

# C3i Magazine Battle Module

## The Battle of Cheriton, 1644

### This Accursed Civil War

Musket & Pike Battle Series, Vol. I

by Ben Hull

This C3i Magazine module contains the battle-specific counters and new mapsheet needed to simulate the battle of Cheriton, which took place on 29 March 1644, during the English Civil War. To play this battle module, you must have the markers, series rules, and charts from one of the boxed games in the *Musket and Pike Battle Series*, either **This Accursed Civil War**, **Sweden Fights On**, or *Under the Lily Banners*. Alternately, the M&P series rules, charts, and a JPEG of the marker sheet are available from the *Living Rules* section of the GMT Games website (under **Sweden Fights On**) at: [http://www.gmtgames.com/living\\_rules/living\\_rules.html](http://www.gmtgames.com/living_rules/living_rules.html)

#### Historical Background

After the battle of First Newbury (August, 1643), King Charles I decided to raise another army to clear the rebellious counties of Dorset, Wiltshire and Hampshire, southwest of London. Sir Ralph Hopton was selected as its leader. To counter this threat, Parliament formed a command under Sir William Waller, combining the Western and Southern armies. The two armies battled back and forth over the south of England, with Hopton capturing Arundel castle (in Sussex) in December of 1643, but with Waller then recapturing it. Both armies met at Alton on the 13th and suffered heavy losses, ending campaigning for the winter. The stage was set for a confrontation that would decide the fate of the Southern England.

#### Prelude

After wintering, both armies were reinforced. Hopton received Lord Forth and his troops, bringing his Royal army total above 7,000. Forth was the higher-ranking officer, but Hopton was the *de facto* commander for the ensuing campaign. To Waller's Western and mutinous Southern Army was added a brigade of horse under Balfour, and a brigade of the London Trained Bands (the White and Yellow Regiments), bringing the total for the combined Parliamentarian army to around 10,000. Moving west toward Winchester in Hampshire, Waller encamped at a small village called Hinton Ampner, three miles south of Alresford. Hopton's army was camped at Alresford.

#### The Battle

The actual location of the battle and deployment of the units is a matter of considerable debate. Three low ridges cut across the battlefield, and the armies deployed on two of these. Exactly which two, though, is not certain (the options are covered in the Module setup instructions). The Royalist army was arrayed on one of the low ridges facing south. Hopton's own forces were on the left, Forth's on the right. Across from them was Waller, anchored on his left by a "small village", either Cheriton or Hinton Ampner.

The battlefield was bounded on the east by Cheriton Wood, which Waller had occupied with 1000 London foot, supported by a regiment of horse. Early in the morning, Hopton detailed a certain Colonel Appleyard and 1000 Royal musketeers to clear the wood and secure his flank. Appleyard, with a keen eye for terrain, advanced on the wood out of sight in the low ground until suddenly appearing at close range. A ferocious firefight ensued with the Londoners eventually being routed. The battle had started out well for the Royalists.



**CHARLES I**  
(1600-1649, r.1625-49)  
Stuart King




**British monarch.** King of England for 24 years.  
**Born:** Dunfermline Palace, Fife (19 Nov., 1600)  
**Executed:** 30 June 1649, aged 48.  
**Acceded:** 27 March 1625; (second son of James I).  
**Married:** Henrietta Maria of France, 9 children.  
**Crowned:** Westminster Abbey, 2 February 1626.  
**Character:** Shy and serious, Charles was a strange mixture of great personal charm, modesty, and politeness, combined with a lot of nervous tension and no-confidence.

**This Accursed Civil War (M&P Series, Vol. I)**

*Battles of the English Civil War (five battles)*  
**Published:** 2002 **Award:** Two CSR Nominations  
**Game Design:** Ben Hull  
**Game Developer:** Marty Arnsdorf  
**Art Director:** Rodger B. MacGowan  
**Map & Counters:** Mark Simonitch

Musketeer	12lb Culverins	1 / Ironsides
1 4	5 6-17	4 8

**Contents:** Two & 1/2 Countersheets; Two 22x34 inch Maps; Rule & Play books; One 10-sided die; Player Aid Cards; Bookcase Box  
**Time Scale:** 20-30 minutes per turn  
**Map System:** Hex = 100 yards  
**Unit Scale:** Regiments; Brigades & Batteries  
**Players:** 1-2



**OLIVER CROMWELL**  
(1599-1658)  
Parliamentary General

Lord protector of England. His own regiment, the Ironsides, distinguished itself at Marston Moor (1644). In 1644 he pressed for a thorough reorganization of the parliamentary forces and was appointed (1645) second in command to Sir Thomas Fairfax, which defeated the king at Naseby in 1645. Cromwell rose rapidly to leadership because of his military ability and his genius for organizing and inspiring the parliamentary armies.

# The Battle of Cheriton: *This Accursed Civil War* Module

In the center, Waller's horse under Sir Arthur Haselrigge (whose own regiment was known as the *Lobsters* for their armor) is said to have been drawn up in front of the foot, quite unconventionally, in the low ground between the armies. The Royalist Horse charged but was put to rout in detail by the Parliamentarian Horse. Sir Henry Bard reportedly launched the ill-fated Royalist charge precipitously, and the other regiments followed with orders, in an uncoordinated attack. The Royalist infantry then moved forward to support the failing cavalry and a general engagement along the front broke out. Before long it became clear that the Royalists had lost the day; only a courageous rear guard action by the Queen's regiment (plus others) prevented disaster and saved the guns from being lost.

The battle's losses were not well recorded, but are estimated to be at least 1000, and perhaps as much as 2000, total for both sides. The defeated Royalists made for Basing House and then on to Oxford. Waller moved on Winchester the next day, and soon all Hampshire was under his control.

Cheriton is not one of the more famous battles of the English Civil War, but it was a clear victory for Parliament. Its aftermath closed a front and was noted at the time as a watershed event. It was a bad beginning to a bad year for the King. The Parliamentary army fielded much better horse than in the past, and coupled with strong leadership, they proved superior.

## Set Ups

### Cheriton Woods Option

Before setting up any units, the Parliament player must first decide if he will use Cheriton Woods option 1 or 2.

### Option 1

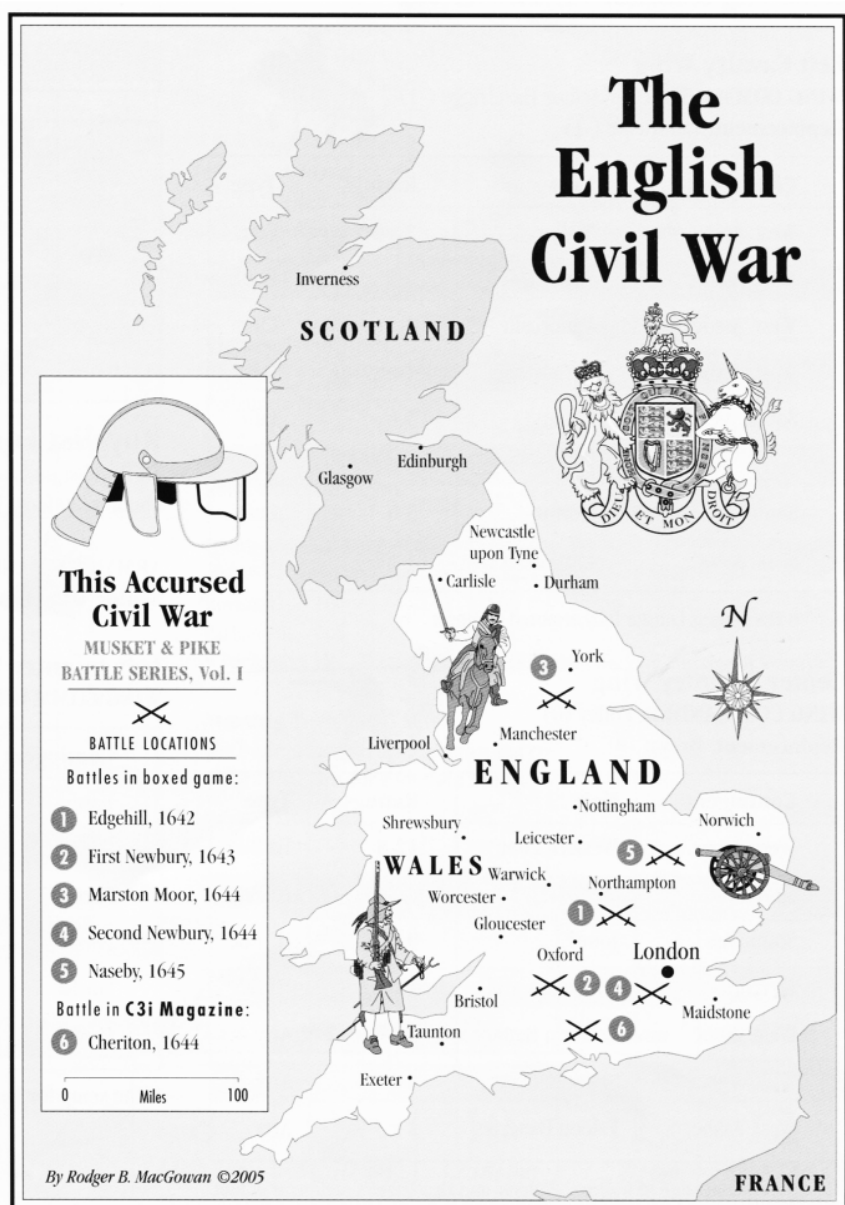
If the Parliament player selects option 1, he sets up the Yellow heavy infantry brigade with the rest of his army as in the general set ups, below, and he does not get the Yellow light infantry units. In this case, the Royalist player must use his option 1, but may set up the Lisle heavy infantry unit with the rest of his army, or in hexes 2412 and 2413. The Royalist player does not get the Appleyard light infantry units.

### Option 2

If the Parliament player selects option 2, he sets up the Yellow light infantry units within two hexes of 2306, and he does not get the Yellow heavy infantry unit. In this case, the Royalist player may select either option 1 (same as above) or option 2. For option 2, the Royalist player sets up Appleyard's Independent Wing anywhere on the map at least two hexes north of all Parliament Yellow LI units. The Royalist player does not get Paulet's heavy infantry unit with option 2, and he must set up the Lisle heavy infantry unit with the rest of the army.

### General

Except for those units covered by the Cheriton Woods option, the Parliament player sets up all his units within two hexes of the 3500 hexrow. Similarly, except for units covered by the Cheriton Woods option, the Royalist player sets up all his units within two hexes of the 1400 hexrow. For both players, set up the Left Wings on the left of the respective lines, and the Right Wings on the right of the respective lines. Wing Commanders start stacked with any unit in their Wing. Army Commanders start stacked with or adjacent to any unit of their army. Contingent names have no effect on play.



# Cheriton

## 29 March 1644

### Unit Type Abbreviations

**Arty:** Artillery  
**Cuir.:** Cuirassier  
**HI Bde:** Heavy Infantry Brigade  
**LI:** Light Infantry

### Parliamentary Forces

All Parliamentary units and leaders are dark red on red. They had about 5700 foot, 4100 horse, and 16 guns at the battle.

**ARMY COMMANDER:** Sir William Waller (-2)  
**Senior Wing Commander:** Sir Arthur Haselrigge (-1)



### Left Cavalry Wing

**WING COMMANDER:** Sir Arthur Haselrigge (-1)  
**Replacement:** Vandruske (-1)



Contingent	Unit	Ratings	Type
West. Assoc.	Waller	2 x 3-7	Cuir.
West. Assoc.	Haselrigge*	4-8	Cuir.
West. Assoc.	Vandruske	4-7	Cuir.
West. Assoc.	Turner	3-6	Cuir.
South. Ass.	Cooke	3-6	Cuir.
South. Ass.	Livesey	4-6	Cuir.
South. Ass.	Norton	3-6	Cuir.
West. Assoc.	Musketeers	4 x 1-4	LI

\* The famous Lobster fully armored regiment.

### Center Infantry Wing

**WING COMMANDER:** Potley (0)  
**Replacement:** Brown (0)



Contingent	Unit	Ratings	Type
West. Assoc.	Western Foot*	12-8	HI Bde
South. Ass.	Weldon	8-7	HI Bde
South. Ass.	Jones	9-7	HI Bde
London	White	12-7	HI Bde
West. Assoc.	Culverin Battery	6-17	Arty
West. Assoc.	Saker Battery	4-14	Arty
West. Assoc.	Falcon Batteries	2 x 3-9	Arty

\* Consisting of Waller's, Potley's, and Haselrigge's regiments of foot.

Add to Center Wing for Cheriton Woods Option 1:

London	Yellow	10-7	HI Bde
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Or for Cheriton Woods Option 2:

London	Yellow	5 x 2-5	LI
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### Right Cavalry Wing

**WING COMMANDER:** Balfour (-1)  
**Replacement:** Middleton (-1)



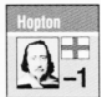
Contingent	Unit	Ratings	Type
Balfour	Balfour	4-7	Cuir.
Balfour	Meldrum	3-7	Cuir.
Balfour	Middleton	3-7	Cuir.
Balfour	Delbeir	3-7	Cuir.



### Royalist Forces

All Royalist units and leaders are dark blue on light blue. They had about 4200 foot, 3200 horse, and 12 guns at the battle.

**ARMY COMMANDER:** Sir Ralph Hopton (-1)  
**Senior Wing Commander:** Lord Forth (0)



### Left Infantry Wing

**WING COMMANDER:** Lisle (0)



Contingent	Unit	Ratings	Type
Forth	Lisle*	12-7	HI Bde.
Forth	Howard	3-7	Cuir.
Forth	Neville	3-7	Cuir.
Forth	Maurice	3-8	Cuir.
Forth	Queen	3-7	Cuir.
Forth	Saker Battery	4-14	Arty

\* The setup for Lisle is affected by the Cheriton Woods Option; see above.

# This Accursed Civil War

## *Cheriton Woods Option 1:*

### Center Infantry Wing

WING COMMANDER: Paulet (-1)



Contingent	Unit	Ratings	Type
Hopton	Lord Hopton	10-7	HI Bde
Hopton	Prince Maurice	10-7	HI Bde
Hopton	Paulet	10-7	HI Bde
Hopton	Saker Battery	4-14	Arty
Hopton	Falcon Battery	3-9	Arty

## *Or Cheriton Woods Option 2:*

### Center Infantry Wing

WING COMMANDER: Paulet (-1)

Contingent	Unit	Ratings	Type
Hopton	Lord Hopton	10-7	HI Bde
Hopton	Prince Maurice	10-7	HI Bde
Hopton	Saker Battery	4-14	Arty
Hopton	Falcon Battery	3-9	Arty

## Independent Cavalry Wing

WING COMMANDER: Appleyard (-1)

Contingent	Unit	Ratings	Type
Hopton	Appleyard	4 x 3-6	LI

## *End Cheriton Woods Option 2*

## Right Cavalry Wing

WING COMMANDER: Stuart (-1)



Contingent	Unit	Ratings	Type
Hopton	Stuart	2 x 4-7	Cuir.
Hopton	Smyth	2 x 4-7	Cuir.
Hopton	Stawell	2 x 3-7	Cuir.

### Movement Allowance Chart

Cavalry and Leaders	8
Light Infantry	6
Heavy Infantry	4
Wagons	2
Limbered Guns	2
Artillery	0

## Cheriton Special Rules

- Slopes:** All slopes hexsides are gentle for purposes of 10.9.3.
- Retreat Edges:**  
The Royalist's retreat edge is the north edge.  
The Parliamentarian's retreat edge is the south edge.
- Treat a *Tumuli* (Roman era burial mound) hex like a hedge-lined road hex, except that it does not block LOS.
- Any hex with 3 or more buildings is considered a Town hex.

## Historical Starting Orders

### Parliament

Left (Haselrigge):	Make Ready
Center (Potley):	Receive Charge
Right (Balfour):	Make Ready

### Royalist

Left (Lisle):	Make Ready
Center (Paulet):	Make Ready
Independent (Appleyard):	Charge
Right (Stuart):	Make Ready

## Victory Conditions

Parliament Decisive Victory	40+
Parliament Marginal Victory	20-39
Draw	10-19
Royalist Marginal Victory	-10 to 9
Royalist Decisive Victory	-11 or less

## Historical Outcome:

Total VPs	Lost
Royalists 160	100
Parliament 205	60

- Parliament VPs - Royalist VPs 100 - 60 = **40** (Decisive Parliament Victory)

## Starting Turn/Total turns

The battle starts with the 9 AM turn and continues through the end of the 12:40 turn, for a total of 12 turns.

## Turn Record Track

1 9 am	2 9:20 am	3 9:40 am	4 10 am	5 10:20 am	6 10:40 am
7 11:00 am	8 11:20 am	9 11:40 am	10 12:00 pm	11 12:20 pm	12 12:40 pm

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