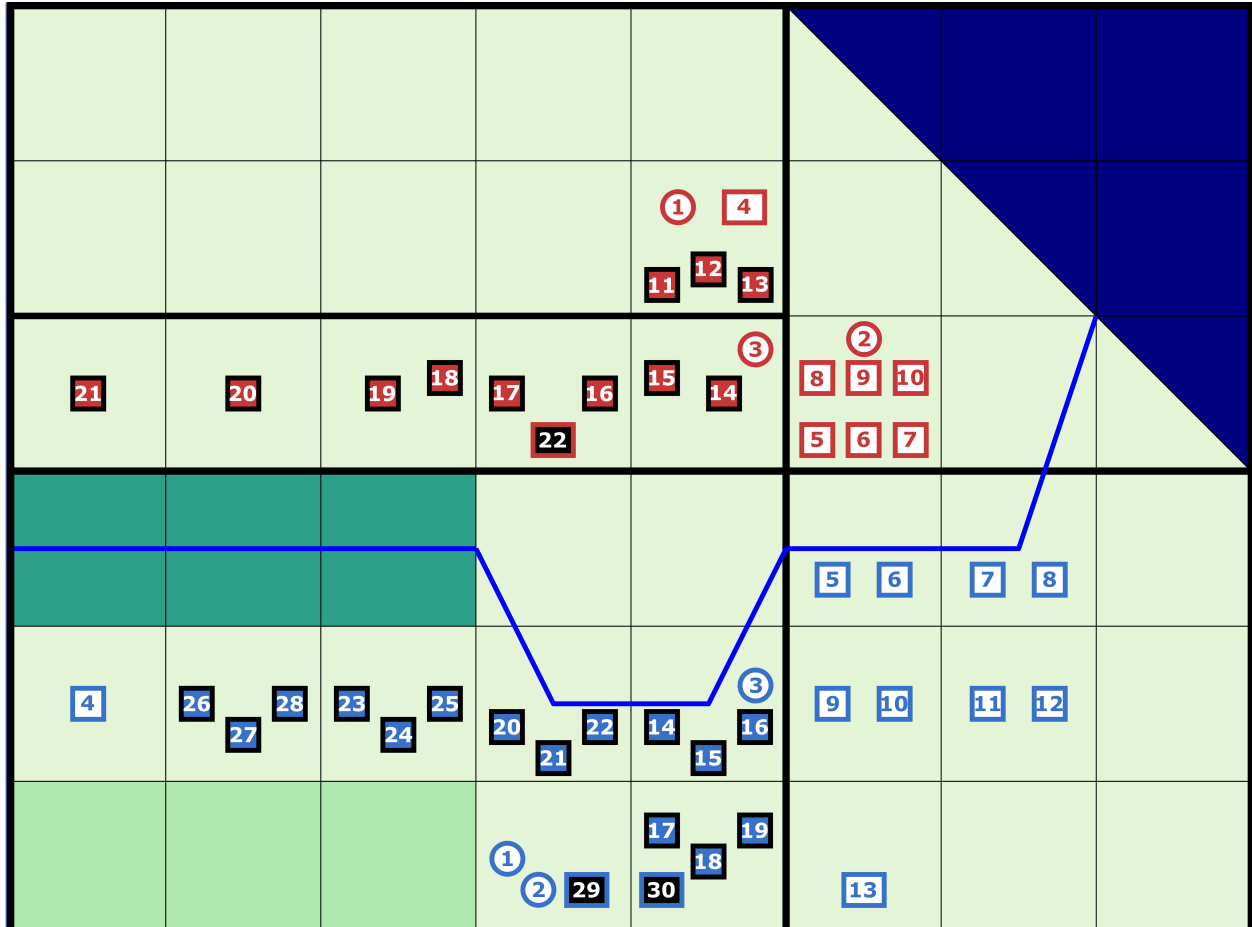


The Battle of Dunbar – 1650

Scenario conditions: ZF = 3, 12 Turns, Side 1 first move, Cloudy, Darkness on Turns 1-2, Side 2 victorious if draw



TERRAIN KEY

	Open		Shoreline
	Hill		River
	Woods		Stream
	Marsh		Ditch
	Village		Hedgerows
	Camp		Field Fortifications
	Impassable		Wing Boundary

UNIT KEY

		Commander
		Foot
		Horse
		Ordnance
		Elephants

Side 1: English

Wing 1: A6:C8

Wing 2: C1:C5

Reserve: A1:B5

1. Commander Oliver Cromwell	2/2	12. Cromwell Foot	VF/
2. Major General John Lambert	2/1	13. Lambert Foot	TF/
3. General George Monck	1/1	14. Monck Foot	TF/
4. Cromwell Horse (+ mtd. dragoons)	<u>^VH</u>	15. Malverer Foot	TF/
5. Lambert Horse	<u>VH</u>	16. Fenwick Foot	TF/
6. Whalley Horse	<u>VH</u>	17. Coxe Foot	VF/
7. Twistleton Horse	<u>VH</u>	18. Fairfax Foot	TF/
8. Lilburne Horse	<u>VH</u>	19. Daniel Foot	TF/
9. Fleetwood Horse	<u>VH</u>	20. Okey's Dragoons	vTF"<
10. Hacker Horse	<u>TH</u>	21. Okey's Dragoons	vTF"<
11. Pride Foot	VF/	22. Field Ordnance	^MO

Side 2: Scots

Wing 1: A6:C8

Wing 2: A1:C5

1. General David Leslie	1/2	16. Kirkness Foot	RF/
2. Sir Robert Montgomerie	0/1	17. Campbell of Lawer's Foot	TF/
3. Sir James Lumsden	1/0	18. Valleyfield Foot	RF/
4. Stewart Horse	<u>TH'></u>	19. Gleneagles Foot	RF/
5. Montgomerie Horse	<u>TH'></u>	20. Innes Foot	TF/
6. Leven Horse	<u>TH'></u>	21. Forbes Foot	TF/
7. Browne Horse	<u>TH'></u>	22. Lovat Foot	RF/
8. Halket Horse	<u>TH'></u>	23. Pitscottie Foot	TF/
9. Strachan Horse	<u>TH'></u>	24. Wedderburn Foot	TF/
10. Craig Horse	<u>TH'></u>	25. Edzall Foot	RF/
11. Leslie Horse	<u>TH'></u>	26. Holburn Foot	TF/
12. Cassillis Horse	<u>TH'></u>	27. Buchannan Foot	RF/
13. Scots Dragoon	<u>^TH'<</u>	28. Stewart Foot	TF/
14. Lumsden Foot	RF/	29. Field Ordnance	^MO
15. General of Artillery's Foot	RF/	30. Light Ordnance	^LO

Design notes:

The main source for the deployment and course of the battle is *Cromwell's Masterstroke*, by Peter Reese (Pen & Sword, 2006), supplemented by information from *Dunbar 1650: Cromwells' most famous victory* by Stuart Reid (Osprey). Turns represent ~20 minutes, zones represent ~450 m. New Model Army regiments had a nominal strength of ~1200 foot or ~600 horse, although after the prolonged campaign into Scotland these units were understrength by ~25%.

The artwork shown in the examples of play is derived from various approximately contemporary *Theatrum Europaeum* engravings by Merian, particularly those depicting the Battle of Jankau (1645). These have been extensively modified to fit the historical battlefield. The ravine running along the base of Doon Hill is treated as a marsh in game terms, which should give Okey's dragoons some help holding off the Scots should they choose to advance their left.

The scenario begins at approximately 5 am, when Lambert's brigade of horse launched an attack on their Scottish counterparts near Broxmouth House. The pre-dawn skirmishing for control of the ford is not included in the scenario (though it is an official variant).

As a simplifying assumption, both sides infantry regiments are generally assumed to be approximately equal in size, if not in quality. Some may have been smaller, as covered in an official variant. Scots foot units existing prior to 1650 are rated as Trained, while new units are Raw. English Foot units dating from the New Model Army are rated veteran, while even the newest units contained a core of veterans and are rated as trained. Almost all English horse, except the relatively recently recruited Hacker regiment, are rated as veteran.

I chose to depict horse at regiment, rather than squadron scale, both to preserve a 2:1 foot:horse ratio and because the Scottish cavalry OOB is somewhat obscure. While the *Harleian Manuscript* records 18 horse regiments, these were likely nominal units and may have been merged on the battlefield. I chose to interpret each Scots horse regiment as roughly equivalent to an English squadron, and depict them as units of two squadrons each (with names chosen from among the more prominent colonels). This preserves the Scots cavalry's numerical advantage over the English, while not making unfounded assumptions about their deployment.

The two troops of mounted dragoons accompanying Cromwell's horse are assumed to form an additional small squadron accompanying his regiment, which is treated as Large. The > attribute given to Scottish cavalry reflects that some or all were likely armed with lances instead of or in addition to pistols and swords. The loose attribute reflects their looser fighting style and lower unit cohesion.

A strong case could be made for treating the Scots as *Exhausted*, having spent the night of September 1st exposed to the cold rain on Doon Hill and the night of Sept. 2nd bivouacked in their battle lines. The English probably do not need the help, but again, this is an approved variant.

While Dunbar was a major defeat for David Leslie, he is rated as quite a good commander in light of his long record of success prior to this battle (1/2).

The English line of retreat was blocked, and a defeat at Dunbar would have been a disaster – at best Cromwell would have been forced to attempt a difficult evacuation by sea. If the English cannot collapse the Scottish army by mid-morning, their cause is lost.

Official Variants:

1. Add an extra turn of Darkness to the beginning of the scenario, and give the Scots the first move, to represent the Scots initial probes across Brox Burn.
2. Both Montgomerie and Leslie can be positioned in F1 (Spott House). Some recriminatory sources suggest they may have spent the night in relative comfort in this small village.
3. The Scots army can be treated as *Exhausted*.
4. The default scenario assumes Okey's dragoons dismounted to defend the ravine on the English right. Alternatively, they can be deployed mounted as two units of vTH"<.
5. Okey's dragoons can be depicted as a separate wing (A1:C2) with Okey as an additional 1/o commander.
6. Stuart Reid argues that the reported Scottish cavalry numbers are greatly exaggerated. To simulate this scenario, remove three of the Scottish right wing cavalry units.
7. While the default scenario treats all infantry battalions as a standard size, Reid uses recruiting data to argue that some may have been understrength. Treat the English Fenwick battalion - and the Scottish Innes, Forbes, and Lovat battalions - as small (v).
8. While the element of surprise prevented the effective deployment of the Scots artillery, some of the 32 light guns captured may have been distributed as battalion guns along the front line. Remove the Scottish Light Ordnance unit, and give the Lumsden, Lawers, Pitscottie, Innes, and Holborn foot units the battalion guns (o) attribute.

Sources:

Reese, Peter. *Cromwell's Masterstroke: Dunbar 1650*. United Kingdom: Pen & Sword Books, 2006.

Reid, Stuart. *Dunbar 1650: Cromwell's Most Famous Victory*. United Kingdom: Bloomsbury USA, 2004.