

# THE ENGLISH CIVIL WARS

“All the ends I had were but to bring things to a fair and peaceable issue... That God might have had his fear; the King his honor; the Houses of Parliament their liberties and properties; and nothing might have remained upon the score between us, but... love.” This battle was one of the Royalist highlights in the Civil War in 1644, fought only three days before the shattering northern defeat of the hitherto invincible Prince Rupert at the Battle of Marston Moor (2 July 1644), by which it has been overshadowed.

## Background

A meeting between the Earl of Essex and Sir William Waller took place on 6 June 1644. Essex decided the armies of these two Parliamentary generals had two immediate goals to achieve. First, to crush the King's Army as and when it slipped out of the Royalist capital at Oxford (as the two armies of Essex and Waller closed in on Oxford). Second, to relieve the town of Lyme Regis in Dorset currently besieged by King Charles' younger nephew, Prince Maurice and his Army of the West.

With superior enemy numbers approaching and not wanting a siege of the Royalist capital Oxford, the King was compelled to make his famous 'night march', thus dispersing the forces of his chief asset, his Oxford Army. The Reading garrison was also withdrawn, along with more outlying garrisons around Oxfordshire, and the King slipped away to the northwest with nearly all of the cavalry and 2,500 selected musketeers, but no pikemen, colours or artillery. Parliamentary horse eventually intercepted the King, but after a skirmish the Royalists crossed over into Worcestershire and destroyed the bridge at Pershore. Realizing that the King was two days' march ahead, a Council of War was held. Essex decided he would proceed south to relieve Lyme Regis, ordering Waller (whose army had less baggage and lighter artillery) to pursue the King and attempt to bring him to battle. Waller objected strenuously, but was overruled. The generals in London, extremely displeased, commanded Essex to return – too late. Advantage was with the King, as Essex's departure enabled him to concentrate his forces once more and, like a good strategist, had not delayed to bring his whole army together at Witney. The King then confidently sought out Waller, as the Royalist newspaper *Mercurius Aulicus* stated: “His Majesty being resolved that if Waller came to seeke him, he should find him ready, and if the hungry Rebell had a stomach unto lead and Iron, they should have their belly full.” Both Waller and Sir Arthur Heselrige wrote to the Committee of Both Kingdoms on 7 June, stating “We resolve to follow the King wherever an army can march.”

# "Smart Battaile"

## The Battle of Cropredy Bridge, 29 June 1644

The importance of this letter was such that Heselrige himself was sent by Waller to convey it to London (therefore he did not lead his horse regiment at the battle). Waller received 370 musketeers and a company of dragoons from Gloucester and various garrisons, and later seven troops of horse, 600 more foot and eleven artillery pieces from Coventry and Warwick.

The King doubled back and returned to Worcester on 15 June; many of the Royalist foot were transported by boat down the River Severn to Worcester early that morning. Waller repaired Bewdley Bridge and sent a letter to Essex urging him to return with his army, but to no avail. Essex had relieved Lyme on the 15<sup>th</sup> and occupied Weymouth, and was preparing to proceed farther west. Waller had been left to do as best he could (though an even worse fate was soon to overtake the cautious Essex at Lostwithiel!). The rest of the Royalist foot rendezvoused with the King at Witney on the 19<sup>th</sup>; the army now numbered about 5,000 foot and "ten brass guns of various calibres". Prince Charles met up with the King on the 24<sup>th</sup>, after recovering from measles. The King had planned to march to Daventry on the 28<sup>th</sup>, but on receiving information that Waller's Army was near Banbury, he changed his plans and decided to march to on that town to give battle.

At 10am, the King's Oxford Army mustered on Castle Hill, about one mile east of town. The morning rain and mist prevented any observation of the Parliamentarians. Later that day the weather cleared and Waller's Army was seen drawn up in Hanwell Warren on the western side of the River Cherwell, about a mile in front of the King's forces on the eastern side. Since both armies were anxious to secure a place of advantage on which to fight, both sides manoeuvred for possession of Crouch Hill (a 500-foot high hill about a mile south-west of Banbury). However, Waller's Army was on the same side of the river as the hill and so with the shorter distance to travel, they won the race. The situation on the morning of 29 June was that the King's Oxford Army stood on the eastern side of the River Cherwell, near the town of Banbury. Waller's Army faced the Royalists at the foot of Crouch Hill on the western side, about a mile away. Waller was famous for always choosing a good defensive position, and this one was such, described in *Mercurius Aulicus* as "...having a hill at his backe, a great hedge with a deepe ditch for the front, and flanked also with divers hedges and ditches." The King was anxious to get Waller to "quit his strength", since there was also marshy ground just to the front of his position. Sensibly, the King realized that an attack on Waller's current position would be "more dangerous to attempt to force him thence". Therefore, after waiting in vain, he decided to continue the march once more towards Daventry in order to "observe

Waller's motion and to expect a fitter opportunity and place to give him battle." The King's move met with success, as Waller's Army drew off from its high ground and draw parallel with the Cavaliers on the other side of the river, by marching along the road from Banbury to Southam. As the Royalists marched towards Daventry, both armies were in full view of each other, being about one or two miles apart. The Royalists believed Waller would not attack them.

However, the King ordered the van of his Oxford Army to quicken their pace to cut off a large party of horse sighted about two to three miles away near Daventry, obviously attempting to join Waller. This caused a large gap to appear in the army column as the rest were unaware of the order. The gap has been estimated about a mile and a half between the centre (just over the River Cherwell at Hay's Bridge) and the lead of the rear guard (which was just at the crossroads past the village of Wardington). This gap was a major tactical error.

Waller quickly seized his chance to cut off the rear of the army and "bite the heel according to his custom." He split his army; most of the force under Lt.-General John Middleton would attack over Cropredy Bridge to cut off the front of the rear guard from the rest of the Royalist army; the rest under Waller, crossed the ford at Slats Mill to hit the army's rear. However, the Parliamentarians had been misinformed about the progress of the Royalists along the road to Daventry, and instead of only cutting off the King's rear, they were to find themselves caught between his centre and rear.

## The Battle

The action began about 1pm, as Middleton's force spread out after crossing Cropredy Bridge. Most of the horse turned northwards along the River Cherwell and Hay's bridge, where the Royalist van and centre appears to have crossed the bridge, with the artillery and baggage train crossing last. The rear guards at the back of the last Royalist division across the bridge (presumably Col. Thelwall's commanded musketeers) quickly turned over a wagon to block the bridge and held it with musketeers, forcing the horse to retire. Messengers were sent to recall the van, and the King quickly ordered Lord Bernard Stuart to lead the King's Lifeguard of Horse back across Hay's Bridge. The Lifeguard subsequently charged and routed four troops of Sir Arthur Haselrige's Regiment of Horse, who were forming up ready to charge the Earl of Cleveland's battalia of horse that had drawn up on rising ground facing them. By this time the foot and artillery of Middleton's force had crossed Cropredy Bridge and drew up in the fields beyond, along with the rest of the horse. Cleveland charged with his battalia, undaunted into the fire from the Roundheads, routing and chasing them beyond their cannon. He captured about 100 foot, along with eleven pieces of artillery and two wooden 'barricadoes' mounted on wheels (each carrying seven small brass and leather guns) after killing most of the gunners. Middleton's force had been

thrown back across Cropredy Bridge, but he used dragoons to cover the retreat. It was now that Lt.-Colonel John Birch of Haselrigge's Foot persuaded the Tower Hamlets Regiment of Foot – in the process of crossing – to defend the bridge, supported by the Kentish Regiment, the rest of the trained bands and two "drakes" (light artillery pieces). While Middleton's forces were trying to cut off the Royalists from Hay's Bridge, Waller had led his forces across Slat Mill Ford about a mile below Cropredy. The Earl of Northampton's battalia of horse, bringing up the Royalist rear, turned and rapidly drove the enemy cavalry back over the ford. Waller immediately withdrew his entire army to the high ground near Great Bourton, but left infantry to guard the lower ford near the mill. The same seems to have been done with Middleton's force. After making an orderly withdrawal back across Cropredy Bridge, the Tower Hamlets, Kentish Regiments and other so far unengaged foot of the centre along with some dragoons and 'two drakes', then guarded the bridge and ford.

The battle was over by 2pm, and the "fair and very warm weather" had no doubt taken most of the fight out of the armies. However the King was determined to gain possession of Cropredy since he now had all of his forces drawn up a mile above it in the fields around Williamscote, and so he ordered an advance about 3pm. The Royalists could not gain the other side of the river as Waller kept sending forward reinforcements down to the riverbank to keep them at bay and prevented the Cavaliers from crossing. Eventually the Royalist attack across the ford at Slat Mill succeeded, but advanced no farther, probably due to the boggy ground near Great Bourton, as well as from reinforcements sent forward by Waller. The end result was that the Royalists occupied the Slat Ford and the adjacent mill, captured some prisoners, and harassed the Parliamentarians for the rest of the day.

In the evening, the Royalists withdrew most of their horse and foot nearer to the river, facing the Parliamentarians who were drawn up on top of the hill. The Parliamentarian horse formed into three large bodies about this time and advanced down the hill, but retired in disorder after being fired on by Royalist artillery (some of which were the captured cannon!). The King then sent a trumpeter to ask for safe conduct for Sir William Walker (the King's Secretary-at-War) to deliver an offer of royal pardon for Waller's Army, but this was refused, and as his reply Waller fired twenty cannon shot into the area where the King was with his royal standard.

## After the Battle

Both armies continued to face each other the following day, 30 June, like "snarling dogs", waiting for the other to quit the field first. It would have been quite a battle if either side had decided to attack (and a great 'what if' scenario!), but with Waller's forces severely hurt and no doubt demoralised, and the King's forces low on provisions such as food and

powder, neither army did anything.

That evening the King received intelligence of the approach of 4,000 foot and 500 horse from Buckingham under Sgt.-Maj.-General Richard Brown, advancing to join Waller. The King decided to quit the field, which was done in orderly fashion on 1 July, at 4pm. At the time, both armies were unaware of the impending battle of Marston Moor (2 July), but to the soldiers of Waller's Army it really did not matter, as it was so far away. In fact "the defeat of that day at Cropredy was much greater than it appeared to be" and "it even broke the heart of Waller's Army". Waller's Army sustained about 700 casualties (killed, wounded and captured); the Royalists reported about 80 in total. While Waller lost no key commanders, the Royalists lost two – Sir William Boteler and Sir William Clerke – both killed, while Lord Wilmot had received two slight wounds (in the arm and a bullet grazed his hand).

Waller's Army was exhausted, had lost all of its artillery except for a couple of pieces it had recaptured, and the London troops and other local contingents were in mutiny to return home, especially after Brown's force had arrived, who they considered as their "replacements". In fact, Waller remarked after Cropredy Bridge that the Trained Bands: "...come to their old cry of home, home... they are so mutinous and uncommandable that their is no hope of their stay. Yesterday they were like to have killed the Major General [Brown] and they hurt him in the face. Such men are only fit for a gallows here and hell hereafter."

Waller's army was crippled and literally destroyed as an effective independent fighting force for the rest of the war. Yet in the long term, this success was to have disastrous consequences for the Royalist cause. Waller's letter to the Committee of Both Kingdoms stated that, "Till you have an army merely your own that you may command it is in a manner impossible to do anything of importance." Parliament found an answer within twelve months, with the creation of the New Model Army. Following up the victory against Waller, the King marched into Cornwall, and after a series of events (and battles) eventually hemmed in Essex's Army at Lostwithiel, compelling it to surrender in the open field unconditionally.

## The Set Up

This encounter is a non-standard and unique battle for the English Civil War period, in that one army (Parliamentarian) – split in two using a pincer movement – attempts to unexpectedly rush upon and cut off part of the other army (Royalist) and quickly destroy it before the rest of the army can regroup and come to bear. The Parliamentarians must press the attack with their horse early on, advancing and engaging as far away as possible from the river, gaining as much ground before the Royalist horse deploys, plus getting the rest of their forces across and

pushing forward quickly to engage and bring the battle into full action. It seems that historically the Parliamentarians were not quick enough with all of their forces, probably due to the fact that a large number of units had to traverse over two points along the river, and possibly the ford and boggy ground slowed them down enough so that the Royalists could deal with the situation and eventually win the day. While not noted on the map, it is important, regardless of deployments noted below, that opposing units are at least 24" away from each other.

#### **Royalist Deployment & Victory Conditions:**

The van and front of the centre (body) of the army are considered off tabletop to the north beyond Hay's Bridge (only one commander and unit will return as reinforcements; see below). The artillery has just crossed Hay's Bridge (and is off the tabletop), with the baggage in the process of crossing, along with some infantry (Thelwall's Commanded Musketeers) crossing at the adjacent ford.

The rear of the centre of the army, comprised of Cleveland's Battalia is in column on the road near the crossroad leading to Wardington (dragoons deployed mounted three moves away on the eastern side of Cropredy Bridge, after having been chased away from the bridge itself by the advancing Parliamentarians); Astley's Battalia follows in column thereafter (the Wardington Ash should be just off the road and about even with the end of Cleveland's Battalia). The rear of the army, comprised of Northampton's Battalia is in column on the road following Astley's Battalia.

All the Royalist units start in disorder (except for the dragoons). This reflects the surprise and shock that occurred initially to the Cavaliers due to the Roundheads' sudden advance. Second and subsequent turns proceed as normal. Note that commanders are allowed to give a command for the entire battalia to reorder (unlike in the rules); this is a special condition for this battle.

#### **Parliamentarian Deployment & Victory Conditions:**

Middleton's force is to have the horse in the van (all in column) deployed as desired two movements (18") across Cropredy Bridge since the Royalist dragoons have mounted and retired. Infantry in the van are to be deployed on road in column after the horse, with artillery following crossing the bridge, and foot of the rear part of the van thereafter (on the road and crossing the ford next to the bridge) on the western side of the river. Waller's force is in column at Slat Mill, with horse and dragoons within one movement (9") on eastern side of the ford, and foot in the process of crossing the ford, while on the western side they are waiting to cross. The Parliamentarians automatically have the initiative on the first turn, with all of the Royalist units being in disorder (except for the dragoons at Cropredy Bridge). This reflects the surprise and shock that occurred initially to the Cavaliers due to the Roundheads' sudden advance. Second and subsequent turns proceed as normal.

## The Terrain

The modern day features of the landscape are essentially the same as they were in 1644, though the bridge at Cropredy is a successor of the one during the Civil Wars. During that time it was stone, being two-spanned, but the upper part had a wooden railing rather than stone. Hays Bridge was entirely a wooden bridge. Something typical of bridges in this period was a ford being adjacent to the crossing. Troops crossing the river would make use of both the bridge and adjacent ford (most likely cavalry would use the fords) to make the crossing quicker. Therefore, next to each bridge on the downriver side (i.e., west for Hay's, south for Cropredy) there is an area wide enough to allow a column width section considered fordable.

The ford at Slat Mill crosses at a marshy area, so terrain should reflect this. Likewise, the area west of the ford is also marshy, extending north and south of the crossing. This crossing actually goes over two smaller branches of the River Cherwell, which are east of the river. Slat Mill should be placed just on the Parliamentarian side of the closest of these smaller branches, a couple of inches from the ford as the mill was supposedly "70 yards above the ford". Note that there are other areas marked as marsh, especially below Cropredy, since contemporary accounts state that "bogs" flanked Waller's position. The outskirts of the town of Cropredy are not needed, though a few buildings are needed to represent the village of Williamscoote on the eastern side of the river.

Therefore the terrain was made up of various large, relatively open crop fields and pastures – perfect for cavalry – edged with hedgerows, with at least one or two openings (gates, etc.) Do not place hedgerows along road edges, unless it borders a pasture; given the various horse charges that occurred, this hints that not all fields were enclosed. It seems most enclosures were nearer to Cropredy Bridge, as Parliamentarian infantry were noted as lining hedges when they formed up. To a lesser extent there should be fields beyond the crossing at Slat Mill, but since Waller's cavalry did not seem impeded by these (no accounts mention this), they should be few and open. All hedgerows and stonewalls should hinder movement and cause disorder.

If possible (or to achieve entirely historically accurate terrain) most of the eastern (Royalist) side of Cropredy should gently rise from the river to the edge of the tabletop – the steepest incline rising from Slat Mill itself.

There should be a movement penalty (costs 2" per 1") for any units ascending the two levels of the hill from Slat Mill (on the southern side of Williamscoote), which will slow the Parliamentarian cavalry's advance, as happened historically. Otherwise, no penalty should be given to movement for any other slopes on the tabletop. Again, this is not mandatory, and many gamers will ignore this, as it adds quite a bit of terrain to achieve (but is a proper historical representation of the battle, and looks smashing on the tabletop!).

With regard to dimensions of the 2-level hill itself – based on using a 6' x 12' tabletop (for which the map was designed) – the lower level of hill is 10' long by 4' wide; the upper level

of hill is 8' long by 3' wide until the village then 2' wide thereafter towards Hay's Bridge. The centre of road that runs north/south along the hill is about 6" from the eastern tabletop edge. The centre of the village is about 4' from southern table edge. All roads should be about 3" wide. The river (4" wide) is about 8" from northern tabletop edge at Hay's Bridge, and about 4" from the western tabletop edge around Cropredy Bridge until near Slat Mill Ford, where it should be about 8" from the edge.

All roads should be wide enough for at least 2-3 figures, and it is most important that 4-figures wide should be used for columns, as that allows sufficient space to ensure the units fit on the tabletop at the points noted on the map.

As there are no sizeable woods known to be in the area, it is suggested that a few individual trees be used and scattered about, especially in the hedgerows, to give the tabletop a proper look. It is important that the single largest and tallest tree on the tabletop be used to represent the Wardington Ash (modern visitors to the area of the battle may find a particular pleasure in being able to visit the descendant of the actual Wardington Ash, under which King Charles I was "invited to dine" about a half hour prior to the battle). The Wardington Ash should be placed just off road to the west, about even with the end of Cleveland's Battalia.

Having a visually appealing tabletop is an aspect of wargaming that should never be overlooked, so go to it!

## The Armies – Orders of Battle

For this scenario units that were considered 'raw' at this time in the Civil Wars are therefore '*Untested*' for these rules. Units considered 'veteran' at this time in the Civil Wars are therefore '*Brave, Stubborn, Superbly Drilled, and Tough Fighters*'. When uniform coat colors and/or colours/cornets (flags) are known they are listed accordingly; where this is not 100% known, though probable, they are listed with a '?' (if any heraldic devices are known for a colour/cornet, these are listed as well; no devices listed means that they are unknown at this time). Important Note – do not feel compelled to match the unit coats, colours and/or cornets as listed – by all means, use which units you have available; the information is only presented for historical knowledge and purposes if you wish to build the exact units. Waller's Army had two of these, each comprised of "seven leather and brass guns". The theory we have adopted is that this was a medieval-style mantlet to protect the crew, possibly mounted on two wheels, with a battery of seven gun barrels much like an organ or volley gun. For game purposes only one of these will be used, with the following suggested rules for its use.

**Crew:** 3

**Movement:** As light artillery

**Fire Factors/Range:** Each of the seven barrels is considered Very Light Artillery (i.e., a 1- or 2-pdr in size), but only able to fire hailshot at maximum 6" range; each barrel gives 1D6 to hit.

**Firing Procedure:** Each time it fires, roll 2D6 first



and consult below to see how many barrels fire, and then roll a number of dice equal to that number of barrels to see if any hits are achieved.

2 = Explosion \*; no barrels fired

3 = 1 barrel fires

4 = 2 barrels fire

5 = 3 barrels fire

6-7 = 4 barrels fire

8-9 = 5 barrels fire

10 = 6 barrels fire

11 = 7 barrels fire

12 = Explosion \*, but some barrels fire normally; roll 1D6 for number of barrels firing normally and roll to hit normally

\* Explosion: Roll 1D3+1 for number of barrels to be permanently out of action due to explosion (this includes barrel that exploded), also killing one crew. In addition, wood blind is out of action for one turn for each barrel lost.

## Special Rule – Wood Blinds

### Army Commander Sir William Waller

General of the Army of the Southern Association, Command Rating 8

#### Sir William Wallers Division

Comprised of two battalia, in column at Slat Ford, as follows.

#### Sir William Balfours Battalia of Horse

Sir William Balfour, Command Rating 7

Five units in column and deployed within one movement (9") across Slat Ford.

- Sir William Balfour's & Sir William Waller's Lifeguards of Horse (1 unit of cuirassiers; Waller's Cornet: yellow field?) – Brave, Elite 4+, Heavy Cavalry, Marauder, Stubborn, Superbly Drilled, Tough Fighters
- Sir William Waller's Regt. of Horse (2 units of cavalry each) – Brave, Stubborn, Superbly Drilled, Tough Fighters, Marauder
- Col. William Purefoy's & Col. John Barker's Regts. of Horse (1 unit of cavalry) – Brave, Marauder
- Col. Richard Norton's Regt. of Dragoons (1 unit of dragoons) – Dragoons, Marauder

#### Lt.-Col. James Greys Battalia of Foot

Lt.-Col. James Grey of Bosseville's Foot, Command Rating 7.

Eight units in column, just starting to cross Slat Ford behind Balfour's Battalia, in the following order.

- Musketeers of Col. John Barker's Regt. of Foot (1 unit of matchlock muskets) – First Fire
- Musketeers of Col. Godfrey Bosseville's Regt. of Foot (1 unit of matchlock muskets; Coat: red) – First Fire, Untested
- Combined Pikemen of Sir Hardress Waller's and Colonels Godfrey Bosseville's & Alexander Popham's Regts. of Foot (1 unit of pike; Coats: mixed yellow, red & blue) – Hedgehog
- Musketeers of Col. Alexander Popham's Regt. of Foot (1 unit of matchlock muskets; Coat: blue?) – Brave, First Fire, Stubborn, Superbly Drilled, Tough Fighters
- Musketeers of Sir Hardress Waller's Regt. of Foot (1 unit of matchlock muskets; Coat: yellow?) – Brave, First Fire
- Commanded Muskets (3 units of commanded muskets each) – First Fire, Large Unit

#### Lt.-General John Middletons Division

Lt.-Gen. John Middleton, Command Rating 8.

Comprised of five battalias, in column advancing from Cropredy

Bridge, as follows.

## **Capt. John Butlers Battalia of Horse**

Capt. John Butler, Adjutant-General, Command Rating 7

Three units in column deployed within two movements (18") on eastern side of Cropredy Bridge.

- Sir Arthur Haselrigge's Regt. of Horse (2 units of cavalry each; Coat: blue?) – Brave, Stubborn, Superbly Drilled, Tough Fighters, Marauder
- Col. Edward Cooke's Regt. of Horse (1 unit of cavalry) – Brave, Marauder

## **Col. Jonas Vandruskes Battalia of Horse**

Col. Jonas Vandruske, Command Rating 7

Five units in column deployed within two movements (18") on eastern side of Cropredy Bridge.

- Col. Jonas Vandruske's Regt. of Horse (2 units of cavalry each) – Brave, Marauder
- Col. George Thompson's Regt. of Horse (2 units of cavalry each) – Brave, Stubborn, Superbly Drilled, Tough Fighters, Marauder
- Sir Michael Livesay's ("The Kentish Horse") Regt. of Horse (1 unit of cavalry; Coat: red?) – Brave, Marauder

## **Lt.-Col. Jeremy Baines Battalia of Foot**

Andrew Potley, Sgt.-Maj.-General of Foot, Command Rating 7

Lt.-Col. Jeremy Baines, Quartermaster-General of Foot, Command Rating 7

*Note: Potley counts as a General for game purposes above Baines, and all rules apply for giving orders.*

Three units in column crossing the ford next to Cropredy Bridge in the following order.

- Musketeers of Sir William Waller's & Col. Samuel Jones' Regts. of Foot (1 unit of matchlock muskets; Waller's Coat: yellow?; Waller's Colours: blue field; Jones' Coat: green lined white; Jones' Colours: white field) – Brave, First Fire, Stubborn, Superbly Drilled, Tough Fighters
- Combined Pikemen of Sir William Waller's, Col. Samuel Jones' Regt. of Foot ("The Farnham Garrison"), Sgt.-Maj.-General Andrew Potley's & Col. James Holborne's Regts. of Foot (1 unit of pike; Coats: mixed yellow?, red?, and green lined white, Jones' Colours: white field) – Brave, Hedgehog
- Musketeers of Sgt.-Maj.-General Andrew Potley's & Col. James Holborne's Regts. of Foot (1 unit of matchlock muskets; Coats: red?) – Brave, First Fire, Stubborn, Superbly Drilled, Tough Fighters

## **Artillery & Artillery Guard**

Col. James Wemyss, General of the Train of Artillery, Command Rating 7

Five artillery pieces and one unit crossing Cropredy Bridge in the following order; artillery limbered, foot in column.

- 2 Light guns, 1 Wooden Blinder (very light gun) & 2 Medium guns
- Sir William Waller's Firelocks,
- Col. James Wemyss' Regt. of Foot
- Sir Michael Livesey's Regt. of Dragoons (1 unit of firelocks; dragoons are dismounted for scenario; Waller's & Wemyss' Coats: blue?; Livesey's Coat: red?) – First Fire

## **The City Battalia of London & Reserve**

Maj.-General, Sir James Harrington, Command Rating 7

Seven units in column on western side of Cropredy Bridge, waiting to cross at bridge and/or ford, in the following order.

- Musketeers of the Trained Bands of the Tower Hamlets (1 unit of matchlock muskets; Colours: red field with silver wreath & writing) – First Fire
- Combined Pikemen of the City of London Battalia (1 unit of pike) – Hedgehog, Large Unit
- Musketeers of the White Auxiliaries of Southwark (1 unit of matchlock muskets; Colours: white field) – First Fire, Untested
- Musketeers of the Yellow Auxiliaries of Westminster (1 unit of men matchlock muskets; Colours: yellow field) – First Fire, Untested

- Musketeers of Sir Arthur Haselrigge's Regt. of Foot (1 unit of matchlock musket; Coat: blue; Colours: yellow field since winter 1643/44, but possibly blue field with white stars as devices?) – Brave, First Fire, Stubborn, Superbly Drilled, Tough Fighters
- Combined Pikemen of Sir Arthur Haselrigge's & Col. Ralph

## Parliamentarian – Army of the Southern Association

Field Word: "Victory Without Quarter"

Historically, about 6,200 foot, 2,520 horse, 360 dragoons, and 11 artillery pieces, as follows.

Weldon's Regts. of Foot (1 unit of pike; Haselrigge's Coat: blue, Colours: yellow field since winter 1643/44, but possibly blue field with white stars as devices?; Weldon's Coat: red, Colours: red field) – Hedgehog

• Musketeers of Col. Ralph Weldon's ("The Kentish Regiment") Regt. of Foot (1 unit of matchlock musketeers; Coat: red; Colours: red field) – First Fire

Notes: Number of figures in each regiment of foot is reduced to reflect those infantry regiments that 'commanded musketeers' for the rear guard were drawn off from. The three London Trained Bands would be in mixed coloured coats (i.e., no uniform), but with some buffcoats (seemingly a London Trained Band common item). Historically, the artillery consisted of "11 brasse pieces" (2 Large, 5 Medium & 4 Light guns, plus 2 Wooden Blinders), but naturally reduced for the scale of the rules/scenario (the large guns were left on the hill overlooking Cropredy, and thus were not a part of the early part of the battle – or for the scenario – but did play a part in the fight that continued when the Royalists tried to cross the river later that same day, so add one large gun if playing that action).

## Optional Rules – Continuing the Fight

The following are two options for continuing the battle, depending on the outcome of the initial engagement. One is straightforward, while the other is a good 'what-if'.

Part 1 – Later that Day: The King then gave orders for his army to attempt to finish Waller's Army by forcing the crossings at Cropredy and Slat Mill. This requires the tabletop to be reset slightly, about 4' added on the western side of the river for extra terrain. This can be accomplished easily if a cloth is used for the ground cover, by having a few feet hanging off the western edge during the first battle. Then simply remove the terrain from the eastern side, carefully slide the cloth towards the east, and add terrain to the western side as needed.

Allow Parliamentarians to regroup and form a battle line stretching from a hill near Pewet Farm (just beyond Slat Mill) to Cropredy, as desired. If however, it looks as if the Parliamentarians are winning from the first phase of the battle, then the King orders a break-off to regroup for another try, and it's therefore a 'Minor Victory' for Parliament. A 'Major Victory' is awarded if Waller's Army manages to break or rout 50% or more of the Royalist units engaged.

If the outcome of previous battles resulted in a Parliamentarian defeat, then any broken/routed units are

allowed to reform, but will be -1 stamina and +1 worse for morale (saving throw), to reflect casualties. Likewise, Royalist units are allowed to reform, with stamina and morale also as noted above, but only for those units that were broken during the early part of the battle; all others are to be as normal. Otherwise all other rules apply. In addition, if fight continues, then ammunition rules should be used for Royalist units (historically they were low on ammo; one reason the King decided to withdraw); each time a Royalist unit rolls a '1' on the dice, then that unit is -1 dice of shooting for the rest of the game, until there are no dice left for shooting (i.e., out of powder).

Part 2 – Second Day at Cropredy Bridge: Depending on the outcome of the first day, if it followed history, then both armies continued to face each other the following day, 30 June, like “snarling dogs”, waiting for the other to quit the field first. It would have been quite a battle if either side had decided to attack, but with Waller's forces severely hurt and no doubt demoralized, and the King's forces low on provisions such as food and powder, neither army did anything.

A good 'what-if' would be to continue the fight, with a reduction in ammunition for the Royalists (all units have only one dice maximum for shooting), who would be formed-up at just outside Cropredy facing the Parliamentarians (use a few buildings to represent Cropredy itself). The Parliamentarians erected hasty earthworks atop the hill during the night, so these should be sufficient to protect the infantry and the artillery with minor defense (i.e. -1 to hit defenders due to being obscured behind cover, and defenders get +1 to morale if in cover).

The City of London Battalia of Foot are in a bad way should the fight be prolonged into a second day. Dissent in the ranks grows to a level bordering on mutiny.

At the beginning of every Parliament turn, roll a dice for each unit in this battalia not engaged in hand-to-hand combat. On a roll of a '1' the unit has mutinied and marches to the rear of the table crying “Home!, Home!”

Historically about 5500 foot, 4400 horse and dragoons, and 18 artillery pieces were in the King's Oxford Army during this campaign. However, only about 3300 foot, and 3450 horse and dragoons participated in the battle. This means the Vanguard units (see Optional Armies section) were not really involved and are therefore left out of this scenario, with the exception of Thelwall's 'Commanded Musketeers' and the King's Lifeguard of Horse. Likewise since neither King Charles I nor his Lord General (Lt.-General Patrick Ruthven, Earl of Forth & Brentford) were in command of the action that occurred, they have also been left out as 'Generals'. Subordinate generals are used instead, as they were the ones that actually commanded on the day. The following units and commanders are those that were known to have been in the battle and are therefore part of the scenario.

## Col. Anthony Thelwalls Battalia of Commanded Muskets

Col. Anthony Thelwall, Command Rating 8

Four units in column just north across the river via the ford next to Hay's Bridge; one unit should still be in the ford. The wagon train (4 wagons) has almost crossed over the bridge (one or two should still be on the bridge), and is placed along the road accordingly.

- Col. Anthony Thelwall's Commanded Musketeers (4 units of matchlock muskets each; Coats: mixed) – Brave, First Fire, Large Unit, Stubborn, Superbly Drilled, Tough Fighters

## Earl of Clevelands Battalia of Horse

Earl of Cleveland, Command Rating 8

Six units in column at crossroads to village of Wardington, heading north towards Hay's Bridge in the following order; dragoons deployed three moves (27") away from Cropredy Bridge.

- Earl of Cleveland's Regt. of Horse (1 unit of cavalry; Coat: red?) – Brave, Gallopers, Marauder, Stubborn, Superbly Drilled, Tough Fighters
- Lord Wentworth's Regt. of Horse (1 unit of cavalry) – Brave, Gallopers, Marauder, Stubborn, Superbly Drilled, Tough Fighters
- Prince Charles' & Col. Richard Neville's Regts. of Horse (1 unit of cavalry) – Brave, Gallopers, Marauder, Stubborn, Superbly Drilled, Tough Fighters
- Sir William Boteler's & Sir Nicholas Crispe's Regts. of Horse (1 unit of cavalry) – Brave, Gallopers, Marauder, Stubborn, Superbly Drilled, Tough Fighters
- Col. James Hamilton's & Sir William Clerke's Regts. of Horse (1 unit of cavalry) – Brave, Gallopers, Large Unit, Marauder
- Col. John Innes' Regt. of Dragoons (1 unit of dragoons/matchlock muskets; Coat: red?) – Dragoons, Large Unit, Marauder

## Earl of Northhamptons Battalia of Horse

James Compton, 3rd Earl of Northampton, Command Rating 8

Four units in column behind Sir Bernard Astley's Battalia in the following order.

- Earl of Northampton's Regt. of Horse (1 unit of cavalry; Coats: red?) – Brave, Gallopers, Marauder, Stubborn, Superbly Drilled, Tough Fighters
- Lord Wilmot's Regt. of Horse (1 units of cavalry) – Brave, Gallopers, Marauder, Stubborn, Superbly Drilled, Tough Fighters
- Col. Thomas Weston's (ex. Lord Denbigh's), Col. George Gunter's & Sir Allen Apsley's Regts. of Horse (1 unit of cavalry) – Brave, Gallopers, Marauder
- Lord Percy's Regt. of Horse (1 unit of cavalry) – Brave, Gallopers, Large Unit, Marauder

## Sir Bernard Astleys Battalia of Foot

Commander: Sir Jacob Astley, Sgt.-Maj.-General of Foot, Command Rating 9;

Adjutant-Commander: Sir Bernard Astley, Command Rating 8

Nine units in column behind the Earl of Cleveland's Battalia of Horse in the following order. [Note: Sir Jacob Astley counts as a General for game purposes above Sir Bernard Astley, and all rules apply for giving orders.]

- Musketeers of Lord Hopton's & Sir Allen Apsley's Regts. of Foot (1 unit of matchlock muskets; Hopton's Coat: blue, Colours: red field, with white stars as devices; Apsley's Coat: red, Colours: black & white gyrons) – Brave, First Fire, Stubborn, Superbly Drilled, Tough Fighters
- Pikemen of Lord Hopton's, Sir Allen Apsley's & Col. John Talbot's Regts. of Foot (1 unit of pike; Coat: mixed blue, red, yellow) – Brave, Hedgehog, Stubborn, Superbly Drilled, Tough Fighters
- Musketeers of Col. John Talbot's Regt. of Foot (1 unit of matchlock muskets; Coat: yellow; Colours: white field, black dog

devices) – Brave, First Fire, Stubborn, Superbly Drilled, Tough Fighters

- Musketeers of Col. Francis Cooke's & Sir Bernard Astley's (ex. Lord Hertford's) Regts. of Foot (1 unit of matchlock muskets; Cooke's Coats: blue?; Colours: blue field with white balls as devices; Astley's Coat: blue) – First Fire

- Pikemen of Col. Francis Cooke's, Sir Bernard Astley's, Sir William Courteney's & Col. Henry Shelley's (1 unit of pike) – Hedgehog

- Musketeers of Col. Henry Shelley's & Sir William Courteney's Regts. of Foot (1 unit of matchlock muskets) – First Fire, Untested

- Musketeers of Col. Matthew Appleyard's (ex. Sir Charles Vavasour's) Regt. of Foot (1 unit of matchlock muskets; Coat: yellow) – Brave, First Fire, Stubborn, Superbly Drilled, Tough Fighters

## Royalist – The King's Oxford Army

Field Word: "Hand and Sword"

- Pikemen of Col. Matthew Appleyard's & Sir John Paulet's Regts. of Foot (1 unit of pike; Coats: yellow) – Brave, Hedgehog, Stubborn, Superbly Drilled, Tough Fighters

- Musketeers of Sir John Paulet's Regt. of Foot (1 unit of matchlock muskets; Coat: yellow) – Brave, First Fire, Stubborn, Superbly Drilled, Tough Fighters

## Reinforcements

### Henry, Lord Wilmot,

Lt.-General of Horse, Command Rating 8

Each turn starting with turn 2, Lord Wilmot has a 50% chance of arriving on the road north of Hay's Bridge. He will act as a general with regard to command upon arrival.

### The King's Lifeguard of Horse

Commander: Lord Bernard Stewart, Command Rating 7

Historically once the King saw that Waller had launched a surprise attack on the rear of the army, he immediately sent his own Lifeguard of Horse under Lord Bernard Stewart with orders to assist. Therefore the King's Lifeguard of Horse will act as an independent unit with its own attached commander (i.e., it does not count towards any battalia with regard to making it become broken, and takes command from its own permanently attached commander for the scenario). The unit arrives on random turn; starting turn 3, 50% chance unit arrives in column on the road on the north side of Hay's Bridge each turn. Note that by having a commander attached, this unit can – at the minimum – use the "Follow Me" order each turn for one movement, rather than attempt a command roll to try for more than one movement per turn.

- The King's Lifeguard of Horse (1 unit of cavalry; Coat: red; Cornet: red field, gold 'CR') – Brave, Eager, Elite 4+, Gallopers, Marauder, Stubborn, Superbly Drilled, Tough Fighters, Valiant

Note: Historically the wagon train consisted of 30 wagons.

## How the Game Played

The Parliamentarians under Lt.-General Middleton managed to achieve outstanding command rolls (3 moves) for both Butler's and Vandruske's Battalions of horse on the first two turns, and thus quickly advanced up the hill towards the Royalists who, startled at the enemy's aggressiveness, could barely deploy in line at the edge of the upper plateau. The Parliamentarian artillery deployed along

the edge of the lower plateau, Lt.-Colonel Baines' Battalia of Foot deployed near the outskirts of the village and the City of London Battalia eventually crossed Cropredy Bridge and began to deploy more to the north of the artillery to cut off any would-be Royalist reinforcements from over Hay's Bridge.

The Royalist horse of Cleveland's Battalia made a good fight of it, causing enough damage to Butler's Battalia of Horse to break it. However, eventually Cleveland's Battalia was likewise broken, leaving only Astley's Royalist infantry to deal with the remaining Parliamentarian cavalry under Vandruske. They inflicted some decent casualties on them from musket fire while the Parliamentarian artillery attempted to inflict casualties of its own on the Royalist pike in hedgehog on the edge of the upper plateau facing what was left of Vandruske's horse on the lower level. Astley seemed to have all well in hand, but things eventually turned worse on his left flank.

Waller's forces were slow to advance against the Royalist flank. (After the first turn, the commander missed both rolls, for both of his battalions for three turns in a row!). This allowed the Royalist horse of Northampton's Battalia to deploy and then eventually charge down the steep hill, sensing that the Parliamentarians were confused (rather than just a cunning ploy to get them to come down from their lofty commanding position!). The Royalist cavalry came off the worse for wear after two turns of combat, with Northampton's Battalia broken, though the Parliamentarian horse battalia facing them (Sir William Balfour's) was very cut up and almost done with as well. With Northampton's Battalia gone, this left the entire flank of Astley's infantry exposed to Grey's Battalia of Foot as Waller ordered them up the hill.

Even though Lord Wilmot, followed by the King's Lifeguard of Horse, had finally managed to get through the congestion at Hay's Bridge and arrive on the field, the delay of Thelwall's Battalia trying to cross back over from Hay's Bridge resulted in not enough reinforcements to allow the Royalists to win a decisive victory. In fact, it was determined that with no real cavalry left on the field, the Parliamentarians would win a marginal victory, forcing the Royalists to retreat. The game came down to both sides only needing one more battalia broken to cause the entire army to be likewise, and it was the Royalists that (due to some really poor die rolls) saw this happen first.

The scenario really hinged on the Parliamentarians getting successful (and plentiful) command rolls, as well as using initiative properly to keep up the pressure on the Royalists before they could bring their better forces to bear.