

Pike & Shotte Scenario: First Newbury, 1643

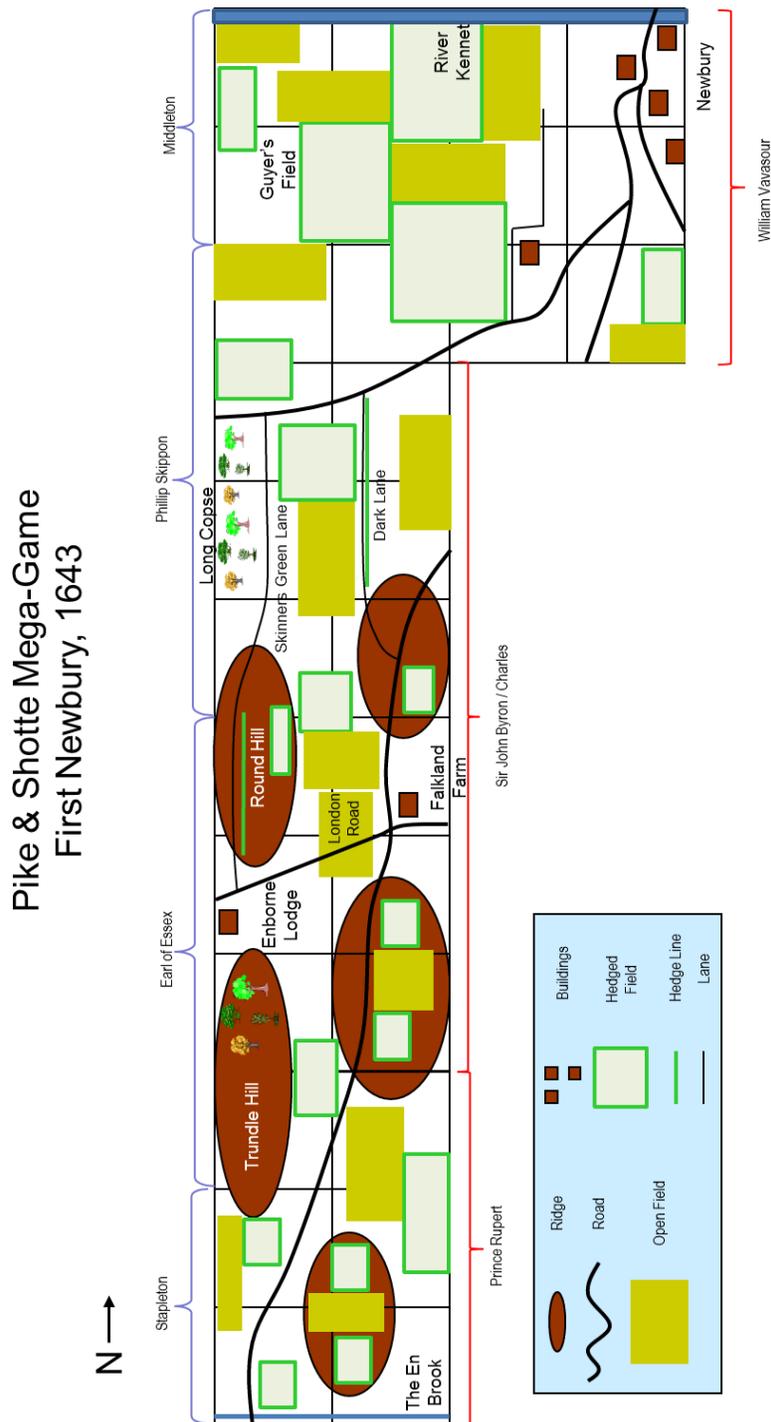
After a series of Royalist victories, King Charles had laid siege to Gloucester. The Parliamentarians mustered their only remaining field army, under the Earl of Essex, which marched toward Gloucester and managed to raise the siege.

Essex's Army was now isolated, and he began a retreat toward London. Charles pursued him, and then managed to cut off his path near Newbury, forcing a battle.

Essex launched a surprise dawn assault on the Royalist position, and a series of confusing back and forth advances led to the near encirclement of the Parliamentarians, but a strong stand by the London Trained Bands held out until nightfall.

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)
 - Trained Bands – up to 3 large pike units may be fielded, and up to 6 musketeer units, which may not be large. All trained band units must be brigaded together.
- Royalist – King's Oxford Army – Early (p. 40)

Commanders:

- All Royalist Commanders are rated at 8
- Charles counts as a higher-level commander, but may only support Byron
- All Parliamentarian Commanders are rated at 8
- Essex commanded his own force, and does not act as a higher-level commander

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 / Vavasour – should have a preponderance of cavalry units
- Royalists / Byron & Charles – Maximum of 4 cavalry units
- Royalists / Rupert – no more than half foot units in this area

- Parliament / Stapleton – no foot units
- Parliament / Essex – no cavalry units
- Parliament / Skippon – no cavalry units
- Parliament / Middleton – no foot units

Starting the Battle:

The battle opens with the Parliamentary forces having chased off the Royalist pickets and occupying Round Hill and the surrounding area.

The Royalist forces take the first turn, but they are subject to the surprised rule.

Surprise:

The Royalist army was surprised by the swift Parliamentary advance. All Royalist units will enter on turn one from the table edge in their deployment area based on the normal ordering process, but any roll equal to the leader's command value results in failure.

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.

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.

Special Terrain Notes:

Mud – it had rained overnight, slowing both sides' advances. On the first turn, no unit may receive more than 2 moves.

Winning the Game:

The Parliamentary forces were attempting to break through the Royalist position to reach London, while the Royalists hoped to destroy the last effective Parliamentary army in the field.

If the Parliamentary force can exit two or more units off the Royalist table edge they win an immediate decisive victory. If not, 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.