

ALEA # 25

Unofficial Scenarios for Thirty Years War

Quad (Decision Games)

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The Battle of the Dunes **14 June 1658**

1. Historical Intro.

Quite a few authors identify this battle and not Rocroi as the beginning of the end of the supremacy of the Spanish Infantry in the European battlefields. Nevertheless, the main cause of the Spanish defeat was the poor performance of its commander, the young, lethargic and unimaginative Don Juan José de Austria.

The 27 May 1658 a combined Anglo-French army led by Turenne began the siege of Dunkirk. Don Juan came to the rescue without artillery and leaving behind some of its infantry, despite of the advises of the great general Condé, then serving the King of Spain.

At 0500 hours of the 14 June, Turenne's army deployed to attack. The Spanish deployment couldn't be more incompetent. Seeing the Spanish line of battle, Condé asked the Duke of Gloucester, another general serving the Spanish Crown, if he had ever seen a battle. "No"-was the answer of the Englishmen. "Then" remarked Condé "within half an hour you will see us losing one".

2. The Battle.

The Allied attack began around 0800 hours, led by English infantry commanded by Turenne himself and supported by a considerable artillery fire coming from the Allied positions and from the three English ships anchored near the shore.

The Spanish right flank under Gaspar Bonifacio was strongly entrenched in a hill, but was dislodged of its positions by the enemy assault. Then, the Allied cavalry under Castelnau charged across the beach taking advantage of the low tide thus outflanking the Spaniards that anchored its right flank on the sea.

Meanwhile, in the Spanish left, Condé, after suffering many casualties due to the enemy gunfire, launched up to three cavalry charges against the French right, but the French resisted and refused all Spanish attempts to break its formations.

The final result of the disaster were 1000 deaths and 4000 prisoners for the Spaniards, 400 casualties suffered by the Allied. Most of the Allied casualties came from the English contingent.

3. Initial Deployment.

General Rule: the initial positions of the units are printed on map.

French player moves first.
Game Duration: 7 turns.

4. Special Rules.

Until the 2nd game turn no unit may move to and/or across beach hexes.
Starting with turn 2nd, the French player has 1 artillery unit firing from out of the map (simulates naval gunfire). To calculate the distance to fire, the first coastal hex counts as

if it was two hexes away from target, the 2nd hex counts as distance 3-5, and so on.

Charge rules apply in this scenario.

Crossing Dune hexsides costs one additional movement point for cavalry units.

5. Demoralization Levels.

Apply morale rules of the Nordlingen scenario (18.3.1 and 18.3.3).

Morale Levels:

Spanish Infantry	35
Spanish Cavalry	48
French Infantry	50
French Cavalry	40

If there are no Spanish units in the hill hexes in the Spanish right flank, increase demoralization levels of all Spanish units (cavalry and infantry) by 5.

6. Victory Conditions.

- 1 Victory Point for every enemy combat factor eliminated.
- 10 Victory Points for each enemy leader captured.
- 7 VPs for every captured artillery unit.
- 10 VPs for the player controlling more hill hexes at the end of the game.

The Battle of Montjuich. **26 January 1641**

1. Historical Intro.

The excesses committed by the Spanish and Italian troops garrisoning Catalonia provoked the so called Bloody Corpus Christi (7 June 1640) thus starting the Catalan rebellion: the most decisive battle of it was the battle of Montjuich.

The forces of the Spanish King, after taking Tarragona, Vilafranca and Martorell, were ready to begin the siege of Barcelona, but before they had to take the mountain and the castle of Montjuich that overlooks that city. After suffering a withering fire from the local militia, the attackers reached to the walls of the castle, but the ladders had been left behind and they suffered countless casualties while waiting for them.

Meanwhile, in the plain below the covering force was ambushed. 2000 additional troops began the assault up slope, but a few fanatical defenders sortied from the castle to meet the enemy reinforcements, provoking a situation of disorder. The attackers began to retreat, but the retreat soon turned into a headlong flight.

2 Initial Deployment.

The starting positions for both armies are printed on map.

The Castilian player deploys and moves first.
Game duration: 10 turns.

3. Special Rules.

The Catalan units may enter and leave the castle without additional costs in Movement Points.

The Castilian units must be adjacent to the castle walls to assault it. Each unit must roll before resolving combat: the Castilian unit (s) will be able to attack if they roll a 5 or a 6.

Castle hexes do not exert ZoC.

Ambush.

During any one turn per game, (Catalan player choice) all the Catalan units double its Combat Factors but only for Attack.

Units defending in Castle and fortress hexes double its Combat Factors.

4. Demoralization Levels.

Apply the Nordlingen demoralization rules (18.3.1, 18.3.3).

Levels:

Catalan Cavalry	40
Catalan Infantry	60
Castillian Cavalry	40
Castillian Infantry	50

5. Victory Conditions.

Standard rule: each player receives 1 Victory Point for each enemy Strength Point eliminated.

- 15 VPs for each eliminated enemy leader.
- 5 VPs for each fortress controlled at the end of the game.
- 25 VPs for the side with most units inside the castle at the end of the game.