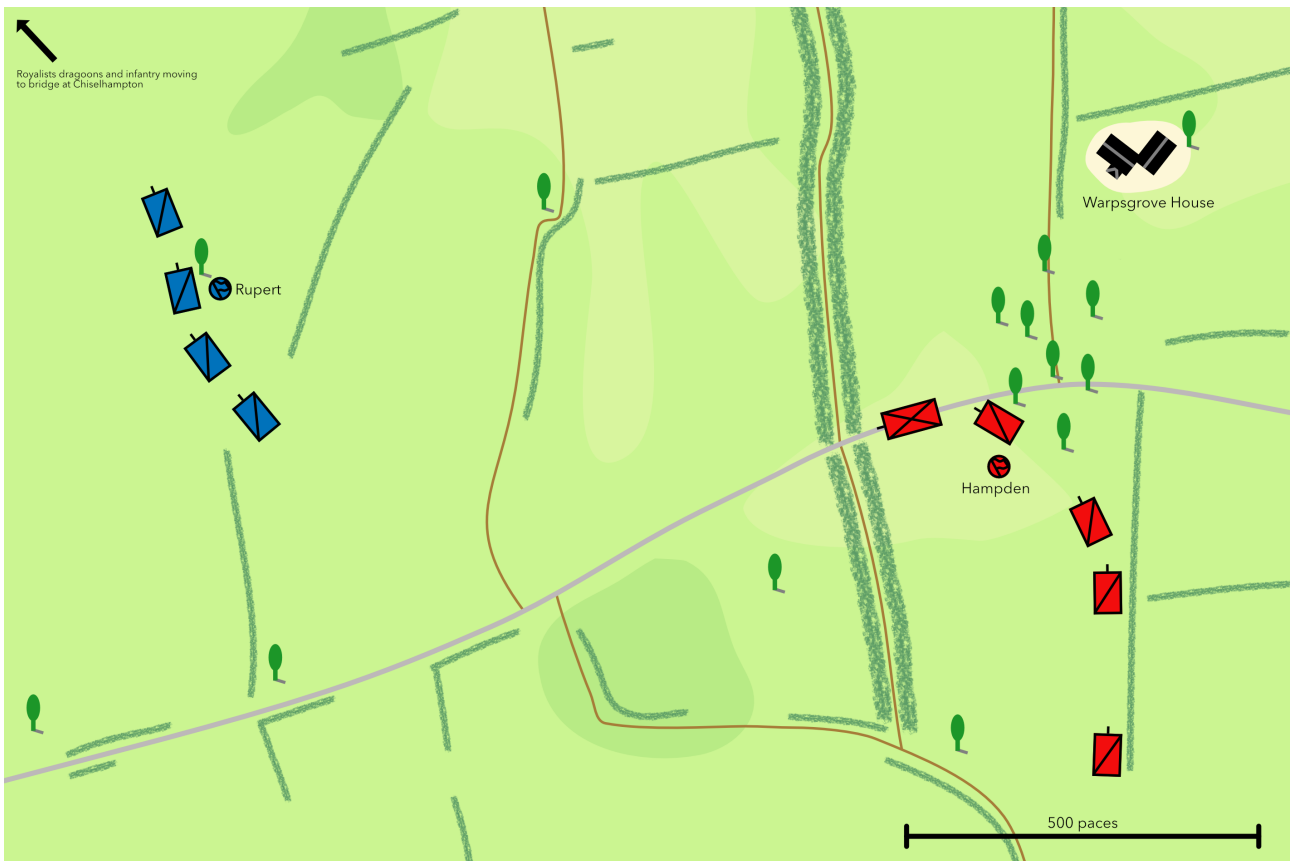


Chalgrove Field - 1643

This is the battle that cemented Prince Rupert's reputation. Leaping headlong over a hedge charging into enemy troops, while others made their way around it.

Prelude

On 17 June Prince Rupert left Oxford to intercept a convoy that, according to a defected mercenary, carried £21,000 in cash to pay parliamentary troops in the area. He raided Chinnor and Postcombe, despite John Hampden checking his pickets before going to bed, and then headed back to Oxford. The parliamentarians hastily put together a pursuit force and quickly caught up with the heavily laden royalists. In the early morning of 18 June it became clear to Rupert that he could not outrun his pursuers. The dragoons and infantry were ordered to continue to the bridge at Chiselhampton, and secure it, while the cavalry would turn, deploy and engage the parliamentary pursuers.



Situation

The scenario starts just after the moment that Rupert has ordered his dragoons and infantry to continue to the bridge at Chiselhampton. It is nearly 09:00. The first parliamentary troops, Colonel Dalbier's dragoons, have just reached the gap in the "great hedge".

The terrain is mostly open and gently rolling ground. The “great hedge” lines both sides of a track. It is impassible to all troops, except where Warpsgrove Lane cuts through it. All other hedges are minor obstacles. The small copse near Warpsgrove House is an open wood. It blocks visibility. Any unit that passes through it becomes disturbed.

All units start the game in march column.

the MATRIX

The following keywords are added to the MATRIX: HORSE, CAVALIERS, DRAGOONS, PIKES, SHOT, REGIMENT, HEDGE ROWS, PLUNDER

The Royalists

Victory conditions: Hold back the pursuing parliamentarians for at least 30 minutes, which will allow the dragoons and infantry to reach and secure the bridge at Chiselhampton.

Player control dice: 6D6.

Commanders:

Commander in Chief: Prince Rupert. Gifted. Inspiring.

Commander: Sir Henry Lunsford. Capable. Trusted.

Avant-garde: Sir Henry Lunsford (off-table advancing to the bridge at Chiselhampton)

Lord Wentworth’s dragoons: UNIT SIZE (300), DRAGOONS, SKIRMISHING

Sir Lunsford’s infantry regiment

pike unit: UNIT SIZE (150), PIKES, REGIMENT

musketeers unit: UNIT SIZE (175), SHOT, SKIRMISHING, REGIMENT

musketeers unit: UNIT SIZE (175), SHOT, SKIRMISHING, REGIMENT

Prisoners and loot: UNIT SIZE (unkown), PLUNDER

Bataille: Prince Rupert

Prince of Wales’s regiment of horse

1st squadron: UNIT SIZE (150), CAVALIERS, REGIMENT

2nd squadron: UNIT SIZE (150), CAVALIERS, REGIMENT

Prince Rupert’s regiment of horse

1st squadron: UNIT SIZE (150), CAVALIERS, REGIMENT

2nd squadron: UNIT SIZE (150), CAVALIERS, REGIMENT

Prince Rupert’s lifeguard of horse

1st squadron: UNIT SIZE (150), CAVALIERS, REGIMENT

2nd squadron: UNIT SIZE (150), CAVALIERS, REGIMENT

Lord Percy's regiment of horse

1st squadron: UNIT SIZE (125), CAVALIERS, REGIMENT

2nd squadron: UNIT SIZE (125), CAVALIERS, REGIMENT

The Parliamentarians

Victory conditions: Rout the opposing royalist cavalry in less than 30 minutes, then continue and intercept the rest of the royalist force.

Player control dice: 6D6.

Commanders:

Commander in Chief: John Hampden. Capable. Trusted.

Bataille: John Hampden

Colonel Dalbier's dragoons: UNIT SIZE (100), DRAGOONS, SKIRMISHING

Col. John Hampton's troops of horse

1st squadron: UNIT SIZE (100), HORSE, REGIMENT

2nd squadron: UNIT SIZE (100), HORSE, REGIMENT

Major John Gunter's troops of horse

1st squadron: UNIT SIZE (150), HORSE, REGIMENT

2nd squadron: UNIT SIZE (150), HORSE, REGIMENT

Capt. Buller's troops of horse

1st squadron: UNIT SIZE (100), HORSE, REGIMENT

2nd squadron: UNIT SIZE (100), HORSE, REGIMENT

Capt. Saunders's troops of horse

1st squadron: UNIT SIZE (100), HORSE, REGIMENT

2nd squadron: UNIT SIZE (100), HORSE, REGIMENT

Notes and References

Both sides only receive six player control dice to reflect the small scale of the engagement, and to stimulate players making hard choices.

HEDGE ROWS: The "great hedge" is impassible to all troops, except where Warpsgrove Lane cuts through it. It blocks line of sight. All other hedges are minor obstacles that do not block line of sight. Any unit that crosses a hedge while walking becomes misaligned.

See rulebook for descriptions of the other scenario specific keywords.