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Introduction

During the middle years of the seventeenth century, the British Isles underwent a period of huge change, catastrophic wars and campaigns, political revolution, social upheaval political experimentation and religious ferment. It was a period when the famous and the infamous made their entries into the history books leaving their legacy and their legends. Names such as Ralph Hopton, William Waller, Prince Rupert, Thomas Fairfax, the Earl of Essex, the Earl of Newcastle, Owen Roe O'Neill, The Earl of Montrose and Duke of Argyll can still evoke fierce loyalties and harsh criticism even today. The characters of those chief protagonists, King Charles I and Oliver Cromwell, are still considered, analysed and argued over by successive generations of historians.

There is little surprise therefore that the English Civil War has always been a firm favourite for wargamers.

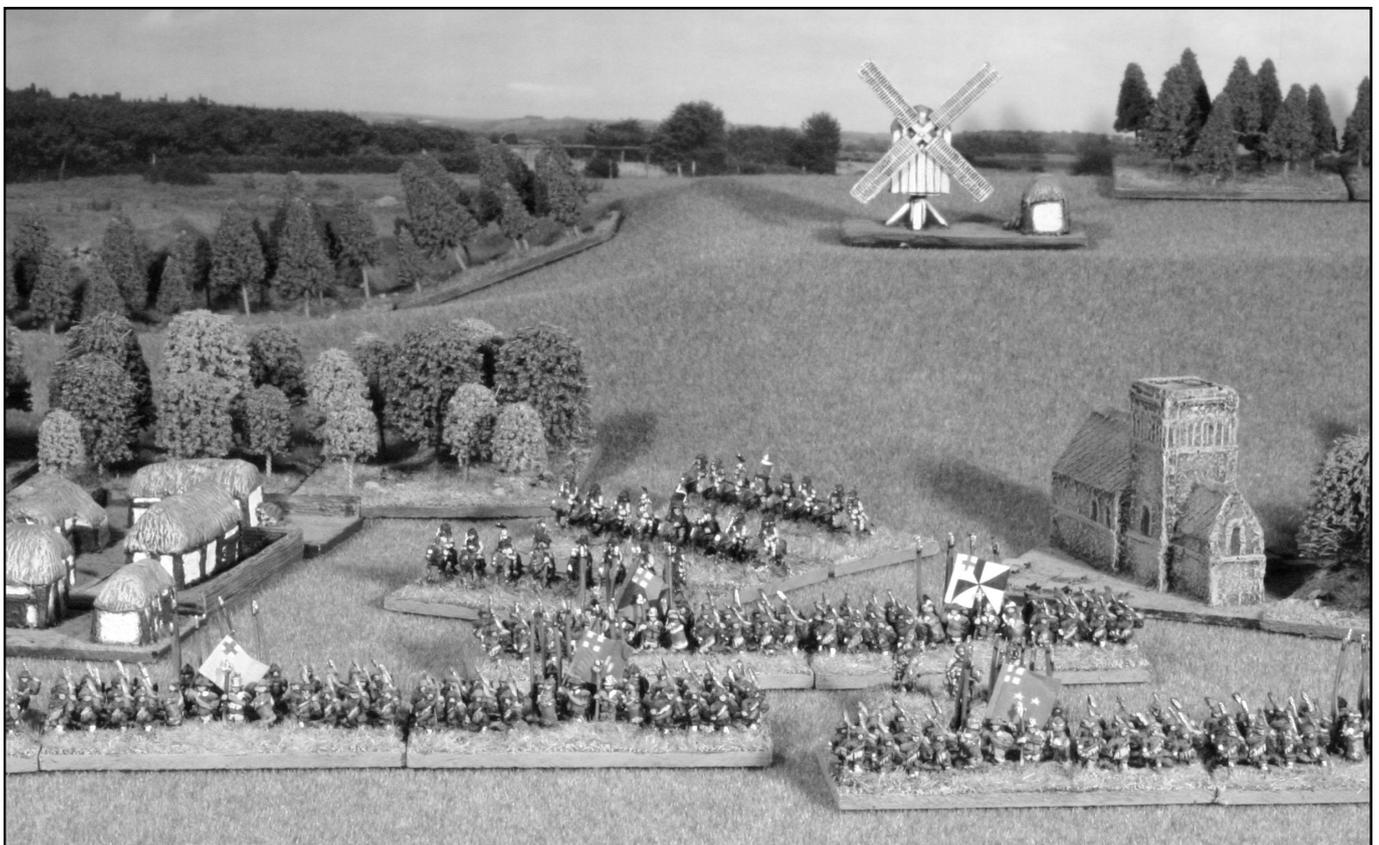
Polemos English Civil War is unashamedly aimed at large scale actions. It is quite possible to stage, play and complete actions the size of Edgehill, Marston Moor and Naseby in an evening.

For one of the intrepid team, this is his fourth attempt at writing a set of ECW rules and he sincerely hopes that he has got it right this time!

The rules systems and army lists in this booklet provide all that wargamers will need in order to play the game (apart of course from the armies, a table, dice and a measuring device). However, the advent of the Internet enables us to offer extra support and develop new ideas. The Polemos pages can be accessed from the Baccus web site www.baccus6mm.com. There is also a section on the main Baccus discussion forum that will put you in contact with other players, as well as a dedicated group on the Yahoo forums.

The Polemos rules have not been developed with competition games in mind. As a result, we anticipate that situations will arise during a game that are not covered by the rules. Should such an impasse rear its ugly head, the participants must use the 50% rule on page 4, which we regard as the Most Important Rule in the booklet.

We would like to give our wholehearted thanks to those who have helped with the playtesting, proof-reading, design and concepts that have gone into the rules. We would especially like to thank those on the Polemos playtest Yahoo group. Special thanks also to Dr Lesley Prince for permission to use her wonderful period artwork and to Dave Ryan of Caliver books for use of the Shieldfield scenario.



Setting up the game

THE 50% RULE

This is the first rule in the book for very good reason. In case of any argument, the two sides are defined. One side is given as side 1, the other as side 2. A d6 is rolled. If the result is 1, 2 or 3, side 1 wins. Otherwise side 2 wins. Both players are expected to sort it out in the pub/bar/other place of refreshment afterwards.

SCALES AND BASING

Ground Scale

All distances are expressed in Base Widths (**BW**) and Base Depths (**BD**) in order to aid the use of differing base sizes. A BD is half a BW.

- One base width (BW) represents 80 paces.
- One base depth (BD) represents 40 paces.

On this basis, using a BW of 60mm a table of 1.8 x 1.2 metres (6' x 4') represents 2400 x 1600 paces. As a rough guide this is the area of the action at Lansdown.

Time scale

There is no specific time scale in these rules. A Civil War action could be over quickly (for example Cropredy Bridge) or could drag on most of a day with the armies assessing their position after nightfall (for example Second Newbury). A turn represents a focus of action during the engagement rather than a specific span of time.

Basing

The basic unit of manoeuvre in Polemos ECW is the **Base**. This is a group of wargames figures mounted permanently on a single base of a given size. The actual number, size and position of the figures on the base is not important.

It is not vital to the rules that the specified base sizes are adhered to. So long as both armies use the same sized bases and the 2:1 ratio of base width to base depth is maintained, the rules will still work.

The suggested principal base size for 6mm to 15mm figures is 60mm x 30mm, and for larger castings 80mm x 40mm. In fact the rules will work with any size bases provided that both sides are organised consistently.

The bases illustrated in the rules are mounted on bases measuring 60mm x 30mm or 30mm x 30mm.

All distances are given in base widths (BW) and base depths (BD).

Artillery is depicted by a base one normal base depth square, i.e. 30mm if using recommended base sizes, bearing one gun model.

Limbers should be mounted on a separate base of standard infantry or cavalry size.

Generals may be placed on bases 1 standard base depth square i.e. 30mm if using recommended sizes. The higher the status of the general, the more aides, hangers-on, lackeys, etc he can have on his base.

Messengers denoting the pool of available Tempo Points may be depicted by a single mounted figure on a small round base.

Figure Sizes

Polemos ECW will work with any size of figure provided both sides are based consistently.

The pages of this book are illustrated with examples of 6mm figures which work exceptionally well with the basing concepts. However, many gamers play Polemos rules using anything from 10mm to 30mm figures.



Setting up the game

TROOP TYPES

Foot

Foot bases are standard bases of BW x BD representing a battalion sized unit, (often called a 'battalia') of approximately 500 men.

Foot are defined by their ratio of musketeers (shot) to pikemen (pikes) contained in the unit represented by the base. For the purposes of these rules we divide most foot into five categories based on their ratios: Shot, Shot-heavy, Mixed, Pike-heavy and Pike.



In the following table, the Shot-Pike ratio for a Shot-heavy base would be any base whose historical counterpart contained more than three musketeers for every two pikemen up to four musketeers to every pikemen. Writers of the period generally recommended a 2:1 ratio (which would be shot heavy) but there could be wide variation, with ill-equipped forces fielding substantially more pikemen or very well supplied and specialist garrison units having all or nearly all musketeers in their ranks.

Shot:Pike ratio	
Shot	1:0
Shot-heavy	More than 3:2 – 4:1
Mixed	2:3 – 3:2
Pike-heavy	Less than 2:3 – 1:4
Pike	0:1

Pure shot or pike bases were relatively rare. They were usually the result of forming large bodies of 'Commanded Shot' to undertake a specific task or objective.

An example of pure shot and pure pike bases would be at Lansdown. The majority of the Royalist shot were taken off to force the Parliamentarian position through the woods, where the pikemen would have been useless. The residual body of pikemen attempted to force the issue by charging uphill against an entrenched enemy position.

Subsequent Royalist romanticism has turned this foolhardy venture into a glorious adventure that in fact saw needless casualties and the death of Sir Bevil Grenville.

The exact ratio of shot to pike figures depicted by the figures on a foot base is not that important, and it is not necessary to maintain any proportions other than those favoured by the owner. However, bases which are all shot, or all pike should ideally have all its figures represented as shot or pike figures respectively to assist identification and verisimilitude.

Note that in addition to the usual categories of foot discussed above there are some unusual types, for example Clubmen and Highlanders. whose special properties are discussed in Section 4.

Setting up the game

Horse



Horse are based on a standard BW x BD Base, representing a squadron of about 125 troopers formed from a number of individual troops, usually from the same regiment.

Horse are defined as:

Swedish Tactics (S) – those using offensive tactics

Dutch Tactics (D) – those using defensive tactics.

The difference between offensive and defensive tactics is, essentially, in the use of firearms. Troops drilled in Dutch tactics kept control, fired their pistols at the enemy and then, if successful, went in with the sword. Those using Swedish tactics closed more aggressively and used their pistols in the subsequent melee. Most indications are that the latter tactic was more successful but it did lead to the victorious cavalry becoming almost as scattered as the vanquished.



Note that in addition to the usual categories of horse discussed above there are some unusual types such as Cuirassiers and Scots Lancers, whose special properties are discussed in Section 4.

Dragoons



For each 250 man detachment of dragoons you require two bases, one depicting them mounted and one base depicting them dismounted. Both types of base are standard BW x BD. Dragoons operate as a base of shot when dismounted, albeit with inferior performance reflecting their lack of numbers.

Some players may object to the battlefield uselessness of dragoons, but it should be noted that their major use was as cheap scouts and outpost troops off the battlefield.

A dismounted dragoon base should contain a number of dismounted dragoons with (if they can physically fit) picketed horses to the rear of the base. This is purely for aesthetic reasons. If you cannot fit horses then consider showing the dragoon figures as one rank deep and/or more scattered than figures on your foot bases.



A mounted dragoon base is organised in the same way as a horse base.

Setting up the game

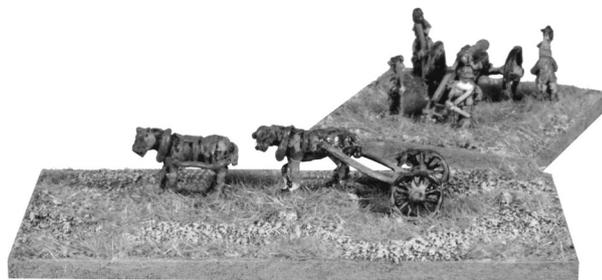
Artillery



An artillery base contains 1 model gun plus crew. It is a 1BD square and represents two cannon.

As we are considering field actions only field artillery is considered catered for and is not differentiated between light, medium or heavy in the main rules. ECW armies employed cannon of a bewildering variety of names and sizes. Their effectiveness on the field was generally extremely limited. Ideas of infantry columns being blasted by case and round shot should be placed where they belong – at best in the Napoleonic era. ECW artillery was relatively immobile, erratic in aim and could be nearly as big a menace to its own side as to the enemy. The latter is probably explained by the habit of ECW commanders of using their own troops to mask their artillery.

Nevertheless, given that the armies of the time managed to drag these objects about the country with them, they were believed to have some positive effect, even if only on morale. If nothing else, the number of enemy guns captured in battle provided a good indicator of the scale of the victory.



You can decide to have a train base for aesthetic purposes if you try to move your artillery during a battle or if it is still arriving when the battle starts. A train base contains one or more limbers or carts, plus civilian drivers, animals etc.

Leaders



Leaders can be either **Generals** and **Officers**. Leader bases measure 1BD square. We would suggest that the more important the leader, the more figures you put on the base. Generals and Officers do not fight but may be at risk from combat.

Generals represent the Commander in Chief of the force on the table.

Officers represent the various Wing and Centre commanders. Their number and identity may be specified for large forces, and usually command either the wings, which will normally be of cavalry, or the centre which is normally of foot. A specified Officer cannot affect the bases under the command of other Officers, although a General, who commands the whole army, may affect any base.

Officers are rated by their ability. An Officer may be Good, Bad, or Average



Move Sequence and Tempo

Move Sequence

- 1 Tempo bidding (both players)
 - *Make all compulsory moves (both players)*

Tempo Player's phase

- 2 Tempo player moves
 - *Announce which forces are charging*
 - *Move forces, including moves to contact*

- 3 Tempo player ranged combat (including charges)

- 4 Tempo player close combat

Non-tempo Player's phase

- 5 Non-tempo player moves
 - *Announce which forces are charging*
 - *Move forces, including moves to contact*

- 6 Non-tempo player ranged combat

- 7 Non-tempo player close combat

Both sides

- 8 Rally falling back, shaken and pursuing bases
- 9 Army morale check made if required

You will note that each move effectively falls into two phases in which each player gets to move and initiate combat in turn.

When a player is moving and initiating combat in his section of the move, he will be referred to as the **Active** player. This designation will alternate between the players throughout the game.



Tempo bidding

The tempo bidding process is central to Polemos ECW. At the start of each game move, both players will attempt to gain the initiative, allowing them to carry out manoeuvres and attacks and force their opponent to respond.

At the start of each game move each General determines his tempo points (TPs) as follows:

- 1TP for each four* bases in the army
- 3 TPs for each good commander
- 2 TPs for each average commander
- 1TP for each poor commander
- The score of 1D6

*If an army is left with spare bases after dividing the total number by four, these do not count towards the extra TP.

If a General is removed, or his command is routed, the General no longer receives TPs for him, even after a successor is appointed. Unused TPs at the end of a move are discarded and not carried forward.

Under certain scenario or historical conditions, officers may receive more or fewer points. For example, Sir George Goring when sober may be classed as a good officer, particularly if the nearest ale house was behind enemy lines, while on a bad day he might struggle to be called poor.

The General then decides, in secret, how many of his available tempo points he is prepared to **bid** in order to gain the initiative. The maximum tempo bid is 6, the minimum tempo bid is 1. Armies without their General may only bid 0 or 1TPs.

The two players then reveal their bids and the highest bidder gains the initiative. He is known as the **Tempo Player** for the duration of that game move. His opponent is known as the **Non-tempo player**. If the bids are equal, last move's Tempo player regains the tempo. If the first game move tempo bidding is tied, the tempo player is decided using the 50% rule.

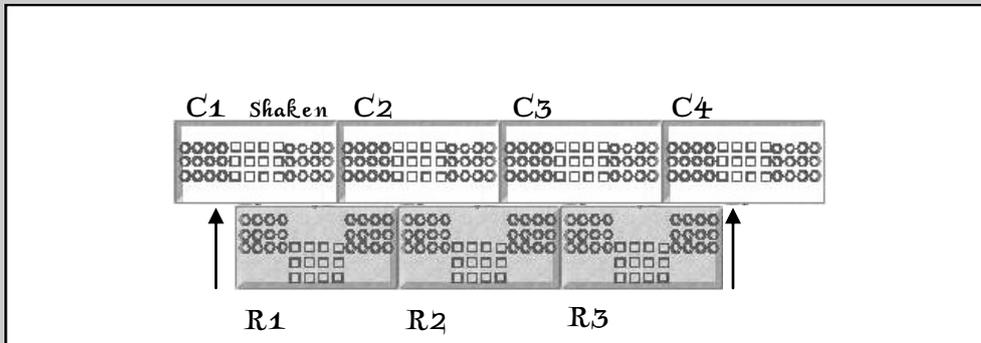
The players then deduct their tempo bids from their total of available TPs. The remaining TPs will be used to issue orders to their troops.

Close Combat Example

Example

Continuing from the Ranged combat example on page 19, Sir Anthony Cullen has decided to press home his advantage against the wavering Royalists in the next phase. His battalia is outnumbered and Lord Taylor's men have more pike, but the Parliamentarians are more experienced.

The Royalist round of ranged combat prior to the contact proved ineffective and the two sides line up as follows:



R1, R2 and R3 engage in CC with their counterparts C1 and C2. R3 is in CC with C3 and C4.

Sir Anthony is the Tempo player and chooses the order in which combat is determined. He starts with R1 vs C1;

R1 rolls 3, +2 for for SH CC offensive factor, +1 for advancing into contact = 6

C1 rolls 3, +2 for for M CC defensive factor, -2 for being shaken, -1 for raw = 2 (Difference of 4)

The difference of 4 results in a recoil with an additional 2 levels of shaken. C1 now has a total of 3 levels of shaken and therefore Routs.

R2 rolls 2, +2 for for SH CC offensive factor, +1 for advancing into contact = 5

C2 rolls 4, +2 for for M defensive factor, -1 for raw = 5 (Difference of 0)

Neither side has gained an advantage and both bases must recoil.

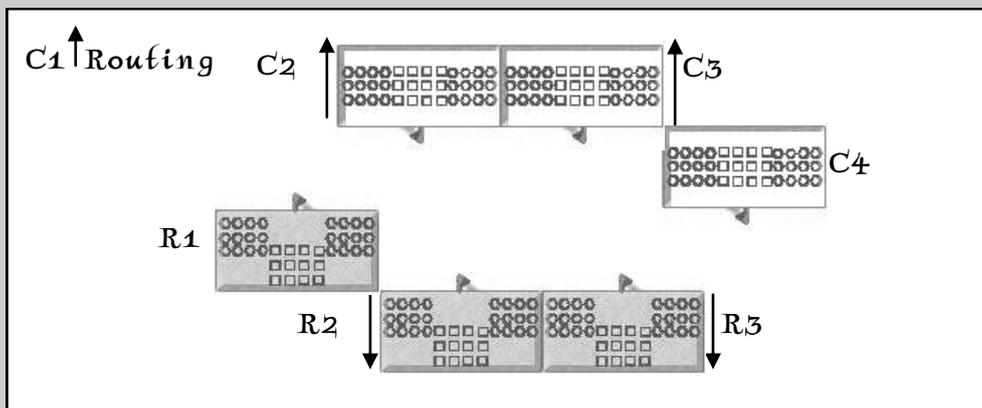
R3 rolls 3, +2 for for SH CC offensive factor, +1 for advancing into contact, -1 for being overlapped = 5

C3 rolls 1, +2 for for M defensive factor, -1 for raw = 2 (Difference of 3)

C4 rolls 5, +2 for for M defensive factor, -1 for raw = 6 (Difference of 1 in their favour)

C3 must recoil with a shaken level of 1, but R3 in its turn must also recoil

The outcomes show a mixed fortunes for Sir Anthony's command. This is the result at the end of the next round of compulsory moves:



Army Generators



Essex's Army - Edgehill 1642



The newly raised Parliamentary army was similar to their opponents in experience and quality of officers. However they were far better equipped and armed as the army had access to the armouries in the Tower and in Hull.

(i) Random Composition

Arm	Large Army	Medium Army	Small Army
Horse	20 Brigades	16 Brigades	12 Brigades
Foot	3 Brigades	2 Brigades	1 Brigade
Dragoons	2 Brigades	1 Brigade	0
Artillery	3 Bases	2 Bases	1 base

FOOT	1	2	3	4	5	6	7	8	9	0
Morale	R	R	R	R	R	R	T	T	T	T
Strength	5	5	5	5	6	6	6	6	6	6
Arms	M	M	M	M	M	M	SH	SH	SH	SH

HORSE	1	2	3	4	5	6	7	8	9	0
Morale	R	R	R	R	R	T	T	T	T	T
Strength	1	1	1	1	2	2	2	2	2	2
Tactics	D	D	D	D	D	D	D	D	D	D

One horse brigade of two bases may be designated as Cuirassiers.

DRAGOON	1	2	3	4	5	6	7	8	9	10
Morale	R	R	R	R	R	T	T	T	T	T
Strength	1	1	1	1	1	2	2	2	2	2

(ii) Historical basis: Large Army

Overall Command – The Earl of Essex (Bad)

Left Wing – Sir James Ramsey (Bad)

Horse Sir James Ramsey (14) – actually 24 troops converged
- best represented in Polemos by a number of very small brigades

Dragoons Wardlowe (1 or 2)

Centre – directly commanded by Essex

Right Wing: Earl of Bedford (Bad)

Foot Meldrum (6) (*Meldrum, Robartes, Constable, Fairfax*)
Charles Essex (6) (*C. Essex, Wharton, Mandeville, Cholmley*)
Ballard (6) (*Earl of Essex, Brooke, Holles, Ballard*)

Horse Cuirassiers (2) (*Essex, Bedford, Balfour*)

Horse 18 troops (10) – see note above

Dragoons Brown (1 or 2)

All but some light guns of the Parliamentary artillery were not deployed at Edgehill because they were still en route to the battle.

(iii) Coat Colours

We have the best picture of the appearance of the foot of any army of the Civil War, with the following coat colours being known:

Red: Robartes (lined yellow)
Holles
Peterborough (lined blue)

Blue: Constable,
Saye and Sele
Mandeville
Cholmley
Rochford (lined white)
Stamford

Grey: Fairfax
Wharton
Ballard (lined white)
Merrick

Tawny: Charles Essex (lined yellow)
Earl of Essex
Grantham (lined white)

Purple: Brooke

Green: Hampden (lined yellow)

Unfortunately this complete picture was not to last...