAMENTARY:

Type	Points in Play	Losses
Horse	240	60
Foot	80	20
Artillery	30	15
Total	350	95 (27%)

Historical Outcome:

- Parliamentary Points: 160
- Royalist Points: 95

Result: A Decisive Parliamentary Victory with a VP differential of 65.

The King's Army was outmaneuvered, and the onus was on them to attack, gain freedom of maneuver, or attempt to evade. The King wished to engage the new and untested army before his own steadily shrinking army melted away.

4. HISTORICAL & DESIGNER'S NOTES

4.1. English Civil War Timeline:

To an American audience the English Civil War can be a bit obscure. The impact of these wars had an enormous impact on politics and government for generations. By extension, it also had a profound impact on the American Revolution some 120 years later, though it is not obvious to the casual observer. The following timeline is provided to give some temporal context to the battles in this game. Jamestown was founded in 1607 and the Plymouth Colony established in 1620. America was in its infancy during these events, and they contributed to the period in American history known as “Salutary Neglect.”

Prelude to War

1625	Charles I becomes King of England, Scotland and Ireland at the death of his father, James I.
1629-1640	The 11-year personal rule.
1638	The National Covenant signed in Scotland.
1639	First Bishop's War between England and Scotland.
1640	Second Bishop's War and the Long Parliament meets. Earl of Strafford Impeached by Parliament.
1641	Strafford beheaded. Rebellion in Ireland. The Grand Remonstrance passed by Parliament 159 to 148.
1642	King attempts to arrest 5 members of Parliament. Parliament takes control of the Militia. The King issues Commissions of Array. Parliament sends The Nineteen Propositions to the King. August 22, The King raises his standard in Nottingham.

The First Civil War 1642-1646

1642	October 23, Battle of Edgehill – indecisive.
1643	March 19, Battle of Hopton Heath - Royalist Victory. June 30, Battle of Adwalton Moor - Royalist Victory in the North. July 5, Battle of Landsdown - Royalist Hopton defeats Waller. July 13, Battle of Roundway Down - Hopton defeats Waller again, but a very close and costly contest. July 26, Storming of Bristol - heavy losses for Royalists in their victory, but an extremely valuable source of supplies and equipment gained. September 20, First Battle of Newbury - Important victory for Parliament.

1644	January 19, Scots army invades England allied with Parliament. March 29, Battle of Cheriton - Major Victory for Waller over Hopton. June 29, Battle of Cropredy Bridge - Waller humbled by the King's Oxford Army. July 2, Battle of Marston Moor - Major Victory for Parliament, effectively wins Northern England. August 21, Battle of Beacon Hill - Crushing defeat for Parliament leading to the ignominious surrender at Lostwithiel. September 1, Battle of Tippermuir - Montrose begins his winning streak in Scotland for the King. September 13, Battle of Aberdeen - Montrose wins again defeating Balfour. October 27, Second Battle of Newbury - King's Oxford army escapes, major lost opportunity for Parliament. December 19, Self-Denying Ordinance passed by House of Commons.
1645	February 2, Battle of Inverlochy - Montrose wins again defeating Argyll. April 4, Formation of the New Model Army. May 9, Battle of Auldearn - Montrose defeats Urry. June 14, Battle of Naseby - King's Oxford Army decisively defeated by the New Model Army. July 2, Battle of Alford - Montrose beats Baillie. July 10, Battle of Langport - The New Model Army wins again. August 15, Battle of Kilsyth - Montrose defeats Baillie again. September 10, Rupert surrenders Bristol. September 13, Battle of Philiphaugh - Montrose finally succumbs to David Leslie.
1646	March 21, Last Royalist army cornered and dispersed at Stow-on-the-Wold. May 5, Charles I surrenders to the Scots.

The Second Civil War 1648

- 1647 January 30, Charles I turned over to Parliament by the Scots.
 June 4, The Army takes custody of the King.
 June 14, The Declaration of the Army.
 August 6, The Army enters London.
 November 11, Charles I escapes as Army's General Council breaks up.
 December 16, Charles I signs the Engagement with the Scots.
- 1648 May 21, Revolt in Kent followed by a revolt in Wales.
 June 14, Fairfax lays siege to Colchester. Cromwell moves against Pembroke in Wales.
 July 8, Scots Army under Hamilton invades. Lambert fights delaying action against Scots and Royalists under Langdale.
 July 11, Pembroke falls and Cromwell begins race north.
 August 17-19, Battle of Preston - Cromwell and Lambert crush the Scots and Royalist army.
 August 28, Colchester surrenders to Fairfax.
 December 6, Pride's Purge.
- 1649 January 30, Charles I beheaded.

The Third Civil War 1650-1651

- 1649 February 5, Charles II crowned in Edinburgh.
 August - October, Cromwell's expedition to Ireland. Cromwell crushes an Irish rebellion. ruthlessly storming Drogheda and Wexford and putting the defenders and all the priests to the sword.
- 1650 June 23, Charles II takes the Covenant to garner the support of the Scots to regain his throne.
 Cromwell returns from Ireland and takes a weakened New Model Army into Scotland to prevent an invasion.
 September 3, Battle of Dunbar - Cromwell and Lambert snatch victory from the jaws of defeat and inflict a stinging blow to the Scots.
- 1651 August 6, Revitalized Charles II and Scots army invade England.
 September 3, Battle of Worcester - Cromwell smashes the Royalists and Scots, Charles II flees to the Continent for his life.

The Protectorate and the Restoration 1653-1660

- 1653 April 20, Expulsion of the Rump Parliament.
 July 4 - December 12 the Barebones Parliament.
 December 16, Cromwell accepts office of Protector.
- 1657 May 8, Cromwell rejects the crown.
 May 26, Cromwell accepts office of Lord Protector and a new constitution.
- 1658 June 14, Battle of Dunes.
 September 3, Cromwell dies.
- 1660 May 8, Parliament declares Charles II King.
 May 25, Charles II lands at Dover.

4.2. Organization, Tactics, and Weapons

Organization

The basic unit of English Civil War armies was the Company of Foot and the Troop of Horse. A company was intended to have 80 to 120 men. A troop of horse was 40 to 80. Both were often under strength. Royalist armies tended to have many very small units compared to the Parliamentary armies with their power bases in the urban areas resulting in less manpower problems. The concept of the Company greatly predates the period, but printed drill manuals help standardize the organization. A Company (and Troop) was commanded by a Captain, who was seconded by a Lieutenant. The third officer in the chain of command was the Ensign for foot or Cornet for horse, and this junior officer was responsible for carrying the unit's colors. These first three officers were to provide the primary leadership of the men, by example. Next in the chain of command came the Sergeants, with two or three per unit. The sergeants were responsible for the drill and formation integrity of the unit. Officers and sergeants were all considered officers; there was no distinction between officers and NCOs at this time. A Company or Troop was subdivided into three or four Squadrons. These are not to be confused with a larger cavalry formation of the same name. A Squadron was led by a Corporal and sometimes assisted by a Lance Corporal. The Corporal was responsible for basic discipline and formation. Each Squadron was further divided into Files which related directly to the battlefield formation. A File consisted of 3 to 10 private soldiers, less for Horse (3 to 8) and more for Foot (6 to 10). If at all possible, the number of ranks in a File was even as several drill maneuvers were based on half-files. Each man had a position of seniority in his File. The senior man was the File Leader and was in the first rank. The next senior man was the last rank. For a Company of Foot, the unit had to be able to operate independently so it was the lowest level of combined arms. A Company would have Squadrons of Musketeers and of Pike. When drilling the Pike Squadrons would form in the center and the Musketeer Squadrons would form evenly on either side. A Company of Foot had three or four drummers and a Troop of Horse had two trumpeters to easily communicate the commands of the Captain over the noise and confusion of battle.

The concept of a Regiment or a group of Companies under a single command became popular in the 16th Century. By the mid-17th Century the concept was the accepted method of organization. A Regiment was commanded by a Colonel who was also the senior Captain, commanding his own Company. A Regiment of Foot was to have ten companies in the German style. The Dutch style was to have four. The Dutch were imitating their idea of a Roman Cohort and the Germans their idea of a Greek Phalanx. A Regiment of Horse was to have four to eight Troops. Reality held wide variations in the numbers of Companies and Troops. The Regiment was primarily an administrative organization, to help regulate the logistics, supply, discipline, and control of an army. During this period only the Company (or Troop) and the Regiment were permanent, formal organizations. Other groupings like Squadrons, Divisions, Wings, Corps, Brigades were informal and organized for a specific campaign or battle and the leadership borrowed from the senior

Regiments. A General was still the senior Captain of his regiment. Obviously, his other duties would not allow him to command his regiment or captain it and so the ranks of Lieutenant Colonel and Major came into common use.

Tactics

The tactical formation of Foot was the Battalion and for Horse the Squadron. Ideally, a Regiment of Foot would form one Battalion and a Regiment of Horse, two Squadrons. The reality was much different. For Regiments of Foot the strength was usually not enough to form an independent Battalion without the risk of not occupying enough frontage. Too little frontage and the Battalion risked being over-winged which would allow another battalion to attack from the front and flank simultaneously. A Battalion should not occupy too great a frontage so the fire from one end could support the other and the drums and colors could be practically distinguished. A Battalion had the pikes massed in the center with the muskets divided evenly on either side. This formation undermined the Company integrity and is the source of much of the inflexibility of these formations. A Regiment that was too small to form its own Battalion was Brigaded with other Regiments to have sufficient manpower. This practice, though necessary, served to undermine Regimental integrity. The Royalists called their semi-permanent brigades *Tertias* borrowing the title, but not the structure from the Spanish. A Swedish style formation was used by the Royalists at Edgehill, but the experiment was a failure and that style was abandoned (as the Swedes had already done several years earlier, because it was too hard).

The drill manuals had many variations and maneuvers, but given the experience, I seriously doubt the typical Battalion did any more than the basics. The basics for a Battalion were Forming Up, Doubling the Ranks, Wheeling, Counter-Marching and for combat Giving Fire and Push-of-Pike. Forming Up was a laborious process and involved advancing into the Battalion by file. It is likely that the frontage had been paced off and sergeants stood in place to mark the extent. Doubling is the practice of reducing the ranks and doubling the number of files (or doubling the number of men in each rank). A Battalion with a front of 100 men and 8 ranks deep would double to a front of 200 men, 4 deep on the same physical frontage. This was accomplished by either the even ranks stepping forward into the space between the odd ranks or by the half-file (ranks 5, 6, 7, 8 in the 8-rank example) advancing into the space. The purpose was to tighten the front prior to delivering a salvo or close combat (a.k.a. Push of Pike). Otherwise the natural tendency is to tighten the front by closing the space between the files and the frontage is compressed which opens the flanks to attack. Wheeling is pivoting the formation. Counter-marching is the file leader turning and marching through the space between the files to face the rear followed in turn by each one in the file. This turns the formation 180 degrees while keeping the file leaders in the front rank (as these were the most reliable fighters). For Fire, there were the four basic techniques found in the rules: Introduction, Steadfast, Extroduction and Salvo. The first three were delivered in normal order with musketeers moving through the space between the files. The intent was to deliver continuous fire. Of these, Introduction was the most difficult. Salvo in the Swedish style was performed with the ranks doubled and with three ranks firing at once. Given

that the standard order for the Swedes was 6 deep, when doubled 3 and with 3 ranks firing you have 100% of the muskets in the Battalion firing at once. This was discouraged by many English as it was risky; the more conservative approach was to double the ranks and fire 2 ranks in a salvo and that left 2 ranks (from an 8 deep Battalion) still ready if things didn't work out as planned.

Squadrons were more flexible than Battalions as they were homogenous and smaller in size and frontage. A Squadron was formed by placing troops side by side (ideally 2, but however many it took to have 150-200 men). Most Regiments fielded 4 to 6 troops, but Cromwell fielded 14 and Manchester 11. Royalist regiments tended to be much smaller. The maneuvers for Horse were similar to Foot: Forming Up (much easier but still filling in a front by file from a march column), Doubling (same as the Foot), Wheeling, Counter-Marching, and Charging. The Cavalry traveled at four speeds: Walk, Trot, Gallop, and Full Career, the latter only being used in pursuit as the formation would completely disintegrate. A Charge was delivered by Doubling and interlocking stirrup-to-stirrup, then advancing either by rank or as a whole at a walk with pistols drawn and ready to fire. The Charge by rank allowed the trailing ranks to assist if things went poorly or exploit should they go well. The walk then became a trot and possibly a gallop in the last few yards, but this would undermine the effectiveness of the fire. The Pistols would be fired and followed closely by the sword. Parliamentary cavalry had a weakness of firing early and often, with less than satisfactory results. Royalists tended to go in closer and use the pistol and sword in close with greater effect. They often had to forego the pistol for want of enough pistols to equip the troops. Royalist had to press their Dragoons to fill the depleted ranks of the Regiments of Horse. Carbines, when available, were highly sought after for the increase in firepower they brought. Most Cavalry units in the game represent two squadrons for a total of 300 to 400 men.

Weapons

Note that the measures and conversions shown below between imperial and metric are for general reference only. They are not exact as the original measures from the mid 1600s for handmade items or manually paced-off distances were not precise.

The Musket

The 12-gauge matchlock musket was the primary firearm of the infantry. It was essentially the same caliber as the Brown Bess of the next century. Often maligned, the matchlock musket has been grossly underestimated. The reliability in use is better than the flintlocks. The match was the primary limitation. Making and distributing match was a logistical burden as an army could consume miles of match chord. It also made loading more hazardous as musketeers could not reload next to each other in closed ranks. The caliber, range, and accuracy are the same as the later flintlocks. The English musket was 12 gauge, which means the standard issue of one pound of lead made 12 bullets, which translates into .69 caliber (1.7cm) with a hefty 1.3 ounce (178 grains) bullet. By contrast to modern military firearms, the musket ball was over 500 grains, whereas modern bullets range from 55 to 150 grains. The barrel was 3.5 feet (1.1m) in length and with stock was well over 4 feet total length (1.2m). The musket weighed in at 10 to 11 pounds (4.5 to 5kg). If properly loaded it would propel the bullet

at over 900 feet per second, which is similar to modern sub-sonic pistol muzzle velocities. The barrel was attached to the furniture with pins, so it did not have the characteristic two or three bands seen in later muskets. The stock came in two varieties. The Older Dutch or Fishtail style was most common and is often associated with the firearms of this era. It is heavy and awkward looking but made the musket a fearsome weapon when used as a club. The English had a reputation of using the clubbed musket vigorously. The newer French style was the sleeker, lighter stock like what we see in 18th Century flintlock muskets and was becoming popular. The rest or fork often associated with 17th Century matchlock muskets was falling from common use. We know that many were ordered and issued early in the war, but by the end it had completely disappeared. A musketeer was usually issued powder and lead in equal proportions (one pound was the standard), though in loading it you only used half to two thirds the bullet weight of powder to prevent blowing yourself up. Rapid firing and loading brought the danger of all military muzzle-loading firearms, the premature ignition of the powder during loading. This problem would often cause the loss of a finger, and an officer on campaign noted that more digits were buried than men.

A bandolier of small wooden flasks each carrying a power charge, normally twelve, was very common. Alternatives were several types of early cartridge boxes or placing cartridges in one's jacket pockets. The bullets were carried in a small bullet bag, a pocket or in the mouth (during an engagement for quick access). A small powder flask held the priming powder, or some powder from the cartridge could be used in a pinch. The Royalists had many supply problems and generally their troops were short on the proper equipment. Each musketeer carried a couple of lengths of match, with one lit at both ends during times of readiness. The Corporal and file leaders often carried extra match in loops over their shoulders.

Early flintlock muskets saw some service and were called firelocks. These were popular with sentries as they did not waste match and made it easier to conceal your position.

Often thought of as slow and cumbersome, in fact the loading procedure was little different for a 17th Century matchlock than for an 18th or 19th Century flintlock. Though the steps listed in drill books were around 19, the actual commands were three, "Make Ready!; Present!; Fire!." The matchlock can be comfortably loaded and discharged twice in a minute, but this rate drops sharply once the chargers in the front of the bandolier have been expended (as you can imagine reaching around your back to grab one). The overall rate of fire improved in later periods, not because of the firing mechanism, but with the transition from the bandolier of charges to the cartridge box (much more convenient and could carry more shots) and the change from wooden ramrods to metal (metal pulls forth, rams easier, and returns faster and with more flexibility than wood). The maximum range was over a 100 yards (90m), but the practical maximum effective range was 25-50 yards (20-45m) and that was the range they attempted to engage.

The Sword

A straight, stiff sword with a 3 foot (0.9m) cut and thrust blade. Basket and Mortuary style hilts were extremely popular and were nearly universal among the cavalry. Infantry swords tended to be simpler affairs. Swords of some sort were general in use, though for the rank and file the sword was used more for cutting wood than enemies. A soldier wasn't considered a soldier without a sword. For cavalry, they were to engage the enemy with their sword drawn and secured to their wrist by a cord while they used their pistol first.

The Pike

An ash pole about 16 feet in length (5m) topped with a spearhead. The short, diamond shaped head was known as the Dutch style. A longer, narrow spearhead was the English style. Both styles were used extensively. The pole was tapered for balance as in practice it was held at the base and ranged from 1 to 1.5 inches (2.5 to 3cm) at the base to 0.75 to 1.25 inches (2 to 2.5 cm) at the head. The common grip for the pike, in the "Charge" posture was seen in de Gehyn's plates of 1607: right hand gripping the base of the shaft, right arm fully extended backwards; left hand in an over-hand grip (knuckles facing up) below the chin, left arm against the body. The shaft is thus held chest high. Holding a pike in the middle was known as the Swiss style and appears to have fallen out of common use in the 17th Century. Most were still suggesting a 1:1 ratio of muskets to pikes, but in practice, the need for garrisons, sentries, and pickets pushed the ratio towards 2:1 or more, while regiments for field service were still mustering 1:1. Towards the end of the Civil Wars some Royalist regiments had no pikes at all.

The Pistol

A brace or pair of pistols was the signature armament of 17th Century cavalry. These pistols were either wheellock or flintlock (of various types). The wheellock was the most elaborate and reliable (and expensive). It was more common on the Continent than in England. The pistols were typically 20 to 24 gauge and barrel lengths were declining from nearly 2 feet (0.6m) more common in the 16th Century to 8 to 12 inches (20 to 30cm). Drill books encouraged the horseman to save one of the pistols should he need to beat a hasty retreat; this usually indicates that the common mistake was to burn through both pistols quickly. The effective range was low, inside 20 yards (18m). The preferred technique was to give fire within 6 feet (1.8m). Most armor was made pistol-proof, and it was an official requirement, so the cuirass and helmet did help. Several notable personalities received several dents to their armor from pistol balls. The pistol was a critical tool in horse on horse combat as the tight, stirrup-to-stirrup formations made the sword by itself ineffective - it was not long enough to reach across the head of your horse and the head of your enemy's horse to the enemy himself. The pistol could force an opening that could be exploited

by the sword. In horse to foot combat, again the pike out ranged the sword, but not the pistol. The old Caracole tactic had died at Ivry in 1590, though there was still an emphasis on firepower, but it was combined with shock action.

The pistol was often seconded by a carbine. A similar caliber to a pistol, but its 2- to 2.5-foot barrel (60 to 75cm) gave it greater range. In England it was almost exclusively flintlock, but wheellock carbines could be found on the Continent. The carbine was carried by means of a swivel and a sling across the left shoulder, hanging on the right hip. The sling was loose enough to allow loading and firing without unhooking. The carbine meant that in an engagement a troop would discharge its carbines at about 10 to 20 yards (9 to 18m) and then use their first pistol, followed by the sword. The carbine in the past had distinguished Heavy Cavalry (Cuirassiers) from Light Cavalry (Arquebusiers - in reference to the carbines) as well as the extent of the armor worn. This distinction had been clear at the end of the 16th Century when these notions were popularized. By the mid-17th Century the line between Heavy and Light was blurred. Armor was becoming lighter and used less extensively across the board, mainly due to expense, availability and the reduced benefit. Carbine use was increasing as it was a handy addition in firepower. Sweden, England, Bavaria, and Lorraine led the way with rolling their Heavy and Light cavalry into one class - a troop of horse. Wallenstein was in the dissent on this point wanting to ban the use of the carbine as he felt his troops would shoot instead of charge after Lützen. It was more an issue of the artificial distinction between Heavy and Light Cavalry and the Light Cavalry (using carbines) were just following the tactics they were taught; that is, that Light Cavalry is for skirmishing and scouting. The trend of combining into one type of cavalry was much more efficient as every regiment was expected to be able to do reconnaissance, skirmishing, charging etc.

The Artillery

Artillery was still in its infancy, though it was by no means useless or unsophisticated. The gunners' manuals are quite involved in the art and science of laying guns. Its primary purpose was still the reduction of fortifications. Neither army fielded a large artillery train and without sufficient mass, no action covered here turned on its use. The artillery did inflict casualties and cause all sorts of mischief, but it was its cost that drove many decisions. To lose artillery to the enemy was disastrous and out of proportion to its potential use by them. I divided the artillery into three main classes Culverins (15lb shot), Sakers (5-6lb shot), and Falcons (2-3lb shot), as these were the most common 3 of the 11 classes listed in various sources. Guns ranged from the Canon Royal, with an 8 in. bore and a 63 lb shot to a base cannon with a 1.25 in. bore and a half-pound shot.

4.3. Designer's Notes

This Accursed Civil War (TACW) was originally published as a Desk Top Published (DTP) game in September of 1999. It started with a new-found interest in the 16th and 17th Centuries. I started doing a good bit of reading and collecting games from that period, not that there were very many. GMT's *Lion of the North* (Lion), 3W's *Royalists & Roundheads* (R&R), and SPI/DG's *Thirty Years War Quad* made their way into my hands. If you have played any of those, you may recognize some of the concepts from each. The idea of doing my own game came from many engaging discussions on the ConsimWorld discussion board. I noticed that the designers of *Lion* and *R&R* had both gone the DTP route and I figured that instead of arguing about their mechanics, I would have a go myself. I am a big fan of Oliver Cromwell and being a "rebellious" American and a "puritanical" Southern Baptist, there is a definite affinity to the "Grand Old Cause." The name "This Accursed Civil War" comes from a poignant quote from Lord Clarendon, a Royalist, after the first battle of Newbury, September 23rd 1643: "In this unhappy battle was slain the lord viscount Falkland; a person of... inimitable sweetness and delight in conversation, of so flowing and obliging a humanity and goodness...that if there were no other brand upon this...accursed civil war than that single loss it must be most infamous and execrable to all posterity." It is estimated that 3500 men fell that day. Self-publishing a game with six battles under the hood was a very ambitious way to start, I daresay foolhardy. Fortunately, the gamers were very supportive and understanding as I went through a steep learning curve. Despite the shortcomings of the components the system caught on, and thanks to the Internet a lively discussion grew. In the spring of 2000, I was approached by Gene Billingsley of GMT to take a crack at TACW via their P500 process. By this time, by popular demand and my own interest, I had taken TACW across the channel to the Thirty Years War (30YW). I was anxious to do some battles and look at periods not previously gamed. The later years of the 30YW had received little attention, but it became clear that there were very interesting battles so I had pulled together *Sweden Fights On* (SFO) looking at the resurgence of the Swedes after the death of Gustav Adolf.

Major concepts in the game system that are worth noting are Formations, Close Combat as a test of morale, no Zones of Control (ZOC), Orders, and the Interactive Sequence of Play.

Formation integrity was critical to the functioning of combat units during this period. Formations allowed for control and facilitated movement with a minimum of training. Compared to the armies of the mid-18th Century the training was very limited. Combat formations come in many variations, but once formed for battle the formation was not easily changed. There was no mechanism for smoothly transitioning from one type of formation to another. Maintaining the formation was a major undertaking when traversing difficult terrain. Loss of formation integrity, or effectiveness, did not undermine morale in itself. Other systems either did not address formation or abstracted it with morale in the form of cohesion. In this system the ability to maintain formation is tied into the orders a wing is under. For the sake of simplicity and speed of play formation integrity is captured in a step loss

approach, or two-strikes-and-you're-out plan. The same approach is taken for morale.

I wanted the Close Combat system to include some major concepts based on my research. Close combat was always decisive: either you pushed them back or not. Many systems had units at close quarters, ostensibly engaged in hand-to-hand combat for extended periods, which just did not happen. The clash of arms was often over in moments, or the action was broken off and attempted again. Someone runs or quits. Though decisive, it was not particularly lethal. Very few of the battlefield fatalities were stabbed or bludgeoned to death. A gunshot wound was the killer. In this system Close Combat can be fairly unpredictable, so be careful before charging in. It is worth your while to use the tactics of the day, a "healthy" firefight to soften the enemy line before "charging your pikes" and "clubbing your muskets."

Zones of control are a very common concept in wargaming, almost axiomatic. In this case, given the nature of the period formations, ZOCs are unrealistic. The Reaction Fire, Reaction Movement and Close Combat rules give one more than sufficient cause one to be cautious when in proximity to the enemy without using "Dummy" rules that limit a player's options. These rules capture what ZOC rules are meant to abstract.

The orders concept is borrowed, though trimmed down a bit, from Rob Markham's "Royalists & Roundheads" quad games. I reduced the number of orders and changed when and how they can be changed. This is a simple way to cover this issue. Players can feel free to experiment with written orders; however, the research indicates that the battlefield plans, and actual orders issued were rudimentary compared with later periods. This also related to the commanders having virtually no staff, and still leading from the front.

The interactive sequence of play is an abstraction of the battlefield phenomenon of some groups being able to accomplish more in the same amount of time than others. Movement and fire in reality are not truly simultaneous. Each commander is in a decision-making cycle - the infamous OODA loop (Observe, Orient, Decide, Act). Successful commanders derail their enemy's progress through the loop, causing them to keep taking a step back in the process. This was especially critical in this period as these commanders had very little staff support. The interactive sequence is also more engaging for two players, as both are involved in what is going on, versus a traditional IGO-UGO.

Second Edition Additional Notes

It has been twenty years since TACW first came out. All in all, it has done well at standing the test of time. It can be a bit fiddly with lots of markers and styles of combat. It is very much a game in the tradition of more complex hex-and-counter games. Regardless of these attributes, I still get plenty of feedback from players, so there are folks besides me still playing Musket & Pike Battle Series. Over the years the single most common question was on the iconography: why are there individual soldiers versus the formation icons I used in play test. The initial answer is that GMT traditionally used these soldier icons, and I did not question it. As we came into this reprint (which was somewhat more than a reprint), we opened the discussion on updating the counter art. The state of the game art had progressed with each volume which necessitated a comprehensive review. Here we made the “controversial” decision to pursue formation icons. There are several reasons for that. First, the game has a miniatures feel so the imagery on the counters could contribute to that feel. The famous battlefield engravings were also well known and provided a graphical style and the game in play could borrow that same look. Charlie Kibler did an outstanding job working with Dick and me to sort out the icons. When we announced the change in artwork the pre-orders shot up. While some will not like it, I think most will be pleased. Additionally, the battle specific player aid cards have evolved to help move play along and reduce the need for referencing the play book. I am excited about getting this game in print and moving on to Under the Lily Banners and Gustav Adolf the Great.

Tactics

Do not depend on a lengthy artillery bombardment to weaken an enemy line. If it causes some damage do not wait for them to reform, but launch your attack. Your attack will mask your guns and leave you open so do not dawdle in closing, or leave some gaps in your line to fire through. However, do not rush up adjacent to a healthy infantry brigade as you will be shot to pieces. Move quickly to two hexes out and then use fire actions with advancing one hex to close the distance. Then Salvo, then Close Combat. You will take casualties from the reaction fire, probably more than you inflict - that is what a reserve is for. Use two lines if possible, but do not crowd the first line though as you do not want to lose units to the inability to retreat in a traffic jam of your own creation. Move your army commander to the main attack. He can rally and/or reform units while keeping the wing under a charge order; this is critical. Be aggressive with your cavalry; force his foot into *schiltrons* so you can advance your foot without the threat of reaction fire. Do not pile on in Close Combat with cavalry, because if you win you could find the whole gang pursuing off board. One or two is enough, as you do not want what was a winning wing to be a ghost wing. Close Combat can be a tossup; do not be afraid to go in with a slight disadvantage as you could roll lucky and win or at least mess up his formation some. Think about saving one of your pistols; it is easy to burn them and then a 6 morale unit with both pistols from the second line can do some real damage. The Make Ready order is your transition order; it is much easier to change to than jumping ahead to a Charge. Rally is easy to change to, but hard to get out of, so be careful. Good luck and “...Trust in the LORD and keep your powder dry!” - Cromwell.

Thank you for interest in *This Accursed Civil War* and hope you enjoy...

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