

7.1 Events List

27. *"Where is our Reserve I cannot see a single man deployed"*

There has been some confusion in the march to the field of battle and some troops have become detached from the main body of the Army. Your rear most deployed brigade should be immediately removed from the table and held in reserve. Roll a D6 to see when they will appear on your base line in the central position.

28. *"Cease your fire! We are friends!!"*

Randomly select a battalion or Regiment of Horse in either grey or red coats.

In the confusion of the early morning this unit was mistaken for the enemy and fired on by a battalion of raw recruits at point blank range as they deployed from column of march. Roll 1 x DAv and multiply the result by 10. This is the percentage casualties they received during the unfortunate incident.

29. *"Drunk by God, there will be a hanging today!"*

Randomly select a battalion or Regiment of Horse using your preferred method.

There was an enormous amount of looting the night before the battle. One particular regiment was guilty of excess beyond even that expected of a unit on campaign. Their officers have been summarily cashiered and the unit reduced to guard and labouring duties in the army's rear echelons. Remove them from the line of battle immediately they will play no further part in today's action.

30. *"God is with us, fear None but God!"*

If you have a Grand Alliance Army Identify all Scots, Protestant Irish, Swedish or Northern German units and randomly select one. If you have a Bourbon Army identify all Spanish or Jacobite Irish units and select one. Your Pastor/Priest has given a most powerful sermon demonising the enemy and their cause.

If during the battle this unit has the opportunity to engage in hand to hand combat with a unit of the opposite persuasion add +2 to their first round of melee against any enemy if infantry or Kill on 3, 4, 5 or 6 against Horse or Foot in their first round of melee (only if they charge) if they themselves are Horse.

Section 8.0 – Sample Scenarios

8.2 Neerhespen 29th July 1693 (rearguard action after Neerwinden)

Background

When the Allied Army finally cracked at Neerwinden many casualties were inflicted in the pursuit as the retreating troops attempted to escape across the Geete. I have not read any detailed accounts of this action and so the scenario on this page is to an extent conjectural but I would hope, in keeping with actual events.

The Allies are falling back north east and only the most advanced and swiftest French units are in as position to pursue. Many Allied units are still in relatively good shape and are prepared to make a fight of it in a desperate rearguard defence. Being in pursuit the French have no artillery and relatively few infantry. Their force is largely Horse and Dragoons who must choose their moments carefully in terms of attack. The Allies are very disordered, some units are on the march, others have sustained heavy casualties earlier in the battle.

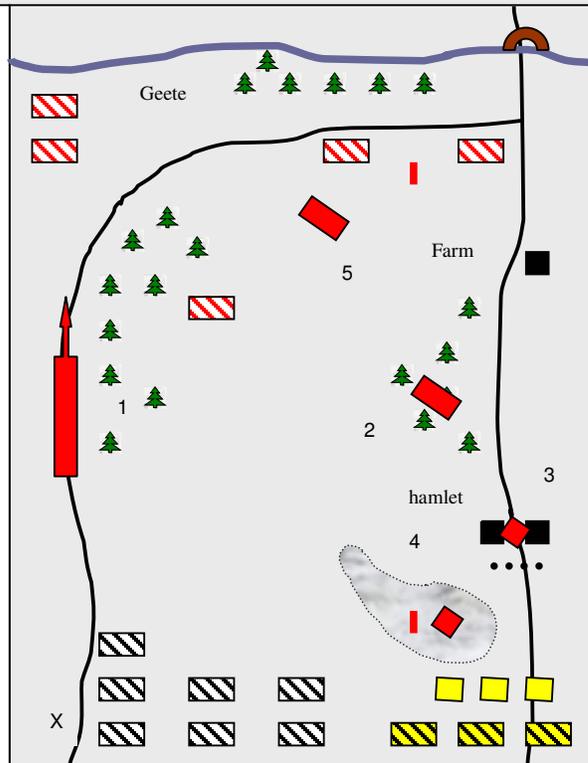
King William knows that he must extricate as many of his troops as possible from the field in order to continue the war against France. There is a bridge over the river by which the swiftest means of escape is open to anyone who can reach it.

Table Set up

I originally played this game on a 10 feet by 5 feet table (length ways). This gave ample opportunity for both sides to achieve their objectives. 8 x 6 feet would also be okay but if you can, go for the longer length. It's amazing how quickly those marching infantry columns can slip away!! The higher ground should be a gentle rise slowing movement by 25%, no disorder. The river is fordable for infantry only using the rules detailed in the *Neerwinden* scenario. Infantry caught in the act of fording are immediately destroyed and their colours taken. Horse must cross by the bridge. The woods cause disorder for infantry moving in them but those stationary at the start of the game are not disordered. They are impenetrable to Horse and guns. They count as soft cover. The hamlet and farm are soft cover except for the gabion line which is hard cover. The bridge should be wide enough to take a march column. The roads add a bonus of 1 x D2 inches per unit per move.

Objectives.

For total victory the French must destroy 75% of all Allied units. For the Allies to win they must hold the bridge, the farm and have at least 5 battalions over the bridge at 50% strength or greater plus two field guns plus 4 squadrons at 75% strength or greater. Any other result you can argue over!



Key

Allied Horse (2 sqdns)		Allied Field Gun	
French Horse (2 sqdns)		F. Dragoons(12)	
French Dragoons (2 sqdns)			
Gabions/earthwork (battalion frontage)			

Order of Battle & Arrivals

The French

Seven regiments of Horse of two squadrons each in three brigades. One brigade of three regiments and two brigades of two regiments. In each brigade one regiment may be ELITE.

Three regiments of Dragoons (mounted) of two squadrons each in one brigade. These

Three battalions of Dragoons (dismounted) each of 12 figures, shown on the map as yellow boxes.

Two brigades of FOOT each of four battalions. This will arrive after 1 x D3 Turns in march column by point X.

Each brigade should have a brigadier and dice for the ability of your C in C. The French can be no worse than Average.

The Alliance

Five regiments of Horse of two squadrons each. One regiment may be ELITE and one may be Cuirassiers (can be the same unit). One of these regiments must also be DRAGOONS. They are deployed as shown on the map.

1. One brigade of three battalions (each must roll $1 \times \text{DAV} \times 10 = \% \text{ casualties from previous action}$). 1 field gun (limbered). These begin the game in march column as indicated on the map – heading for the bridge. They are DISORDERED (cured by stopping for 1 Turn)

2. One brigade of three battalions (each must roll $1 \times \text{DAV} \times 5 = \% \text{ casualties from previous action}$). These begin the game in line in the woods, facing the enemy as indicated on the map

3. One battalion of dismounted dragoons (12) in the hamlet behind breastworks. Counts as supported under ALL circumstances

4. One field gun and one battalion of dismounted dragoons positioned on the high ground as per the map.

5. One Reserve Brigade of Foot of two battalions. Each is VETERAN and at full strength. They can be line battalions or 12 figure Grenadier batts.

Each brigade should have a brigadier and dice for the ability of your C in C.