

**Second
Edition**



POLEMOS

English Civil War

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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.



ii Polemos English Civil War

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.



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.

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 |

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

Troop Quality

Troops are divided into three primary categories: **Raw**, **Trained** and **Veteran**, with an extra category (**Elite**) for some special troops.

Raw: Untrained troops with only a vague idea of which end of a musket, sword or horse is dangerous.

Trained: Troops which have used drill on the parade ground at least and can be, roughly speaking, relied upon to carry it out until something goes awfully wrong.

Veteran: Troops that are battle hardened and have seen it all before. This has some advantages, as they are more likely to retain cohesion and carry out effective combat duties, but has disadvantages, in that they may not want to put themselves in harm's way unnecessarily.

Elite: Any of the above categories can be designated 'elite'. This simply means that they have a high regard for themselves, and understand (rightly or not) that they have a God-given right to win. This enables them to carry out remarkable feats of derring-do, and also means that they are likely to crumble quickly in adversity and go completely out of control in victory.

Identifying units

Establishing the morale, training and arms of your bases is both very important, and in a large battle, quite tricky. You may wish to do this using visual clues, for example:

- Basing Swedish Tactics horse in a wide single rank and Dutch Tactics in a narrower frontage two rank formation.
- Basing raw troops in a more ragged formation.
- Giving better quality bases more command figures or colours.
- Using different formations to denote ratio. Shot heavy battalia should have their shot advanced in front of the pike, Mixed battalia can be ranked with both arms level, and Pike heavy can have their pike advanced in front of the shot.

While this is desirable, it may not always be practical as bases are pressed into service to represent different historical prototypes. One alternative is to use small coloured stickers available from office suppliers. For example:

On the **Rear Left** of the base:

- Red indicates Raw.
- Blue indicates Veteran.

(Write an "E" on the sticker for Elite)

On the **Rear Right** of the base:

- White indicates Shot Heavy (ST for horse.)
- Black indicates Pike Heavy.

No sticker indicates Trained, Mixed and DT respectively. Pure Pike and Shot Bases could use coloured stickers, but would look far more dramatic if portrayed with the proper figures.



MOVEMENT

The Tempo player moves his forces in their respective sections of the movement phase. Single bases may be moved independently.

The precise sequence within the phase is as follows. The Tempo player is the Active player for the first half of the move with this switching to the non-Tempo player in the second half:

- Immediately following the Tempo Bidding both players conduct compulsory movement by moving all bases required to move during that phase as a result of previous outcome moves. No TPs are required for this.
- The Active player announces all charges, expends TPs for charges and marks but does not move the charging bases.
- The Active player expends TPs and moves other relevant bases.

Compulsory Movement

Compulsory moves required as a result of previous outcome moves do not cost TPs and are conducted first. Compulsory movement consists of Falling Back, Routing and Pursuit.

Falling Back

In the first move that a force is falling back (see page 28) it will be moved directly to their own rear for 2BW if foot and 3BW if horse, retaining their original facing. There are no TP costs for this action.

Bases that are falling back may pass through friendly bases to their rear. If there is a gap of 1BW or more at the start of the move between those bases falling back and the friendly bases they pass through there is no adverse effect as a result of the action. If the gap is less than 1BW then those bases to the rear will each receive one level of shaken (page 18). The bases to their rear do not need to be lined up exactly parallel with the ones falling back as it is assumed that troops falling back will filter through intervals between sub-units or, if the friendly base is more side-on, to front and rear of the friendly unit.

During the rally phase at the end of the move (page 28) a player may attempt to halt the fall back. If the attempted halt is unsuccessful, a raw force will rout. Trained or veteran forces will continue to fall back in the following move's movement phase at 1BW for foot and 2BW for horse. A trained force will have one more attempt to halt, a veteran two more attempts in the following rally phase(s). If they fail all these further efforts, they too will rout.

A force that is falling back will halt at 1BD from any enemy bases which their path would otherwise lead them closer to. A force whose fall back is halted for any reason adds one level of shaken.

In the next move, if the force that is falling back is not rallied and is in contact with terrain which would reduce its movement distance, it increases its shaken level by 1. If this indicates a rout, then the base is assumed to have dispersed into the terrain, and cannot be rallied during the game.

Routing

A base that is routing moves as fast as possible (foot routing 2BW, mounted 3BW) directly away from the enemy which caused its rout. Routed bases may veer by up to 45° to avoid obstacles, terrain they cannot enter, or other bases. If they cannot veer around an obstacle, or terrain they cannot pass through or an enemy base they are immediately removed. If they cannot veer around friendly bases, then mounted will burst through any troop type, while foot or dismounted dragoons will burst through artillery and dismounted dragoons. Bases subjected to being burst through are also routed. If a base cannot burst through friends, it is removed. Note that artillery does not rout (it is always removed instead). If a routing base contacts terrain it may enter it must do so and suffer the appropriate movement penalty.

Unless being pursued by enemy bases, a routing base will be removed from play once it has moved to a position where it is no longer in a position to burst through other friendly bases. Bases being pursued will be removed once the pursuit has been halted. Routing bases cannot be rallied under any circumstances.

Movement

Pursuit

Horse(S) who charged and achieved a rout result against the target base in either the ranged or close combat phases of the previous move must pursue the routed base. Other charging bases have the option to pursue. If the routed base is foot, pursuers move 2BW in the first move, 1BW in the next and 1BW in subsequent moves until rallied.

If pursuing mounted, the pursuers move 3BW in the first move, 2BW in the second and 1BW in subsequent moves until rallied. Rallying is conducted in the rally phase of the move. All bases that simply move into contact may choose not to pursue. Pursuing bases will automatically gain one level of shaken.

If the pursuers would contact non-routing enemy bases as a result of the routed base(s) being removed thus uncovering a new enemy force, the pursuers are halted at 1BW from the nearest new enemy base. If possible, the pursuers will attempt to charge the new enemy bases in the next phase. Should their new opponents be the next to move then it just shows the benefit of keeping reserves. For the purposes of resolving the next round of ranged combat, the pursuers will not count as shaken. If the pursuers charge home, they will count as +1 shaken for the close combat. If the pursuers do not charge home, they will halt in place and count the normal shaken penalty for pursuing bases which is +2.

Pursuing bases may veer up to 45 degrees to follow their target. They cannot continue pursuit into terrain that is impassable to them. If a pursuing base contacts terrain which it is able to enter it must do so and suffer the appropriate movement penalties. If a pursuing base is halted by terrain or the presence of new enemy bases it may attempt to rally at the end of the same move.



Movement Distances

Bases may be moved independently or as a brigade. Both types of manoeuvre unit are described as a Force.

A force may move straight ahead, for the normal TP cost, up to the following distances in its movement phase subject to terrain constraints.

| Movement rates | | |
|----------------------|--------|--------------|
| Base | Normal | March column |
| General/Officers | 2 BW | 4BW |
| Foot | 1BW | 2 BW |
| Dismounted Dragoons | 1BW | 2 BW |
| Mounted Dragoons | 2 BW | 4 BW |
| Horse | 2 BW | 4 BW |
| Unlimbered Artillery | none | none |
| Limbered Artillery | 1BW | 2 BW |

Movement rates are doubled if the force's move will end outside 4BW of any known enemy unit.

A base in close combat may not move except as provided by an outcome or compulsory move, or by a fall back order.

A base which is shaken level 2 may not advance toward known enemy within 6 BW unless one of those levels of shaken was caused by terrain. A base which is shaken level 2 may not form march column.

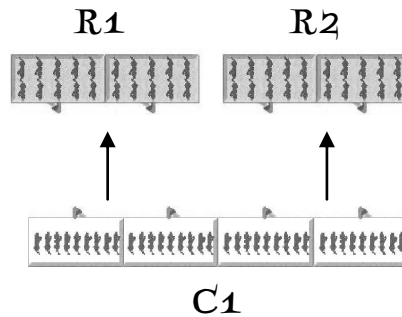
Oblique movement is not permitted. A base may not move to its rear except as a result of an outcome move or a fall back.

A move (or wheel) may end in contact with an enemy base. This counts as moving into close combat and is called an **Advance to Contact**. A base advancing to contact may not use ranged combat. Note that if the army is at Pessimistic morale or worse (see page 32) non-elite bases may not advance to contact.

Ranged Combat- Charging Example

Example

Having received his orders from Prince Rupert himself, Sir Marcus Prim's orders his brigade of four Horse(S) bases (C1) to charge two brigades of four Roundhead Horse(D) under Sir Thomas Stevens (R1 and R2). Sir Marcus's men are classed as veterans, his opponents as trained.



Sir Marcus's Horse rolls 4, +3 for Horse(S) offensive factor, +1 for veteran = 8

Sir Steven's Horse R1 rolls 5, +2 for Horse(D) defensive factor = 7

Sir Steven's Horse R2 rolls 1, +2 for Horse(D) defensive factor = 3

Consulting the Outcome table:

Between C1 and R1 there is a difference of 1 which means that Sir Marcus's men charge home but with a penalty of one level of shaken.

Between C1 and R2 there is a difference of 5 which means that Sir Steven's troopers will stand to receive C1's charge, but with a penalty of one level of shaken.

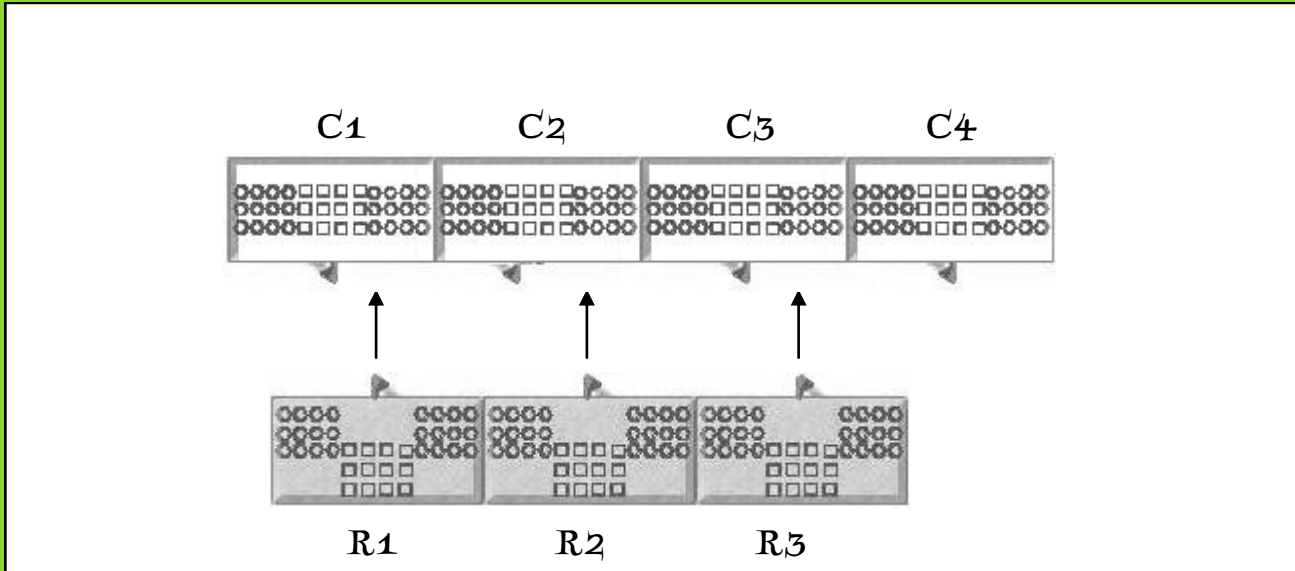
In the CC round, C1 will get a bonus for charging against and a penalty for being shaken against both opponents. R2 will also count as being shaken.



Ranged Combat- Shooting Example

Example

Meanwhile, in the centre, the Royalist foot are attempting to engage their Roundhead counterparts. Lord Taylor's brigade of four raw, mixed weapon foot are attempting to make up for their lack of firearms by attempting to get to close combat with their numerically inferior opponents. Sir Anthony Cullen's Parliamentarian brigade of three shot heavy trained battalia are attempting to halt their progress through their superior firepower.



R1, R2 and R3 fire at their counterparts C1 and C2 respectively. R3 has the task of engaging both C3 and C4. He could opt to ignore C4 but has faith in his men's ability to defeat the raw troops in front of them.

R1 rolls 5, +4 for for SH offensive factor, -4 for long range = 5

C1 rolls 3, +3 for for M defensive factor, -4 for long range, -1 for raw = 1 (*Difference of 4*)

Consulting the outcome table, C1 must now halt with 1 shaken level.

R2 rolls 4, +4 for for SH offensive factor, -4 for long range = 4

C2 rolls 3, +3 for for M defensive factor, -4 for long range, -1 for raw = 1 (*Difference of 3*)

Consulting the outcome table, C2 must now halt.

R3 rolls 3, +4 for for SH offensive factor, -4 for long range, -1 for additional target base

= 2

C3 rolls 1, +3 for for M defensive factor, -4 for long range, -1 for raw = -1 (*Difference of 3*)

Consulting the outcome table, C3 must now halt.

C4 rolls 2, +3 for for M defensive factor, -4 for long range, -1 for raw = 0 (*Difference of 2*)

Consulting the outcome table, C4 must now halt.

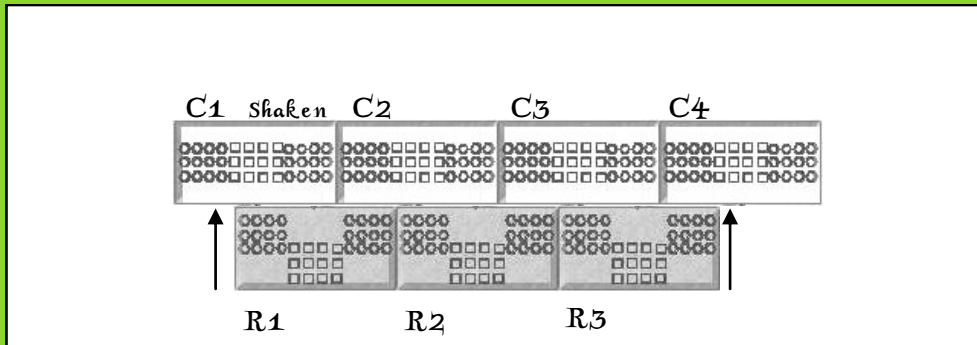
The end result is that the Royalist advance is halted, and Sir Anthony's men are now well placed to continue pressing home their advantage in firepower, especially as the Royalists are beginning to waver with shaken level taken by C1.

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.

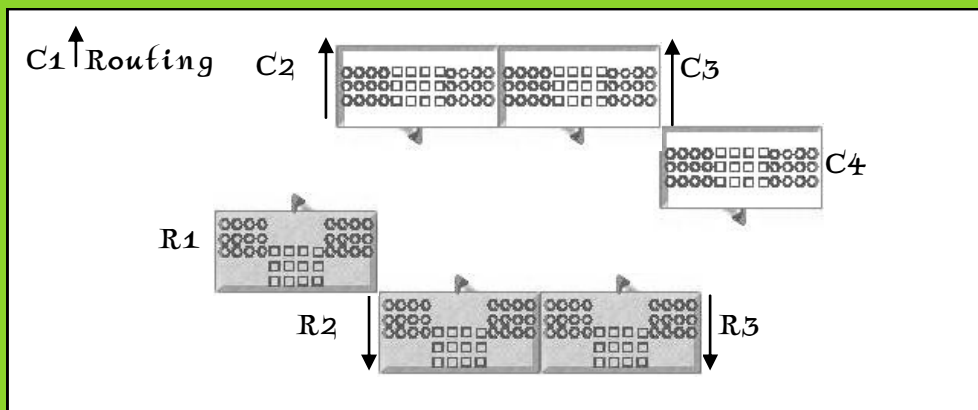
R3 rolls 3, +2 for for SH CC offensive factor, +1 for advancing into contact, -1 for being overlapped = 5

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:

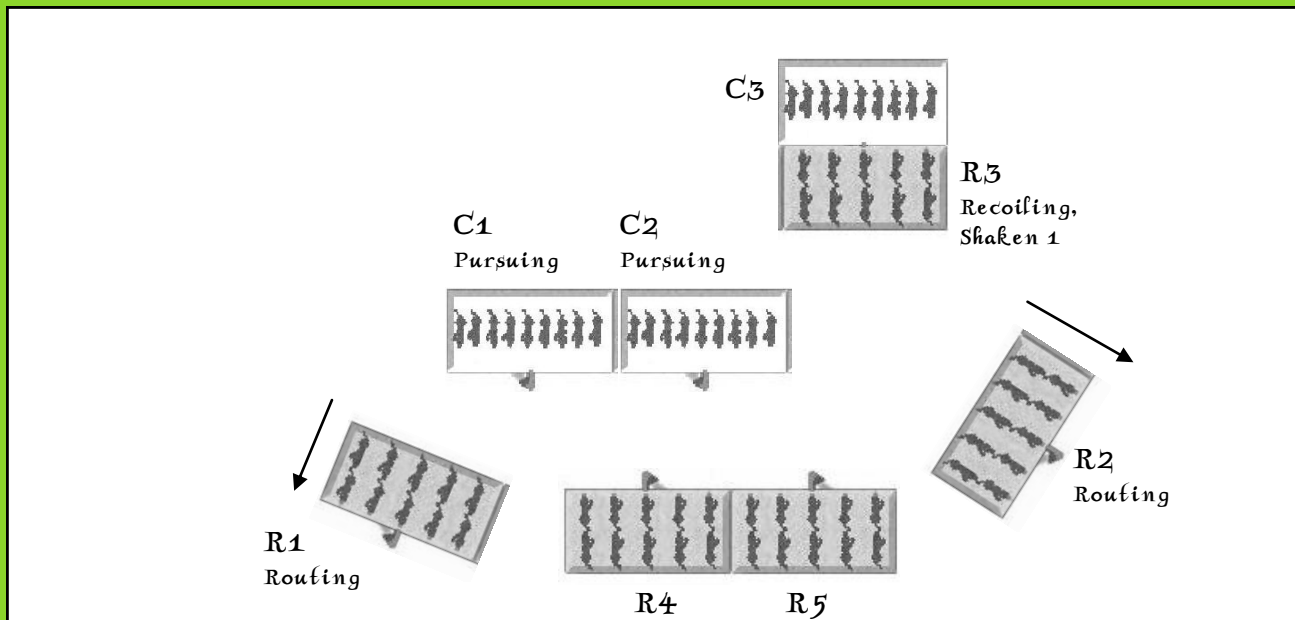


Close Combat Outcome - Example

Example

At the beginning of the move, the Royalist general was the Tempo player and ordered Marmaduke Pringle's veteran brigade of Horse to clear the opposition in front of them. Facing them were Sir Arthur Prim's trained brigade supported by a smaller veteran brigade under Praise the Lord Spencer. The charge of the Royalist horse proved irresistible routing two of their opposing bases and shaking and recoiling the other.

During his part of the move, the Parliamentary player is faced with this situation:



Bases R1 and R2 have both had the room to avoid their supports, R4 and R5. The Royalist Horse C1 and C2 have set off in hot pursuit but have come face to face with the second line of Parliamentarians. They therefore move to 1BW distance from the new enemy and halt.

As the Parliamentarian is now the Tempo player he decides to exploit the situation and moves both R4 and R5 into contact with C1 and C2.

R4 and R5 engage with their counterparts C1 and C2. R3 remains in combat with C3.

Sir Arthur is the Tempo player and chooses the order in which combat is determined. He starts with R4 vs C1;

R4 rolls 4, +3 for for Horse(D) CC offensive factor, +1 for advancing into contact = 8

C1 rolls 2, +3 for for Horse(S) defensive factor, +1 for veteran, -2 for being shaken = 4 (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.

R5 rolls 5, +3 for for Horse(D) CC offensive factor, +1 for advancing into contact = 9

C2 rolls 3, +3 for for Horse(S) defensive factor, +1 for veteran, -2 for being shaken = 5 (Difference of 4)

The difference of 4 results in a recoil with an additional 2 levels of shaken. C2 now has a total of 3 levels of shaken and therefore Routs.

R3 rolls 5, +3 for for Horse(D) CC offensive factor, -2 for recoiling in previous phase

-2 for shaken one level = 4

C3 rolls 2, +3 for for Horse(S) CC defensive factor, +1 for veteran, = 6 (Difference of 2)

R3 must now recoil with an additional level of shaken.

Part 4

Army Generators



Army Generators

Armies of the ECW were not the same and their composition, experience and leadership varied widely. As a result there was no such thing as a 'typical' Parliamentarian or Royalist army as some wargames army lists would have you believe. This Appendix provides a way of generating armies from a number of different years and theatres of the ECW as well as a description, in Polemos terms, of the armies present at some of the larger actions of the war. These are interpretations in game terms – your own perceptions may differ.

Using the tables

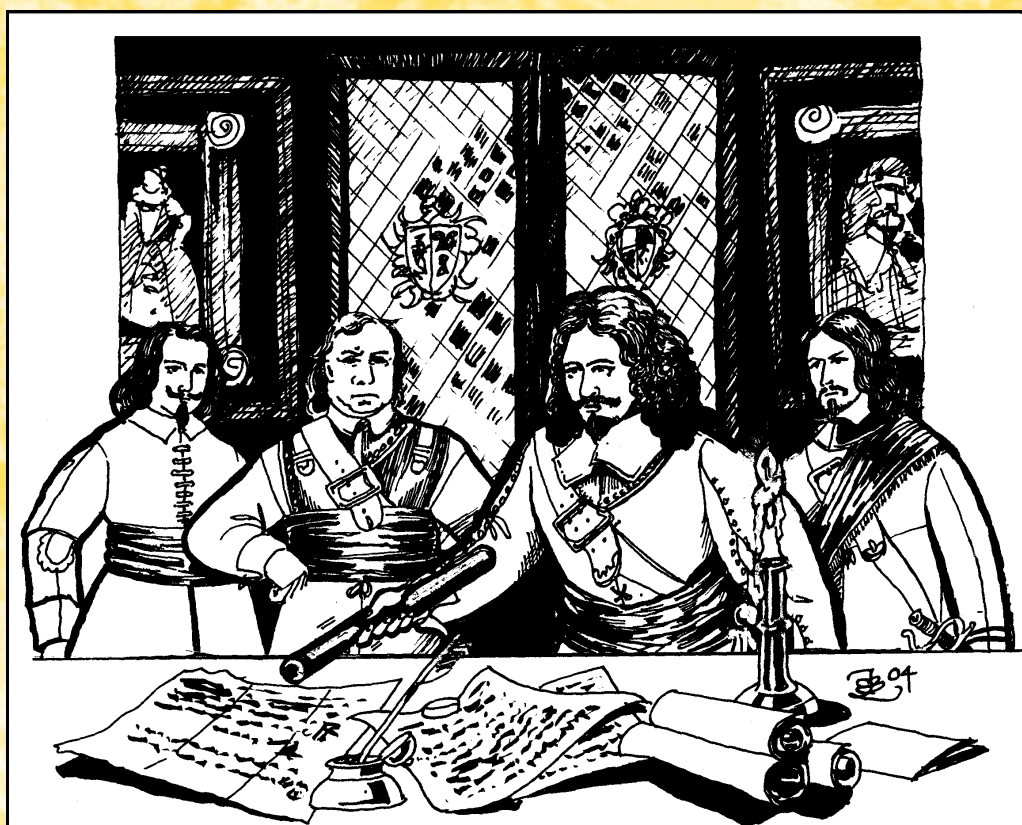
The initial table in each section establishes the numbers of brigades for each arm based upon a major battle from each year. Some of these such as the Edgehill and Naseby armies will require a large number of bases. As a result we offer a choice of size of action ranging from large to small.

| | | | |
|------------|-----------------|----------|-----------------|
| BDe | Brigade | S | Swedish Tactics |
| M | Mixed Foot | D | Dutch Tactics |
| PH | Pike Heavy Foot | R | Raw |
| SH | Shot Heavy Foot | T | Trained |
| S | Shot Foot | V | Veteran |
| | | E | Elite |

The subsequent tables use a D10 to determine the morale, strength and armament of foot brigades and the morale, strength and tactics of horse brigades.

Below the tables is the historical composition of the relevant army at the chosen action. This identifies the historical size of the army in Polemos terms, the identity of the General and Officers and their characteristics. Where possible the commander and composition of the brigades of horse and foot are given. Unless otherwise stated, all officers are classed as average. Armies are normally described with their left wing, centre and then right wing. The listed brigades were not necessarily deployed in that order in the command. The name of each brigade (or brigade-sized formation) is in plain text with the number of bases in parentheses (for example Dalbier (2)). The names of any identified constituent regiments are in *italics*. In some cases, especially with horse, the 'brigade' is in fact a large regiment. Spelling of names varied during this period and you may find some of this variation in the lists we have provided.

General information on the appearance of the foot is appended to most lists. Coat colours are given only for a specific year when we have an appropriate written source. Despite all our best efforts some of these sections are all too brief! There was no equivalent to even this limited standardisation for horse.



The Central Campaigns. The Armies of the Earl of Essex and the Oxford Army

1642

King Charles had fallen out with his Parliament. While he recruited an army and showed his intent by raising the Royal Standard, Parliament was equally active in supplying the funds and the men for the Earl of Essex to face him.

Following the initial skirmishing and manoeuvring for position both armies faced each other at Edgehill. The English Civil War was about to see its first major battle.



Royalist Army Edgehill 1642



The Royal army was officered by a mix of professional soldiers and enterprising amateurs. Despite the best efforts of all concerned there were shortages of equipment for both horse and foot and it was hoped that enthusiasm for the Royal cause would overcome this.

| Arm | Large Army | Medium Army | Small Army |
|-----------|-------------|-------------|------------|
| Horse | 10 Brigades | 8 Brigades | 6 Brigades |
| Foot | 5 Brigades | 4 Brigades | 3 Brigades |
| Dragoons | 2 Brigades | 1 Brigade | 0 |
| Artillery | 3 Brigades | 2 Brigades | 1 base |

(i) Random Composition

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

| HORSE | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 |
|----------|---|---|---|---|--------|--------|--------|---|--------|---|
| Morale | R | R | R | R | R E | R E | R E | T | T E | V |
| Strength | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 3 |
| Tactics | D | D | S | S | S | S | S | S | S | S |

| DRAGOON | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 |
|----------|---|---|---|---|---|---|---|---|---|---|
| Morale | R | R | R | R | R | T | T | T | T | T |
| Strength | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 |

(ii) Historical Basis: Large Army

Overall Command: Charles I Stuart (Bad)

Left Wing – Lord Wilmot (Good)

Horse Wilmot (3); Grandison (2); Caernorvan (2); Aston (1); Digby (1)

Dragoons Grey (2)

Centre – Earl of Lindsey (Bad)

Foot Gerard (3) (*C.Gerard, Dype, Dutton*)

Fielding (3) (*Lunsford, Bolle, Fitton, Stradling*)

Wentworth (3) (*G.Gerard, Salisbury, Molyneux*)

Belasyse (3) (*Belasyse, Pennyman, Blagge*)

Byron (3) (*Lifeguard, Lord General, Beaumont*)

Right Wing – Prince Rupert (Good)

Horse Lord General (1); Prince of Wales (2); Rupert (2); Maurice (2); Byron (2)

Dragoons Aston (2)

(iii) Coat Colours

An attempt was made to clothe at least part of the army. Four regiments, including the Life Guard, were given suits, footwear and montero caps. Unfortunately we have no idea what colour these were or the identity of the other three regiments. It seems that the other twelve regiments took the field in their civilian clothes.

Designers' Notes

One of the most interesting parts of most rule sets is the designer's notes, where you can find out what those who wrote them thought they were doing at the time. This is therefore our (self) justification for the foregoing.

SETTING UP A GAME

Bases

Polemos uses an 'element' based system. One base of miniatures represents a discrete unit, which in turn can be combined into larger formations. This approach was adopted for a number of reasons. Firstly in terms of practicality it reduces the number of playing pieces that have to be laid out and moved in order to play the game. It also allows for the players to use large bases and create 'mini-dioramas' with their miniature soldiers and is especially effective when using 6mm armies.



On the whole, we prefer to use historical terminology wherever possible. However, compromises must set in, and the use of the term 'bases' is one of these. The historical term would be 'squadrons', but discussing squadrons of foot would almost certainly be confusing to the modern wargamer. So we use a generic term instead.

As to the use of the bases concept, it is widely accepted in the wargaming community. A few points should be made though. Firstly, a base is not the area the troops actually occupy. If you think about it, a block of 500 men deployed 6 deep, even with supernumeraries outside the ranks, is not going to have a 2:1 aspect ratio. Therefore we have to declare that close combat – that is when bases are touching one another – is combat at more or less 'point blank' range for the weapon systems. This also explains why ranged combat is relatively ineffective, even at 'short' range.

Recent research has also shown that the Foot of both sides were used not in Regiments of 1000 men, but in smaller formations 400 to 600 strong. The use of these 'battalia' was often required because of the drastic reduction in size of regiments due to the rigours of campaign. Three 'regiments' each averaging 150 men were not by themselves viable battlefield formations. However, bringing them together into one formation could create a good sized body. This made the choice of one base = one battalia a natural one for the rules system.

Foot musket to pike ratios

One aspect of these rules that may confuse the newcomer is that most of the foot bases are defined as containing both pikemen and musketeers. The conventional way of representing such combined bodies has been to represent both arms separately and operate them as semi-independent formations. To some people this allows the opportunity to micro-manage actions to what we consider to be a ridiculous degree, claiming the need to model the 'complex interactions between arms'. We opted for the ratio approach as it emphasises the fact that battalia worked as units, and that the ability to position bodies of pike and shot was, in reality, far more limited than many wargamers realise. Limited drill, raw troops, and thick clouds of smoke meant that the only way to keep any sort of control was to keep the actions simple and uncomplicated.

Artillery

As we are considering field actions only field artillery is catered for and, in the main rules, is not differentiated between light, medium or heavy. English Civil War 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 roundshot should be placed where they belong – firmly in a later century. English Civil War 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 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.