

This Accursed Civil War

Five Battles of the English Civil War

Edgehill 1642 • 1st Newbury 1643 • Marston Moor 1644 • 2nd Newbury 1644 • Naseby 1645



PLAY BOOK

Table of Contents

1. Determining Victory	2	6. Naseby—June 14th 1645	12
2. Edgehill—October 23, 1642	2	7. Historical Notes	14
3. First Newbury—September 20, 1643	4	8. Designer's Notes	18
4. Marston Moor—July 2, 1644.....	6	9. Bibliography	19
5. Second Newbury—October 27, 1644.....	8	10. Credits	20

Determining Victory

Royalists earn VPs for Parliament losses and vice versa. Victory is determined by subtracting the Royalist VP total from the Parliament VP total. The Victory Points (VPs) are calculated for the following items:

<i>Event</i>	<i>Victory Points</i>
Eliminated Cavalry Unit	10
Per Cavalry Casualty Point on Map at End	2
Eliminated Two-Hex Infantry Unit	10
Eliminated One-Hex Heavy Infantry Unit	5
Per Heavy Infantry Casualty Point on Map at End	1
Musketeers and Dragoons	0
Captured 3lb Artillery Unit	5
Captured 4-8lb Artillery Unit	10
Captured 12lb Artillery Unit	15
Each Wing Commander Eliminated	10
Army Commander Eliminated	20
King Charles Eliminated	50

Setting Up Leaders

Unless a leader has a specific set up hex, an Army Commander must be placed with any friendly unit, and a Wing Leader must be placed with any unit in its wing.

Edgehill

October 23th 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 Years 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. Essex conceded the ground and his army withdrew in some disorder after the fight 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, the Royalists would struggle trying to field enough quality infantry to rival those of

Parliament. The King had a clear advantage in numbers and quality of horse. The reverse was the case for 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. By the 12th of October the King 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 Kinton. 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, and Lord Fielding on the right. After some time, (probably from 9 A.M. to 3 P.M.) it became clear that Essex was not going to attack such an impregnable position. At 3 P.M. 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 Kinton, some 2 miles away. This left the infantry to fight it out. The center of the Parliamentary line broke and ran before the Royalist 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 with no Royalist horse around, 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 shifted to the Royal schiltron that was taken under fire by the advancing infantry under Skippon. After taking considerable losses, 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 Parliamentary 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.

Duration: 9 Turns, Game begins around 3 p.m.

Royalist Army Set Up

ARMY COMMANDER: King Charles I
SENIOR WING COMMANDER: Rupert

Right Wing (Cavalry)

WING COMMANDER: Rupert (Repl: Maurice)

1ST LINE: *North to South*

<u>Units</u>	<u>Hexes</u>
1 x Musketeers (3-6)	3103
1 x Dragoons (2-6)	3104

Usher and Duncombe's Dragoon Regiments under Gen. Aston

King's LG (2-8)	3105
Prince of Wales (3-7)	3106
Rupert (3-8)	3107
I/Maurice (3-7)	3108

2ND LINE:

II/Maurice (3-7)	3306
Byron (4-7)	3308

Center Wing

WING COMMANDER: Astley (Repl: Lisle)

1ST LINE:

1 x 12lb (Culverins)	3011
1 x 4-8lb (Sakers)	3012
Gerard (18-7)	3109 & 3110

Col. Charles Gerard's, Sir Lewis Dyvie's and Sir Ralph Dutton's Regiments

Fielding (18-6)	3112 & 3113
-----------------	-------------

Sir Thomas Lundsford's, Col. Richard Bolle's, Sir Edward Fitton's and Sir Edward Stradling's Regiments

Wentworth (18-6)	3115 & 3116
------------------	-------------

Sir Gilbert Gerard's, Sir Thomas Salusbury's and Lord Molyneux's Regiments

2ND LINE:

Belasyse (18-7)	3310 & 3311
<i>Sir John Belasyse's, Sir William Pennyman's, Col. Thomas Blagge's Regiments</i>	

Byron (18-8)	3314 & 3315
--------------	-------------

King's Lifeguard of Foot, The Lord General's, Sir John Beaumont's Regiments

Left Wing (Cavalry)

WING COMMANDER: Wilmot (Repl: Caernarvon)

1ST LINE:

Caernarvon (3-7)	3117
Grandison (3-7)	3118
Wilmot (3-7)	3119
2 x Dragoons (2-6)	3120, 3121

Col. Edward Grey's and Rupert's Dragoons (commanded by Lt. Col Innes) brigaded under Col. Grey

2ND LINE:

Digby (2-7)	3317
Ashton (2-7)	3319

Parliament Set Up

ARMY COMMANDER: Robert Devereaux, Earl of Essex (must start with his infantry regiment the Lord General's).

SENIOR WING COMMANDER: Balfour

Left Wing (Cavalry)

WING COMMANDER: Ramsey

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.

<u>Units</u>	<u>Hexes</u>
--------------	--------------

Ramsey (4-6)	1804
Waller (4-6)	1805
Goodwin (4-6)	1806
Ind. Troops (3-6)	1605
6 x Commanded Muskets (1-4)*	1804, 1805, 1806, 2004, 2103, 2203

**400 from Col. Denzill Holles' and 200 Col. Thomas Ballard's Regiments*

Center Wing

WING COMMANDER: Balfour (Repl: Stapleton)

Another officer was named to be the commander of the foot, but he seems to have absented himself on the day of the battle. I put Balfour as the leader as he took charge of the situation.

1ST LINE:

Meldrum's Brigade:

Meldrum I (18-7)	1816 & 1817
Meldrum II (18-7)	1813 & 1814

Sir John Meldrum's, Lord Robartes', Sir William Constable's, and Sir William Fairfax's Regiments

Col. Charles Essex's Brigade:

C. Essex I (20-6)	1810 & 1811
C. Essex II (20-6)	1807 & 1808

Col. Charles Essex's, Lord Wharton's, Lord Mandeville's, and Sir Henry Cholmley's Regiments (Col. Charles Essex's men ran before the advancing Royalists)

2ND LINE:

Ballard (14-7)	1608 & 1609
<i>Lord Brooke's, Col. Holles', Col. Ballard's Regiments</i>	
Lord General's (20-7)	1611 & 1612
<i>The Lord General (Essex fielded a double regiment)</i>	

3RD LINE: The Cavalry Reserve

Essex (4-7)	1512
Essex LG (2-8)	1513
Bedford (2-8)	1514
Balfour (4-7)	1515

ARTILLERY:

The General of Artillery du Bois did not get much of the large Parliamentary artillery train to the field in time

1 x 4-8lb (Sakers)	1812
1 x 3lb (Falcons)	1815

Right Wing (Cavalry):

WING COMMANDER: Fielding

The Earl of Bedford was the General of Horse and should have commanded this wing, but he was notably absent at this critical juncture. The "Reserve Cavalry Brigade" under Balfour was probably intended to join Fielding, but as the situation developed Balfour stayed to support the infantry—probably when Charles Essex's Brigade broke and ran.

Fielding (4-6) 1920
 3 x Dragoons (2-6) 2020, 2021, 2022
Col. John Brown and Col. James Wardlawe's Dragoons

Map Features:

The stream and ploughed field on the map are for historical interest only and have no affect at all on play.

Historical Orders:ROYALISTS: All orders are—*Charge*PARLIAMENT: All orders are—*Receive Charge***Victory Conditions:**

Decisive Parliamentary Victory	11 or more
Marginal Parliamentary Victory	10 to -9
Draw	-10 to -29
Marginal Royalist Victory	-30 to -49
Decisive Royalist Victory	-50 or less

Historical Results:

Total VPs (Not Counting Leaders)

ROYALIST		PARLIAMENT	
Horse	110	Horse	90
Foot	50	Foot	60
<u>Guns</u>	<u>25</u>	<u>Guns</u>	<u>15</u>
Total	185	Total	165
% Lost	22%	% Lost	42%

Parliament Royalists Differential: 40 – 70 = -30

HISTORICAL RESULT: Marginal Royalist Victory

COMMENTARY: A decisive victory for the King could have ended the rebellion before it got started. To accomplish this victory, the Royal army would need to defeat Parliaments army and prevent it from interfering with the Royalist advance on London. Anything less would mean a stalemate, and the war would continue.

Optional Rules:

1. Royalist Heavy Infantry brigades were poorly equipped and have a -1 to the Musket table. The Royalist Cavalry was also short of pistols and is limited to 1 versus 2 Pistol Shots.

First Newbury

September 20th 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, 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 a civil war mentality where there was not a genuine desire to totally destroy the enemy. Again 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, seizing it very early, and then 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. It 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 A.M. 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. The Parliamentary infantry in the enclosures remained immovable. Through the day the battle for Round Hill raged and the Royalist nearly gained the heights, but Essex holding his crack London Brigades in reserve, counter attacked the exhausted Royalists, sending them reeling back. The fight de-

volved 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.

Duration: 20 Turns, Game begins around 8 a.m.

Royalists Set Up

ARMY COMMANDER: King Charles I (Repl: Lord Forth)

SENIOR WING COMMANDER: Rupert

Center

WING COMMANDER: Astley

SET UP: Along Wash Hill Road anywhere from 3100 to 2511.

ARTILLERY:

1 x 12lb (Culverins)

2 x 4-8lb (Sakers)

2 x 3lb (Falcons)

Vavasour (15-8)

Welsh and Marcher regiments summoned to the siege of Gloucester including Sir William Vavasour's, Prince Charles', Col. Samuel Sandys', Col. Richard Herbert's and Lt. Col Arthur Blayney's Regiments

Byron (15-8) (Sir Nicholas)

The Oxford Regiments—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

3 x Musketeers (3-6)

The Bristol Musketeers under Wentworth

Belasyse (15-6) and Gerard (15-6) (Sir Gilbert Gerard)

The Culham Camp regiments that had recently been in the costly storming of Bristol

Left Wing (Cavalry)

WING COMMANDER: Rupert

SET UP: South of row xx11, No farther West than Wash Hill Road

Right Wing (Cavalry)

WING COMMANDER: Byron

SET UP: No farther West than Wash Hill Road, no farther South than Sandleford Castle Road (this wing overlaps the Center Wing).

Available Cavalry Units:

The Royalist player may assign the units listed below to any 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 the 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. Brigade commanders are chosen as replacements for the wing they are assigned to.

RUPERT'S CAVALRY BRIGADE:

I/Rupert (4-8), II+III/Rupert (2 x 4-7)

BYRON'S CAVALRY BRIGADE (Sir John):

I/Byron (4-8), II+III/Byron (2 x 4-7)

CAERNARVON'S CAVALRY BRIGADE:

I/Caernarvon (4-8), II+III/Caernarvon (2 x 4-7)

WILMOT'S CAVALRY BRIGADE:

I/Wilmot (4-8), II+III/Wilmot (2 x 4-7)

GERARD'S BRIGADE (Col. Charles Gerard):

I/Gerard (4-8), II+III/Gerard (2 x 4-7)

Parliament Set Up

ARMY COMMANDER: Earl of Essex

SENIOR WING COMMANDER: Skippon

Center

WING COMMANDER: Skippon

SET UP: No farther East than row 19xx, no farther North than row xx05 (Cope Hall) and no farther South than row xx11 (Wash Common Farm).

ARTILLERY:

1 x 12lb (Culverins), 2 x 4-8lb (Sakers), 2 x 3lb (Falcons)

1ST LINE: *North to South*

Robartes (10-7)

Skippon (10-7)

Barclay (10-6)

Holborne (10-6)

The above consisted of Tyrell's, Martin's, Robartes', Constable's, Skippon's, Barclay's, Holmstead's, Holbourne's, Langham's, Bulstrode's and Thompson's Regiments—The Army was greatly weakened by an outbreak of Typhus.

RESERVE: Anywhere within 2 hexes from 1408:

London Trained Bands (15-7) *Col. Randall Mainwaring's, Red and Blue Regiments of the London Trained Bands*

London Auxiliaries (15-7) *Red, Blue and Orange Auxiliaries of the London Trained Bands*

Essex (5-7)

Springate (5-6) *Springate's and Brooke's Regiments*

Left Wing (Cavalry):

WING COMMANDER: Middleton

SET UP: Within 3 Hexes of Skinners Green

3 x Commanded Muskets (1-4) *Under Maj. Richard Fortescue of Bulstrode's Regiment*

Right Wing (Cavalry):

WING COMMANDER: Stapleton

SET UP: No farther North than row xx12 and no farther East than Bell Hill Road

Available Cavalry Units:

Assign to either Cavalry wing the following Regiments of Horse:

Essex LG (2-8) Bedford (2-8)

These two are the Cuirassier troops of Essex, Balfour and Bedford's Regiments grouped together as at Edgehill for hitting power

Essex (4-7) Balfour (4-7) Delbier (3-7)
 Behre (4-7) Middleton (4-7) Ramsey (4-6)
 Groby (3-6) Goodwin (4-6) Meldrum (4-6)
 Denbigh (4-6) Norton (3-6) Harvey (3-7)
 2 x Dragoons (1-5)

Historical Orders:

ROYALIST: Rupert—*Charge*, Astley—*Make Ready*, Byron—*Make Ready*

PARLIAMENT: All orders are—*Receive Charge*

Victory Conditions:

COMMENTARY: Once again, Charles has an opportunity to destroy Parliament's army and march on London. He will need a decisive victory to secure his communications and prevent the rebels from returning to their stronghold of London.

Decisive Parliamentary Victory: 20 or more
 Marginal Parliamentary Victory: -10 to 19
 Draw: -11 to -39
 Marginal Royalist Victory: -40 to -70
 Decisive Royalist Victory: -70 or less

Historical Results:

Total VPs (Not Counting Leaders)

ROYALIST		PARLIAMENT	
Horse	160	Horse	140
Foot	40	Foot	70
<u>Guns</u>	<u>45</u>	<u>Guns</u>	<u>45</u>
Total	245	Total	225
% Lost	29%	% Lost	27%

Parliament Royalists Differential: 70 - 70 = 0

Historical Result: Marginal Parliamentary Victory

Special Rules:

1. The Battle started early in the morning and lasted all day. If no units are adjacent and no Parliamentary Wings have a Charge Order, the Royalist player may declare a Break. A Break is 4 turns and all units on both sides revert to Receive Charge orders automatically. All units on the map are returned to Normal Morale and Normal or Open Formation, and Cavalry may reload both pistols. This does not change the effects of Casualty Threshold.
2. The Royalist player gains an additional 5 VPs for each hex of "Round Hill" occupied (1607, 1608, 1706, 1707, 1708, 1807, 1808) at the game's end.
3. The named farmhouses on the map have no effect on play.

Marston Moor

July 2nd 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.

Overview

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 joined with Fairfax's Northern Association Army, and the Earl of Manchester's Eastern Association Army (a total 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 strong force of veteran Horse and Foot to the relief of York, forcing Leven to give battle. 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 P.M. Newcastle's York infantry, clamoring for their pay, did not leave York until 4 P.M. which would have them arriving on Marston Moor as the fighting broke out.

The Battle

After the rain broke, the armies faced each other. An artillery duel raged for some time and died down by 6 P.M. 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 around 7 P.M. and they thought that the day was over, the Allies launched a general attack. Byron may have prematurely charged in response to a probe to his front by the Scots dragoons under Faser. 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 Parliamentary 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 schiltrons. 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. The battle went much better for the Parliamentary forces 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. By nightfall all was lost for the Royalist army. Newcastle's tardy "Whitecoats" were slaughtered in a last stand. A truly decisive victory had been 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. 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.

Duration: 5 Turns, Game begins around 7 P.M.

Royalists Set Up:

ARMY COMMANDER: Prince Rupert (1515)

SENIOR WING COMMANDER: Goring

Right Wing (Cavalry):

WING COMMANDER: Lord Byron (*Rupert's Cavalry*)

"Forlorn Hope"

Units	Hexes
Rupert/Byron (12-8)	2307 & 2308
<i>Rupert's Famous "Bluecoats" and Byron's "Redcoats", this brigade commanded by Col. Napier</i>	
Trevor (4-7)	2108

1ST LINE (Rupert's Horse under Lord Byron):

Byron (3-8)	2202
Urry (2-7)	2204
I/Vaughn (3-7)	2206
Tuke (2-7)	2001
1 x 3lb (Falcons)	2204
5 x Commanded Muskets (1-4)	Stacked with or adjacent to any other unit

2ND LINE (Rupert's Horse under Lord Molyneux):

Molyneux (2-7)	1802
Tyldesley (3-7)	1804
Leveson (2-7)	1806
I/Rupert (4-8)	1808

Center Wing

WING COMMANDER: SgtMaj.Gen. Henry Tillier (*Rupert's Infantry*). Replacement WCs: Newcastle, Eythin).

1ST LINE: *West To East*

Warren (5-7)	2110
I/Tyldesley (5-7)	2112
II/Tyldesley (4-7)	2114
I/Broughton (5-7)	2116
II/Broughton (4-7)	2118
Gibson (4-7)*	2120
II/Tillier (4-7)	2122
I/Tillier (5-7)	2124
4 x Commanded Muskets (1-4)	Along row 22xx between 2211 and 2224

*Composite of the remains of Earnley's and Gibson's Regiments

ARTILLERY:

1 x 12lb (Culverins), 3 x 4-8lb (Sakers), 1 x 3lb (Falcons)
Set up along rows 21xx or 22xx between xx11 and xx24.

2ND LINE:

I/Chaytor (5-7)	1917
II/Chaytor (4-7) a.k.a. Cheater	1919
<i>Col. Henry Chaytor recently arrived from Ireland</i>	
Millward (3-6)	1921
<i>also identified as the Derbyshire, a composite Midland foot battalion of Millward's, Freschville's and Eyre's foot</i>	
Chisenall (5-7)	1923

RESERVE: (under Prince Rupert)

Rupert LG (2-8)	1515
Widdrington (4-7)	1517
I/Blakiston (3-7)	1718
II/Blakiston (2-6)	1719

Left Wing (Cavalry)

Newcastle's Northern Horse brigaded from approximately 18 weak regiments

WING COMMANDER: Goring

1ST LINE:

Freschville (2-7)	2125
Eyre (2-7)	2127
I/Lucas (4-7)	2229
II/Lucas (3-7)	2330

2ND LINE:

I/Langdale (4-7)	1926
II/Langdale (4-7)	1928
Carnaby (2-7)	2130
5 x Commanded Muskets (1-4)	Stacked with or adjacent to any other unit

York Contingent

Newcastle/Eythyn (*a.k.a. Gen. James King, The remains of Newcastle's foot*)

OPTION 1 (early arrival):

Place entire York Contingent with Center Wing

Whitecoats I (5-7)	1911
Whitecoats II, III (2 x 5-6)	1913, 1915
York I, II, III (all 4-5's)	1710, 1712, 1714

OPTION 2 (some arrive):

Place the three Whitecoat units (I,II,III) with Center Wing as listed above. On Turn 1 the three York units (I, II, III) may enter at 1031.

OPTION 3 (late arrival*):

Turn 1: Whitecoats I (5-7), II, III (5-6) may enter between 1031

Turn 3: York I, II, III (4-5) may enter between 1031

**Most Likely Historically*

OPTION 4 (very late arrival):

Do not use any York Contingent Units

Allied Set Up

Scots (Green)

Manchester's Eastern Association (Red)

F. Fairfax's Northern Association (Red)

ARMY COMMANDERS: Lord Leven, Manchester, F. Fairfax (see Special Rules)

SENIOR WING COMMANDERS: Lumsden for Leven, Cromwell for Manchester, and T.Fairfax for F. Fairfax.

Right Wing (Cavalry)

WING COMMANDERS: T. Fairfax (Repl: Lambert)

1ST LINE (Northern Association Horse under T. Fairfax):

Fairfax I (3-7)	2922
Fairfax II (3-7)	2923
Fairfax III (3-7)	2924
Fairfax IV (3-7)	2925
Fairfax V (3-7)	2926

SCOTS LIGHT INFANTRY:

3 x Commanded Muskets (2-5)	2923, 2924, 2925
1 x Dragoons (2-6)	2927 Col. Thomas Morgan's

2ND LINE (Northern Association Horse under Lambert):

Lambert I (3-6)	3122
Lambert II (3-6)	3123
Lambert III (3-6)	3124
Lambert IV (3-6)	3125

3RD LINE (Scots Horse under Eglinton):

Balgonie (4-6)	3321
Eglinton (4-6)	3323
Dalhousie (3-6)	3325

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.

Center Wing

WING COMMANDER: Lumsden. (Replacement WCs: Crawford, Baillie, then Hamilton).

1ST LINE:

I/Crawford (14-8)	2908 & 2909	<i>Manchester and Montagu</i>
II/Crawford (13-8)	2911 & 2912	<i>Pickering and Russell</i>
I/Fairfax (10-8)	2914 & 2915	<i>Constable and Fairfax</i>
II/Baillie (12-7)	2917 & 2918	<i>Rae and Hamilton</i>
I/Baillie (12-7)	2920 & 2921	<i>Maitland and Crawford-Lindsay</i>

SCOTS ARTILLERY:

2 x 12lb, 5 x 4-8lb, 3 x 3lb	setup between 2808–2822 along row 28xx or between 2908–2921 along row 29xx.
------------------------------	---

2ND LINE:

I/Lumsden (10-6)	3109 & 3110	<i>Yester and Livingstone</i>
II/Lumsden (10-6)	3112 & 3113	<i>Coupar and Dunfermline</i>
III/Lumsden (10-6)	3115 & 3116	<i>Kilhead and Cassillis</i>
IV/Lumsden (10-6)	3118 & 3119	<i>Buccleugh and Loudoun</i>

3RD LINE:

II/Fairfax (10-8)	3308 & 3309	<i>Bright and Overton</i>
III/Fairfax (10-8)	3311 & 3312	<i>Thornton and Dodding</i>
V/Lumsden (12-6)	3314 & 3315	<i>Erskine and Dudhope</i>
Manchester (13-8)	3317 & 3318	<i>Crawford and Hobart</i>

RESERVE BRIGADE

Reserve (10-6)	3512 & 3513	<i>Hepburn and Unidentified</i>
----------------	-------------	---------------------------------

Left Wing (Cavalry)

WING COMMANDER: Cromwell (2907) (Repl: Leslie)

1ST LINE (Eastern Association Horse under Maj. Gen. Cromwell):

DESIGNER'S NOTE: There were 4 troops of Scots Dragoons under Col. Hugh Fraser and 5 Eastern Association Troops under Lt. Col. John Lilburne, some sources have the implication they fought mounted, but Gen Lumsden does indicate the division was dragooners and given the terrain around Tockwith it is most likely they fought dismounted in the normal dragoonier fashion.

I/Manchester (4-7)	2904
III/"Ironsides" (3-8)	2905
II/"Ironsides" (3-8)	2906
I/"Ironsides" (4-8)	2907

SCOTS LT INFANTRY:

3 x Commanded Muskets (2-5)	2905, 2906, 2907
1 x Dragoons (2-6)	2903

ENGLISH LT INFANTRY:

1 x Dragoons (2-6)	2902
--------------------	------

2ND LINE (Eastern Association Horse under Commissary General Vermuyden):

II/Manchester (4-7)	3103
Vermuyden (3-7)	3104
Fleetwood (4-7)	3105
Norwich (3-7)	3106

3RD LINE (Scots Horse under Maj. Gen. Leslie):

Leslie (4-7)	3303
Kirkudbt (4-6)	3305
Balcarres (3-6)	3307

Historical Orders:

ROYALIST: Byron—*Charge*, Tillier—*Receive Charge*, Goring—*Receive Charge*

ALLIES: All orders are—*Charge*

Victory Conditions:

DESIGNER'S NOTE: Along with Naseby, Marston Moor was one of the few really decisive victories for either side in the war. The Allies will need to destroy a major part of the Royalist army to achieve victory. Control of the North is in the balance.

Decisive Parliamentary Victory	50 or more
Marginal Parliamentary Victory	20 to 49
Draw	0 to 19
Marginal Royalist Victory	-1 to -20
Decisive Royalist Victory	-21 or less

Historical Results:

Total VPs (Not Counting Leaders)

ROYALIST		PARLIAMENT	
Horse	200	Horse	230
Foot	100	Foot	140
<u>Guns</u>	<u>55</u>	<u>Guns</u>	<u>85</u>
Total	355	Total	455
% Lost	56%	% Lost	31%

Parliament/Royalists Differential: 200 – 140 = 60

HISTORICAL RESULT: Decisive Allied Victory

Special Rules:

1. **COMMAND RIVALRY:** The three Army Commanders all start in play and when an Allied wing is activated the Allied player must roll to see which commander is activated. The Army Commanders may only influence units of their own color.

Roll	Army Commander Activated
0-3	Manchester
4-6	F. Fairfax
7-8	Leven
9	None are activated

2. **SURPRISE:** On the first turn due to Surprise, the Allies receive a -1 to all Continuation and Preemption attempts.

Second Newbury

October 27, 1644

South of Oxford in Berkshire

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

Historical Background

This disaster 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 defeat of a Parliamentary army under Essex at Lostwithiel. The King served up with a golden opportunity, 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.

Battle

Waller's march around 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 long 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.

Duration: 6 Turns, Game begins around 3 p.m.

Royalists Set Up

ARMY COMMANDER: King Charles I
SENIOR WING COMMANDER: Goring

Left Wing

WING COMMANDER: Maurice

SET UP: within 3 hexes of the village of Speen
Western Foot (10-7)

Col. Joseph Bampffield's, Sir Thomas Basset's, Sir Henry Cary's, Col Piers Edgumbe's, Sir Edmund Fortescue's, Col. William Godolphin's, Sir John Grenville's, Prince Maurice's (commanded by Philip Champerton), Col. Thomas Pigot's, Col. Thomas St. Aubyn's, Col. John Stocker's, and Col. Joseph Wagstaffe's Regiments

I/Maurice (3-8)

II/Maurice (3-7)

III/Maurice (3-7)

Sir Thomas Basset's, Sir Henry Cary's, Col Piers Edgumbe's, Col. James Hamilton's (though he also shows in Cleveland's brigade), Col. Giles Strangeways' Regiments

1 x 4-8lb (Sakers), 1 x 3lb (Falcons)

3 x Commanded Muskets (1-4)

Center Wing

WING COMMANDER: Goring

SET UP: South of River Lambourn, within 10 hexes of the village of Donnington.

Blage (12-8)

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 Regiments

I/Goring (3-8), II/Goring (3-7), III/Goring (3-7)

(Formerly Lord Wilmot's Brigade, who was arrested for treason) Lord General's, Prince Maurice's, Gerard Croker's and Thomas Howard's Regiments

I/Bennet (3-8), II/Bennet (3-8)

Sir Humphrey Bennet's, Sir George Vaughn's, Sir Edward Waldgrave's and Col. Andrew Lyndsay's Regiments

I/Cleveland (4-8), II/Cleveland (4-7)

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 Regiments

I/Wentworth (3-8), II/Wentworth (3-7), III/Wentworth (3-7)

Prince of Wales', Queen's and Col. Richard Neville's Regiments

King's LG (2-8)

1 x 4-8lb (Sakers)

2 x 3lb (Falcons)

2 x Dragoons (2-6)

3 x Commanded Muskets (1-4)

Right Wing

WING COMMANDER: Astley

I/Lisle (10-8) (1 hex must be in the Shaw House)

II/Lisle (10-7) (in Command range of Lisle I)

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 Regiments.

Astley (8-8) (South of R. 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, Sir Edward Rodney's Regiments and a Somerset Trained Band contingent.

ARTILLERY: Any hex adjacent or stacked with an Infantry Brigade

1 x 12lb (Culverins)

1 x 4-8lb (Sakers)

1 x 3lb (Falcons)

LIGHT INFANTRY: Any hex adjacent to or stacked with an infantry brigade.

5 x Commanded Muskets (1-4)

BOY'S INDEPENDENT COMMAND:

At Donnington Castle (Donnington Castle can not be captured—it is impregnable in game terms):

1 x Musketeers (3-6)

1 x 4-8lb (Sakers)

Northampton's Cavalry Brigade

This brigade was imprudently dispatched the day prior.

UNITS: Northampton, I/Nrthmptn (3-8), II/Nrthmptn (3-8)

OPTION 1: (Called Back) returns from South edge on a roll of 0-1 any time a Royalist Wing is activated

OPTION 2: (Never Left) assign the Cavalry Brigade less the leader with the Center Wing)

Colonel Douglas

Col. Douglas was dispatched the day prior to Boxford to block passage of Lambourn, and was routed.

UNITS: Douglas, Douglas (3-7), Douglas (2-5)

OPTION 1: (Not routed) returns from West Edge on a roll of 0 or 3 if combined with Northampton roll anytime a Royalist Wing is activated.

OPTION 2: (Never Left) assign the cavalry and commanded muskets unit to the Left Wing.

Parliament Set Up

ARMY COMMANDER: Sir William Waller
SENIOR WING COMMANDER: Manchester

Far Right Wing

Eastern Association Foot and Western Association Horse

WING COMMANDER: Earl of Manchester

SET UP: Must setup North of River Lambourn within 3 hexes of the East Edge "Clay Hill"

I/Manchester (11-8)*

II/Manchester (11-7)*

III/Manchester (11-7)*

Waller (4-8)

Haselrigge (4-8)

Vandruske (4-7)

Thorpe (3-6)

**same regiments as Marston Moor only units are weaker*

ARTILLERY:

1 x 12lb (Culverins)

1 x 4-8lb (Sakers)

1 x 3lb (Falcons)

Bridge of Boats (see Special Rules)

Main Attack

SET UP FOR THE LEFT, CENTER AND RIGHT WINGS:
South of River Lambourn within 10 hexes of Western Edge

Left Wing (Cavalry)

Eastern Association Horse

WING COMMANDER: Maj. Gen. Cromwell

I/"Ironsides" (4-8), II/"Ironsides" (3-8), III/"Ironsides" (3-8)

I/Manchester (4-7), II/Manchester (4-7)

Fleetwood (4-7)

Vermuyden (3-7)

Norwich (3-7)

Center Wing

Essex's Main Army Foot, London Foot and Waller's Western Association Foot

WING COMMANDER: Sgt. Maj. Gen. Skippon

I/Skippon (12-8), II/Skippon (12-7)

The remnants of Essex's once powerful infantry after Lostwithiel

I/London (12-7), II/London (12-7)

Red, Blue, Westminster and (Yellow) Tower Hamlets Auxiliaries

Western Foot (8-7)

Sir William Waller's, Sir Arthur Haselrigge's and Potley's Regiments

ARTILLERY:

1 x 4-8lb (Sakers)

1 x 3lb (Falcons)

Right Wing (Cavalry)

Essex's Main Army Horse

WING COMMANDER: Maj. Gen. Balfour

Essex (4-7)

Balfour (4-7)

Behre (4-7)

Delbeir (3-7)

Sheffield (4-7)

Harvey (3-7)

Pye (2-7)

Historical Orders:

PARLIAMENT: All Orders are—*Charge*

ROYALIST: Maurice—*Receive Charge*, Astley—*Receive Charge*, Goring—*Make Ready*, Boys—*Receive Charge*

Victory Conditions:

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

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

Historical Results:

Total VPs (Not Counting Leaders)

ROYALIST		PARLIAMENT	
Horse	140	Horse	190
Foot	50	Foot	80
<u>Guns</u>	<u>65</u>	<u>Guns</u>	<u>45</u>
Total	255	Total	315
% Lost	31%	% Lost	25%

Parliament/Royalists Differential: 80 – 80 = 0

Historical result: Marginal Royalist Victory

Special Rules:

1. DONNINGTON CASTLE: The castle hex is impregnable in game terms. The occupants can fire normally.

2. VICTORY HEXES: The Parliamentary player receives 5 VPs for each of the following hexes if they were the last to occupy it by the end of the game: Shaw House, Village of Shaw, Village

of Donnington (2524), 3632, 3425, 2823.

3. **THE SHAW HOUSE:** This hex had a moat and hedge around the front garden that served as a perfect fort, the hex is gives the occupant a -2 for Fire and Close Combat.

4. **BRIDGES:** A Two-Hex unit may not occupy a bridge hex (2011, 2624, 3235 and the Bridge of Boats). It must have sufficient movement to cross to the other side, it in effect "squeezes" through.

5. **BRIDGE OF BOATS:** Manchester receives the Bridge of Boats counter and he secretly records its location on the Lambourn between Shaw and the eastern Map Edge. It is placed on the map as soon as it is used to cross the river. Manchester's engineers gave Bernard Astley's picket line quite a shock by crossing the river without being discovered. Historically, it was probably in 3338.

Optional Rules:

1. Optional Early Attack, Increase duration to 8 turns.
2. Optional Attack Directions
 - A. All from East, No Turn Limit, All Parliament Wings start North of Lambourn within 3 hexes of East Edge.
 - B. Village of Donnington—No Turn Limit, Cromwell, Skippon, Balfour start between 8 and 12 hexes North of Donnington, no farther West than 2 hexes of Donnington Castle.
 - C. Village of Bagnor—12 Turns, Cromwell, Skippon, Balfour start North of River Lambourn within 8 hexes of Bagnor.

Naseby

June 14th 1645

North of Northampton in Northamptonshire

King Charles I vs. The New Model Army 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, 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 the New Model Army. A National Army 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, Oliver Cromwell was the Major General of Horse. In addition, the Self

Denying Ordinance was passed to separate politics and war fighting, forcing members of Parliament to chose 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.

Prelude

The Naseby campaign opened with the New Model Army striking first. A powerful cavalry foray by Cromwell shook 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 was on the 12th of June 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 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, the Parliamentarians stabilized the center. Cromwell went into the attack. Though slowed by a steep slope and gorse bushes, Cromwell's attacked 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 along with 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.

Duration: 15 Turns, Game begins around 10 a.m.

Royalists Set Up

ARMY COMMANDER: King Charles I
SENIOR WING COMMANDER: Rupert

Right Wing (Cavalry)

WING COMMANDER: Prince Rupert (Repl: Northampton)

1ST LINE:

Rupert (3-8)	2006
Rupert LG (2-8)	2008
Queen's (2-8)	2010
I/Maurice (3-8)	2012
2 x Commanded Muskets (1-4)	2007, 2009

2ND LINE:

I/Northampton (3-8)	1806
I/Vaughn (3-7)	1808
II/Vaughn (3-7)	1810

Center Wing

WING COMMANDER: Gen Astley (Repl: Lisle)

1ST LINE:

B. Astley (8-8) 2013 & 2014
Duke of York's and Col. Edward Hopton's Battalions with the remains of the Western foot with the following regiments: Col. Matthew Appleyard, Sir Bernard Astley, Sir Edward Hopton and Sir John Paulet

I/Bard (9-8) 2016 & 2017

Thrown together from Garrison along the line of march and had no pikes

I/Lisle (10-8) 2019 & 2020

The remnants of the Reading Tertio

2ND LINE: Col. Howard's Brigade

I/Howard (3-7)	1916
II/Howard (3-7)	1917
III/Howard (3-7)	1918

Col. Howard's Brigade=Col. Samuel Sandys- Worcester Garrison, Col. Thomas Howard, Col. Thomas Leveson—Dudley Castle Garrison, Col. Richard Bagot—Lichfield Garrison, Sir Robert Byron—Chester Garrison, Sir Henry Bard—Camden House, Col. Robert Warden—Chester Garrison

3RD LINE:

Page (4-7)	1814
II/Bard (4-7)	1816
II/Lisle (4-7)	1818 <i>a.k.a. Shrewsbury Foot</i>

RESERVE:

King's LG (2-8)	1516
King's LG/Rupert's Bluecoats (7-8)	1516 & 1517
Newark I (3-7)	1519
Newark II (3-7)	1520

OPTIONAL ARTILLERY:

Sources conflict on presence of Royalist artillery
2 x 3lb (Falcons) 2015, 2018

Left Wing (Cavalry)

WING COMMANDER: Langdale

1ST LINE:

I/Northern Horse (3-7)	2021
II/Northern Horse (3-7)	2022
III/Northern Horse (3-7)	2023
2 x Commanded Muskets (1-4)	1922, 1923

2ND LINE:

I/Blakiston (3-7)	1822
Cary (2-6)	1823

Parliament New Model Army

ARMY COMMANDER: T. Fairfax
SENIOR WING COMMANDER: Cromwell

Right Wing (Cavalry)

WING COMMANDER: Cromwell

1ST LINE: *West to East*

I/11 (3-7)	2920 Col. Whalley
II/11 (3-7)	2921 Col. Whalley
I/6 (3-7)	2922 Col. Pye
I/1 (3-8)	2923 Gen. Cromwell
II/1 (3-8)	2924 Gen. Cromwell
I/8 (3-7)	3026 Col. Rossiter

2ND LINE: *West to East*

I/9 (3-7)	3120 Col. Sheffield
II/9 (3-7)	3121 Col. Sheffield
II/6 (3-7)	3122 Col. Pye's 2nd Squadron
Fiennes I (2-6)	3123

3RD LINE: *West to East*

Fiennes II (2-6)	3321
<i>Includes Associated Horse Troop</i>	
II/8 (3-7)	3322 Col. Rossiter's 2nd Squadron

Center Wing

WING COMMANDER: Skippon

1ST LINE: *West to East*

"Forlorn Hope"
3 x Commanded Muskets (1-4) 2611, 2613, 2615
2 x 4-8lb (Sakers) 2814, 2818
2 x 3lb (Falcons) 2812, 2816
Skippon/10th (10-7) 2910 & 2911

Waller/11th (10-6)	2912 & 2913
Pickering/8th (10-6)	2914 & 2915
Montague/7th (7-6)	2916 & 2917
Fairfax/1st (8-7)	2918 & 2919

2ND LINE: *West to East*

Pride I/4th (5-6)	3112
Hammond/3rd (8-7)	3115 & 3116
Rainesborough/9th (10-6)	3118 & 3119
Pride II/4th (4-6)	3314

"Baggage Guards"

1 x Commanded Muskets (1-4)	3915
1 x Red Wagon	3915

Left Wing (Cavalry)

WING COMMANDER: Ireton

1ST LINE: *West to East*

I/2 & II/2 (2 x 3-7)	2902, 2903	Col. Butler
I/10 & II/10 (2 x 3-7)	2905, 2906	Col. Vermuyden
I/5 & II/5 (2 x 3-7)	2908, 2909	Col. Ireton

2ND LINE: *West To East*

I/7 & II/7 (2 x 3-7)	3104, 3105	Col. Riche
I/3 & II/3 (2 x 3-7)	3107, 3108	Col. Fleetwood

INDEPENDENT COMMANDS:

Behind the Sulby Hedge: Col. Okey's 12th Horse dragoons
3 x Dragoons (2-6) 2501, 2401, 2301

Historical Orders:

ROYALIST: Rupert—*Charge*, Astley—*Charge*, Langdale—*Receive Charge*

ALLIES: Cromwell—*Make Ready*, Skippon—*Receive Charge*, Ireton—*Make Ready*, Okey—*Receive Charge*

Victory Conditions:

COMMENTARY: 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.

Decisive Parliamentary Victory	60 or more
Marginal Parliamentary Victory	30 to 59
Draw	10 to 29
Marginal Royalist Victory	-19 to 9
Decisive Royalist Victory	-20 or less

Historical Results:

Total VPs (Not Counting Leaders)

ROYALIST		PARLIAMENT	
Horse	180	Horse	220
Foot	55	Foot	80
<u>Guns</u>	<u>10</u>	<u>Guns</u>	<u>30</u>
Total	245	Total	330
% Lost	82%	% Lost	36%

Parliament/Royalists Differential: 200 - 120 = 80

Historical result: Decisive Parliamentary Victory

Special Rules:

1. Bard's brigade of foot (both Bard I and II) was made up of garrisons collected along the line of march (Worcester, Lichfield and Chester). Being Garrisons they had no pikes. They are still treated as heavy infantry except they may not form a schiltron/hedgehog formation and they receive an additional -1 when attacked by Cavalry in Close Combat.



Historical Notes:

English Civil War Timeline:

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 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 crushed

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.

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. The Parliamentary armies, with their power base in the urban areas, had 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. The Captain was seconded by a Lieutenant. The third officer in the chain of command was the Ensign for foot or Cornet for horse. 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 two or three Sergeants. 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. The 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 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. 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 this other duties would not allow him to command his regiment or captain and so the ranks or 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 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 *Tercias* 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 to form and maintain). 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 to Form Up, Doubling it ranks, Wheeling, Counter-Marching and for combat to Give 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 the 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-march 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 the four basic techniques used are found in the rules were 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 Charges. 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 pistol 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, however 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:

The Musket

The 12 gauge Matchlock Musket was the primary firearm of the infantry. 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 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 (178g) bullet. The barrel was 3.5 feet (1.1m) in length and with stock was well over 4 feet total length (1.3m). The musket weighed in at 10 to 11 pounds (5-5.5kg). The barrel was attached to the furniture with pins so it did not have 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 is 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 Royalist had many supply problems and generally their troops were short on the proper equipment. Each musketeer carried a couple 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, these 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 is 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, 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 wood ramrods to metal (metal pulls forth, rams easier and returns faster and with more flexibility than wood). The maximum range is over a 100 yards (90m), but the practical maximum effective range is 25-50 yards (20-45m) and that is the range they attempted to engage.

The Sword

A stiff sword with a 3 foot (0.9m) cut and thrust blade. Basket and Mortuary 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 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. 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, pickets the ratio pushed 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 case 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 (0.6 m) 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 (2m). 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 outraged 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 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 lessened across the board, mainly due to expense. Carbine use was increasing at it was a handy addition. 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. Light Cavalry (using carbines) were just following the tactics they were taught—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.

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 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/Minions (2-3lb shot), as these were the most common 3 of the 11 classes I have referenced. Guns ranged

from the Canon Royal, with an 8 inch bore and a 63 lb shot to a base cannon with a 1.25 inch bore and a half-pound shot.

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 are very many. GMT's "Lion of the North" (Lion), 3W's "Royalists & Roundheads" (R&R),

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 both had 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 was 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 worth noting are Formation, Close Combat as a test of morale, no Zone of Control (ZOC), Orders, and 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-your-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. Gun Shot 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, ZOC is 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, 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



Bibliography:

Peter Young & Richard Holmes, *The English Civil War*, Ware: Wordsworth Editions Limited 2000 (Originally published in 1974)

Toynbee & Young, *Cropredy Bridge 1644*, Kineton: The Roundwood Press, 1970, DA415.T76

Peter Young, *Marston Moor 1644*, Kineton: The Roundwood Press 1970, DA417.Y66

John Adair, *Cheriton 1644*, Kineton: The Roundwood Press 1973, DA415.A3

HCB Rodgers, *Battles & Generals of the Civil Wars*, London: Seely Service & Co 1968 DA415.R56

Conrad Russell, *The Causes of the English Civil War*, Oxford: Clarendon Press 1990 DA415.R78

David Eggenberger, *An Encyclopedia of Battles*, New York: Dover Publications, Inc. 1985 D25.A2E37

Glen Lyndon Dodds, *Battles in Britain 1066-1746*, London: Arms and Armour Press 1996

Robert Norton, *The Gunner: The Making of Fire Works*, London 1628

Robert Barret, *The Theorike and Practike of Moderne Warres*, London 1598

John Cruso, *Militarie Instructions for the Cavallrie*, Cambridge 1632 (Based on an earlier work on experience in the Dutch War)

Gervase Markham, *The Souldier's Exercise*, London 1638 (Originally published in 1625, went through several editions. Markham served with the Dutch)

John Vernon, *The Young Horse-man, or The Honest Plain-Dealing Cavalier*, London 1644 (Vernon served as a Parliamentary Cavalry Officer)

William Barriffe, *Militarie Discipline: or The Young Artilleryman*, London 1661 (Fifth Edition, originally published in 1635 Barriffe served with Parliament)

Stuart Reid, *All The King's Armies*, Staplehurst: Spellmount Limited 1998

Stuart Reid, *Gunpowder Triumphant Leigh-on-Sea*: Partizan Press

Keith Roberts, *Soldiers of the English Civil War 1 Infantry* Botley: Osprey Publishing Limited 1989

John Tincey, *Soldiers of the English Civil War 2 Cavalry* Botley: Osprey Publishing Limited 1990

Stuart Reid, *Scots Armies of the English Civil Wars* Botley: Osprey Publishing Limited 1999

issued were rudimentary compared with later periods. This also related to the commanders having virtually no staff, and still leading from the front.

Interactive sequence of play is an abstraction of the battlefield phenomenon that some groups can 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.

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, 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, or 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, if you win you could find that the whole gang pursues 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 toss up. Do not be afraid to go in with a slight disadvantage, 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 into it 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*.

I thank you for interest in "This Accursed Civil War," and I hope you enjoy.

"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 Anonymous Parliamentarian after failures at Lostwithiel and 2nd Newbury in the later half of 1644*.

CREDITS

Game Design: Ben Hull

Game Development: Marty Arnsdorf

Original Playtesting and Research Assistance: Graham Perry

Art Director, Cover Art and Package Design: Rodger B. MacGowan

Game Map & Counters: Mark Simonitch

Editing: Tim Chambers, Karm Kerwell, Marty Arnsdorf, Andrew Preziosi, Mark Simonitch

Playtesters: Bill Croslow, Brandon Einhorn, Nick Hyle, Mark Kaczmarek, Karm Kerwell, Andrew Preziosi, Steve Rugar, Warren Sogard, Zack Waltz, Lance Weller

Production Coordination: Tony Curtis

Producer: Gene Billingsley

Special thanks to The English Civil War Society and The Sealed Knot for the Photographs of Reenactments and valuable source information