

# This Accursed Civil War

## A Warmaster Ancients Variant for the English Civil War

By David Black

### Introduction

This is a variant for Warmaster Ancients (WMA), © Games Workshop, that covers the First and Second English Civil Wars (ECW). With some additional work it could also be used for the Thirty Years War as well. Given the relative simplicity and game scale of WMA, I have not attempted to model things such as the difference between Swedish and Dutch brigade infantry tactics.

Most ECW armies were deployed as an infantry centre and two wings of cavalry, often supported by dragoons or detached musketeers. Most infantry was more than capable of fending off enemy cavalry, unless severely disordered or attacked from the rear. Armies were primarily comprised of raw recruits (many unwillingly pressed into service) with little or no training, often led by enthusiastic, yet amateur officers. These men were usually knowledgeable of military theory, but with no practical experience at applying it. Some officers with professional experience from fighting on the continent during the Thirty Years Wars were available, but were hampered by the lack of professional common soldiers. Both sides ultimately learned their craft from bloody reality and it was not until Parliament created the New Model Army that a truly well trained, disciplined, regular state army took the field in Britain.

### The Foot

In general, foot were organised into "battaile" of approximately 500 men for an engagement which will be one game unit. These men might be from the same regiment or amalgamated from several different ones. These battailes were then usually organised into brigades of 3-5 battailes. The ECW marked the decline of the dominance of the armoured pikeman and the ascendance of the musketeer on the battlefield.

During the early period of the conflict both sides tried to field battaile of balanced pike/musket. However, this was often impossible due to the lack of firearms or powder, and this was especially true of Royalist foot. By the end of this period, many foot battaile of both armies were composed entirely of musketeers whose volume of fire easily kept enemy horse at bay. English musketeers of both sides were famed for their readiness to "lay on" with clubbed musket in melee.

Name	Type	Attacks	Range	Hits	Save	Size	Notes
Balanced Foot	Infantry	3	30	3	6+	3	Musket, Pike
Pike Heavy Foot	Infantry	3	15	3	6+	3	Musket, Pike
Shot Heavy Foot	Infantry	3	30	3	---	3	Deadly Fire, Musket
Forlorn Hope	Infantry	1	30	3	---	3	Musket, Skirmishers
Highlanders	Infantry	3	15	3	---	3	Warband

Important Note: Regardless of what a stand is represented by (pike or shot), **all** stands of a unit that is capable of ranged fire may shoot.

Balanced Foot: Body of foot with a ratio of approximately 2 or 3 muskets to 1 pike. A balanced foot regiment is best represented by two stands of shot and one stand of pikes.

Pike Heavy Foot: Body of foot with a ratio of approximately 1 or 2 muskets to 2 or more pikes, or lacking powder and having to conserve their shooting until decisive range. A pike heavy regiment is best represented by one stand of shot and two stands of pikes.

Shot Heavy Foot: Body of foot either entirely armed with muskets or firelocks or with a ratio of 4 or more muskets to 1 pike. A shot heavy unit can be represented by three stands of shot.

Forlorn Hope: Small units of detached musketeers operating as skirmishers.

Highlanders: Scottish clansmen armed with a mixture of melee weapons, cheap firearms (and usually short of powder for them), and possibly longbows (for the incurably romantic).

## The Horse

For most of the Civil War, Royalist horse held morale and battlefield supremacy over their Parliamentary opposition. Cromwell's steady, and sometimes fanatical, Eastern Association regiments began to remedy this and by the end of the war both sides were roughly comparable, with Parliamentary regiments usually being better disciplined. In general, horse were not effective fighting formed infantry in this period (as they were very vulnerable to musketry) and usually fought against other cavalry on the wings of the battle.

Royalist cavalry usually fought in the Swedish style of 3 ranks, reserving their fire until contact and then charging in at the gallop with sword. Early Parliamentary cavalry fought in the 6 rank deep Dutch style, firing pistols and harquebus by ranks, and only charging into contact at a slow trot once the enemy was disordered. By 1644, Parliamentary cavalry had reduced their depth to 3 ranks like the Royalists, but were still prone to rely on shooting rather than charging in with sword.

Name	Type	Attacks	Range	Hits	Save	Size	Notes
Gallopers	Cavalry	3	---	3	5+	3	Shock
Trotters	Cavalry	3	15	3	5+	3	Caracole
Cuirassiers	Cavalry	3	15	3	4+	3	Caracole, Slow
Lancers	Cavalry	3	15	3	6+	3	

Note: **All** cavalry is mounted on the long base edge.

Gallopers: Cavalry generally operating in the Swedish style and who charge into melee by preference, using pistols or harquebus only at point blank range and immediately following up with the sword at the gallop.

Trotters: Cavalry generally operating in the Dutch style and relying on pistols and harquebus used in Caracole to disorder the enemy before a slow charge to contact.

Cuirassiers: Cavalry in  $\frac{3}{4}$  ammunition plate armour. There was only one full regiment of armoured cuirassiers in the ECW which was Haselrigge's regiment. It

fought with somewhat mixed success, being soundly defeated at Roundway Down, but is included here for completeness. By 1644 this troop type effectively ceased to exist.

Lancers: Scottish horse armed with lance due to a lack of firearms or powder.

### **The Dragoons**

Dragoons were simply musketeers mounted on the cheapest nags available to act as scouts, foragers, and skirmishers. In general, they did not fire mounted as they were armed with infantry muskets or the shorter snaphance, but not the cavalry harquebus. Their main role was to quickly seize key locations on the battlefield and support the cavalry on the wings.

Name	Type	Attacks	Range	Hits	Save	Size	Notes
Mtd. Dragoons	Cavalry	1	---	3	---	3	Skirmishers
Dmtd. Dragoons	Infantry	2	30	3	---	3	Skirmishers, Musket

Dragoons may fight mounted or dismounted. It takes one successful order for dragoons to mount or dismount (during which they may not move).

### **The Artillery**

In general, artillery was relatively ineffective in field battles, but decisive in sieges. Its poor performance in the field was mainly due to excessive windage in the pieces, slow reloading times, and the lack of knowledge on the part of commanders on how best to employ it in the field. In addition, artillery trains relied on civilian drovers who were, not surprisingly, reluctant to participate in field battles making artillery effectively immobile once it had been deployed.

Name	Type	Attacks	Range	Hits	Save	Size	Notes
Light Artillery	Artillery	1/1	45	2	---	2	Slow
Medium Artillery	Artillery	1/2	60	3	---	2	Slow

Light Artillery: Small fieldpieces such as sakers, falconettes, or Scottish frame guns. Light artillery have one shooting attack per stand.

Medium Artillery: Ordinary fieldpieces such as demi-culverins or falcons. Medium artillery has two shooting attacks per stand.

Artillery is mounted on the short edge of the stand and has a fire arc like the "front zone" depicted on page 26 of WMA. Artillery may not enter any type of difficult terrain, if it is forced to do so it is destroyed. Artillery may shoot over intervening friendly troops or low obstacles (such as walls and hedges) if it is on higher ground than the potential target or if the target is on higher ground than the artillery. Artillery may never initiate combat with opposing units. It does not pursue if it wins a round of combat and is automatically destroyed if forced to retreat from combat (but not drivebacks from shooting). A target hit by artillery gets no armour save. Light and medium artillery may fire at chargers.

## **Special Rules**

Caracole: Unless charging a confused enemy or an enemy's flank or rear, these units do not gain the +1 attack for charging enemy in the open.

Deadly Fire: Formed troops armed primarily or exclusively with muskets or firelocks and capable of delivering massed volley fire. Unit has 2 shooting attacks per stand instead of 1.

Impetuous: Unit must pursue if it wins a combat round. Unit must advance if it can do so if it wins a combat.

Musket: Formed troops armed with matchlock muskets and capable of delivering massed volley fire. -1 to target's save roll.

Pike: Formed troops armed with pike. If charged frontally or to the flank by horse or mounted dragoons they count as defended in combat (i.e. only hit on a 5+).

Shock: See page 127 of WMA.

Skirmishers: See page 127 of WMA.

Slow: See page 128 of WMA.

Unreliable: See page 128 of WMA.

Warband: See page 128 of WMA.

## **End Note**

This is my personal vision of what ECW combat might be like using WMA. Please feel free to alter anything you don't agree with to better suit your own views or gaming preferences.

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## Army Lists

The army lists are necessarily generic, but could easily be refined further to produce armies or units (such as Royalist Cornish foot, conscripts, etc.) for specific campaigns or battles.

Early Royalist 1642-44										
Name	Type	Attacks	Range	Hits	Save	Size	Command	Cost	Min/Max	Notes
General	General	+2	---	---	---	1	8	100	1	
Wing Gen	Leader	+1	---	---	---	1	8	80	---/2	
Colonel	Sub	+1	---	---	---	1	8	40	---/2	
Lifeguards	Cav	3	---	4	5+	3	---	120	2	1
Gallopers	Cav	3	---	3	5+	3	---	110	2/---	1
Trotters	Cav	3	15	3	5+	3	---	100	---/4	2
Pike Heavy	Inf	3	15	3	6+	3	---	50	6/--	3,4
Balanced Ft.	Inf	3	30	3	6+	3	---	70	---/4	3,4
Forlorn Hope	Inf	1	30	3	---	3	---	35	---/1	3,5
Dragoons	Inf	2	30	3	---	3	---	50	---/2	3,5
	Cav	1	---	3	---	3	---			
Light Artillery	Art	1/1	45	2	---	2	---	40	---/1	6
Medium Art	Art	1/2	60	3	---	2	---	70	---/1	6

Later Royalist 1645+										
Name	Type	Attacks	Range	Hits	Save	Size	Command	Cost	Min/Max	Notes
General	Gen	+2	---	---	---	1	8	100	1	
Wing Gen	Leader	+1	---	---	---	1	8	80	---/2	
Colonel	Sub	+1	---	---	---	1	8	40	---/2	
Lifeguards	Cav	3	---	4	5+	3	---	120	2	1
Gallopers	Cav	3	---	3	5+	3	---	110	2/---	1
Shot Heavy	Inf	3	30	3	---	3	---	60	---/---	3,7
Balanced Ft.	Inf	3	30	3	6+	3	---	70	6/---	3,4
Forlorn Hope	Inf	1	30	3	---	3	---	35	---/2	3,5
Dragoons	Inf	2	30	3	---	3	---	50	---/2	3,5
	Cav	1	---	3	---	3	---			
Light Artillery	Art	1/1	45	2	---	2	---	40	---/2	6
Medium Art	Art	1/2	60	3	---	2	---	70	---/2	6

- 1: Shock
- 2: Caracole
- 3: Musket
- 4: Pike
- 5: Skirmishers
- 6: Slow
- 7: Deadly Fire

Early Parliamentarian 1642-44										
Name	Type	Attacks	Range	Hits	Save	Size	Command	Cost	Min/Max	Notes
General	Gen	---	---	---	1	1	9	125	1	
Wing Gen	Leader	---	---	---	1	1	8	80	---/2	
Colonel	Sub	---	---	---	1	1	8	40	---/2	
Trotters	Cav	3	15	3	5+	3	---	100	2/---	2
Eastern Asc.	Cav	3	15	4	5+	3	---	110	---/2	2
Cuirassiers	Cav	3	15	3	4+	3	---	130	1	2,6
Shot Heavy	Inf	3	30	3	---	3	---	60	---/2	3,7
Balanced Ft.	Inf	3	30	3	6+	3	---	70	6/---	3,4
Pike Heavy	Inf	3	15	3	6+	3	---	50	---/4	3,4
Forlorn Hope	Inf	1	30	3	---	3	---	35	---/1	3,5
Dragoons	Inf	2	30	3	---	3	---	50	---/2	3,5
	Cav	1	---	3	---	3	---			
Light Artillery	Art	1/1	45	2	---	2	---	40	---/2	6
Medium Art	Art	1/2	60	3	---	2	---	70	---/2	6

Later Parliamentarian (New Model Army) 1645+										
Name	Type	Attacks	Range	Hits	Save	Size	Command	Cost	Min/Max	Notes
General	Gen	+2	---	---	---	1	9	125	1	
Wing Gen	Leader	+1	---	---	---	1	8	80	---/2	
Colonel	Sub	+1	---	---	---	1	8	40	---/3	
Gallopers	Cav	3	---	3	5+	3	---	110	---/2	1
Trotters	Cav	3	15	3	5+	3	---	100	2/---	2
Veterans	Cav	3	15	4	5+	3	---	110	---/3	2
Shot Heavy	Inf	3	30	3	---	3	---	60	4/---	3,7
Balanced Ft.	Inf	3	30	3	6+	3	---	70	4/---	3,4
Forlorn Hope	Inf	1	30	3	---	3	---	35	---/2	3,5
Dragoons	Inf	2	30	3	---	3	---	50	---/4	3,5
	Cav	1	---	3	---	3	---			
Light Artillery	Art	1/1	45	2	---	2	---	40	---/2	6
Medium Art	Art	1/2	60	3	---	2	---	70	---/2	6

- 1: Shock
- 2: Caracole
- 3: Musket
- 4: Pike
- 5: Skirmishers
- 6: Slow
- 7: Deadly Fire

Scots Royalists (Montrose)										
Name	Type	Attacks	Range	Hits	Save	Size	Command	Cost	Min/Max	Notes
General	Gen	+2	---	---	---	1	9	125	1	
Wing Gen	Leader	+1	---	---	---	1	8	80	---/2	
Colonel	Sub	+1	---	---	---	1	8	40	---/2	
Trotters	Cav	3	15	3	5+	3	---	100	---/4	2
Lancers	Cav	3	15	3	6+	3	---	80	---/4	
Balanced Ft.	Inf	3	30	3	6+	3	---	70	---/2	3,4
Pike Heavy	Inf	3	15	3	6+	3	---	50	4/---	3,4
Irish Foot	Inf	4	30	3	6+	3	---	80	2/4	3,4
Highlanders	Inf	3	15	3	---	3	---	40	2/6	7
Forlorn Hope	Inf	1	30	3	---	3	---	35	---/1	3,5
Dragoons	Inf	2	30	3	---	3	---	50	---/2	3,5
	Cav	1	---	3	---	3	---			5
Light Artillery	Art	1/1	45	2	---	2	---	40	1	6

Scots Covenanters										
Name	Type	Attacks	Range	Hits	Save	Size	Command	Cost	Min/Max	Notes
General	Gen	+2	---	---	---	1	8	100	1	
Wing Gen	Leader	+1	---	---	---	1	8	80	---/2	
Colonel	Sub	+1	---	---	---	1	7	30	---/2	
Lancers	Cav	3	15	3	6+	3	---	80	---/6	
Trotters	Cav	3	15	3	5+	3	---	100	---/6	2
Balanced Ft.	Inf	3	30	3	6+	3	---	70	2/---	3,4
Pike Heavy	Inf	3	15	3	6+	3	---	50	4/---	3,4
Forlorn Hope	Inf	1	30	3	---	3	---	35	---/1	3,5
Dragoons	Inf	2	30	3	---	3	---	50	---/2	3,5
	Cav	1	---	3	---	3	---			5
Light Artillery	Art	1/1	45	2	---	2	---	40	---/2	6

- 1: Shock
- 2: Caracole
- 3: Musket
- 4: Pike
- 5: Skirmishers
- 6: Slow
- 7: Warband

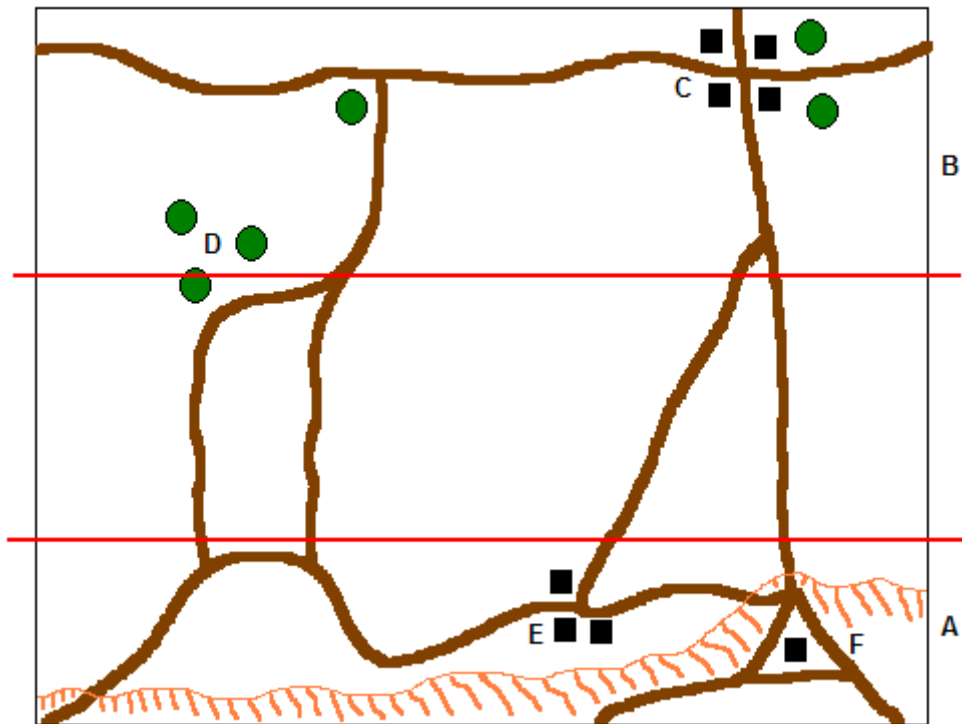


## **The Battle of Edgehill, October 23<sup>rd</sup>, 1642**

The following lists show how the more generic army lists can be replaced by ones based upon the actual order of battle for an historical refight. Note that such lists may not be necessarily balanced in terms of points, but then, how many historical generals were able to pick and choose their army?

Edgehill was the first major engagement of the Civil War and was essentially a draw. The two armies were fairly close in total numbers fielded, but many Royalist foot regiments were short of muskets. The Royalists were under the nominal command of King Charles, but he played no real part in the battle. The Parliamentarians were under the command of Richard Devereux, the 3<sup>rd</sup> Earl of Essex. The battlefield was fairly open with some hedged farmland, villages, scattered light copses, and was fought on the gentle slope of a large ridge called Edgehill. The Royalists deployed at the top of the slope and the Parliamentarians were at the bottom of the slope.

The main battle was preceded by an hour long bombardment by the artillery present on both sides which accomplished nothing other than the waste of precious powder. Once it became apparent that the Parliamentarian foot would not oblige with an uphill attack against the strong Royalist position, the Royalist cavalry attacked the Parliamentarian cavalry. Prince Rupert's cavalry on the right flank crushed the Parliamentarian left flank cavalry in a matter of minutes and promptly pursued them from the field, only stopping to plunder the Parliamentarian baggage along the way. The same then happened on the opposite flank, except two Parliamentarian horse regiments in reserve, who were shielded by foot, were unscathed and left as the sole cavalry on the field. The foot battle then commenced in the centre and the Parliamentarian foot with their horse in support began to gain the upper hand. At this moment Essex's army might have won the battle, but some of the Royalist cavalry returned to the field. Although blown, their presence and the approach of nightfall deterred any further offensive action on the part of the Parliamentarians and the battle ended with no clear winner. If the Royalist cavalry had been better disciplined and remained on the field it could have been a crushing victory for Charles over the rebels.



Map Legend

- A: Royalist units deploy below this line.
- B: Parliamentarian units deploy above this line.
- C: Kineton
- D: The Oaks (scattered light copses of trees)
- E: Radway
- F: Knowle End

Edgehill: The Army of King Charles										
Name	Type	Attacks	Range	Hits	Save	Size	Command	Cost	Min/Max	Notes
<b>His Royal Majesty King Charles</b>										
<b>King Charles</b>	Gen.	+1	---	---	---	---	7	70	---	
<b>The Left Wing</b>										
<b>Lord Wilmot</b>	Leader	+1	---	---	---	---	8	80	---	
Wilmot	Cavalry	3	---	3	5+	3	---	110	---	1
Grandison	Cavalry	3	15	3	5+	3	---	100	---	2
Caernarvan	Cavalry	3	---	3	5+	3	---	110	---	1
Aston	Cavalry	3	15	3	5+	3	---	100	---	2
Digby	Cavalry	3	15	3	5+	3	---	100	---	2
Grey's Dragoons	Infantry	2	30	3	---	3	---	50	---	3,5
	Cavalry	1	---	3	---	3	---		---	5
<b>The Centre</b>										
<b>Sir Astley</b>	Leader	+1	---	---	---	---	8	80	---	
<b>C. Gerard</b>	Sub	+1	---	---	---	1	8	40	---	
<b>Sir Byron</b>	Sub	+1	---	---	---	1	8	40	---	
C. Gerard	Infantry	3	30	3	6+	3	---	70	---	3,4
Dyve	Infantry	3	15	3	6+	3	---	50	---	3,4
Dutton	Infantry	3	30	3	6+	3	---	70	---	3,4
Belasye	Infantry	3	15	3	6+	3	---	50	---	3,4
Blagg	Infantry	3	30	3	6+	3	---	70	---	3,4
Pennyman	Infantry	3	15	3	6+	3	---	50	---	3,4
Fielding	Infantry	3	15	3	6+	3	---	50	---	3,4
Lunsford	Infantry	3	15	3	6+	3	---	50	---	3,4
Bolles	Infantry	3	15	3	6+	3	---	50	---	3,4
Fitton	Infantry	3	15	3	6+	3	---	50	---	3,4
Stradling	Infantry	3	15	3	6+	3	---	50	---	3,4
Foot Lifeguard	Infantry	3	15	3	6+	3	---	50	---	3,4
Lord General	Infantry	3	15	3	6+	3	---	50	---	3,4
Beaumont	Infantry	3	15	3	6+	3	---	50	---	3,4
G. Gerard	Infantry	3	30	3	6+	3	---	70	---	3,4
Salisbury	Infantry	3	30	3	6+	3	---	70	---	3,4
Molyneux	Infantry	3	30	3	6+	3	---	70	---	3,4
Light Artillery	Artillery	1/1	45	2	---	2	---	40	---	6
<b>The Right Wing</b>										
<b>Pr. Rupert</b>	Leader	+2	---	---	---	---	8	80	---	
King's Lifeguard	Cavalry	3	15	4	5+	3	---	110	---	2
Pr. of Wales	Cavalry	3	---	3	5+	3	---	110	---	1,7
Pr. Rupert	Cavalry	3	---	3	5+	3	---	110	---	1,7
Pr. Maurice	Cavalry	3	---	3	5+	3	---	110	---	1,7
Byron	Cavalry	3	---	3	5+	3	---	110	---	1,7
Usher's Dragoons	Infantry	2	30	3	---	3	---	50	---	3,5
	Cavalry	1	---	3	---	3	---		---	5

- 1: Shock
- 2: Caracole
- 3: Musket
- 4: Pike
- 5: Skirmishers
- 6: Slow
- 7: Impetuous

Edgehill: The Army of Parliament										
Name	Type	Attacks	Range	Hits	Save	Size	Command	Cost	Min/Max	Notes
<b>The Left Wing</b>										
<b>Sir Ramsey</b>	Leader	+1	---	---	---	---	8	80	---	
Ramsey	Cavalry	3	15	3	5+	3	---	100	---	2
Waller	Cavalry	3	15	3	5+	3	---	100	---	2
Goodwin	Cavalry	3	15	3	5+	3	---	100	---	2
St. John	Cavalry	3	15	3	5+	3	---	100	---	2
Wardlawe's Dragoons	Infantry	2	30	3	---	3	---	50	---	3,5
	Cavalry	1	---	3	---	3	---		---	5
<b>The Centre</b>										
<b>Earl of Essex</b>	Gen.	+1	---	---	---	---	8	100	---	
<b>T. Ballard</b>	Sub	+1	---	---	---	1	8	40	---	
<b>C. Essex</b>	Sub	+1	---	---	---	1	8	40	---	
<b>Sir Meldrum</b>	Sub	+1	---	---	---	1	8	40	---	
Lord General	Infantry	3	30	3	6+	3	---	70	---	3,4
Ballard	Infantry	3	30	3	6+	3	---	70	---	3,4
Holles	Infantry	3	30	3	6+	3	---	70	---	3,4
Brooke	Infantry	3	30	3	6+	3	---	70	---	3,4
C. Essex	Infantry	3	30	3	6+	3	---	70	---	3,4
Wharton	Infantry	3	30	3	6+	3	---	70	---	3,4
Mandeville	Infantry	3	30	3	6+	3	---	70	---	3,4
Chomley	Infantry	3	30	3	6+	3	---	70	---	3,4
Meldrum	Infantry	3	30	3	6+	3	---	70	---	3,4
Robartes	Infantry	3	30	3	6+	3	---	70	---	3,4
Fairfax	Infantry	3	30	3	6+	3	---	70	---	3,4
Constable	Infantry	3	30	3	6+	3	---	70	---	3,4
Cuirassiers <sup>1</sup>	Cavalry	3	15	3	4+	3	---	130	---	2,6
Light Artillery	Artillery	1/1	45	2	---	2	---	40	---	6
Medium Art	Artillery	1/2	60	3	---	2	---	70	---	6
<b>The Right Wing</b>										
<b>Earl of Bedford</b>	Leader	+1	---	---	---	---	8	80	---	
Balfour	Cavalry	3	15	3	5+	3	---	100	---	2
Stapleton	Cavalry	3	15	3	5+	3	---	100	---	2
Fielding	Cavalry	3	15	3	5+	3	---	100	---	2
Brown's Dragoons	Infantry	2	30	3	---	3	---	50	---	3,5
	Cavalry	1	---	3	---	3	---		---	5

<sup>1</sup> This is a unit of brigaded cuirassiers from three separate small troops.

- 1: Shock
- 2: Caracole
- 3: Musket
- 4: Pike
- 5: Skirmishers
- 6: Slow