



Close Files & European Order

XVII

Warfare in 17th century Europe

Game Scenario

Rocroi

19 May 1643

Historical Background

Taking advantage of the recent death of King Louis XIII (14 May 1643) and the turmoil in France as the 5 year old Louis XIV ascended the throne, the Spanish army of Flanders, commanded by the Portuguese veteran Dom Francisco de Melo invaded France. They laid siege to Rocroi on the border with the Spanish Netherlands.

The Duc d'Enghein (later known as Le Grand Condé), led a French army to relieve Rocroi on 19 May 1643. The Spanish besiegers turned to face.

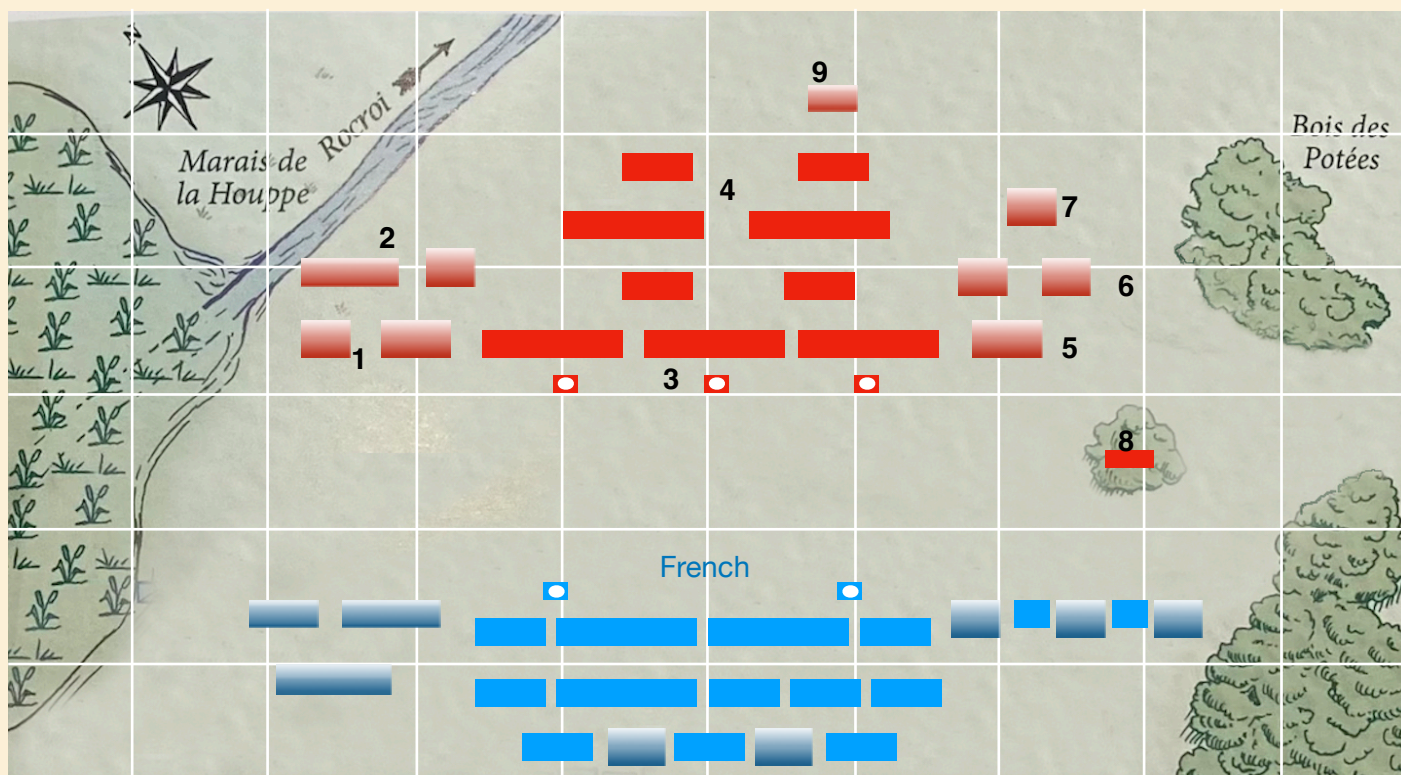
The Spanish had approximately 18,000 foot and 18 guns to the French 16,000 foot, 8 and 12 guns. Both sides had around 8,000 cavalry.



Spanish Brief

De Melo deployed in depth with flanks protected by a swamp on the right and woods on the left. You outnumber the French with approximately 18,000 foot and 18 guns to the enemy's 16,000 foot and 12 guns. You also have a slight advantage in cavalry numbers. What you need to do is to hold your position and prevent the French from breaking through to Rocroi before you are reinforced.

Your native Spanish foot in the front line are the best infantry in the world and should present an impenetrable barrier. The Walloons, Italians and Germans in the rear lines are not as good but are certainly a match for the French who have a reputation for ill discipline. Your horse (Cuirassiers, Arquebusiers and Reiters) are not quite as good as your foot. They are all trained to give fire with pistols or carbines before charging — apart from the reserve lancer-guards. Dragoons may dismount as skirmishers.



10' x 6' table. Numbers 1-9 marked on the map correspond to the numbered brigades or units on the order of battle (next page). The Arquebusiers (8) are hidden in the small woods and do not need to be deployed on-table until they give fire or enemy come within 4".

Spanish Order of Battle

Scale 1:80. One Squadron or Company = 1 base. One battalion = 3 bases

Commanding General: Dom Francisco de Melo, 2 Actions

Right Wing: Ernst, Graf von Isenburg, 2 Actions

1. First Line

- 4 squadrons Mercenary Horse, C Grade, pistols, 2 ranks
- 6 squadrons Alsace Arquebusiers, C Grade, pistols, 2 ranks

2. Second Line

- 4 squadrons Alsace Cuirassiers, B Grade, pistols, 2 ranks
- 4 companies Alsace Dragoons, C Grade. May be mounted or dismounted. Always unformed whether mounted or dismounted.



Centre: Paul-Bernard de Fontaines, Duc de Lorraine, 1 Action (77 yrs old, and in litter)

3. First Line Spanish Foot (3 Tercios, 3 guns)

- Albuquerque/Velandia: 4 pike, 4 shot, A1 Grade (right of line)
- Villalba/Garcies: 4 pike, 4 shot, B Grade
- Castlelvi/Saint-Amour: 4 pike, 4 shot, B Grade
- 3 Medium Guns in front of First line

4. Rear lines: Antonio de Quevado, Subordinate Commander, 1 Action

Second Line, Italian and Burgundian Foot (2 battalions)

- Strozzi: 1 pike, 2 shot C Grade
- St-Amour: 1 pike, 2 shot C Grade

Third Line, Walloon Foot (2 Tercios)

- Prince de Ligne/Ribaucourt, 3 pike, 4 shot C Grade
- Grange/Meghem/Bassigny, 3 pike, 4 shot C Grade

Fourth Line, German Foot (2 battalions)

- Ritberg, 1 pike, 2 shot C Grade
- Frangipani, 1 pike, 2 shot, C Grade

Left Wing: Francisco de la Cueva Duque de Alburquerque, 2 Actions

5. First Line Cavalry

- 6 squadrons Spanish Arquebusiers, C Grade, pistols, 2 ranks

6. Second Line Cavalry

- 4 squadrons German Reiters, C Grade, pistols, 2 ranks
- 4 squadrons Walloon Reiters, C Grade, pistols, 2 ranks

7. Third Line Cavalry

- 4 squadrons Italian Cuirassiers, C Grade, pistols, 2 ranks

8. Foot Arquebusiers: 4 companies skirmishers, C Grade (in woods)

9. Reserve: Under the direct command of de Melo unless released to another general.

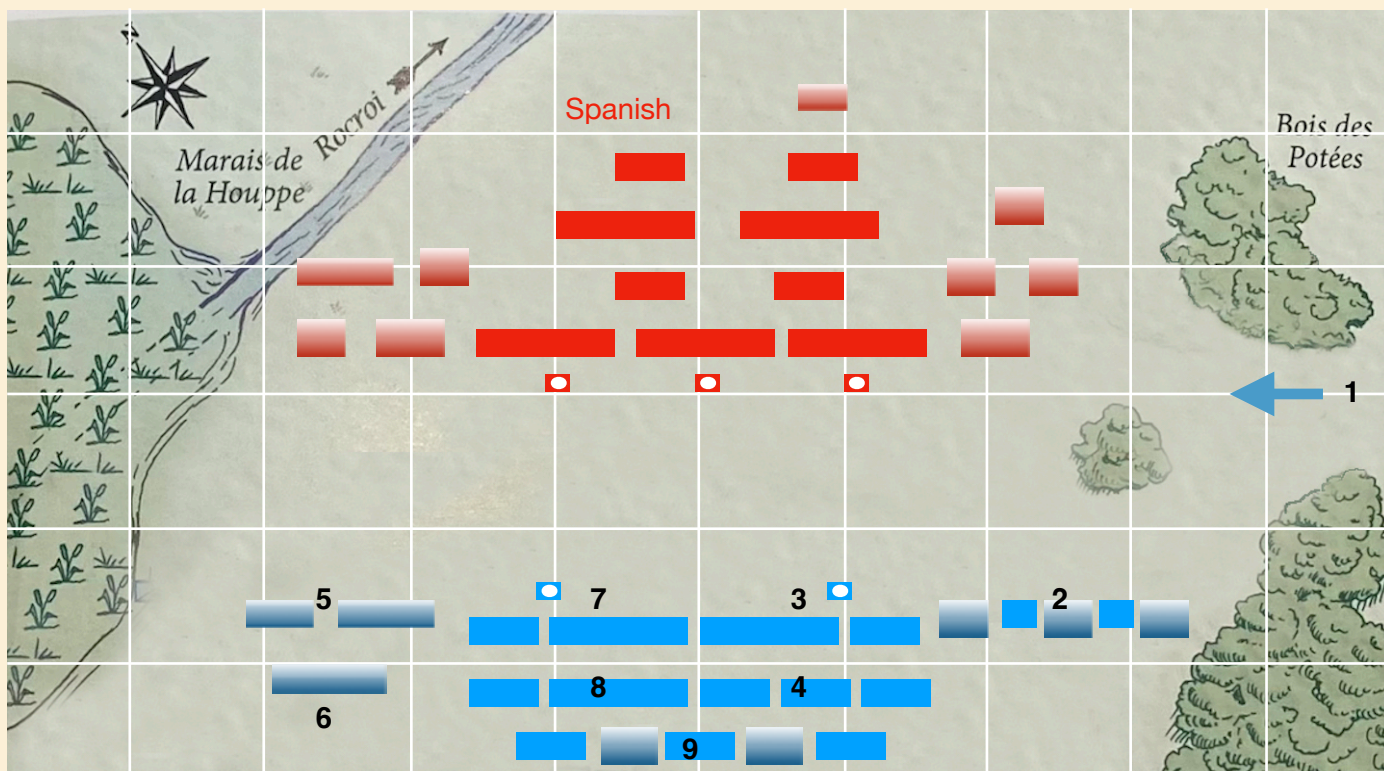
- 3 squadrons Governor General's Lancer Guards, Cuirassiers, B Grade, cold steel, 1 rank

French Brief



You need to break through the Spanish lines to relieve the siege. All the Spanish need to do is to hold their position to prevent a break-through. With their flanks protected by a swamp on their right and woods on their left, the Spanish have deployed in depth with four lines of foot in the centre with horse arranged more or less equally on each flank.

The first line of French cavalry on the right, made their way around some woods to come in behind the Spanish cavalry on that wing to threaten the rear lines of Spanish foot and surround them. To replicate this, your first line cavalry on the right may be initially off table and will dice to appear (1 on map).



Numbers 1-9 marked on the map correspond to the numbered brigades on the order of battle next page. Scale 1:80. One Squadron or Company = 1 base. One battalion = 3 bases

French Order of Battle

Commanding General: *Louis de Bourbon, Duc d'Enghein*, 3 Actions. Directly commanding the second line of the Right Wing *and the Reserve*.

Right Wing: *Jean d'Orleans, Comte de Gassion*, General of the Right Wing, 2 Actions. Initially off table with the first line. The second line on-table commanded in person by Enghein.

1. First Line Cavalry (9 squadrons, 4 companies) *Off-table conducting flank march.*

3 squadrons Royal Regiment, A2 Grade, cold steel.

3 squadrons Kings Musketeers, A2 Grade, cold steel. *May dismount as skirmishers.*

3 squadrons Croat light horse, D Grade, cold steel. *Unformed.*

4 companies commanded musketeers (*unformed skirmishers*), B Grade. *May be broken down into two units of 2 bases each to intersperse between the cavalry, or kept together.*

2. Second Line Cavalry (8 squadrons, 4 companies)

4 squadrons French Cheveau-légers Rochefort, B Grade, pistols. *Two ranks*

4 squadrons French Cheveau-légers Turenne, B Grade, pistols. *Two ranks*

4 squadrons French Cheveau-légers Mazarin, B Grade, pistols. *Two ranks*

4 companies commanded musketeers (*unformed skirmishers*), B Grade. *In two units, each of 2 bases, interspersed between the cavalry.*

Subordinate Commander of Foot: *Marquis d'Espanan*, 1 Action

3. First Line Foot (3 battalions, 1 gun)

Picardie: B Grade (right of line), 1 pike, 2 shot

Rambures & Espagny: C Grade, 2 pike, 4 shot

1 Medium Gun in front of the foot.

4. Second Line Foot (3 battalions)

Roll (Swiss): C Grade, 1 pike, 2 shot

Bretagne: C Grade, 1 pike, 2 shot

La Marine: C Grade, 1 pike, 2 shot

Left Wing: *Henri de la Ferté-Senneterre*, General of the Left Wing, 2 Actions.

5. First Line Cavalry (7 squadrons)

4 squadrons French Cheveau-légers, Persan, B Grade, cold steel, *one rank*

3 squadrons French Cheveau-légers, Condé, B Grade, cold steel, *one rank*

Player may instead choose to use pistols rather than cold steel for one or both units. This must be decided at the start of game and cannot be changed.

6. Second Line Cavalry (6 companies)

6 companies Mazarin's Dragoons, C Grade. *May be mounted or dismounted. Always unformed whether mounted or dismounted.*

Subordinate Commander of Foot: *Francois de l'Hôpital*, 1 Action

7. First Line Foot (3 battalions, 1 gun)

Piedmont: B Grade (left of line) 1 pike, 2 shot

Persan/Guitaud: C Grade, 2 pike, 4 shot

1 Medium Gun in front of the foot.

8. Second Line Foot (3 battalions)

Scots Guards & Hepburn: B Grade, 2 pike, 4 shot

Turenne, C Grade, 1 pike, 2 shot

9. Reserve: *Claude de Lotouf, Baron de Sirot*, 1 Action **(3 battalions, 6 squadrons)**

The reserve is under d'Enghein's command but he may choose to release it to de la Ferté-Senneterre

1st Bn Condé: C Grade, 1 pike, 2 shot

2nd Bn Condé: C Grade, 1 pike, 2 shot

Royal Companies, B Grade, 1 pike, 2 shot

3 squadrons, Mazarin's Gendarmes, A2 Grade

3 squadrons, Scots Gendarmes, A2 Grade



Umpire Notes

It is best to keep the French cavalry flanking action from the knowledge of the Spanish players. To determine when they will arrive on-table have the French throw a D6 on the 2nd game turn, 5-6 they arrive immediately, other result roll again next turn with +1 to die roll for each succeeding turn.

Likewise the deployment of the Spanish skirmishers in the woods should also be unknown to the French. Only reveal their presence if they move or shoot, or if French troops come within 4".

The game is relatively evenly matched and will benefit from several players on both sides. Three Spanish and two French players are ideal but an additional player could easily be accommodated on the French side.



