

## The Battle of Boldon Hill, 24<sup>th</sup> March 1644

In January 1644 the Scottish Army of the Solemn Covenant invaded England in support of the Parliamentary cause. The Scottish navy controlled the sea and supported the invasion. The Scottish commander was Alexander Leslie, the Earl of Leven, an experienced veteran of war in Europe. His army moved south along the east coast dropping off units to lay siege to Newcastle. Leven needed ports along the coast to keep his troops supplied. Moving south from Newcastle, he captured Sunderland and South Shields. His longer-term objective was to join up with the major parliamentary armies and besiege the Royalist stronghold of York.

On the Royalist side, William Cavendish, the Marquis of Newcastle, was instructed to stop the invading army. His forces were limited and included many new recruits. Having shadowed Leven's movements, he decided to move on Sunderland. He hoped this would pull Leven back from South Shields and slow the move south. Leven recognised the threat to his supplies and set out to block the Royalist move.

On the day of battle, both armies were encamped, facing each other across a small valley. Late in the day Newcastle sent some of his infantry forward into the enclosures beyond the village of East Boldon. Leven responded by sending forward Frazer's dragoons. Both sides then fed in more troops until there was a general action. The fighting went on into the night with the weight of the Scots infantry gradually gaining the upper hand. As is common with battles in this period, there are no verifiable records for the number of participants or the number of casualties. Whatever they were, both sides needed to maintain their strength for actions in the future. Recognising this problem, Newcastle decided to withdraw back to his camp. Leven, satisfied that his objective had been secured, also retired back to his camp.

It might be said that nothing was achieved by this clash but Newcastle had ensured that Leven could not assume his supply line was secure. The strategic initiative, however, lay elsewhere. The threat to York became more pressing and, at the end of March, Newcastle broke contact with the Scots army and headed south to join Prince Rupert. Leven steadily resumed his move south and eventually joined up with Fairfax's Parliamentary troops in mid-April at Wetherby, about 14 miles from York. Within a few months the reinforced armies of both sides would meet on the field of Marston Moor.

<b>Total engaged</b>	<b>Horse</b>	<b>Foot</b>	<b>Guns</b>
Scottish	1,500	5,500	3
Royalist	2,000	4,500	none

## Scottish Army

### Lord Leven (A. Leslie) - Commanding

Infantry	Cavalry
<u>Maj. Gen. Lumsden</u>	<u>Maj. Gen. D. Leslie</u>

Cassillis	T	Kirkudbright	T
Loudon	T	David Leslie	T
Master of Yester	T	Earl of Leven	T
Buccleuch	R	<i>Frazer DR</i>	R
Hamilton	R		
Livingston	R		
<i>Field Artillery</i>	T		

**Deployment – Infantry along the line W – X Cavalry along the line Y – Z**

### Objectives:

To gain access to the road off the table to the West. At the end of the game, at least two brigades must be within move distance of the road between East Boldon and the exit point for this condition to be met.

# Royalist Army

## Marquis of Newcastle - Commanding

Infantry	Cavalry
<u>Lord Eythin</u>	<u>Sir Charles Lucas</u>

Newcastle's	T	Lord Mansfield's	T
Labton's	T	Widdrington's	T
Brandling's	R	Stuart's	R
Swindell's	R	Tempest's	R

**Deployment – Infantry along the line A – B Cavalry along the line C – D**

**This army moves first. Start the battle on the first Royalist Wing card. For the first turn discard any Scottish cards up to the first Royalist card.**

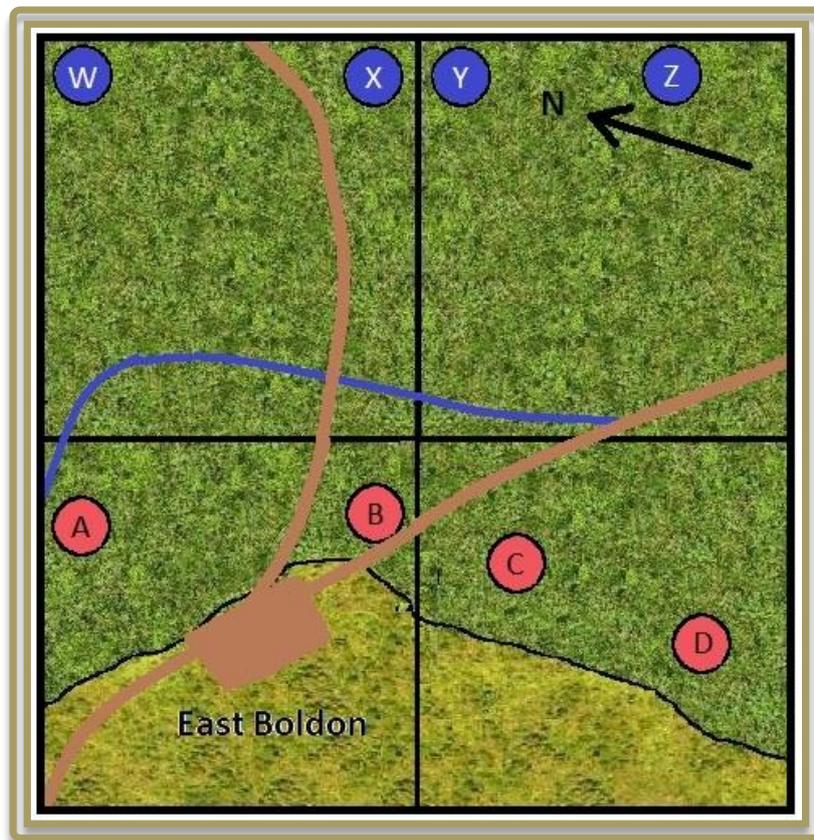
### **Objectives:**

To control the road off the table to the West. At the end of the game, no enemy brigade can be within move distance of the road between East Boldon and the exit point for this condition to be met.

## Boldon Hill, 1644 - An introduction to In Deo Veritas - Option One

The forces, deployments and objectives for both Options are shown below. This Option enables players to gain experience of the basic mechanisms used in the rules. The map of the engagement has been simplified by removing the area of enclosures to the northeast of East Boldon.

This first Option emphasises the movement of the forces, with combat being less restricted by the terrain.



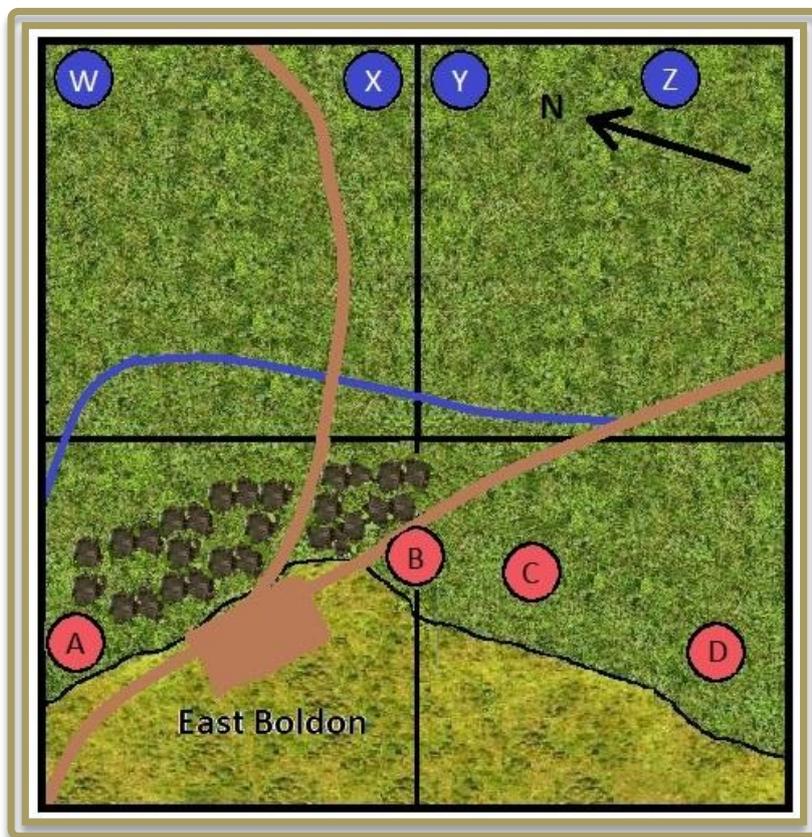
**Game time** Start at 3pm

**Game length** 10 turns

## Boldon Hill, 1644 - An introduction to In Deo Veritas - Option Two

This Option puts the historic enclosures in place. This makes for a more challenging battle and more accurately reflects the challenges facing the commanders.

The emphasis is on the impact of terrain on both movement and combat. It will not be easy to brush aside any defenders in the enclosures. Historically, the fighting went on through the night, coming to a close around midnight.



**Game time** Start at 3pm

**Game length** up to 20 turns

## Scottish Commanders



IN DEO VERITAS



*David Leslie*



IN DEO VERITAS



*James Lumsden*

## Royalist Commanders



IN DEO VERITAS



*Charles Lucas*



IN DEO VERITAS



*Lord Eythin*