



Musket & Pike

TACTICAL COMBAT
1550-1680

Additional Scenarios

by Steven B. Guy

by Kim Meints

by Arthur Hendrick &
Lawrence P. Duffield

by John Lee

by Rob Gibson

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DREUX 1562 (version 1)

First player: Catholic units: 6 EP, 6 PP, 6 PM, 6 MM, 4 HC, 1 LC, 2 EA. Stacking: 2.
Deployment: between hexes 10 and 11.

Huguenots units: 9 PP, 9 PM, 5 RC, 2 HC, 1 LC, 1 EA. Stacking: 2. Deployment between hex 8 and hill 9.

Game Length: 15 game turns.

Victory: Huguenots must control road junction, Catholics must control hexes in town 6.

Historical Note: The Battle of Dreux was fought on 19 December 1562 between Catholics and Huguenots. The Catholics were led by Anne de Montmorency while Louis I, Prince of Condé led the Huguenots. Though commanders from both sides were captured, the French Catholics won the battle.

By Steven B. Guy 11/26/2006

LUTTER 1626

Complexity: 7; Balance: favors Imperialist moderately

First player: Imperialists units: 25 PM, 12 PP, 9 EP, 5 RC, 4 HC, 2 LC, 2HA Stacking: 3.
Deployment east of the western stream.

Danish units: 2 EP, 8 PP, 8 MP, 18 PM, 4 HC, 4LC, 2 HA Stacking: 2. Deployment west of the western stream.

Game length: 15 Game Turns

Special rules: Ignore woods around hex 4; Bridge 3 is a ford.

Victory: victory points are awarded for destroying enemy units equal to half their melee strength (or half of the fire strength in the case of RC, PM, HA), round fractions up.

Note: the Imperialists have the better army, the Danes the better defensive position behind the stream.

Historical Note: The Battle of Lutter took place during the Thirty Years' War, on 27 August 1626, between the forces of the Lower Saxon Circle, combining mostly Protestant states, and led by its Circle Colonel Christian IV of Denmark, and the forces of the Catholic League. The battle resulted in a heavy defeat of Christian IV's troops by those of Emperor Ferdinand II, led by the Catholic League general Johan Tzerclaes.

By Steven B. Guy 8/31/2007

MONCONTOUR 1569

First player: Royalist (Catholics) - 6RC, 3LC, 5HC, 16PP, 16MP, 16MM, 1MA, 2LA.
Stacking 3. Deployment-Within five hexes of hex 8.

Huguenots - 9RC, 3LC, 12PP, 14MP, 12MM, 2LA. Stacking 2. Deployment-Within four hexes of hex 9.

Game Length: 15 turns.

Victory: Royalist must capture hex 9.

Players must use the Caracolla cavalry rules.

Historical Note: The Battle of Moncontour occurred on 3 October 1569 between the Catholic forces of King Charles IX of France, commanded by Henry, Duke of Anjou, and the Huguenots commanded by Gaspard de Coligny. The Catholics won with a final charge by Swiss pikemen which shattered the Huguenot *landsknechts* line, in which over half were killed.

By Kim Meints 9/9/2007

DREUX 1562 (version 2)

First player: French Catholic Royal Army - 4HC, 2RC, 16PP, 16MP, 16MM, 6PM, 1MA, 1LA. Stacking 3. Deployment - Within 5 hexes of 11.

Huguenots - 8RC, 3LC, 12PP, 14MP, 12MM, 1LA. Stacking 2. Deployment - Within 5 hexes of 12.

Game Length: 15 turns.

Victory: Royalist must capture hex 12 and destroy half the Huguenot army.

Historical Note: The Battle of Dreux was fought on 19 December 1562 between Catholics and Huguenots. The Catholics were led by Anne de Montmorency while Louis I, Prince of Condé led the Huguenots. Though commanders from both sides were captured, the French Catholics won the battle.

By Kim Meints 9/9/2007

ARQUES 1589

First player: Huguenots- 10pp, 6pp, 10MM, 4RC, 1MA, 2LA. Stacking 2. Deployment within five hexes of hex 11.

Royalist- 20PP, 12MP, 12MM, 6RC, 2HC, 2LA. Stacking 3. Deployment within five hexes of hex 12.

Game Length: 12 turns.

Victory: Royalist must capture the town at hex 11.

Historical Note: The Battle of Arques occurred on 15–29 September 1589 between the French royal forces of King Henry IV of France and troops of the Catholic League commanded by Charles of Lorraine, Duke of Mayenne during the eighth and final war (1585-1598) of the French Wars of Religion. It was a victory for Henry IV.

By Kim Meints 9/9/2007

THE DUNES 1658

First Player: Anglo/French-15EP,18PP,8MP,24PM,10MM,15HC,15SC,10DR,2MA,2LA, (3HA):ships, see special rules. Stacking 3. Deployment within five hexes of hex 6.

Special Unit/Terrain Rules- The River that runs by deployment 6/town is now all shoreline. All hexes to the West of the river/shore are Sea hexes. The 3HA are now 3 ships. deploy them in any all sea hex. They may not be deployed on a shoreline hex. for this scenario they can move to any sea hex each movement phase.

Spanish- 8EP,16PP,16MP,16PM,12MM,10HC,4LC,8SC,4DR,2 LA. Stacking 2. Deployment within five hexes of hex 9.

Game Length: 25 Turns.

Victory: Anglo/French must control hex 9.

Historical Note: Don Juan left most of his Artillery and some infantry behind to come to the aid of the besieged town of Dunkirk. Turenne who was the besieger deployed to attack the Spanish army which was drawn up in a very poor manner. The Great General Conde who was a advisor to the Spanish King asked the Duke of Gloucester (an Englishmen serving the Spanish) if he had ever seen a battle before, “No!” was the answer. Well then, within half an hour you will see us losing one. Some authors consider this and not Rocroi as the start of the fall from supremacy of the Spanish infantry

By Kim Meints 9/9/2007

SAINT-DENIS 1567

First Player: HUGUENOT- 6PP,1 PM,4HC,2RC Stacking 2. Deployment anywhere between hex 6, the edge of the plowed field to hex 8. PM may deploy in the towns.

To even up the battle a tad more add the following troops that were near by.

Optional Reinforcements A- 2PP, 2PM, 1HC, 2RC.

To even up the battle even more so add the German Reiter Cav that was expected to arrive at anytime.

This scenario is for Steven Guy who showed me a website that had the battle info and with a map. Thanks Steven!

Optional Reinforcement B- 16RC

ROYALIST-16EP,8PP,12MP,8PM,6MM,10HC,2RC,2DR,1MA,1LA.Stacking 3.
Deployment-within 4 hexes of hex 1.

Game Length: 12 Turns.

Victory: Royalist must capture hexes 6 & 8 and destroy at half of the Huguenot army (including the optional reinforcements.)

Historical Note: The Battle of Saint-Denis was fought on 10 November 1567 between Catholics and Protestants during the French Wars of Religion in Saint-Denis near Paris, France. Anne de Montmorency with 16,000 Royalists fell on Condé's 3,500 Huguenots. The Huguenots surprisingly held on for some hours before being driven off. The Protestants were defeated, but the Catholic commander Anne de Montmorency was mortally wounded. The Protestants fell back to the east to link up with German mercenaries. During the battle the Huguenots were expecting the arrival of 8,000 German Reiter Cavalry promised to them but didn't show till after the battle was over. In this battle the Huguenots are much outnumbered, so the more skilled player needs to control them.

This scenario is for Steven Guy who showed me the website where this battle was listed. Thanks Steven!

By Kim Meints 9/10/2007

KIRCHOLM 1605

First Player: Swedes- 16PP, 12MP, 8PM, 4MM, 10RC, 4SC, 3LA. Stacking 2.
Deployment-Within 5 hexes of hex13.

Polish/Lithuanian- 8MP, 2MM, 6SC, 2DR, 4LC, 1LA. Stacking 2. Deployment-Within 5 hexes of hex15.

Game Length: Turns 12.

Victory: Poles/Lithuanian must capture 13 and inflict 50% losses on Swedish cavalry.

Historical Note: The Battle of Kircholm 27 September 1605, was one of the major battles in the Polish–Swedish War. The battle was decided in 20 minutes by the devastating charge of Polish–Lithuanian cavalry, the Winged Hussars. The battle ended in the decisive victory of the Polish–Lithuanian forces, and is remembered as one of the greatest triumphs of Commonwealth cavalry.

By Kim Meints 9/11/2007

CERESOLE 1544

First Player: French: deploy within five hexes of hex 10. Stacking 2 except the EP who can stack 3.

8 EP, 12 PP, 12 MM, 2 EA, 2 LA.

Imperials: deploy within five hexes of hex 11. Stacking 3.

12 PP, 8 MP, 3 HC, 8 MM 1 EA, 2 LA

Game Length: 15 turns.

Victory: French must occupy hex 11 at end of scenario.

Historical Note: The Battle of Ceresole (or Cérisoles) took place on 11 April 1544, during the Italian War of 1542–46, outside the village of Ceresole d'Alba in the Piedmont region of Italy. A French army, commanded by François de Bourbon, Count of Enghien, defeated the combined forces of the Holy Roman Empire and Spain, commanded by Alfonso d'Avalos d'Aquino, Marquis del Vasto. Despite having inflicted substantial casualties on the Imperial troops, the French subsequently failed to exploit their victory by taking Milan.

By Steven B. Guy 9/11/2007

LA MARSAGLIA 1693

First Player: French- 20EP,20PP,16MP,20PM,16MM,16HC,20SC,12DR,1HA,2MA,2LA.
Stacking 4. Deployment within 4 of hex 9.

Savoy-20EP,20PP,12MP,20PM,12MM,16HC,10SC,6DR,12LC,2HA,2MA,3LA.
Stacking 4 Deployment-Within 5 of hex 13.

Game Length: Turns 20.

Victory: French must capture hex 13, Savoy must capture hex 9.

Historical Note: The Battle of Marsaglia was a battle in the Nine Years' War, fought in Italy on 4 October 1693, between the French army of Marshal Nicolas Catinat and the army of the Grand Alliance under Duke Victor Amadeus II of Savoy. The Duke of Savoy joined the Ausberg League and attacked the French army in Italy, near the village of Orbassano in Piedmont. The Superior French numbers defeated Savoy's army.

By Kim Meints 9/12/2007

SAINT-QUENTIN 1557

First Player: French- 20PP, 20MP, 12PM, 16MM, 16RC, 8HC, 2LA. Stacking 2
Deployment-Within 5 of hex 11 (French must deploy in two or more long columns from hex 11 back north between hill at hex 9 and woods at hex 15 (the Pass)).

Spanish-12EP, 6PP, 8PM, 10RC, 4HC, 2LC. Stacking 2. Deployment-Within 5 of hex 13.

Terrain-Ignore the town at 11. The river hexes that run by hexes 14 & 15 are now Slope Hexes and all hexes N/NE of them are hilltop.

Game Length: Turns 15.

Victory: Spanish capture hex 11.

Historical Note: The Battle of Saint-Quentin of 1557, was a decisive engagement, during the Italian War of 1551–1559, between the Kingdom of France and the Habsburg empire at Saint-Quentin in Picardy. After the French capture of Toul, Metz & Verdun the King of Spain sent a Spanish army to invade Northern France. Spanish forces were laying siege to St. Quentin when they heard a French force was marching to relieve the town. The French army was intercepted while trying to get out of a pass and destroyed.

By Kim Meints 9/12/2007

TURNHOUT 1597

First Player: Dutch-6PP, 10MP, 2PM, 6MM, 3RC, 1LA. Stacking 2 Deployment-Within 3 of hex 7.

Spanish-12PP, 8PM, 2RC. Stacking 2. Deployment-Within 3 of hex 1.

Game Length: Turns 12.

Victory: Dutch must take hex 1.

Historical Note: The Battle of Turnhout also known as the Battle of Tienenheide was a military engagement which took place on 24 January 1597 in the border area between the Northern and Southern Netherlands at Turnhout during the Eighty Years' War and the Anglo-Spanish War (1585–1604). Maurice of Nassau launched an offensive against the smaller Spanish army under the Count of Varas. Varas was trying to retire back to safer positions when Maurice attacked. The Spanish cavalry was driven off, after which the English and Dutch cavalry fell upon the straggling Spanish infantry who were routed with heavy casualties. The Spanish lost close to 3,000 infantry and this small tactical victory gave the Dutch confidence for the decisive campaigns of 1598/99.

By Kim Meints 9/12/2007

LLEIDA 1642

First Player: French- 20PP,16PM,6SC,4HC,2DR,4RC,2LA. Stacking 3. Deployment -Within 4 of hex 10.

Spanish-20EP,20PP,20PM,12HC,6RC,2DR,4LC,2HA,2LA. Stacking 3. Deployment-Within 4 of hex 11.

Game Length: Turns 15.

Victory: French must capture hex 11.

Historical Note: After a series of victories in 1642 the Franco-Catalan army under the command of Philippe de La Mothe-Houdancourt controlled almost the whole of Catalonia, including Lleida. King Philip IV of Spain ordered Diego Felipez de Guzmán, Marquis of Leganés to assemble an army from Tarragona and Zaragoza to retake Lleida. La Mothe positioned his smaller army in the *Llano de las Forques* and defeated the Spanish army. After the victory, the French Army besieged Tortosa, but was forced to withdraw.

By Kim Meints 9/12/2007

LENS 1648

French-18PP,18PM,,8SC,8HC,4DR,4RC,2MA,2LA. Stacking 3. Deployment-Within 5 of 9.

Spanish-16EP,16PP,16PM,16HC,4LC,8RC,4DR,2LA. Stacking 4. Deployment-Within 5 of 12.

Game Length: Turns 15.

Victory: French must capture hex 12.

Historical Note: The Battle of Lens (20 August 1648) was a French victory under Louis II de Bourbon, Prince de Condé against the Spanish army under Archduke Leopold Wilhelm in the Thirty Years' War (1618–1648). It was the last major battle of the war and a French victory. Spain launched an offensive into Artois and was met by de Conde' near Lens. Bad tactics by the Spanish cavalry left the Spanish infantry alone for a loss of over 9,000 men.

By Kim Meints 9/12/2007

ESTREMOZ 1663

Portuguese-20MP,12PP,10MM,6PM,6RC,4HC,6LC,2DR,1HA,1MA,2LA. Stacking 2. Deployment - within 5 of hex 9.

Spanish-16EP,12PP,16PM,4MM,4RC,10HC,6LC,4DR,2MA,2LA. Stacking 3. Deployment - within 5 of hex 8.

Game Length: Turns 15.

Victory: Portuguese must take 8.

Historical Note: The Spanish Monarchy decided to recover Portugal, after taking the fortress of Evora they ran out of money & supplies which paralyzed their army. The Portuguese quickly raised an army and attacked the Spanish northwest of Evora.

By Kim Meints 9/12/2007

IVRY 1590

First Player: Huguenots- 12PP,12MP,4PM,8MM,4HC,12RC,1LA. Stacking 2.
Deployment-Within 6 of hex 10.

Royalist- 10EP,20PP,12MP,6PM,12MM,2DR,6HC,12RC,1LA.Stacking 2. Deployment-
In a line between hexes 15 & 13.

Game Length: Turns 15.

Terrain - No hill at 10 or 9. No town at 12.

Victory: Royalist must take 10.

Historical Note: The Battle of Ivry was fought on 14 March 1590, during the French Wars of Religion. The battle was a decisive victory for Henry IV of France, leading Huguenot and English forces against the Catholic League by the Duc de Mayenne and Spanish forces under the Count of Egmont. Henry's forces were victorious and he went on to lay siege to Paris.

By Kim Meints 9/12/2007

MUEHLBERG 1547

Imperialist-20EP,12MP,12PM,8MM,7HC,3DR,3LC,2RC,2HA,2LA. Stacking 3 for the
EP & PM, 2 for all others. Deployment-Within 5 of 15.

Saxon- 8PP,12MP,4PM,4MM,4HC,8RC,1HA,1MA,1LA. Stacking 2. Deployment-
Within 4 of 13.

Game Length: Turns 12.

Victory: Imperial player must capture 13.

Historical Note: Battle fought between the Holy Roman Emperor Charles V and the Saxon Elector Jogn Frederic during the German Civil War.

By Kim Meints 9/12/2007

THE RIVER TER 1694

French- 16EP,20PP,8MP,20PM,6MM,6HC,12SC,6DR,2MA,3LA. Stacking 3.

Deployment- To the West of the river between 3 and 5.

Spanish- 8EP,10PP,16MP,8PM,10MM ,4DR,6HC,2RC,4LC,2LA. Stacking 3 for the EP,PP & PM. 2 for all others. Deployment- to the east of the river between 3 & 5.

Ignore the town at 6 and the woods at 4. All other terrain is used. Also the Bridge at 3 is now a ford.

Game Length: Turns 20.

Victory: The French must get across the river and capture 9.

Historical Note: French invasion of Catalonia during the Ausburg League War.

By Kim Meints 9/12/2007

HONNECOURT 1642

French-8EP,16PP,18PM,12HC,6SC,6DR,12RC,1MA,2LA Stacking 3.

Deployment-On the slopes or the hill top at 9 ,All the infantry & artillery plus 6 blanks for entrenchments(must not be placed on the slope hexes). Within 4 hexes of the North & South/Southwest hill slope hexes the cavalry(they are the hill/entrenchment flank force)

Entrenchments-Entrenchments have a front of 3 hexes and a rear of three hexes. Melee defense strength Doubled. Fire Protection 6 to the front. Melee defense Normal and Fire Protection 3 for the rear. (yes with the terrain effects a unit gets for a slope hex and then the entrenchment right behind the slope it will be VERY hard going in a frontal assault.

Spanish-18EP,20PP,18PM,12HC,8RC,6DR,8LC,2MA,3LA.Stacking 3

Deployment- Within 4 of 8, Within 6 of 10, Within 3 of 15(The Spanish were starting to surround the hill before their assault)

Terrain - Ignore the town at 11 and the woods at 15.

Game Length: Turns 18.

Victory: Spanish must take the entire hill at 9.

Historical Note: Battle fought between French Marshal de Guiche and Spanish commanders de Melo and Beck (of SPI's TYW Quad fame).

By Kim Meints 9/12/2007

MARCIANO-SCALLAGANNO 1554

First Player: Imperialists--18 PM, 18 PP, 6 EP, 2 HC, 2 LC, 1 MA. Stacking 3. Deploy west of the North-Southwest running stream, north of the east west map fold.

Franco-Sienese--12 PP, 8 MP, 6 EP, 18 PM, 2 HC. Stacking 2. Deploy east of above mentioned stream, north of the east west map fold.

Ignore the woods around hex 4 and the town around hex 6. The stream ends where it meets the map fold.

Game Length: Turns 20.

Victory: determined by elimination of enemy units. Points awarded equal to strength of melee units. Points awarded equal to half the strength of fire units.

Historical Note: The French sent money and troops to Siena after the latter expelled the Spanish garrison. An Imperial-Tuscan army met the Franco-Sienese army at Marciano-Scallagano.

By Steve B. Guy 9/12/2007

LA ROCHE L'ABEILLE 1569

Huguenots- 20PP,20MP,14PM,20MM,6HC,14RC,1MA,2LA. Stacking 3. Deployment-Within 4 of 12

Royalist-14EP,20PP,12MP,20PM,12MM.8HC,16RC,4DR.1HA,1MA,1LA. Stacking 3. Deployment-Within 4 of 15.

All Terrain is used.

Game Length: 15 Turns.

Victory: Royalist must capture 12.

Historical Note: The Battle of La Roche-l'Abeille occurred on 25 June 1569 between the Catholic forces of King Charles IX of France commanded by the Duke d'Anjou and the Huguenots commanded by the Admiral de Coligny during the "Third War" (1568–1570) of the French Wars of Religion.

By Kim Meints 9/14/2007

NEWBURN FORD 1640

Scots: 20 PP, 20 MM, 2 HA, 6 LC. Deploy west of the north/southwest stream. Stacking 3

English: 12 MP, 10 MM, 4 HC, 2 EA. Stacking 2 (but see deployment below).

English deployment: A sconce (earthwork--use a blank counter or square counter) is placed exactly two hexes east of ford 5 and bridge 3 (which is a ford in this scenario). Each sconce has a fire defense value of six and doubles infantry defense strengths. Two MP and one EA are placed in each sconce. the remainder of the English army is deployed between the sconces.

The stream can be crossed only at fords 5 and 3. Ignore town around 6 and woods around 4.

Game Length: 15 Game turns.

Victory: Scots win by capturing both sconces and getting at least half of their force across the river (stream). English must prevent this.

By Steve B. Guy 9/14/2007

ENTZHEIM 1674

French-20EP,10PP,20PM,10MM,10HC,20SC,10DR,1HA,2MA,4LA.Stacking 3.

Deployment- Within 8 hexes of 6.

Imperialist-20PP,12MP,8EP,18PM,8MM,16HC,10SC,8DR,16RC,8LC,2HA,2MA,4LA. Stacking 3. Deployment-Within 8 hexes of 13.

Balance-Equal

Terrain Notes-The hills at 9 & 10 and the plowed field at 7 are now woods.The smaller river in the NE corner also not used.

Game Length: turns 25.

Victory: French must capture 13.

Historical Note: The battle that drove the Imperialist back across the Rhine.

By Kim Meints 9/15/2007

COLMAR (TURCKHEIM) 1675

First Player: French-

20EP,20PP,20PM,10MM,20SC,20HC,12DR,8RC,2HA,3MA,4LA. Stacking 3

Deployment-Within 5 of 9

Imperialist-20PP,14MP,8EP,16PM,12MM,12HC,8DR,14SC,14RC,2HA,1MA,4LA,8
Blanks(entrenchments). Stacking 3. Deployment-within 3 hexes South of the East/West
road (now a stream).

Entrenchments- Units doubled for Melee. Fire Protection 6 . Two units may be stacked

Terrain- the East/West road is now a Stream. The Hill at 9 is now a wood

Game Length: Turns 25.

Victory: French must capture the entrenchments and drive the Imperial player back to 8

Historical Note: Fought during the Franco-Dutch War, the Battle of Turckheim occurred on 5 January 1675. The army of France commanded by the Viscount of Turenne battled the Imperial armies of Austria and Brandenburg led by Frederick William, Elector of Brandenburg. The Treaty of Peace of Nijmegen signed in 1678 finally confirmed Turckheim as part of the kingdom of France.

By Kim Meints 9/15/2007

ZABLATI (SABLAT) 1619

First Player: Protestants-14MP,8PP,4PM,8MM,2DR,8HC,8RC,1EA,2LA. Stacking 2.

Deploy within 5 of 6

Imperialist-18MP,10PP,8PM,8MM,2DR,12HC,12RC,4LC,1EA,3LA. Stacking 2.

Deploy within 4 of 10

Game Length: 15 Turns.

Victory: Protestants must capture 10.

Historical Note: Mansfield was trying to reinforce General Hohenloe when General Buquoy intercepted him near the village of Zablati.

By Kim Meints 9/23/2007

ROAD TO DOVER 1588 (ARMADA INVASION HYPOTHETICAL)

English- 10PP,20MP,5PM,8MM,2HC,2RC,3LC,1EA,1LA, 3 Entrenchments. Stacking 2. Deploy within 4 of 10. Entrenchments are placed on the Hill at 10. Entrenchments are 2MP (Inf),4MP (Cav/Art). Fire Protection 6. Defense Doubled.

Spanish-16EP, 10PP, 10PM, 5MP, 3MM, 1RC, 1LC, 1LA, 1MA Stacking 3. Deploy within 4 of 7. (The RC/LC are Spanish Officers/Volunteers to create some horse units for the force. The MM/MP/LA/MA are Spanish sailors/guns from the beached ships). The LA/MA have the following movement points. LA-4, MA-2 (reflects that they are naval guns pressed into land service). Ignore the town at 8.

Game Length:18 turns.

Victory: Spanish must capture All of the Hill top hexes at 10 and All town hexes at 12.

Historical Note: After the Spanish army was forced ashore by the commander of the Armada so he could deal with the English fleet on better terms, they spent a week getting organized and plundering the countryside for supplies and much needed horses. With 2 weak cavalry units formed from volunteers they set out toward Dover to capture the port city so the main invasion army under the Duke of Parma can land and strike for London. On the way they come across a English force made up of mostly County militia, but also some regulars sent from London and other garrisons. This force is trying to stall the Spanish till a larger force from London under Queen Elizabeth I & Lord Hunsdon arrive.

By Kim Meints 10/08/2007

GEMBLoux 1578

First Player- Dutch Rebels

16MP, 6PP, 12MM, 3 PM, 6 RC, 6LC, 2 LA. Stacking 2.

Deployment- Within 3 hexes of 6

Second Player- Spanish

16EP,4PP,14PM,2HC,6RC,1HA,3LA. Stacking3 .

Deployment- Within 4 hexes of 1

Game Length: 18 turns.

Victory: Spanish must hold hex 6 and have Twice the forces left on the field.

Historical Note: Once again a larger Dutch force is defeated by a better skilled & trained Spanish army. Losses were 10,000 Dutch vs 20 Spanish! (Yes that's what the listing said).

By Kim Meints 12/05/2008

JODOIGNE 1568

First Player- Spanish

18EP,12PM,3HC,6RC,2LC,1HA,1MA,2LA. Stacking 3. Deployment- Within 4 hexes of 10

Second Player-Dutch Rebels

16MP,6PP,10MM,2PM, 8RC, 6LC,1MA,1LA. Stacking 2. Deployment- Within 4 hexes of 11

Game Length: 18 turns.

Victory: Spanish to hold hex 10.

Historical Note: The larger Dutch force was out matched by a better skilled Spanish army which resulted in the crushing Dutch defeat.

By Kim Meints 12/05/2008

MOOKERHEYDE 1574

First Player-Dutch Rebels

2 PP,6MP,2PM,4MM,1LA,2RC,2LC.Stacking 2. Deployment- Within 3 hexes of 15

Second Player- Spanish

8EP,6PM,1HC,1RC,2LA. Stacking 3. Deployment- Within 3 hexes of 13

Game length - 15 turns

Victory- Spanish must have Twice the units left on the field at games end.

Special Rules- Roll once for each unit at the beginning of the game to see if it deserts. Roll of 1-3 it does and the unit is removed from play.

Historical Note: The Dutch fired a couple of volleys then pulled back to reload. The Spanish Cavalry launched a attack which routed the Dutch force. A large part of the Dutch army deserted shouting for money. Losses were 3,000 Dutch vs 120 Spanish.

By Kim Meints 12/05/2008

JEMMINGEN 1568

First Player- Dutch Rebels

14MP, 8MM, 4RC,1EA,2LA,6Blanks(Trenches). Stacking 2. Deployment. Trenches and units within 2 hexes of 6. Infantry must start in a trench hex.

Second Player- Spanish

16EP,10PM,2HC,4RC,1HA,2LA. Stacking 3. Deployment- Within 3 hexes of 8

Game Length: 15 turns.

Victory: Spanish must control 6 at games end.

Special Rules- Trenches have a Fire Defense of 4. Defense is Doubled. Movement is 2 MP.

Historical Note: Considered by the Dutch as the start of the Eighty Years War, Prince Louis of Nassau left his trenches to attack the 4 Spanish Tercio's of the Duke of Alva. After being pounded by musket fire and intimidated by the Spanish cavalry the Dutch retreated then routed from the field.

By Kim Meints 12/06/2008

ANCRUM MOOR 1545

First player--Scots units: 4 PP, 4 MM, 4 LC Stacking: 2 Deployment: within two hexes of hex 11.

Second player--English units: 4 LC, 8 RC Stacking: 2 Deployment: within one hex of hex 9.

Game Length: 10 turns

Victory: control of hex 9

Use the Caracolla rule. All Scottish attacks add one to their respective die rolls on turn 1 (surprise)

Historical Note: During the War of the Rough Wooing, a mixed force of mercenary reiters and English border reivers under Sir Ralph Evers had just settled into camp after a successful day of pillaging when they were lured into pursuing a Scottish decoy force over the crest of Palace Hill. The rest of the Scots army was deployed on the other side. Taken by surprise and with the wind blowing powder smoke in their faces, the English were routed, Evers being killed.

By Steven B. Guy 2/12/2009

CROPREDY BRIDGE 1644

Complexity:1

Stacking of 2

Balance:Favors Parliament

First Player: Royalist

Units: Force A- 6PM,2DR,5SC,2HC,1LA.Deploy within One hex of 5(both sides of the river)

Force B- 2DR,3SC.Deploy within One hex of 6

Force C- 2DR,3SC,2PM.Deploy within One hex of 7

Second Player: Parliament

Force A- 3DR,5SC,2PP,2PM,2LA.Deploy within One hex of 3(Both sides of the river)

Force B- 4Dr,8SC,6PP,6PM,1MA,1LA.Deploy within Three hexes of 2

Terrain-Ignore Village at 6. Fords at 5 and 2 are now Bridges

Game Length:15 Game turns

Victory: Parliament must either capture hex 5 or eliminate 50% of the Royalist force. Royalist win if they avoid Parliaments conditions.

Historical Note: King Charles I was trying to return to Oxford when William Waller attacked his rear guard near Cropredy Bridge on the River Cherwell. Waller tried to separate the Kings main body who were already over Hay's Bridge and his rear guard under Earl's Cleveland & Northampton but ended up being forced to retreat and defend himself on the western side of the river.

Note: I fudged on the unit scale raising it higher then what is listed in the game of 100-125 men per unit.

By Kim Meints 9/28/2010

GIURGIU 1595 (LAST DAY OF THREE FOUGHT)

First Player: Wallachia/Transylvania

4EP,8PP,10MP,6PM,8MM,6LC,4SC,2HC,2RC,1MA,2LA.

Stacking 3. Deployment-Within 5 hexes of 13

Second Player: Ottoman

10MP,14PP,10MM,8PM,10LC,12SC,4RC,2HA,2LA,1MA

Stacking 2. Deployment: Within 5 hexes of 6

Game Length: 20 Game Turns

Terrain: Ignore the river to the N.E and all hills/slopes. Also ignore all Towns except in 4 hexes at 6.

Victory: Control all 4 hexes of Town at 6 (Giurgiu).

Historical Note: One of the battles fought during the Long War(1591 and or 1593 -1606) between the Habsburg Empire and it's Wallachian and Transylvanian allies vs the Ottoman Empire.

By Kim Meints 3/2/2013

ZERNEST 1690

First Player-Holy Roman Empire/Transylvania

12PP,4MP,10PM,4MM,6LC,4LC,4HC,3DR,1HA,2LA,1MA

Stacking 3. Deployment: Within 5 hexes of 9

Second Player-Ottoman/Crimean Khanate

10MP,8PP,8MM,4PM,8LC,6SC,2RC,2HA,2LA

Stacking 2, Deployment: Within 4 hexes of 12

Game Length: 20 Game Turns

Terrain: Ignore the rivers and all Town hexes except at 6

Victory: Must Control hex 9

Historical Note: Imre Thokoly after 2 failed attempts to take the Transylvanian crown tried again in 1690 with help from the Ottomans. He won the battle but after only one year quit Transylvania after continued conflicts with the Habsburg Empire.

By Kim Meints 3/2/2013

LEOBERSDORF 1532

First Player-Imperialist

Force A: 16EP, 12PM, 4HC, 2LC, 2RC, 2HA, 2MA, 2LA

Force B: 2HC, 2LC, 4RC, 6PP, 6PM. Arrive Game Turn 5 near hex 1

Stacking 3. Deployment: Anywhere between the two hills at 9 & 10 (but not on the slope hexes)

9 Blank counters (abatis)-from a slope hex at hill 9 to the North map edge (No gaps in the line)

5 Blank counters (abatis) from a slope hex at hill 10 to South Map edge (no gap in the line)

Second Player-Ottoman/Moldavian

10LC, 16SC, 6RC

Stacking 2, Deployment: Within 4 hexes of 7

Game Length: 18 Game Turns.

Terrain: Ignore all rivers. No units can enter the slope hexes or the hill tops at hex 9 or 10. Ignore the Field.

Victory: Ottomans must exit at least 12 units off the East map edge. Otherwise the Imperialist win.

Historical Note: A large Ottoman cavalry force of 16,000 was raiding deep in the Austrian rear when news that the main army had been defeated in front of Vienna. There were 3 passes that lead back to the main army but the Austrians blocked two of them with abatis while a small force harried and drove the Ottomans to the only open pass and safety but they ran straight into a blocking force held by 20,000 Landsknechts with some cavalry force and artillery. The Ottomans were completely destroyed. In the scenario Force B of the Imperialist are the force driving the Ottomans to the only open pass and supposed safety.

By Kim Meints 3/2/2013

MIRASLAU 1600

First Player- Michael the Brave/Wallachia

Force A: 10MP, 10PP, 8MM, 6PM, 6LC, 10SC, 4RC, 2EA, 1HA, 2MA, 1LA.

Force B: 2MM

Stacking 2

Deployment - Force A: On Hilltop at 9 and all slopes and adjacent to slope hexes.

Force B: in hex 11.

Second Player - Allied Habsburg, Transylvania, Hungarian

6EP, 10PP, 4MP, 10PM, 4MM, 5HC, 6RC, 4LC, 6SC, 2LA, 2MA.

Stacking 3.

Deployment: Within 5 hexes of 10

Game Length: 20 Game Turns.

Terrain - Ignore the river in the N.E. Corner. Ignore All towns except at hex 11. Ignore Hill around hex 10.

Victory: Wallachia must control hex 10, otherwise an Allied win.

Historical Note: The Battle of Mirăslău or Battle of Miriszló took place on September 18, 1600 near Miriszló, Transylvania, between the Wallachian troops led by Michael the Brave supported by ethnic Hungarian Szeklers and the troops of Austrian general Giorgio Basta supported by the Hungarian nobility of Transylvania. Michael the Brave was entrenched on a hill with a large artillery train. He opened a heavy bombardment which made Giorgio Basta the allied commander to feint a retreat in hopes Michael would come off his hill and pursue which he did. Basta turned around and counter charged defeating Michael which ended his take over of Transylvania.

By Kim Meints 3/2/2013

LUBIESZSOW 1577

First Player-Poland/Lithuanian & Transylvania
6EP,6PM,8SC,4RC,2LA
Stacking 3. Deployment: Within 4 hexes of 11

Second Player-City of Danzig
10MP,6MM,4PP,1SC,1LA
Stacking 2. Deployment: Within 4 hexes of 8

Game Length: 15 Game Turns.

Terrain-The 2 hills including slope hexes and the field are Lakes. No movement into these.

Victory: Control hex 8.

Historical Note: One of the battles during the Danzig revolt against Poland.

By Kim Meints 3/2/2013

GURUSLAU 1601

First Player- Wallachia, Moldavia
10MP,8PP,8MM,6PM,6LC,10SC,4RC,1HA,2MA,1LA
Stacking 2. Deployment-Within 5 hexes of 6

Second Player - Transylvania
8MP,6PP,6MM,4PM,4LC,6SC,2RC,1MA,2LA
Stacking 2. Deployment-Within 4 hexes of 10

Game Length: 18 Game Turns.

Terrain-Ignore all the hills including slope hexes.

Victory: Wallachia must occupy hex 10.

Historical Note: Michael the Brave once again tries for the Kingdom of Transylvania after Giorgio Basta lost it to Sigismund Bathory. Michael & Giorgio meet Sigismund in the River Guruslau Plain.

By Kim Meints 3/2/2013

SELIMBAR (SELLENBERK) 1599

First Player-Michael the Brave/Wallachia & Allies

Force A - 8MP,10PP,8MM,8PM,8LC,10SC,4RC,2LA,1MA,1HA

Force B - 2MP,4PP,2MM,2PM,2RC,2SC,1HA,1MA

Stacking 2.

Deployment - Force A within 5 hexes of 7

Force B within 2 hexes of 1(may not move until attacked)

Second Player - Transylvania & Allies

10MP,8PP,8MM,6PM,6LC,6SC,3RC,1HA,3MA,2LA

Stacking 2. Deployment-Within 5 hexes of 11

Game Length: 20 Game turns.

Terrain-Ignore all Towns except 1 & 12; Ignore all rivers.

Victory: Transylvania must control hex 1, if not a Wallachia victory.

Historical Note: The Battle of Șelimbăr or Battle of Sellenberk took place on 18 October 1599 between the Romanian army of Michael the Brave (Romanian: *Mihai Viteazul*) and the Transylvanian-Hungarian army of Andrew Báthory (Hungarian: *Báthory András*). The battle was fought near the village of Șelimbăr (in Hungarian: Sellenberk) close to Sibiu. Bathory of Transylvania had a large army but many deserted him (mainly Hungarians) during the battle. Meanwhile Michael the Brave had a large force that refused to fight and instead stayed back guarding the woman & children of the Boyars in the camp which came along fearing a Ottoman attack upon their homeland. Nevertheless, Michael the Brave's victory resulted in the first instance when the principalities of Wallachia, Moldavia, and Transylvania were united under a Romanian ruler.

By Kim Meints 3/2/2013

KHOTYN (CHOCIN) 1673

First Player - Polish/Lithuanian

8MP,12PP,8MM,10PM,4LC,2HC,16SC,8RC,4DR,1EA(rockets),2LA,1MA,1HA

Stacking 3.

Deployment - Within 5 hexes of hex 9.

Second Player - Ottoman

10MP,10PP,10MM,6PM,10LC,8SC,4RC,2HA,4MA,2LA

Stacking 2.

Deployment - Within 5 hexes of hex 10.

Game Length: 20 Game Turns.

Terrain - Ignore all Towns.

Victory: Ottomans must control hex 9.

Historical Note: The Battle of Khotyn or Battle of Chocim or Hotin War was a battle held on 11 November 1673, where Polish-Lithuanian Commonwealth forces under hetman John Sobieski defeated Ottoman Empire forces under Hussain Pasha. It reversed the fortunes of the previous year, when Commonwealth weakness led to the signing of the Treaty of Buchach, and allowed John Sobieski to win the upcoming royal election and become the king of Poland. Sobieski successfully used rockets during the battle. The victory allowed him to revoke the unfavorable Treaty of Buchach.

By Kim Meints 3/2/2013

CALUGARENI 1595

Compass Rose Change - East is now North.

First Player-Michael the Brave/Wallachia

6MP,12PP,4MM,10PM,4EP,4LC,12SC,4RC,2MA,2LA,1HA

Stacking 2. Deployment-Within 5 hexes of 6 (but not across the river from 6).

Second Player- Sinan Pasha/Ottoman

Force A-10PP,6PM,6LC,8SC,2RC,2LA,3MA,1HA

Force B-10MP,6MM,6PP,4PM,4LC,8SC,6RC

Stacking 2.

Deployment-Force A: Within 5 hexes of hex 4 (but not across the river from 4).

Force B: Arrives Game Turn 8 from South map edge(old West edge)

Game Length: 20 Game Turns.

Terrain - No hills/slope hexes; No Towns except 8 & 11; No field.

Victory: Ottomans must control hex 11, otherwise a Wallachia victory.

Historical Note: The Battle of Călugăreni was one of the most important battles in the history of early modern Romania. It took place on 23 August 1595 between the Wallachian army led by Michael the Brave and the Ottoman army led by Koca Sinan Pasha. It was part of the Long War, fought between Christian and Ottoman forces at the end of the 16th - beginning of the 17th centuries. An advance Ottoman cavalry force earlier had been pushed back across the River Neajlov by the Wallachian army. Michael deployed his army waiting for the Ottomans to make another crossing attempt which Sinan Pasha did with a 12,000 man force in which the Janissaries used logs & planks to help get across. Heavy fighting raged on when the Ottomans then sent in the rest of their units forcing Michael to retreat in some disarray. A timely counterattack by the Wallachians ended up winning the day.

By Kim Meints 3/2/2013

STRATTON 1643

FIRST PLAYER: Parliamentarians

Units: a) 8MP, 12PM, 1EA

b) 2LC, 2DR, 4RC

Stacking: 2

Deployment: Force a) deploys within 4 hexes of hex 9

SECOND PLAYER: Royalists

Units: 12PP, 8PM, 1EA, 5LC

Stacking: 2

Deployment: Within 8 hexes of hexes 6 or 8, or both.

GAME LENGTH: 12 Game-Turns

VICTORY: Control of hex 9

SPECIAL RULES:

1. The Royalist EA may only fire once in the game. Royalist PMs may only fire once before the enemy EA is captured (see #3 below).
2. The Parliament Player may neither move nor fire during his 1st Player-Turn. In effect, only the Royalist Player has a 1st Player-Turn.
3. If the Parliament EA is captured (D result during Melee Combat), it may be manned by any Royalist PM. Replace it with a Green EA. In addition, any Royalist PM stacked with it at the beginning of any Movement Phase replenishes its ammunition and may fire for the remainder of the game.
4. Starting on Turn 6 the Parliament Player rolls one die. A roll of "1" or "2" indicates he receives reinforcement b) on any clear terrain hex between hexes 13 and 15.

Historical Note: Lord Stamford's Parliament Army had just defeated Hopton's Cornish Royalists, capturing their powder train. They then encamped on a hill and sent most of their Horse on a raid. Hopton rallied and sent his elite pikemen against the Roundhead camp, routing them and confirming the Royalist hold on Cornwall for a year.

By Arthur Hendrick & Lawrence P. Duffield.

WINCEBY 1643

First Player – Royalists: 15HC, 6DR

Stacking: 2.

Deployment: at least 8 hexes south of road junction.

Second Player – Parliamentarians: 1PP, 1PM, 17HC, 2LC

Stacking: 2.

Deployment: at least 10 hexes north of road junction.

Game Length: 10 turns.

Victory: control of road junction at the end of the game.

Historical Note: In the first campaign of the Civil War on 11th October 1643, a Royalist force of 2500 men under the command of a veteran soldier – Sir John Henderson – was sent to relieve Bolingbroke Castle. The Parliamentarians sent 2000 cavalry and a small detachment of foot under the command of Manchester, Cromwell, and Fairfax to halt the Royalists.

Henderson positioned himself on a ridge, then sent his Dragoons to meet the Roundheads who were deployed near Winceby Farm. When Cromwell charged the Dragoons with his troop he had his horse shot out from under him, thus putting him out of the battle.

Meanwhile, Fairfax with a second troop of Cavalry attacked diagonally across the field and the Royalists under Savile, caught on the flank, broke and fled. Many of the retreating men were trapped in a field surrounded by a high hedge where they were cut to pieces. Henderson was forced to retreat.

As Manchester said later - “Our men had little else to do but pursue a flying enemy which they did for many miles.”

This battle convinced Parliament that the man to lead the new model army was Thomas Fairfax.

By John Lee.

FEHRBELLIN 1675

First Player – Swedish

Units – 26PP, 30PM, 6SC, 6DR, 12LC, 9LA.

Stacking: 2.

Deployment: within 3 hexes EAST of the North/South Road; all infantry within 1 hex of road.

Terrain Note: North/South Road from Town 12 to river bridge is a defensive ditch, costing 3 movement points to enter. Towns 8, 10, and 12 do NOT exist for this scenario.

Second Player – Prussian

Units – 12SC, 4DR, 3LA.

Reinforcements: 20PM, 4DR, 6LA.**

Stacking: 3.

Deployment: Anywhere within 4 hexes WEST of the North/South Road.

Game Length: 20 turns.

Victory: Swedish player must exit at least 10 units across the river bridge at the eastern end of the map by Game Turn 20. The bridge is considered BLOWN until Game Turn 10 when it is repaired.

** Starting Game Turn 10 at the beginning of the Prussian Player turn, the Prussian player secretly rolls two dice, adding the total to the number 10. (e.g. 4+3=7, added to 10 equals 17) to give the GAME TURN on which the Reinforcements will arrive.

Needless to say, ignore any dice roll result greater than 10, but throw the dice again with the next turn. Reinforcements will arrive either on the East or West edge at the Prussian player's discretion (if your dice result plus 10 is less or equal than the Game Turn at which you throw, then the Reinforcements arrive that turn).

Historical Note: Swedish forces under Count von Wrangel have made a foray into the territory claimed by Brandenburg-Prussia, and are now withdrawing into “safe” territory. A local detachment of cavalry under Colonel Hanning has cut the bridge over the river directly in the Swedish army's line of advance, to delay their withdrawal. Their immediate pursuers are a moderate force of cavalry with horse artillery under the command of Frederick William I (the Great Elector). Hurrying to his support are a large force of infantry with supporting guns and cavalry. In the historical battle, the Prussians used their cavalry and artillery in a mobile role to attack the flanks of the static Swedish position. Swedish losses were considerable, around 2000 men while Prussian losses were negligible but the Swedes were able to retreat out of Brandenburg.

By Rob Gibson.