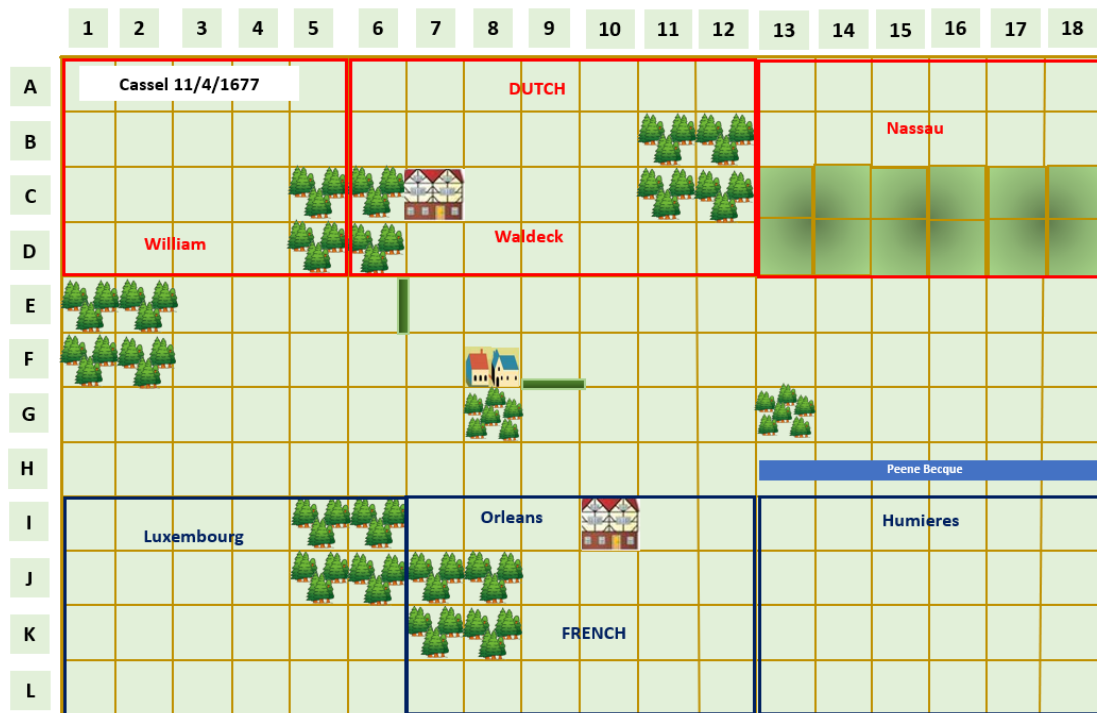


BAROQUE SCENARIO FOR SQUARES

Franco-Dutch War - Battle of Cassel 11 April 1677



Background

The French were manoeuvring to capture more Dutch towns before a peace treaty came into effect. William of Orange attempted to block their advance. Eventually the two armies clashed near Cassel, 30km south of Dunkirk.

Terrain

- The Peene Becque stream is fordable anywhere, use the standard fording rules for crossing it. [3.1.2]
- C7, F8 and I10 are built up areas.
- The darker green squares represent areas of higher ground.
- The hill edge squares are gentle slopes and provide cohesion test benefits to a unit being attacked in them from lower [lighter green] squares. Units on the flat can only fire one square into a hill, and units on the hills can only fire out if they are in a hill edge square.
- The woods are wooded squares.
- The thick green lines represent hedges, they are linear obstacles.

Deployment

Units deploy in the deployment boxes shown on the map. The Dutch deploy first and then the French. Baggage can be deployed anywhere in the deployment areas of the respective army. The baggage of both sides is considered to be fortified.

The Duke of Luxembourg is Expert and the other French commanders are Reliable, and the Command Structure is Good. This allows a command range of 4 squares.

The Dutch commanders are Reliable, and the Command Structure is Good. This allows a command range of 4 squares.

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Dutch – William of Orange		
Left Flank - Nassau	Centre - Waldeck	Right Flank - William
1 TR - Veteran Horse 2 TR - Horse 1 DR - Dragoon	1 TR - Veteran Horse 1 P&M - Dutch Guard 6 P&M - Foot 2 Artillery	3 TR - Horse 1 DR - Dragoon

French – Duke of Orleans		
Left Flank - Luxembourg	Centre – Orleans	Right Flank - Humieres
3 GA - Gendarmerie 1 DR - Dragoon 1 P&M – Foot [Iron Officers]	1 TR - Maison Du Roi 4 P&M - Foot 1 P&M – Guard 1 T - Fusiliers 1 S - Grenadiers 2 Artillery	3 GA - Gendarmerie 1 DR - Dragoon 1 P&M – Foot [Iron Officers]

Scenario Rules

Ignore Rule 2.5.1.1. Neither side can willingly withdraw Units from the battlefield.
Reduce the maximum range of Muskets to 3BU [3 squares]. At 3BU if the number of firing dice is reduced to 0 or lower you cannot fire.

Victory Conditions

Victory is determined by unit point losses alone, there are no terrain points of importance.

ARMY LIST

Dutch Stands	M	VBU	I	D	VD	Notes
TR – Veteran Horse	2	6	2	B	3	PB Pistol
TR – Horse	2	5	2	B	3	PB Pistol
DR – Dragoons	2	5	1	B	2	Musket
P&M – Dutch Guard	1	6	1	A	3	Pike, Musket, SM-1, Hardened
P&M – Dutch and Spanish	1	6	1	B	3	Pike, Musket, SM-1
ART - Artillery	1S	1	0	B	1	Art B
French Stands						
GA – Gendarmerie	2	6	4	B	3	
TR – Maison Du Roi	2	6	3	B	3	PB Pistol, Motivated
DR – Dragoons	2	5	1	B	2	Musket
P&M – Guard	1	6	1	A	3	Pike, Musket, SM-1, Hardened
P&M - Foot	1	6	1	B	3	Pike, Musket, SM-1, Salvo
T - Fusiliers	1	5	1	A	3	Musket
S - Grenadiers	2	3	1	B	1	Musket, Grenades
ART - Artillery	1S	1	0	B	1	Art B,

BAROQUE SCENARIO FOR SQUARES

Victory Point Chart.

This helps to keep a running tally which can be added to the points of the exhausted units on the board and a captured baggage or other terrain features as specified in the scenario.

Dutch	No.	VD	TP	Stands Lost	VD Lost
TR – Veteran Horse	1	3	3		
TR – Horse	6	2	12		
DR – Dragoons	2	2	4		
P&M – Dutch Guard	1	3	3		
P&M – Dutch and Spanish	6	3	18		
ART - Artillery	2	1	2		
			42		

French	No.	VD	TP	Stands Lost	VD Lost
GA – Gendarmerie	6	3	18		
TR – Maison Du Roi	1	3	3		
DR – Dragoons	2	2	4		
P&M – Guard	1	3	3		
P&M - Foot	6	3	18		
T - Fusiliers	1	3	3		
S - Grenadiers	1	1	1		
ART - Artillery	2	1	2		
			52		