

Scenario:

SPI's MUSKET & PIKE
WINCEBY 11th October 1643
JOHN LEE

First Player — Royalists
15 HC 6 DR Stacking 2

Deploy at least 8 hexes south of road junction (remember that the compass rose is upside down — see errata).

Second Player — Parliamentarians
1 PP 1 PM 17 HC 2 LC Stacking 2

Deploy at least 10 hexes north of road junction.

Game Length — 10 Turns.

Victory Conditions — control of road junction at the end of the game.

Historical Notes

In the first campaign of the Civil War on 11th October 1643, a Royalist Force of 2,500 men under the command of a veteran soldier — Sir John Henderson — was sent to relieve Bolingbroke Castle.

The Parliamentarians sent 2,000 Cavalry and a small detachment of foot under the command of Manchester, Cromwell and Fairfax to halt the Royalists.

Henderson positioned himself on a ridge, then sent his Dragoons to meet the Roundheads who were deployed near Winceby Farm. When Cromwell charged the Dragoons with his troop he had his horse shot out from under him, thus putting him out of the battle.

Meanwhile, Fairfax with a second troop of Cavalry attacked diagonally across the field and the Royalists under Savile, caught on the flank, broke and fled. Many of the retreating men were trapped in a field surrounded by a high hedge where they were cut to pieces. Henderson was forced to retreat.

As Manchester said later — “Our men had little else to do but to pursue a flying enemy which they did for many miles.”

This battle convinced Parliament that the man to lead the new model army was Thomas Fairfax.

Abbreviations

HC — Heavy Cavalry DR — Dragoons
PP — Professional Pikemen LC — Light Cavalry
PM — Professional Musketeers