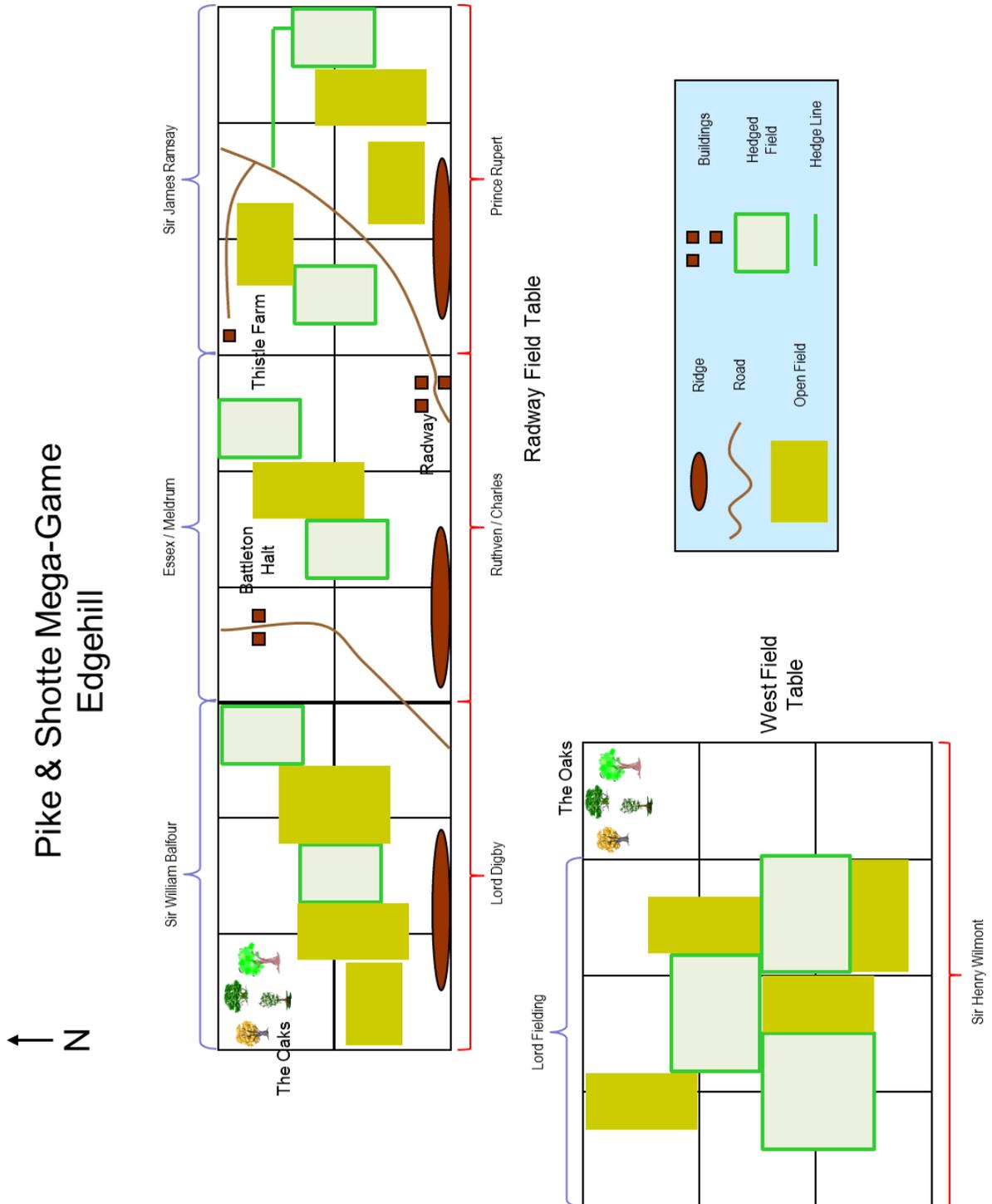


Pike & Shotte Scenario: Edgehill, 1642

As England descended into Civil War and hope of compromise broke down, King Charles gathered his forces near Shrewsbury, and marched on London to seek a decisive confrontation with the Parliamentarian Army, led by the Earl of Essex. The armies blundered into each other in southern Warwickshire, and on October 23rd the Royalists descended from Edge Hill to force battle.

Both armies were inexperienced, and the battle ended without a decisive result, dooming the country to a protracted struggle. This scenario is designed to allow the battle to be re-fought using the popular Pike & Shotte rules, and a group's collection of ECW figures.

Map:



Forces:

Forces for the battle may be adjusted to meet the group's figure collection with the following guidelines:

- The forces should be roughly equal in size / points

Forces should be drawn from the following army lists in To Kill a King:

- Parliamentarian – Army Under Lord Essex – Early (p. 76)
- Royalist – Early Royalist (p. 36)

Deployment:

The deployment zones are marked on the map, forces must set up within 10" of their baseline in their deployment zone.

The following restrictions apply to the forces assigned to each area:

- Royalists / Wilmont – should have a preponderance of cavalry units
- Royalists / Digby – may have up to 3 cavalry units, remainder should be foot or guns
- Royalists / Ruthven – no cavalry units in this area
- Royalists / Rupert – no foot units in this area

- Parliament / Fielding – should have a preponderance of cavalry units
- Parliament / Balfour – may have up to 6 cavalry units, remainder should be foot or guns
- Parliament / Essex – no cavalry units in this area
- Parliament / Ramsay – only cavalry, guns and commanded shotte in this area

Starting the Battle:

The battle opens with a turn one bombardment, first by the Protestants, then the Royalists. The only action allowed during this turn is the firing of any artillery units within range of the enemy.

The Royalist forces then take the first full turn (turn two).

Terrain Notes:

Buildings - each building is treated as a "building" in Pike & Shotte terms: it may hold one infantry unit. Entering an unoccupied village block requires an extra 6" of movement, as does assaulting an occupied one. Units in a village have a up to 2 per facing, up to their total shoot value; and a hand to hand combat value of the same. Units in a village receive a +2 morale save, and a +3 combat resolution bonus (large or standard sized) or +2 (if small). Units in villages ignore break test results that oblige it to retire and must be broken to be evicted.

Special Notes:

Hedges – the hedges in the area played a role in the actual fighting. Hedges are treated as Obstacles (p. 41 of the rules) – infantry or cavalry in skirmish order may freely cross them, all others lose 3" from their normal move. Note that this will prevent manhandled artillery from crossing them.

In addition, they have some special added effects:

- Hedges block line of sight to any units not directly behind them.
- Any pike block crossing a hedge will become disordered on a roll of 5+.
- Hedges provide some cover from shooting, a unit behind a hedge adds +1 to its morale saves, except against ordnance.

Winning the Game:

The goal of each army was to break their opponent securing an early and favorable end to the war.

If either side's entire force is broken their opponent wins a decisive victory. If not, the force which has broken the most enemy commands has secured a marginal victory.

If neither of these apply, the game ends in a draw.