CROMWELL
AT WAR 1642-1645

CROMWELL AT WAR
1642 — 1645

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DESIGNER'S NOTES

The English Civil Wars appear to have been largely neglected by computer wargame designers in the past, a fact which I hope I have gone some way to rectifying. I have selected the following five battles as I think that between them they give the player the opportunity of experiencing the greatest possible variety of problems faced by contemporary commanders.

EDGEHILL was a pitched battle between two fairly evenly matched sides, and gives plenty of scope for innovative tactics on both sides.

Siege warfare was very tedious for the soldiers of that time, but I wanted to include one aspect of an assault on prepared defensive positions and the battle of LANSDOWN seemed to be the best example. Whichever side you choose to take, the timing and co-ordination of your assaults are essential.

CHERITON WOOD offers all the joys and frustrations of hidden movement. As battlefield communications were poor, I thought it would be more realistic to hide the movements of both friend and foe alike.

MARSTON MOOR was the greatest battle in terms of numbers, to be fought in the Civil War and I have attempted to highlight the confusion prevalent when 50,000 men are locked in hand to hand combat.

NASEBY was a fairly one-sided affair, but with a different tactical approach, could Prince Rupert have saved the crown for his uncle?

The dilemma with many historical computer simulations is deciding at which point to break away from the historical sequence of events and to allow the computer to follow what it thinks are the best tactical moves. In this simulation I have kept to the historically correct opening moves of the battles as I feel that doing so enhances the flavour of the action, but thereafter the tactics employed by the computer are entirely dependent on cause and effect. Neither side wore standard uniforms and as they also spoke the same language, battles could easily become confusing with men unsure of who was fighting on which side. By keeping both sides the same colour on the screen, I have given, I hope, a fair simulation of this problem. Immediately before a battle each side adopted a 'field sign' (e.g. placing a piece of foliage in their hats). A password known as a 'field word' was also adopted in case the 'field sign' was lost or it was necessary to challenge an individual. The banners carried by the Company Commanders give a fair simulation of these customs.

I hope you enjoy playing the game as much as I have enjoyed researching and writing it. Good luck and keep your powder dry!

DAVID STOKES

INSTRUCTIONS

1.   INTRODUCTION

CROMWELL AT WAR is a one-player wargame designed to simulate the tactics employed by the Royalists and the Parliamentarians from 1642-1645. Battles include Edgehill, Cheriton Wood, Lansdown, Marston Moor and Naseby.

2.   LOADING INSTRUCTIONS

Load the 'Program Tape' in the normal way (Type Load " "). When the program tape has loaded, the 'Battle Selection' menu is displayed. Select Battles 1-5 and start the 'Scenario' tape. The player is then asked to take command of either the Royalist or Parliamentarian army. Press 'r' or 'p' respectively. If you wish the computer to play both sides, press 'n'. A section of the Battle Map will be displayed and will scroll towards your army.

3.   SEQUENCE OF PLAY

The sequence of play is divided into six phases as follows:

ARTILLERY PHASE — Artillery fire is directed automatically for both sides. The artillery batteries determine their most appropriate targets based on the range and strength of the enemy forces.

1ST/2ND/3RD MOVE PHASE — All units with move orders advance towards their objectives.

DEFENSIVE FIRE PHASE — Units that have not moved or that have completed their move, can open fire or reload during this phase. Fire direction and results are determined by the target's range and cover, plus the quality of the unit firing. The results are implemented at the end of this phase.

4TH/5TH/6TH MOVE PHASE — All units with move orders advance towards their objectives.

FIRE PHASE — Refer to 'Defensive Fire Phase'. All units participate. Units firing are highlighted and units under fire flash.

COMBAT PHASE — ALL UNITS adjacent to an enemy unit engage in hand to hand combat. The results are determined as follows:

> The terrain occupied by the defending unit.
> The unit type e.g. horse, musketeers, pike or dragoons.
> The quality of the units.
> The resolve of the units.
> The strength of the units.

COMBAT RESULTS PHASE — At the end of the combat phase the losses accumulated during the turn are calculated and implemented. The units that have been destroyed are then removed from the map. If a unit containing the regiment's Commander is destroyed, then command is transferred to another unit within that regiment.

4.   ISSUING ORDERS

At the start of the game the Command Phase is automatically selected. To subsequently select the Command Phase, hold down the SPACE BAR until 'Messenger being summoned' appears in the Information Box. The Command Phase will then be automatically selected at the beginning of the next turn.

NON-COMMANDER UNITS

To select a unit for orders move the cursor onto the unit and press 'Enter'. Move the cursor over that unit's objective and press 'Enter' again.

COMMANDER UNITS

A unit containing the regiment or brigade Commander is indicated by the regiment's standard displayed in the corner of the symbol. THIS UNIT IS MOVED AS IN NON-COMMANDER UNITS. Once the move order is completed, four options are available:

REGIMENT TO ADVANCE? — Press 'a'. Move the cursor over the objective for each unit in the regiment with the cursor controls and press 'o' to implement each move. Units will accept independent orders whilst in this mode.

REGIMENT TO FOLLOW? — Press 'f'. Units will follow their Commander and rally round him when he reaches his objective. Units will accept independent orders whilst in this mode.

REGIMENT TO CHARGE? — Press 'c'. There is no need to order the Commander's regiment to move for this order. Just press 'Enter' twice and then press 'c'. All units in the regiment will advance directly towards the enemy. They cannot be given independent orders and only the cancelling of the charge command with another command, will allow the units to be re-ordered independently.

REGIMENT TO IGNORE? — Press 'i'. Units in the regiment will take no notice of the Commander's movements.

5.   OPTIONS

During the Command Phase five executive options are available to the player:

DISPLAY TIME — Press 'f' for fast or 'n' for normal. This will change the display time for the messages displayed in the Information Box.

MAP SCROLL — Press 'm' for manual or 'a' for automatic. Manual scrolling gives you control of the map allowing you to concentrate on one particular section of the battle. Use the normal cursor control to scroll the map.

EXIT — Press 'e'. This command will exit you from the Command Phase and the battle will continue.

QUIT — Press 'Q' and return to the Main Menu. The current game is cancelled.

COLOUR — Press 'c' and the Royalist troops will be coloured blue and the Parliamentarians red. Press 'b' to revert to black with coloured flags.

6. REPORTS

During the Command Phase you can obtain information from any unit by placing the cursor over the unit.

QUALITY — The better the unit's quality, the less likely it is to break if forced to retreat. It will also obtain better results from hand to hand combat, musket and wheellock fire.

MORALE — The higher a unit's morale, the less likely it is to retreat or break if forced to retreat. Morale is affected by the following conditions:

> Under fire or giving fire — including Artillery.
> Adjacent to one or more enemy or friendly units.
> The units it is adjacent to are retreating or routing.
> Retreating, Holding or Advancing.
> Threatened by superior forces.
> In cover, on a hill or in the open.

STRENGTH — Displays the unit's strength.

STATUS — The banner beneath the bugle icon indicates the command status of the unit.

> A — Unit advancing or following commander.
> C — Unit charging.
> H — Unit has reached its objective and is holding.
> R — Unit is retreating.
> X — Bugle with a cross through it indicates that the army is routing.

TERRAIN — This icon indicates the terrain type on which the unit is standing.

IDENTITY — The first line gives the regiment's name and the second line gives the name of the regiment's Commander.

At the bottom of the screen the strength of both armies is indicated, with each dot representing 500 men.

7.   ROUTING UNITS

Routing units are shown on the main map with highlighted backgrounds. Routing units cannot be given orders and will move away from their greatest perceived danger. Routing units may move towards other enemy units if their strength is less than the original enemy unit — irrespective of their position. Each turn, routing units lose strength through desertions. Their fire power is negated and their hand to hand combat ability is reduced.

8.   RALLY

When a routing unit is a safe distance from the enemy and depending on its strength and that of the enemy's, it will attempt to rally. If it succeeds, it will be available for orders. If it fails, it will be removed from the map.

9.   RETREATING

Retreating units follow the same movement tactics as do Routing units. Their fire power and hand to hand combat abilities are not affected. Retreating units will accept orders but their morale level may affect their ability to carry them out.

10.   UNIT TYPES

	Max Movement Points	Fire Power	Combat Strength	Number of Turns to Reload
CAVALRY	6	15%	15%	2
DRAGOONS	6	25%	15%	2
MUSKETEERS	4	25%	15%	1
PIKE & MUSKETEERS	4	15%	15%	1
PIKE	4	0%	25%	—
ARTILLERY	0	based on the range of target	15%	1

Any terrain other than open ground, roads or cultivated ground may cost up to 5 movement points.

Fire power and combat strength are expressed as a percentage of the unit's total strength. They are modified by the quality of the attacking units and the terrain occupied by the defending unit. The result represents the losses inflicted upon the defending unit.

11. HIDDEN MOVEMENT

All units entering woodlands are hidden from view although they will flash or be highlighted when firing, coming under fire or routing. This simulates the noise and smoke of the battle and gives an indication of their position to their Commander.

12. SCALE

One unit covers an area of 100 yds. x 100 yds. square.

13. VICTORY CONDITIONS

When one army reaches a numerical superiority of more than 2:1 over its opponent then the smaller army may suffer a general loss of morale of 10 points. If this occurs twice, the smaller army will surrender.

The first army to be reduced to below 250 men will also surrender.

PHASE AND INFORMATION ICONS

Command Phase

Royalist Move Phase

Parliamentarian Move Phase

Fire Phase

Combat Phase

Artillery Fire Phase

Troop or Company will not accept orders

Troop or Company Holding

Troop or Company Advancing

Troop or Company Charging

Troop or Company Retreating

TERRAIN SYMBOLS

Rough (black)

Road (white)

High Ground (red)

Crops (magenta)

Hedgerow (magenta)

Ditch (black)

Hill Side (red)

Woods (red)

Buildings (black)

Stone Building (black)

UNIT SYMBOLS

Troop of Horse

Troop of Dragoons

Company of Musketeers and Pikemen Combined

Company of Musketeers

Company of Pikemen

Artillery

Baggage Train

PLAYER'S NOTES

It is essential to keep your initial plan simple and flexible. Your infantry should be as closely packed together as possible which will allow them to offer mutual support to each other. If your cavalry defeats the enemy's cavalry, it can then be used to harass their infantry's flanks and rear. A unit attacked from more than one side will quickly become demoralised and break. The map is too big for you to protect your own flanks by moving them against the edge of the playing area (I designed it that way), so you must keep some units in reserve to be able to do this.

There are no hard and fast rules to ensure victory — if there are, I have yet to discover them! There are, however, plenty of ways of ensuring defeat. Do not use the Charge Command indiscriminately. Wait until you have advanced your regiment to a good tactical position first. Try not to let your units become too entangled in a general melée. Use the 'Follow' command to regroup your regiment and then charge again. This is good for their moral and bad for the enemy's. Use your dragoons to break up awkward defensive positions before you charge. Their higher rate of fire power is particularly effective against enemy pikemen. Units which have to defend a position for too long without retaliating by charging or advancing, will become demoralised and rout — and beware, routing is infectious!

Finally, battles were often won by the Commander who kept sufficient reserves for the final push — a rule which I do not wish to dispute.

THE ART OF 17TH CENTURY WARFARE

Prior to the outbreak of civil war, England was a relatively peaceful country and had no standing army. Its defences relied on a system of local militias known as Trained Bands who were most effective during the threat of the Spanish Armada, after which they steadily deteriorated. With the exception of the London Bands, their Sunday morning 'training sessions' were in practice extended 'drinking' drills! Few soldiers and officers were conversant with 'modern' warfare. Fairfax, Essex, Waller, Prince Rupert Goring and Hopton acquired these skills while they were employed in the 30 year war by the Dutch Republic and subsequently introduced them to their respective commanders. 'Trained Bands' lacked skill and were reluctant to serve away from home for long periods. The establishment of the 'New Model Army' overcame these problems for the Parliamentarians and its early success at Naseby allowed Fairfax to operate an extended and mobile campaign against the King's fragmented and uncoordinated forces, which resulted in his final defeat.

Infantry

Approximately two thirds of a 17th Century army consisted of infantry and the remainder cavalry. The infantry was divided between musketeers and pikemen in a ratio of 2 to 1 respectively.

The pikeman was armed with a 16 foot steel tipped pike and was encased in a steel corselet and helmet. His functions were twofold. Firstly, to protect the unarmoured musketeers from cavalry attacks. The company would form a square with the pikemen in the centre with two rows of musketeers around the periphery. When the enemy horse approached to within approximately 20 yards, the pikemen would level their pikes, presenting the enemy horse with an impenetrable wall of steel points projecting beyond the musketeers who were maintaining a steady rate of fire at the legs of the enemy's horses. Secondly, when the two opposing armies were at close quarters, the musketeers would fire one or two volleys and the pikemen would then level their pikes and charge home. This action was known as 'at push of pike'.

The musketeer was armed with a muzzle-loading matchlock musket. It fired a heavy ball of 'twelve to the pound rouling in' and had an effective range of 200 yards. The musketeer carried his bullets in a small leather pouch and also kept one or two bullets in his mouth during battle. The powder was pre-measured into 12 metal or wooden tubular containers which hung from a leather belt slung around his shoulder and known as a 'bandolier'. The musket was fired by the lighted end of a cord made of tow soaked in saltpetre which was mechanically dropped into the musket's pan

by a crude trigger mechanism. This sytem had obvious drawbacks in wet and windy weather but had one advantage at night. The lighted match could be left behind by a retiring army, tricking the opposing army into thinking that they were still facing the enemy who had in fact withdrawn (a tactic used by Waller at Lansdown). The muskets were usually discharged in volleys from three ranks; the first kneeling, the second leaning forward and the third standing. Although they were not particularly accurate, fired in this manner they did deliver a lethal armour-piercing projectile which eventually made the wearing of cumbersome armour redundant.

Cavalry

There were two distinct types of cavalry during the Civil Wars — the dragoons and the harquebusiers. The dragoons were essentially mounted infantry who rode ahead of the main army clearing away the enemy's rearguard or advanced positions. They were generally armed with a sword and musket and wore no protective armour.

The harquebusiers were generally armed with a sword, a carbine and two wheellock pistols. For protection they wore buff-coats (ox hide boiled and cured), steel corselets and pot helmets.

The Dutch 'caracole' cavalry tactics were still customary at the beginning of the war. The formation trotted forward about six ranks deep until within a few yards of the enemy, at which point the front rank would discharge its pistols, ride round to the rear and reload. This process continued until the enemy ranks were sufficiently thinned out so that hand to hand fighting would be successful. But as the fire power of muskets increased, this manoeuvre became increasingly ineffective. The Swedish King Gustavus Adolphus reintroduced shock tactics for his cavalry ordering them to charge home with the sword and only to use their pistols when close enough to be effective. Prince Rupert first used this tactic in England at Edgehill and it was subsequently adopted by both armies.

Artillery

Artillery played only a small part in the pitched battles which were typical of the Civil War. Medium field guns required a team of eight to twelve horses or oxen to draw them and severely hampered the mobility of the armies when being dragged along the narrow, muddy lanes which passed as roads at the time. They were, however, essential items of siege equipment and the most humiliating event for any Commander was to lose all or part of his artillery train.

HISTORICAL NOTES

Military strategy during the first Civil War was based on the need to control areas of population and resources. These were essential to the war effort for both sides — supply of finance for the purchase of arms and munitions from abroad and the enlistment of recruits to maintain the armies. At the outbreak of the war in 1642 Parliament had the distinct advantage over the King as it had immediate access to the arsenals at Hull and the Tower of London, whilst Charles had to rely on supplies from the private armouries of his supporters. Parliament also gained support from the economically advanced areas in the south and east of England whilst Charles' support came from the less advanced north and west.

Charles formally raised his standard at Nottingham on the 22nd August 1642 and after receiving contingents of troops from the Midlands and Wales, he begun his march on London on the 12th October. His army numbered 10,000 men — 13 Regiments of Foot, 10 of Horse and 3 of Dragoons plus 20 pieces of artillery. He had a good supply of experienced officers but because he failed to secure the arsenal at Hull, his men were poorly armed, particularly the infantry who, in some cases, had only improvised farm implements as weapons.

Parliament started raising its army in June under the command of the Earl of Essex at Northampton. By the second week of September he had mustered nearly 20,000 men — 20 Regiments of Foot, 60 Troops of Horse and 5 of Dragoons. In terms of numbers he had nearly twice as many men as Charles but the Parliamentarian troops were untrained and undisciplined and Essex had very few experienced officers. However, Essex felt that his army was sufficiently strong to pursue the King on his march to London and after a humiliating minor defeat at Powick Bridge, he stumbled on the equally unsuspecting Royalist army at Edgecote. Both armies were widely dispersed and it was not until early afternoon that the opposing forces had deployed for battle.

The Parliamentarian army was deployed between the Kineton-Knowle End road and the Kineton-Tysoe road with Sir James Ramsey commanding the left, Essex the centre and Lord Fielding the right. The Royalist army deployed on the crest of Edgehill in a strong defensive position which Essex was unwilling to attack. As Essex expected reinforcements to arrive the next day, he was prepared to wait for the Royalist Army to take the initiative. The Royalists descended the slope of Edgehill in a general advance with Prince Rupert given an independent command of the right wing. Rupert's Horse hit the stationary Parliamentarian left, sweeping it from the field as far as Kineton and on the Royalist left, Wilmot's Horse did the same to Lord Fielding's regiment. The Royalist foot then arrived and quickly came

to 'Push of Pike'. The Parliamentarian reserve under Balfour and Stapleton then charged the Royalist left which was slowly pushed back. With neither side willing to give ground the battle slowly petered out from exhaustion and as darkness fell the two armies disengaged, Charles to resume his march on London and the Parliamentarian to fall back on Warwick.

EDGEHILL 1642
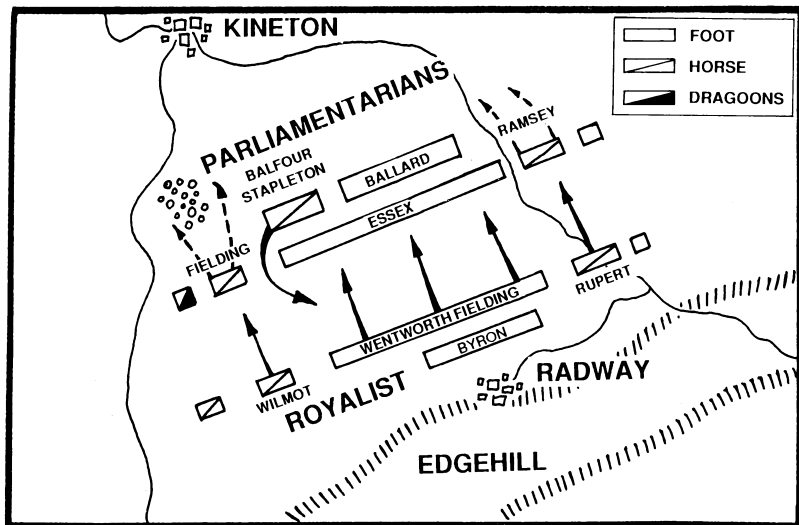
When Charles and his army reached the outskirts of London on the 13th November his plans were thwarted by the London Trained Bands at Turnham Green. He was overwhelmingly outnumbered and retired to Oxford. In London, to the amazement of foreign observers, over 20,000 citizens including women and children worked desperately to construct a defensive rampart 9 feet thick, 18 feet high and 18 miles long, completely encircling the city. How they hoped to man it is another question, but it serves as an insight into the hostility felt towards the King by the population of London.

Whilst the King was manoeuvring his forces against Essex in the home counties, Royalist forces were also concentrating in the west country hoping to mount an assault on the Parliamentarian positions there. In the Spring of 1643 the Royalist army in the west, under the command of Sir Ralph Hopton, defeated the Parliamentarians at Stratton in Cornwall. Hopton's victory allowed him to march

east and join with a Royalist force of 2,500 near Bath. Waller who was laying siege to Worcester heard this news and marched his army south where he occupied a strong defensive position on Lansdown Hill to the south of Hopton's army.

After some skirmishing with Waller's Horse and Dragoons, the Royalist army approached Lansdown Hill. Hopton's Cornish Foot clamoured for orders to advance against Waller's centre which was keeping up a brisk rate of fire, shouting 'Let us fetch those cannon' and given their wish they charged up the steep slope and engaged Waller's centre. While this was taking place two bodies of Royalist Musketeers moved round the Parliamentarian flanks occupying the woods at each end of the ridge. The Royalist Horse under Richard Atkyn was ordered to support Sir Bevil Grenville's Pike and was just sufficient to prevent them from being beaten back. After several hours of furious fighting the Parliamentarians retired about 100 yards to a stone sheep cote from where they pinned down the Royalist troops with a steady stream of musket fire until night fell. During the night Waller slipped away to Bath and in the morning Hopton retired to Marshfield.

LANSDOWN 1643
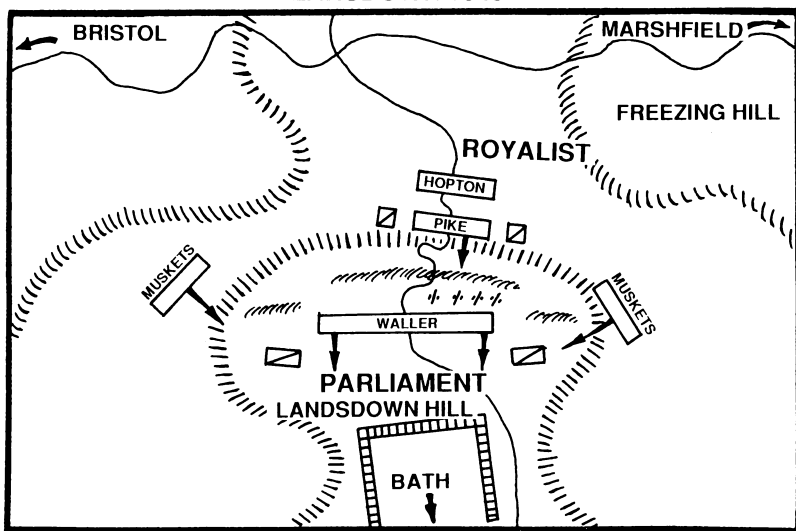
Hopton was temporarily blinded and paralysed the following day by an exploding ammunition wagon which resulted in his disheartened army being pursued into Devizes by Waller's Horse. Whilst the Royalists prepared Devizes for a siege, a

relief force under Prince Maurice, marched from Oxford in an attempt to break the siege. The subsequent victory of the combined Royalist armies at Roundway Down virtually destroyed Waller's army and secured Charles' hold in the west for the remainder of the war.

In the latter part of 1643, Waller was appointed Commander of the Army for the four associated counties of Kent, Sussex, Surrey and Hampshire by Parliament. This appointment followed his defeat at Roundway Down and was considered to be a consolation prize, but he was determined to create an effective, if small, army from his raw recruits. Supplementing the ranks with the remnants of his old Western Brigade, he embarked on a winter campaign in the south and captured Farnham, Alton and Arundel Castles, but failed to take Basing House.

In the Spring of 1644 Waller faced his old adversary Hopton again at Cheriton in Hampshire. Hopton was attempting to prevent Waller from advancing on Winchester. They had been marching parallel to each other but the Royalist army blocked any further advance by the Parliamentarians when they deployed for battle on a hill north of Cheriton. Waller deployed his troops on a ridge just north of the village of Hinton Ampner, sending the City of London Brigade to occupy Cheriton Wood which was adjacent to the Royalists' left flank. Hopton realised the danger of this manoeuvre and ordered Col. Sir Matthew Appleyard to take 1,000

CHERITON 1644
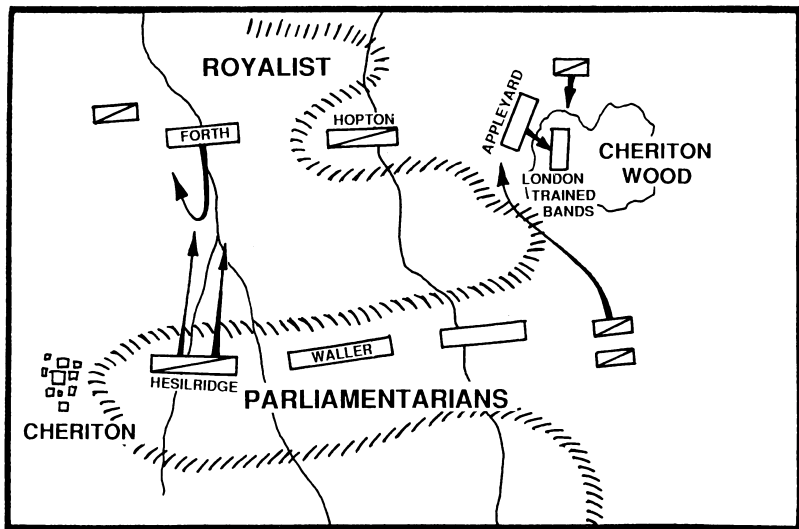
Musketeers to clear the woods. He was met with a furious volley from the Parliamentarians "they were very well prepared for us, and gave fier very thick and sharpe which our men very gallantly receaved and return'd". Seeing that a frontal assault could not succeed, a division under the command of Lieut. Col. Edward Hopton was sent in against the Londoners' right flank under the protection of the wood. This proved too much for the inexperienced Bands and they broke, abandoning the woods. Because of his inferior numbers, Hopton decided that a defensive strategy was his surest option but an over-enthusiastic advance by one of his Officers, Sir Henry Bard, drew him into a cavalry battle. Hopton's army was subject to repeated charges from both Waller's Cavalry and Foot and only just managed to prevent his retreat from turning into a total rout.

By 1644 the war in the north of England had been going particularly badly for the Parliamentarians. Their only significant military stronghold was the city of Hull. Fearing a combined march on London by the Royalist forces in the north under the command of the 1st Earl of Newcastle and the King's army from the west and Oxford, Parliament concluded "The Solemn Leage and Covenant" with the Scots. This gave the Scots the insurance that the reformed Church of England and Ireland would be preserved if they invaded the north in support of Parliament. This they did on the 19th January 1644 with 18,000 Foot, 3,000 Horse and 500 Dragoons. The Royalist army in the north then faced a war on two fronts which severely stretched their resources.

When the Scots joined with the Yorkshire Parliamentarians and laid seige to York on the 22nd April, Prince Rupert was dispatched from Oxford to relieve the City. Due to the ambiguous wording of Rupert's orders, he considered that the relief of York was only one part of his strategic objective — the destruction of the combined Scottish and Parliamentarian army being the other. He met with the Allied army at Long Marston where it had deployed to protect its field works around York. The allied army had nearly 28,000 men, the largest field army ever assembled during the civil war, whilst Rupert fielded 14,000 with the possibility of a further 5,000 from York, if they arrived in time.

The Allied army quickly deployed on the forward slope of a ridge between Long Marston and Tockwith after abandoning their march towards Tadcaster. The Allied left flank was commanded by Cromwell and Leslie. The infantry in the centre was deployed in three lines commanded by Crawford, Baillie, Lord Fairfax and Manchester. The cavalry on the right was commanded by Sir Thomas Fairfax. The Royalist army deployed to the north on flat ground behind a ditch which intermittently ran parallel to the Long Marston-Tockwith road. Lord Byron commanded the right wing and Lord Goring the left. The centre was commanded

by Henry Tillier and the long-awaited infantry from York, which formed a second line, was commanded by Lord Eythin. The two armies were not deployed until after 5.00 pm which lead Rupert to conclude that the battle would be postponed until the following day, and he issued orders for rations to be distributed. Suddenly the Allied army advanced down the slope at a running march and at the same time a rainstorm swept across both armies extinguishing many of the matches of the Royalist Musketeers.

Cromwell's wing routed Byron's Horse after a brief melée but Fairfax found the going very difficult as the ditch he had to cross to meet with Goring was extremely deep at that point. Fairfax's troopers broke and routed, pursued off the battlefield by Goring's Horse. Rupert lead his reserve against Cromwell but with little success and eventually they routed and made off in the direction of York. In the centre, Blakeston's Horse and Newcastle's Horse, both charged the Parliamentarian's Foot but their actions were uncoordinated and although some of the Parliamentarian's Foot broke and left the field, the Royalist Horse had eventually to fall back. At this time Cromwell launched an attack on the Royalist flank with his regrouped Horse and after a hard fought battle which lasted over an hour, the Royalist Foot was defeated. The Royalist army lost many experienced soldiers and

MARSTON MOOR 1644
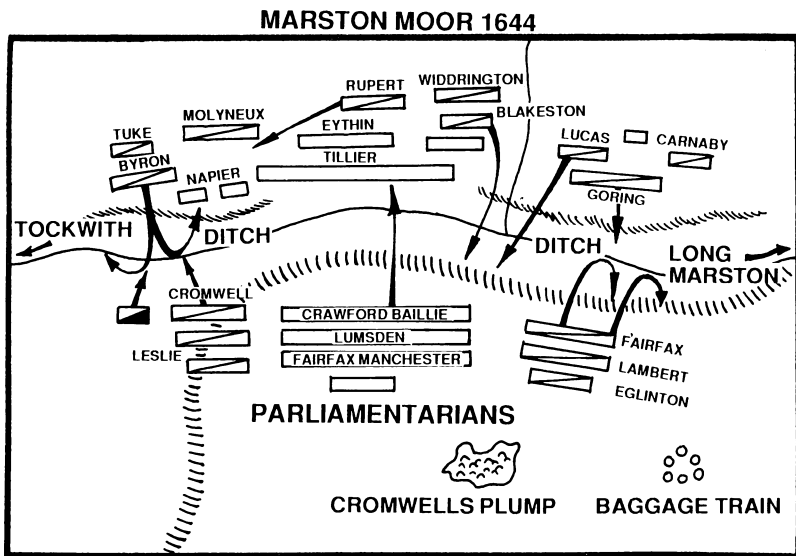
officers and most of their Horse. Their grip on the north was completely broken, leaving just a few beleagured garrisons.

Parliament was then presented with the opportunity of completely destroying the Royalist army but with no united command and with unrest amongst its senior officers, it failed to follow up its victory. The Earl of Essex invaded Cornwall in August 1644 but his army was cut off and destroyed at Lostwithiel and the second battle of Newbury failed to produce the decisive victory for Parliament due to a confused command structure on the battlefield. This defeat strengthened the demands of some members of Parliament for a unified command of the army and the dismissal of the less talented officers. The New Model Army, with Fairfax as its General, was subsequently formed in April 1645. The 'Self-Denying Ordinance' depriving all peers and members of Parliament of their commissions quickly followed. The New Model Army with its regular pay and professional officers promoted upon merit, rather than social rank, proved to be the instrument of destruction for the Royalist army when they clashed at Naseby on the 14th June 1645.

Whilst engaged in the siege of Oxford, Fairfax was ordered to recover Leicester which had been captured by the Royalists on the 30th May. Fairfax raised the siege at Oxford on the 8th June and moved rapidly north. Prince Rupert moved his army to block Fairfax's advance and on the 14th June the New Model Army was preparing itself for its first major battle as it faced the Royalist across an open valley called Broadmoor to the north of Naseby. Fairfax had approximately 13,500 men under his command, 6,000 Foot, 6,500 Horse and 1,000 Dragoons. The Royalists were seriously outnumbered mustering only 9,000 men, 4,500 Foot and 4,500 Horse. The Parliamentarian left wing was commanded by Commissary General Ireton, the centre by Sergent Major General Philip Skippon and the right wing by Leiutenant-General Oliver Cromwell.Colonel Okey's dragoons were ordered to line Sulbry Hedge to enfilade the possible advance of the Royalist right wing commanded by Prince Rupert. Sir Bernard Astley, Sir Henry Bond and Sir George Link commanded the centre and Sir Marmaduke Langdale the left wing.

The Royalist army started a general advance at 10.00 am and as they drew near Fairfax advanced the New Model Army a few paces over the crest of the hill behind which they were positioned. This caused some confusion on the Parliamentarian left for when Rupert's Horse charged home some of Ireton's squadrons advanced to meet the charge whilst others stood their ground. The extreme left of Ireton's Horse broke and fled pursued by Rupert's Horse until they came to the Parliamentarian's baggage train which they attacked but failed to take. Meanwhile Ireton led the remainder of his wing against the Royalist Foot which was steadily

being pushed back. Cromwell regrouped his squadrons on the right wing and charged the Royalist left which suffered heavy casualties and was forced to surrender.

For Charles the war was effectively over. He had lost his army, his artillery and his baggage train. His personal papers were siezed revealing his intention of bringing an Irish Catholic army into the war on his side. This stiffened the resolve of the New Model Army and the rest of the war was reduced to a series of mopping-up operations until Charles' surrender at Oxford in June 1646.

NASEBY 1645
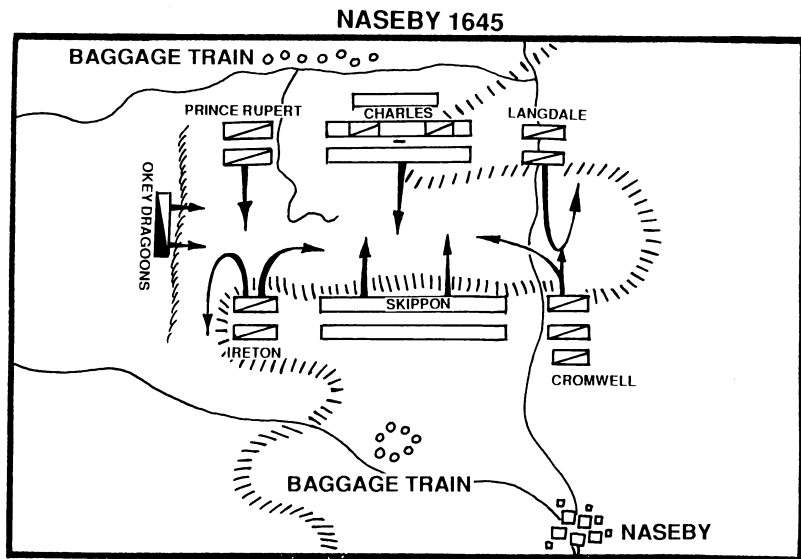
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