

Cheriton, March 29, 1644

A module for The Musket And Pike Battle Series

This module contains the battle-specific counters and map needed to simulate the battle of Cheriton, which took place on March 29th, 1644, during the English Civil War. To play this 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**.

Background

Overview

After First Newbury, the King 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, the 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 army to around 6000. 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 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 camped at Alresford.

The Battle

The actual location of the battle and deployment of the units for battle 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 setup instructions.) Hopton's army was arrayed on one of the ridges facing south. Hopton's 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 Colonel Appleyard and 1000 musketeers to clear the wood and secure his flank. Appleyard, with a keen eye for the ground, advanced on the wood out of sight in the low ground until appearing at close range. A ferocious firefight ensued, with the Londoners being routed. 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 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 and a courageous rear guard action by the Queen's regiment and others prevented disaster and saved the guns from being lost.

The 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 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 War, but it was a clear victory for Parliament. It 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 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 hex 2514. 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 2417, 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 36xx hexrow. Similarly, except for units covered by the Cheriton Woods option, the Royalist player sets up all his units within two hexes of the 15xx 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.

Unit Type Abbreviations

Arty: Artillery

Cuir.: Cuirassier

HI Bn: Heavy Infantry Battalion

HI Bn w/o Pikes: Heavy Infantry Battalion without Pikes (They had some, but very few)

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.	Waller	5-8	HI Bn
West. Assoc.	Haselrigge*	6-7	HI Bn
South. Ass.	Weldon	8-7	HI Bn
South. Ass.	Jones	6-7	HI Bn
London	White	8-7	HI Bn
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 Potley's, and Haselrigge's regiments of foot.

Add to Center Wing for Cheriton Woods Option 1:

London	Yellow	8-7	HI Bn w/o Pikes
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Or for Cheriton Woods Option 2:

London	Yellow	4 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)

Ben: Lord Forth's counter has an L Wing designator. I guess the Left Wing is his command, but as replacement AC he's not limited to that Wing.

Left Infantry Wing

WING COMMANDER: Lisle (0)

Contingent	Unit	Ratings	Type
Forth	Lisle *	6-7	HI Bn.

Forth	Lord General	6-7	HI Bn
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.

Cheriton Woods Option 1:

Center Infantry Wing

WING COMMANDER: Paulet (-1)

Contingent	Unit	Ratings	Type
Hopton	Lord Hopton	8-7	HI Bn
Hopton	Prince Maurice	8-7	HI Bn
Hopton	Astley	8-7	HI Bn
Hopton	Paulet	8-7	HI Bn
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	8-7	HI Bn
Hopton	Astley	8-7	HI Bn
Hopton	Prince Maurice	8-7	HI Bn
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	Stowell	2 x 3-7	Cuir.

Stuart's Brigade included the following Regiments: Stuart, Carey, Crisp, Hamilton, Cleke, Boleter, Fors and Fleetwood

Smyth's Brigade included the following Regiments: Smyth, Bennet, Vaughan, Waldegrave and Lindsey

Stowell's Brigade included the following Regiments: Hopton, Stowell, Gunter, Apsley, Pierce and Hertford

Special Rules

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

Historical Starting Orders

Due to the terrain and deployments, both sides were tentative at the beginning of the battle, and hence no Wing starts under Charge orders.

Parliament

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

Royalist

Left (Lisle): Make Ready
Center (Paulet): Make Ready
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

	<u>Total VPs</u>	<u>Lost</u>
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.