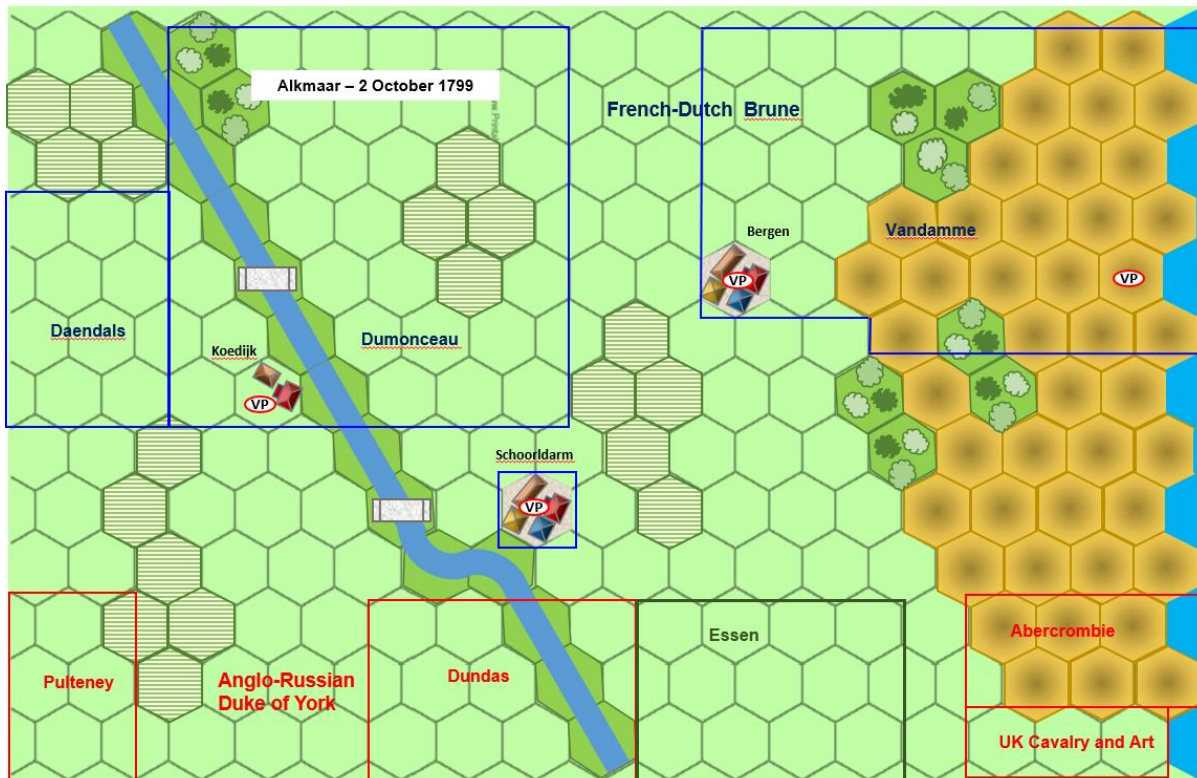


Battle Of Alkmaar - 2 October 1799



Standard Map Symbols

	River/stream		Sand Dunes
	Hillside		Woods on a hilltop
	Hill top		Woods on the flat
	Rough Ground [fields, vineyards etc]		Towns
	Impassable cliff edges		Defensive Works
	Swamp		Major River
			Bridge

Note: Only full hexes can be entered by stands

Background

A joint British Russian task force under the Duke of York had landed in Holland hoping to knock the Dutch out of their alliance with France. The first attempt by the Anglo-Russians to take Bergen had failed. The Dutch had now inundated the low lying fields limiting the attack opportunities of York to a coastal strip around Bergen leading to Alkmaar. Along this he duly attacked. His right flank was dominated by the 'dunes', a large area of sandy wasteland edged by the sea.

Organisation

The French have three corps for activation purposes. The Allies have four corps

Terrain

All of the 'fields' are waterlogged polders, wet muddy paddocks. They are difficult going. The sand dunes are difficult going. The river is a deep drainage channel [dyke] which is impassable terrain other than at bridges. Bergen and Schoorldarm are both urban areas for combat. Koedijk is just a small village which has no effect on combat but can have a few houses for scenic purposes.

Set Up

The deployment areas for each corps are shown on the map. Units are set up anywhere in their corps deployment area including half hexes at the side of their deployment box [but not the half hexes at the edge of the board, these are always off limits]. When valid half hexes are in the deployment zones of two corps either corps can be deployed in that hex. The French-Dutch deploy first. Dumonceau can place one infantry unit in Schoorldarm. Units deployed in Schoorldarm and Bergen can commence in garrison. No other units commence prepared or in reserve status. The French-Dutch have 3 sets of entrenchments they can place in their deployment area. These cover two hex faces each and only one can be placed in each hex.

Victory Conditions

The French-Dutch army will not break, even if they have passed their morale break point, unless the Anglo-Russians have also captured two of the Victory Points; Bergen, Schoorldarm, the coastal victory hex, or Koedijk.

If neither side breaks the battle the Anglo-Russian army wins if it has captured three of the Victory Points. Any other result is a French-Dutch victory.

Allied	1	3	5	7	9
French	2	4	6	8	10
Allied	11	13	15	17	19
French	12	14	16	18	20
Allied	21	23	25	27	29
French	22	24	26	28	30

FRENCH REVOLUTIONARY WAR - HEX BATTLE

French-Dutch Units	Corps	Elan	Traits	Move
Brune			Units 21 - Morale 7	
Daendals	DD1		First Batavian Division	
Dutch Line x 1	DD1	6	Sk, Art attached	2-1
Dutch Line x 3	DD1	6	Sk	2-1
Dumonceau	DD2		Second Batavian Division	
Dutch Grenadiers x 1	DD1	7	Sk, Steady, Shock	2-1
Dutch Line x 2	DD2	6	Sk, Art attached	2-1
Dutch Line x 4	DD2	6	Sk	2-1
Dutch Cavalry x 1	DD2	6	Shock	4-2
Vandamme	FD		French Division – Inspiring +1	
French Line x 2	FD	6	Sk, Art attached	2-1
French Line x 5	FD	6	Sk	2-1
French Dragoons x 1	FD	6	Shock	4-2
French Artillery x 1	FD	Foot	5 4 4 3 2 2	2-1

Allied Units	Corps	Elan	Traits	Move
Duke of York			29 Units – 10 Morale	
Abercromby	RC		Right Column	
British Guards x 1	RC	7	Steady, Shock, Firepower, Art attached	2-1
British Guards x 1	RC	7	Steady, Shock, Firepower	2-1
British Light x 1	RC	6	Steady, Sk, Firepower	2-1
British Line Inf x 3	RC	6	Steady, Firepower	2-1
British Line Inf x 1	RC	6	Steady, Firepower, Art attached	2-1
British Light Cav x 2	RC	6	Shock, Impetuous	4-2
British Artillery x 1	RC	Horse	4 4 3 2 2	3-1 Mobile
Essen	RCC		Right Centre Column	
Russian Grenadiers x 1	RCC	6	Steady, Shock, Art Attached	2-1
Russian Grenadiers x 3	RCC	6	Steady, Shock	2-1
Russian Line x 1	RCC	6	Steady, Art Attached	2-1
Russian Line x 3	RCC	6	Steady	2-1
Russian Light Cav x 1	RCC	6		4-2
Russian Cossacks x 1	RCC	4		4-2
Dundas	LCC		Left Centre Column	
British Guards x 1	LCC	7	Steady, Shock, Firepower	2-1
British Line x 1	LCC	6	Steady, Firepower, Art attached	2-1
British Line x 3	LCC	6	Steady, Firepower	2-1
Pulteney	LC		Left Column	
British Line x 1	LC	6	Steady, Firepower, Art attached	2-1
British Line x 3	LC	6	Steady, Firepower	2-1
Russian Line x 1	LC	6	Steady	2-1