



Close Files & European Order

XVII

Wayfare in 17th century Europe

Game Scenario

Ardes

June 1657

Historical Background

France is beset with enemies with the Prince of Condé and the frondeurs (rebels) defying the young King Louis XIV's authority while the Spanish take advantage of the king's precarious position to seize the Channel ports.

Out of necessity Cardinal Mazarin has formed an alliance with Cromwell's English and a large contingent of them has landed at Boulogne, commanded by Sir John Reynolds. They have linked up with the French army under Marshal Turenne and, after capturing Montmédy and St Tenant, are now marching to relieve the Spanish siege of Ardes.

Meanwhile, with Spanish funds, James, Duke of York has raised a force of British Royalists in Flanders. The British and Spanish have agreed on a plan to link up and confound the French/Commonwealth plans to relieve Ardes.



The Scenario

Leaving behind sufficient troops to maintain the siege lines, the Spanish Governor General of the Netherlands, Don Juan José de Austria, has moved most of the Spanish forces to take up a defensive position blocking the Franco-English approach to Ardes. There he awaits the Duke of York who is marching to his aid. Encountering the Spanish, Turenne and Reynolds deploy for battle. Their patrols have warned them of the approaching British Royalists but they hope to defeat the outnumbered Spanish before the two forces can link up.

The game is a prelude to the Battle of the Dunes and makes for a good game before all the figures needed for The Dunes have been painted. It can be played as a straight attempt by the Franco-English to break through the Spanish lines to relieve Ardes. Alternatively, a multi-player game could have players with competing objectives to reflect the politics of the time, particularly the uneasy alliance between the French and English (see pp.5-6).



Franco-English Order of Battle

Marshal Turenne (3 actions). Commander in chief, directly commanding the reserve of:

- 3 squadrons Gendarmes (cuirassiers), A2 grade, pistol-firing.
- 4 companies Enfants Perdus (forlorn hope), skirmishers, A1 grade
- 6 companies French Dragoons, D grade
- 1 light gun

Turenne may assign any of the above to any of the other French commanders listed below, or retain them in reserve under his direct command. If he re-assigns they do not all have to go to the same commander.

Le Marquis de Castalnau (2 actions)

- 12 squadrons French horse in 2, 3 or 4 units. B grade, cold steel or pistol-firing, player's choice.

Le Comte de Schomberg (1 action)

- 8 squadrons French horse in 2 units. C grade, cold steel or pistol-firing, player's choice.

Le Marquis de Bellefonde (1 action)

- 2 battalions *vieux régiments* (senior regiments), each 1 pike, 2 shot, B grade
- 6 other battalions, each 1 pike, 2 shot, C grade

Battalions may be combined into regimental units of 2 battalions (6 bases - 2 pike, 4 shot).

Sir John Reynolds (2 actions)

- 6 English Regiments, each 1 pike, 2 shot, B grade.
- 2 squadrons Lockhart's Horse, B Grade
- 1 light gun

Lockhart's Horse may be assigned to one of the French cavalry commands or reserve. Or it may remain under Reynold's command.



French Objective: Attack and break through the Spanish lines.

Spanish Order of Battle

Don Juan José de Austria (2 actions). Commander in chief, directly commanding the reserve of:

3 squadrons Lancer Guards of the Governor General (cuirassiers), A2 Grade, cold steel

4 squadrons Cuirassier Guards, B Grade, pistol-firing.

Don Estevan Gamarra (1 action)

2 Spanish Tercios, each 2 pike, 4 shot, A1 Grade

4 Walloon, Italian or German Battalions each 1 pike, 2 shot, B Grade

4 bases Foot Arquebusiers (skirmishers), B Grade

1 medium gun

1 light gun

The Walloon, Italian or German battalions may be combined into larger Tercio size units of 2 battalions each (6 bases each - 2 pike, 4 shot), or kept as 3 base battalion units.



Don Antonio de Cordoua (1 action)

12 squadrons Arquebusiers (Horse) in 2 units, C Grade, pistol-firing.

James, Duke of York (2 actions)

Duke of York's Regiment: 1 pike, 2 shot, C Grade

Middleton's Scottish: 1 pike, 2 shot, C Grade

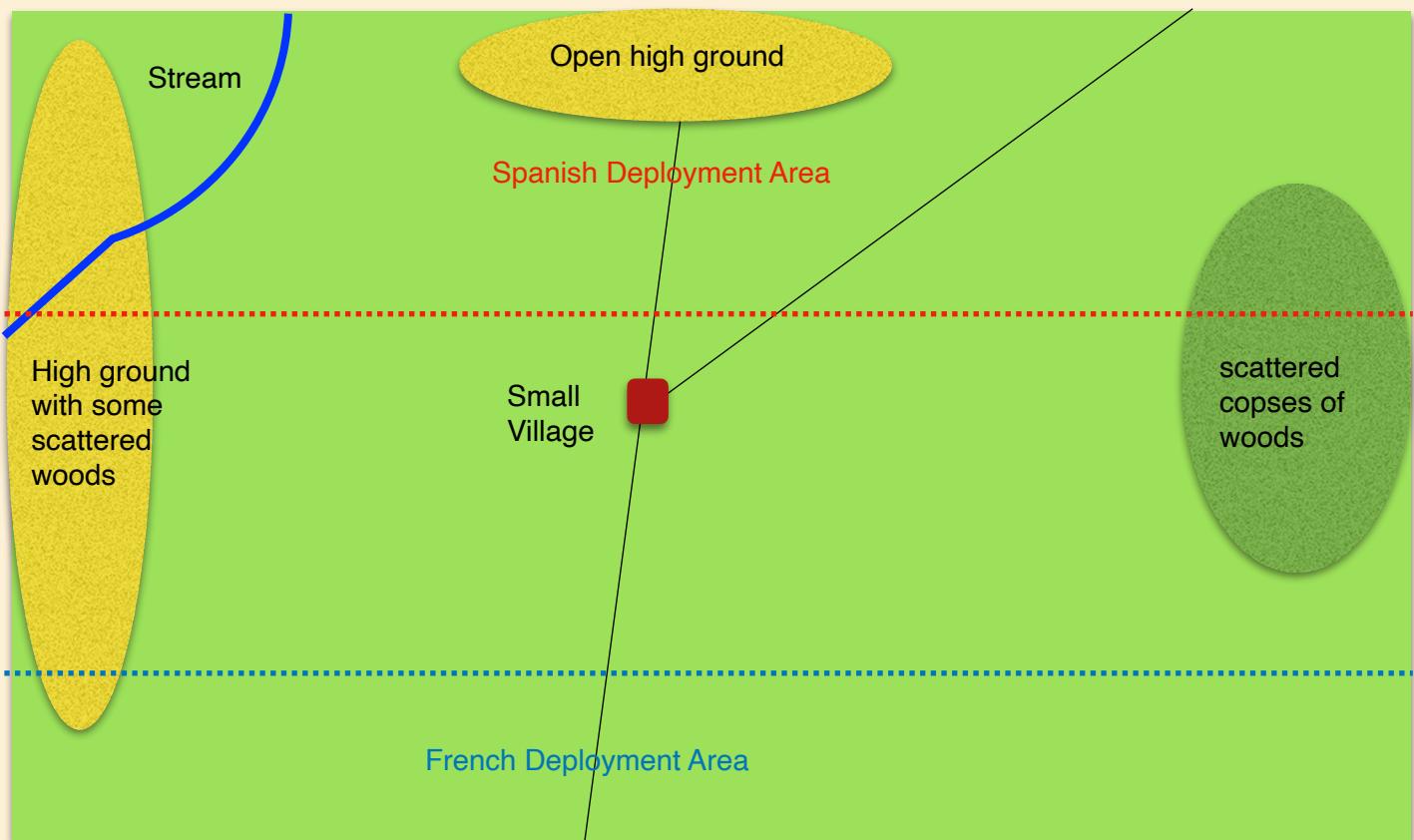
Ormond's Irish: 2 pike, 4 shot, C Grade

2 squadrons Duke of York's Lifeguards, A2 Grade, cold steel.

The foot may be formed as single battalion units of 3 bases each, or combined into 6 base regimental units of 2 pike and 4 shot.

Spanish Objective: Hold the line.

Deployment



The Spanish may set up anywhere in their deployment area on table except for Don Juan with the reserve and the Duke of York with the British.

Don Juan may dice to come on table from the 1st turn, arriving on a die roll of 4-6, +1 to the roll on each succeeding turn.

The Duke of York may dice to come on table from the 4th turn, arriving on a die roll of 6, +1 each succeeding turn.

The French may set up anywhere in their deployment area. They may keep rear lines off table until space has been created by the advance of the first lines. The rear lines may come on table as soon as there is space for them to deploy without needing to dice.



The Duke of York and his Lifeguards



Optional briefings for a multi-player game

It can add great interest to the game if players on the same side have competing objectives to reflect the uneasy alliances of 1657. This is particularly the case on the Franco-English side where the French and English had clear differences. It was also the case that there was dissent amongst the French commanders as to their objectives.

If five players are available then all the following briefings could be used, assuming that Schomberg and Bellefonde will share the objectives of the Commander they are assigned to. The Spanish subordinate commanders will share Don Juan's objectives.

If there are only four players then have two players on each side with all French will support Turenne's objective, ignoring de Castelnau's briefing.

Henri de La Tour d'Auvergne, Vicomte de Turenne.

The English have been pressing you to attack the Spanish because they want the channel ports for themselves. You believe now is not the time to attack as you have not yet gathered all the loyal French troops necessary to assume the offensive.

Unfortunately Cromwell has prevailed on Mazarin to take immediate action and therefore the Cardinal has ordered you to lead the army to relieve the siege of Ardes. In a secret dispatch the Cardinal expressed his desire that you march on the town and make a demonstration. But he wants you to act with caution. If you feel that the odds are against you then you must not commit to the point that you cannot withdraw with your forces still in tact. The whole operation is merely a sop to the English to keep them onside. There are greater battles still to be fought and you cannot afford to lose heavy casualties.

Objective: Break through if possible but not if it causes high French casualties. It does not matter if the English take heavy casualties.

Jacques de Castelnau-Bochetel, Marquis de Castelnau.

You are only 38 years old but you have been a soldier since you were 14. You raised a regiment at 16 and since then you have fought all the King's enemies and have acquired a reputation for valour and tactical innovation. When the young King Louis XIV assumed the throne you remained loyal while many others joined the Fronde rebellion.

You are serving under Marshal Turenne and although you respect the Marshal you feel he is being too cautious. The Spanish forces besieging Ardes are weak and you feel that if you strike quickly you will be able to take the town before the enemy are reinforced. You are also concerned that the heretical English will take the opportunity to seize the channel ports for themselves. You are not happy about the English alliance and you worry that Marshal Turenne, a notorious Huguenot himself, may be too favourable to the English.

You are Turenne's second in command, by virtue of your rank. As such you may choose to command either the right or left wing. You may also ask Turenne that Bellefonde's foot be placed under your command

Objective: break through the Spanish lines and take Ardes for France.

By virtue of his rank, the Castalnau player may decide whether he commands the right or the left wing. Schomberg will command the other wing (supporting Turenne's objective). Otherwise the Turenne player has the final say on deployment and will have to balance the likely competing requests from the Castalnau and Reynolds players.

The Turenne player must also decide whether to release any of the units from the reserve to other commanders. He may also choose to place Bellefonde's foot under Castalnau's command but is not obliged to do so.

Turenne may ask Reynolds to allow Lockhart's Horse to join one of the French cavalry wings or the reserve. If the Reynolds player does not agree they remain under Reynolds' command and must be deployed with the other English.



Don Juan José de Austria.

An illegitimate (but acknowledged) son of the King of Spain, you have demonstrated great skill as a military commander. Only last year you inflicted a crushing defeat on the French at Valenciennes.

Although the French have superior numbers, you are aware of dissension amongst their commanders and their alliance with the English is an uneasy one. This may well give you the edge, as will expected reinforcements raised by the Duke of York from British royalists in exile.

What you need to do is to hold the line and stop the French/English from breaking through to relieve the siege of Ardes.

Objective: Hold the line and prevent any break-through to relieve Ardes.

James, Duke of York.

to lead the Royal army to link up with the Spanish and exact revenge.

Intelligence reports say that the enemy are marching to relieve the Spanish siege of Ardes near Calais. If you get there in time you can change the balance.

Your objective is to prevent Ardes falling to the so-called Commonwealth. The more casualties the king-slayers suffer the better. Your own forces are precious so you must avoid heavy casualties yourself. Better that the town falls than to decimate your army. If it falls to the French rather than the English then you will not be too concerned.

Objective: Prevent Ardes falling to the English Commonwealth.