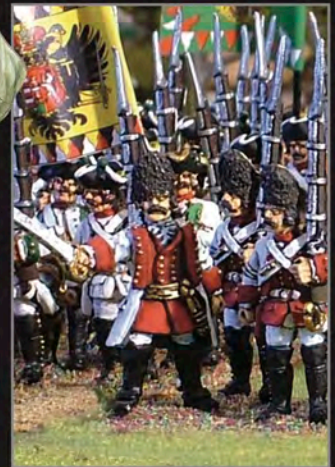


Black Powder[™]

The Last Argument of Kings



Fighting Black Powder Battles in the 18th Century



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FRENCH GENDARMES ADVANCE



FRENCH DEFEND A VAUBAN FORTRESS



WAR ON THE FRONTIER

*Black Powder*TM

The Last Argument of Kings

Being a Much admired Wargames
Supplement for the *Black Powder* rules
detailing the Wars in Europe and the
Colonies of the 18th Century.

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"It is one thing to sit down at a writing table and cold-bloodedly investigate what did happen and what should have happened at a battle. It is something altogether different to draw up a scheme for a battle on the actual field, to put it into effect and to improve and amend it when all the passions are racing"

Tempelhoff 1783

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Introduction



Welcome to *The Last Argument of Kings*, a supplement for Warlord Games' *Black Powder* rules that covers the period of warfare from around 1700 to the end of the Seven Years' War, an era when all of Europe seemed to be at war at one time or another. For the wargamer, few other periods provide such a wide variety of troops (from Highlanders to pandours, sepoys to Native Americans, Prussian grenadiers to Turkish janissaries), fighting in such a wide variety of locations (from the snows of Sweden to the Caribbean, from Russia to the Americas, from Flanders to Constantinople).

This supplement provides a potted history of each of the main conflicts along with an overview of the armies that each of the main protagonists fielded, and suggests how to replicate these forces on the battlefield using the *Black Powder* rules. Within these pages, you will find army lists designed to capture the flavour of this period's armies and to reflect how they fought historically, as well as special rules that represent the unique nature of eighteenth century warfare.

This book also includes a variety of scenarios that allow you to recreate the most famous or dramatic conflicts of this era. Each presents players with a different challenge, and they have been selected to best represent the strengths and weaknesses of the armies involved. Even if you do not intend to set your games during, for example, the Great Northern War or the Austro-Turkish Wars, these scenarios can all be adapted to suit any war fought during this period and will provide interesting and challenging games.

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ENGLISH FOOT GUARDS – HUZDAH!

Warfare in the Age of Reason

The beginning of the eighteenth century saw a huge change in how wars were fought. The first and most dramatic development was the universal use of the musket by professional European armies. This change in weaponry demanded a complete rethink of the tactics employed on the battlefield by all three arms of infantry, cavalry and artillery. This was an age of experimentation, when new ideas could lead to sweeping victory or crushing defeat. By the time of the Seven Years' War, in the middle of the century, the practice of linear tactics had reached their zenith, with practically all European armies organising and training along similar lines to an agreed set of principles.

This chapter provides a general introduction to early eighteenth century armies, how they fought and how they were led. It is not intended to be exhaustive, but rather to be a gentle introduction and also to rationalise some of the special rules you will see later in this book that will give this period its unique flavour. As you will see, this is an age of poor command, ponderous manoeuvre, pistol-firing cavalry and ineffective artillery. Anyone approaching these battles as 'Napoleonics with tricornes' will quickly come a cropper.

Generals and Command

In these days of professional army officers and generals it seems strange to us that in the eighteenth century the lives of thousands of men could be placed in the hands of a complete buffoon. Such was often the case, however. High rank in all European armies owed more to birth and social standing than to competence or ability. The British army retained its tradition of selling commissions until the end of the century, whilst in the French army certain youths of noble birth were given rank automatically because of who they were. Duffy notes that "the young men from powerful court families could reasonably expect to become subalterns at around fifteen, captains at eighteen and colonels at twenty-three."

Marshal Saxe had to put up with many such generals: "Because of their high birth, the princes of the blood automatically claimed the high rank of lieutenant general...the incapacity of four of them was general knowledge." The Comte de Clermont was so incompetent that Louis XV forbade him from giving any orders to the troops of his brigade, while the Comte d'Eu was not allowed to interfere with the deployment of the artillery

that he commanded! Other armies were not well served either. The Dutch general, Schlippenbach, says of his colleagues that "Of the four major generals commanding the Dutch cavalry, one was so old he could hardly sit a horse, a second was of such unwieldy proportions that he gave his orders from the window of a berlin, another was such a hypochondriac that at times he was out of his mind, while the fourth was an invalid."

Prussia was the first army to promote on ability, but even here Frederick liked all his officers to be from noble families. That said, this was the best army to get promoted within if your ability was greater than your lineage. However, this age also produced some of the greatest generals ever to command an army. Chief amongst them must be John Churchill, 1st Duke of Marlborough, who surely has a claim to being Britain's best ever general. The age also produced Frederick of Prussia, Prince Eugene of Savoy, Marshal Maurice de Saxe... The list could go on and on.

The point is this: armies in the early eighteenth century were still semi-feudal, and command lay with those who were born to it or could afford to buy into it. Some of these commanders were exceptional and were capable of great things. Most did their best. Some were buffoons. Do not expect all of your miniature brigade commanders to perform well or do as they are told. You have been warned.

Raising & Training Your Regiment

So if you imagine you are a member of a noble house who has the funds and the necessary permission from the king to go about the raising of a regiment, how would you go about it? It is widely held that all the soldiers in the armies of the eighteenth century were the dregs of society, the "scum of the earth" as Wellington rather famously described them. It is often said that men were forced into service by the press-gangs or that the prisons were swept of undesirables who were put into uniform. Nothing could be further from the truth. In most armies, the troops were volunteers to a man. It is true that some volunteered due to hunger or unemployment – a life in the army offered them the only real alternative to death in poverty. However, for the average eighteenth century youth, the army offered three square meals a day, clothes on your back and a roof over your head, all of which, in those hard times, were far from certain in civilian life.



"The brutal Comte de Lugeac drew up the Grenadiers a Cheval, of whom he was in command, and addressed them, 'Gentlemen. I am aware that a number of you have conceived some grievances against me. If anyone has a genuine cause for complaint, let him step forward and I will be ready to hear him.' At that the company moved forward almost as one man. Lugeac cried halt and hastened to begin the drill."

Story related in Duffy, *Military Experience in the Age of Reason*

The army also offered, to those of a more adventurous nature, the opportunity for travel, to see the world and not toil all your life and die in the same village in which you were born. Those who stepped up to take the king's shilling included tradesmen, such as blacksmiths, cobblers or tailors, who could continue to practice their skills for their comrades or their regiment to supplement their meagre wage. Of course, there were pressed men and conscripts in European armies, especially in the Prussian army as it struggled to replace its casualties as the Seven Years' War dragged on. However, these men were not always welcome, as they were the first to desert and were not brave under fire. They were often the first to be discharged when peace returned.

The age of the men in the ranks varied wildly. Drummer Christopher Kearney was just eleven as he marched into battle in 1745 with Lally's Irish Regiment, whilst Private John Tovey of Monro's 37th Foot was fifty-nine when he had his jaw shot away at Culloden in 1746. For many, the army became their life, and they could imagine no life outside it. Indeed, in the Russian army, enlistment was for life! There was no workable pension scheme to look forward to in any of the European armies at the time. Although some enlightened establishments existed (Les Invalides and the hospital at Chelsea) it was for the lucky few, with most injured or old soldiers reduced to a beggar's life when they left the army. Some armies did try to look after their own, and invalid battalions existed that were used for garrison duty or overseas.

Pay was poor, especially after stoppages were removed for clothing and equipment. The French army allowed its soldiers to hold another job during times when it was billeted, as long as they were back in camp by nightfall. Others were less fortunate, especially if posted overseas, but soldiers in every army always found a shilling or two to get drunk when the opportunity presented itself. Some things, as they say, will never change.

Having found your 500 or so likely lads, clothed them in bright

uniforms at your own expense and issued them musket and ball, what next? Training was not standard in any of the European armies until at least the middle of the century. How each battalion manoeuvred, marched and prepared for battle lay entirely at the discretion of its colonel. Words of command were often different, whilst in some armies, such as the Austrian, they were not even in the same language! It is interesting to note that the British order, "Make ready! Present! Fire!" did not include the word "Aim!" as this was not considered necessary or desirable – volume of shot was more important than accuracy.

Usually, a few NCOs with some experience were recruited to drill the men into shape. These were often veterans of other regiments, brought in to stiffen the ranks. It would be wrong to assume that just because a regiment carried the title 'Guards' or 'Grenadiers' that it was automatically better than its line equivalent. Units such as the Gardes Francais, for example, were recruited from the districts of Paris and had no special training. Only their expensive uniforms told them apart from the normal fusiliers, and their performance was sometimes dubious at best. Grenadier companies within battalions were made up from the bravest, most experienced or steadiest men, and, as a result, composite grenadier battalions (the grenadier companies of a number of different battalions brought together in a single battalion) were better than their line equivalent and were often given the toughest jobs to perform.

So having drilled your men, identified your NCOs, and selected the most reliable men to be in your grenadier company, it is off to war you go!

Going to War

Warfare in Europe during the eighteenth century consisted more of complex marching and counter-marching than it did actual fighting. The various kingdoms and states had too much invested in their armies to risk losing them on the battlefield.

Who's afraid of General Wolfe?

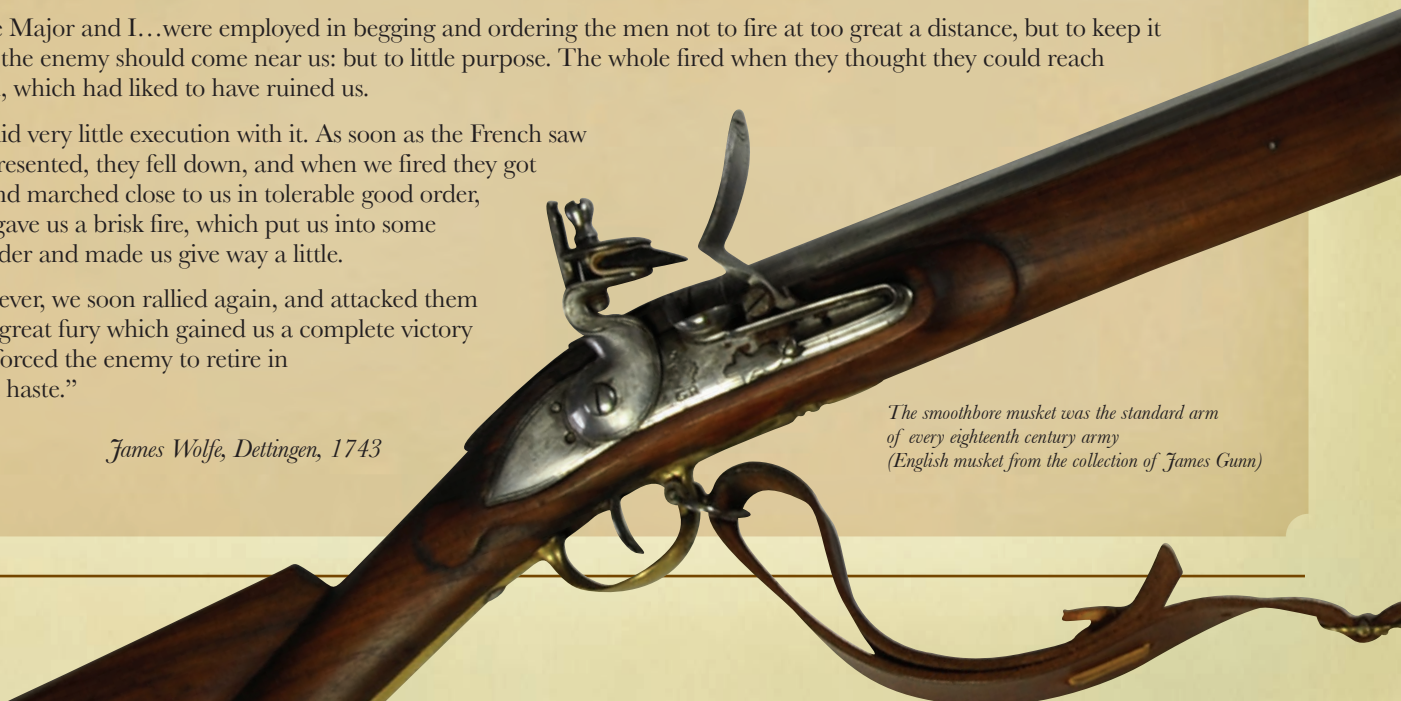
"The Major and I...were employed in begging and ordering the men not to fire at too great a distance, but to keep it until the enemy should come near us: but to little purpose. The whole fired when they thought they could reach them, which had liked to have ruined us.

We did very little execution with it. As soon as the French saw we presented, they fell down, and when we fired they got up and marched close to us in tolerable good order, and gave us a brisk fire, which put us into some disorder and made us give way a little.

However, we soon rallied again, and attacked them with great fury which gained us a complete victory and forced the enemy to retire in great haste."

James Wolfe, Dettingen, 1743

The smoothbore musket was the standard arm of every eighteenth century army (English musket from the collection of James Gunn)



Rather, the generals marched their armies around in a constant battle of wits and manoeuvre, taking towns and fortresses and cutting supply lines until one or the other army was forced to retreat. Generals such as Frederick, Marlborough or Eugene were unusual in their desire for battle to quickly end a campaign. Some generals could have very successful careers without ever once taking the field of battle.

And what a lot of troops they had to march around! It was calculated that during the Seven Years' War, each battalion in Prince Ferdinand's army in Germany had six military wagons to carry food, spare arms and equipment, and was allowed to press a further four from the countryside should it need to carry extra blankets or equipment. The four-horse army wagons combined with the officers' chargers and battalion horses meant that 113 horses accompanied every battalion. Behind the battalions came the field hospitals, the field bakeries with their mobile ovens, as well as the provision train of 900 six-horse wagons and all the camp followers and traders who brought their own wagons and horses. Combined with the cavalry, it was estimated that Ferdinand had with him 56,000 horses to move and supply his army, and his was the smallest force taking part in the campaign that year!

Things were not helped by the generals, lords and royalty commanding the armies, who inevitably brought with them all the baggage and attendants they felt they needed to live the life to which they were accustomed. When Louis XV entered the field at Fontenoy in 1745, it was with "chamberlains, gentlemen in waiting, Swiss Guards, almoners, provosts, masters of ceremony, valets de chambre, barbers, tailors, cooks, chaplains, physicians, surgeons, apothecaries and even the Royal Clock-winders" – all of whom would need food and tents.

As the army approached the field of battle, it generally moved with great slowness, as the battalions and brigades jostled into position and deployed from columns into lines. Kit and

equipment was left with the wagons, wives and girlfriends were kissed goodbye as they retreated to the rear, and the NCOs bullied and bawled at the men to get them into position.

The Infantry Battle

In the seventeenth century, infantry of all nationalities had carried the pike as its primary weapon, supported by increasing numbers of firearms. As the enemy approached, firearms were discharged before the musket men retired, leaving the *mêlée* to be decided at 'push of pike'.

The increased effectiveness, both in the accuracy and rate of fire, of the flintlock musket led to most armies doing away with the pike altogether (with some notable exceptions, such as the Swedes). Instead, firepower was now to be the order of the day. It was the army that could bring the most muskets to bear firing accurately and rapidly that would win the day. This is the ideological point where our period begins, when black powder began not only to dominate the battlefield physically, but also military thought. There were those who still advocated the use of the bayonet, such as Marshal de Saxe, but these became the voices in the wilderness, with most other military doctrine emphasising firepower as being the battlefield winner. Broadly, the doctrine was as follows:

1. Form your troops into a line facing the enemy

Forming from a column of march into an organised line was the most difficult of early eighteenth century manoeuvres. By the start of the Seven Years' War, the Prussian army had perfected the technique and could form lines for battle on the head of their columns almost without missing a step, whilst their enemies would still be milling around in disorder. At Fontenoy in 1745, it took the British army three hours to form from column to line in order to attack the French positions, all the while under artillery fire!





EARLY ALLIED FIRING LINE (SCOTS AND DUTCH TROOPS)

Whilst it was recognised that placing your troops in a line was the best way to bring as many muskets to bear as possible, how many ranks of soldiers should make up this line was the subject of heated debate throughout the century. Some nations, such as the British, practised a two or three rank system, with the front rank kneeling and reserving its fire, whilst the other ranks took it in turns to fire and reload. The French, certainly in the early part of the century, had as many as four ranks. In this case, the front rank would kneel (and subsequently lie down to reload), the next rank stoop, the next stand, and those behind would fire through the gaps between their comrades in front.

This inevitably led to friendly fire incidents. An Austrian officer noted, "Our troops kept up an orderly and aimed fire. Yet many a brave lad fell dead of wounds inflicted from the back, without ever having turned tail to the enemy...it transpired that these mortal wounds had been delivered by men of the rearward ranks who carelessly mishandled their muskets in the heat of the fire." It was for this reason that the kneeling rank generally reserved its fire until absolutely necessary. Having fired, these men were in no hurry to stand up to reload!

2. March your line up to the enemy line

This was done by 'advancing the colours'. The colour party, bearing the regimental or company flags, would march several paces out in front of the line. All those on the left of the colours would look slightly to their right, so they could see the colour party, whilst those on the right would look left. Using the colour party as a guide, the line would advance, keeping pace and distance with the colours.

Of course, it was not as easy as this. There was clearly a lot of pushing, with both sides of the line tending to drift towards the colours, inevitably leading to 'bunching' in the centre. This was made worse when under fire, as gaps in the line were to be filled (in theory) by the ranks behind. In less well-disciplined armies, men were understandably loath to fill a gap just created by a friend who has just had his head carried away by round shot. The response to the NCOs' cries to "Close up!" was to do just that, with the files moving together, again causing men to 'bunch' around the colours. This meant that invariably, the advancing line had to be regularly stopped to reform. Well-

disciplined armies, such as the Prussians, could maintain their ranks and files whilst advancing under fire to the point where they would stop and give effective return fire. Less well-trained armies would more easily become disordered under fire, often having to stop to reorder their ranks.

This delay prolonged the time the troops spent under fire and so further disrupted their lines and eroded morale, eventually forcing them to retire or break in flight. One general wrote, "Is it credible that, having sustained several volleys from the enemy, a battalion will be in any condition to open fire when it finally desires to do so? Will it be in any state to withstand a charge, or launch a charge of its own against a fresh and intact enemy?"

3. Firing at the enemy

Having marched your brave chaps across the open ground under constant artillery fire, your line would eventually arrive within a few hundred paces of the enemy line. The men would then raise up one arm, bent at the elbow to create the necessary room to fire. They would then wait for the order. The flintlock musket had an effective range of 450 paces or 300 yards, but would be unlikely to hit the proverbial barn door at this range. The best results could be obtained at distances of 100 yards or less, with real execution being done at 75 paces or 50 yards.

At the command "Load", the private brought his weapon down from his shoulder and held it suspended across his chest with his left hand while he pulled the lock back to the half-cock position with his right. Reaching into his cartridge box, he would pull out a cartridge, a twist of stiff paper containing a lead ball weighing just over an ounce, and seven drams of black powder. Biting off the end furthest from the ball, and tasting the bitter charcoal, he would shake a little of the powder into the pan of his musket, close the pan and drop the butt of the musket to the ground. He then poured the remainder of the powder down the barrel, followed by the ball and finally the paper (which prevented the ball rolling out of the barrel again). Taking his wooden (or, as the century progressed, iron) ramrod from its position below the barrel, he would ram home the ball and wad to seat it securely. Looking along the line he may very well see old veterans knocking the butt of their musket firmly on the ground, rather than draw the ramrod, to save time. He would then replace his ramrod and return his musket to his shoulder.

Beginner's Luck

Frederick the Great was once dissatisfied with the performance of his artillery. He dismounted, adjusted the aim of a cannon and hit the target with the first round.

"There you are," said the king, "you don't bother to aim properly."

When a veteran gunner asked if the king could show them again, the king lined up the cannon again, but this time the ball followed a completely different path!

At the command "Present", the soldier would point his musket at the enemy. NCOs would shout at the men to aim low, usually around the knees, as the kick of the musket would cause the barrel to rise dramatically and inexperienced units often fired their shots well over the heads of the enemy. The final command would be "Fire", or in the early days "Give Fire", after which, in the blinding white smoke and noise of the other ranks or platoons firing in order, the private would go through the loading process again. Well-trained units could expect to fire two or three rounds a minute.

The first shot given by the line was widely considered to be its best. This was the shot loaded carefully whilst in camp and fired with new flints. Prolonged firefights led to a breakdown in fire discipline, blunted flints, and badly loaded weapons being fired through a pall of gun smoke. For this reason, the 'first fire' was husbanded by colonels, with some even believing that the army which fired first would lose the fight, as it would allow the enemy to advance closer to give their first fire.

The distance you chose to give fire at was not always your choice, however. Panic would often take hold in even the most disciplined of armies, with the soldiers giving fire at long range or even before the enemy appeared. A French observer with the Prussian army noted how "at Hohenfriedberg, part of the left wing opened fire without seeing anything of the enemy – the spring was wound up and platoons on the right and centre loosed off, and the others followed in a mechanical way." This was the reason why soldiers advanced with their musket upright against their shoulder. Those who advanced with their musket levelled facing the enemy were prone to fire too soon (and often accidentally shot or stabbed the man in front into the bargain).

There was further debate about which was the best firing system. Some armies fired by ranks. Quite simply, this consisted of all of the back rank firing all along the battalion, then the middle rank and then, if appropriate, the front, by which time the back rank would have reloaded and be ready to fire again. This caused a thin smattering of bullets to strike the enemy along the full length of their line.

Platoon firing was first developed by the Prussian and Dutch armies, but was developed into an art form by the British. This involved dividing the line into a number of 'firings', where the whole platoon would fire in sections along the line. For example, in a British regiment of ten companies, all three ranks of the first company would fire, then all three ranks of the next and so on, creating a rolling fire along the line. By the time the last company had fired the first would be ready to fire again. (It was actually not as simple as this, as each company would be

divided into platoons that fired out of sequence, but you get the general idea). This had more of a shotgun effect on the enemy line as each section fired in turn. The effect on the enemies' morale was greater, as more hits were scored in a localised area of their line, making their opponents' fire appear more effective than it probably was.

Whatever the firing system chosen, it all appears to have broken down once in contact with the enemy. Colonel Russell of Duroure's Regiment wrote that his regiment at Dettingen "were under no command by way of Hyde Park firing, but the whole three ranks made a running fire of their own accord. The French fired in the same manner, without waiting for words of command, and Lord Stair did often say he had seen many a battle and never saw the infantry engage in any other manner."

4. Winning and Losing

Winning the firefight very often came down to which side could maintain their fire whilst ignoring their own casualties for the longest time. Soon after firing commenced, the soldiers would be surrounded in a pall of smoke. Around them would be their wounded and dead comrades, whilst from the front would come a hail of lead from the enemies' firing accompanied by round-shot or canister from their artillery. All of the soldiers' senses would be overwhelmed. The noise of firing, screams and shouts would be tremendous, the stench of casualties and powder would be overpowering, whilst little could be seen through the smoke. Confusion would reign, and only the veteran or most disciplined troops could stand it for long.

Often, one side would give way and start to fall back or reach a tipping point when they would simply break and run. This could well be achieved by firing alone, such as at Quebec, but often when one side saw the other begin to waver, the order would be given to charge. A line of screaming men coming forward with bayonets fixed was usually enough to convince a wavering enemy to leave. Although *mêlées* did occur, they were usually short-lived affairs as most men dreaded being stabbed by a bayonet. This was not the attitude of all armies during this period, however. The Swedes believed in one volley followed by a determined charge to see off the enemy, which usually worked. The Highland Scots employed a similar tactic – their pursuit of the defeated Government forces after Prestonpans was considered barbaric. The armies of the Turks lacked the training, discipline and quite often the firearms to win a firefight, and relied entirely on a wild charge to carry the day.

It was recognised that hand-to-hand combat was still necessary to defeat an enemy ensconced behind earthworks or in prepared defences. Grenadier companies were issued with grenades to assist with this task, and were often grouped together in ad hoc grenadier battalions to assault such positions. There was a place for carrying the enemy at the point of a bayonet, but it was not a widely held doctrine. The winning side would then advance and occupy the ground just vacated by the enemy, order their ranks and treat the wounded. This was, after all, the beginning of the Age of Reason, and there was no need for undue cruelty towards a defeated foe.

The wounded men of both sides had little hope of full recovery. Most doctors and surgeons who followed the army were unskilled in their work and badly educated in the ways of medicine. Some did not think it necessary to clean a wound or remove all foreign matter before stitching a wound closed. Although the antiseptic qualities of vinegar were recognised, they were not understood, and even minor wounds could lead to a patient's death through infection. The musket ball often caused compound fractures in bones that could not be repaired

by eighteenth century medicine, and amputation was the only option. A surgeon would cut around the limb to be removed with a sharp knife, peel back the flesh and then cut through the bone with a saw designed for the purpose. This procedure was usually undertaken without anaesthetic.

Prior to battle, soldiers were often badly fed and had marched for miles. They would then have to fight through the physically and mentally exhausting experience of battle and, if injured, may have had to lie on the field awaiting assistance for hours. To then undergo surgery when the body was already weak makes it a wonder that any survived at all! Adequate aftercare was practically non-existent, and sometimes victorious armies

had to leave their wounded on the battlefield to be cared for by their enemy as their own resources were wanting, such as happened to the British wounded after Dettingen.

The Prussian medical services were often the death of many of their own soldiers. After the Battle of Torgau, one Prussian soldier wrote: "The cold killed off most of the wounded, as usually happens in the Prussian service, where the hospitals are so badly served and so malodorous that the soldier considers himself dead once he enters the portals. I have it on good authority that the hospital directors and surgeons were under orders to let men die if they were wounded in such a way that they would be incapable of serving after they were healed."



FRENCH TROOPS EXCHANGE FIRE WITH THE DANES



SPANISH AND FRENCH TROOPS ADVANCE



PRUSSIAN DRAGOONS AT THE CHARGE

Cavalry versus Infantry

In the centuries immediately preceding our period, the widespread effective use of the pike by infantry cancelled out the dominance of the armoured heavy cavalry of the past. No longer could infantry be ridden down by armoured knights, and the reputation of cavalry as the battle-winning arm was on the wane. The pike forced cavalry to rethink how best to tackle infantry, as the head on charge was no longer an option. Instead, cavalry learned to approach at the trot and fire pistols or carbines at the infantry. If the infantry were not disordered or forced back by the fire, the cavalry would retire, reload and come on again. Successive waves of cavalry performing this action became known as ‘caracoling’.

By the beginning of the eighteenth century, the pike had almost disappeared. In its place, infantry carried the newly invented bayonet. At first this was a blade on a piece of cork that was pushed into the barrel of the musket to make an improvised pike. The problem with the ‘plug’ bayonet was that, once fitted, you could no longer fire your musket. Very often, the infantry could not get the bayonets back out again, making the musket useless for the rest of the battle. The socket bayonet came into widespread use in the early 1700s and immediately made infantry more effective. Now they could fix their bayonets and present a wall of spikes against advancing cavalry whilst still allowing ranks to fire and reload.

During the early eighteenth century, infantry generally faced cavalry in line. However, by the time of Napoleon, infantry would not dare face cavalry in any formation other than square, for fear of being ridden down. What was the reason behind this change in tactics?

Cavalry had, for many years, trained to face pikes and, as such, had moved away from headlong charges into infantry. The cavalymen no longer trained to do it and, more importantly, the horses were not trained to do so. At Blenheim, for example, French cavalry were still approaching at the trot firing pistols, hoping to disrupt the enemy before then closing in. Even the word ‘charging’ was often a misnomer, as cavalry could manage little more than a fast trot whilst maintaining their ranks and files, even when closing with other cavalry. Well-trained infantry

could lay down enough fire to stop all but the most determined cavalry unit attempting to close with them. One British general wrote: “If a body of foot have but resolution to keep their order, there is no body of horse dare venture within their fire.”

The most famous example of this happening occurred at Minden in 1759, when six battalions of British infantry and three of Hanoverian Guards advanced against and shattered three lines of French cavalry, but examples exist in most other battles of the period. Even if the cavalry did force their way through the barrage of fire and manage to get amongst the infantry, the resulting *mêlée* did not always go their way.

At the battle of Dettingen in 1743, the French Gendarmes and Chevaux-Legers came on at a full trot towards the allied left flank, where Campbell’s Royal Scots Fusiliers were stationed. The French cavalry fired their pistols with their swords hanging from their wrists by the sword knots. Despite the heavy fire, the cavalry came on and broke through the line. The fusiliers lay down and let the cavalry pass over them. One officer attempted to stand up, but a veteran NCO told him to keep his head down, as the French sabres could not reach men on the ground. When the French had passed, the regiment stood up again, turned about and fired a volley into the French rear, just about destroying them.

Later, King George II (God bless him) shouted at Sir Andrew Agnew, who commanded Campbell’s: “I saw the cuirassiers get in among your men this morning, colonel.”

“Oh aye, your Majesty,” replied Sir Andrew, “but they dinna get oot again.”

This was not to say that squares were never formed. Far from it. The end of a line was very vulnerable, and if one’s own cavalry had been chased off, then nothing remained but to form a square or be outflanked. At Fleurus in 1690, for example, the Dutch foot formed a vast square of sixteen battalions after the flight of their cavalry, and successfully withdrew to Charleroi. Equally, at Elixheim in 1705, during the Passage of the Lines of Brabant, ten battalions under the command of the Comte de Caraman formed a square and successfully fought off the attacks of Marlborough’s cavalry whilst retreating to the safety

of Louvain. Cavalry was at its most effective when charging infantry in the flank or rear. A line attacked in the flank was lost, as it could not fire or face the enemy, and could quickly be rolled up. This was the abiding fear of all generals in this period, and turning an opponent's flank was every general's aim.

The Duke of Marlborough was one of the first generals to insist that cavalry should go back to its role of charging headlong with the sabre. On campaign, he only issued three bullets to each cavalryman with strict instructions that they should only be used whilst on piquet duty. As the years progressed, cavalry eventually divided into two arms. Dragoons (who were mounted infantry, trained to fight with the musket, hold ground and perform a light cavalry role) and the 'horse' or heavy cavalry, whose job it was to defeat the enemy cavalry and ride down the infantry.

By the middle or late part of the century, cavalry was once again being trained to charge home on infantry. Heavy cavalry was deployed in depth to help punch through lines, and citizen armies, such as the Revolutionary French or Prussian Landwehr, could not be relied upon to stand against it. Forming a square became the only option.

The Cavalry Battle

The job of light cavalry and dragoons was to forage, scout and perform piquet duty for the army. In the case of dragoons, they had a battlefield role that involved them swiftly taking ground and holding it until the infantry came up. They could also dismount to hold difficult ground that would disorder formed infantry, or to defend earthworks.

Dragoons and light cavalry were generally mounted on smaller horses than the heavier cavalry units, and many of these were not trained to charge into infantry or other cavalry. This put them at a huge disadvantage in a cavalry *mêlée*. As the century went on, the dragoons lost their mounted infantry role and increasingly became heavy horse, so that by the end of the century there was no difference between 'dragoons' and the front-line heavy cavalry. As wargamers, we should remember which era our game is set in, and deploy our dragoons appropriately. How you use your dragoons in 1701 will not be how you use them in 1815!

The 'horse' were heavy cavalry units. Some retained the cuirass, worn under their coat, whilst some wore steel caps to protect their heads under their tricorne hats. At the beginning of the century it was possible to see some heavy horse units still wearing full-face lobster pot helmets and armour, although they became increasingly rare as the years went by. Usually deployed on the flanks, the role of the horse was first and foremost to beat the enemy horse. Having done so, it was then to assist in the destruction and pursuit of the enemy infantry. Simple really. The tallest men were recruited for the 'horse', and were mounted on larger horses than the light cavalry and dragoons. They generally carried a straight sabre and most continued to carry pistols, although the use of these firearms by cavalry diminished as the century progressed.

Artillery

Although there were master gunners in most armies since the arrival of the first artillery pieces, the art of the 'guns' was a mysterious one for most people during this century. To begin with, there was little coordination in the manufacture of guns, and some armies could have a bewildering variety of different guns of differing size and calibre. This caused a logistical nightmare in terms of supply, with some guns often being

supplied with the wrong-sized ball! There were few professional gunners. Most armies had an officer class who looked after the siting of the guns and the construction of defences at sieges and before battle. However, the job of transporting the guns to the battlefield was usually undertaken by hired labour or in some cases by local peasants pressed into service.

Once on the battlefield, the guns were manned by soldiers from the infantry or engineers. As a result, artillery was not a hugely effective arm at the beginning of the century. It was useful for softening up opponents, especially if they were in defences, but lacked the manoeuvrability to perform a close support role. The Duke of Marlborough famously took great interest in the siting of his guns, and his artillery commander, Colonel Blood, was an expert in moving the guns in support of the infantry. However, this was the exception rather than the rule. At Fontenoy in 1745, the hired labour ran off as soon as the battle started and took their carts and horses with them, forcing the British to abandon the guns as they retreated at the end of the battle.

Generally, the guns fell into three categories. First were the light guns, sometimes called 'battalion guns'. These were 4-pounders at most. They were dragged along by the infantry battalions and could be used to provide close support if they could keep up. Sometimes they were hooked up to horses for quick deployment around the battlefield, such as the 'Swedish' 3-pounders introduced into the French army by Marshal de Saxe. However, boggy ground or woods could prevent the artillery being moved effectively, and subsequently these guns were very far removed from the horse artillery that would be available by the end of the century. Next were the 6- to 9-pounder medium guns, which were deployed in batteries and were the common calibre for 'battlefield' guns. These were placed at the start of the battle and usually did not move again until the battle was over. The final category consisted of the heavy, or siege guns. 12-pounders at minimum, they also comprised the unfeasibly large guns deployed by the Turks. These were rarely used on the battlefield due to their slow fire rate and ponderous speed, but were required by all armies to reduce walls or defences during a siege.

Tough Love

Cornet Wortley acted as an aide-de-camp to General Sinclair at the battle of Fontenoy in 1745, and as such was in the middle of the action all day. He wrote to his father when the battle was over to let him know he was alright: "I received a shot in my clothes and had my shoulder notch shot off (and musket) shots clattered on my furniture behind me and against my pistols before me. Some were, I suppose, partly spent. I was twice thrown from my horse by a cannon ball...when I got up I was a good deal stunned, either from my fall or the wind of the ball or both! The ball was so near to me that everybody was surprised to see me alive."

His mother was, however, unimpressed. She wrote to his father: "I am obliged to you for the account given to me of my son, but as I have too long experience of his idle vain way of talking of himself, I do not much regard what he says on any subject. I have heard the wind of a cannon ball will dismount a man and that may be his meaning, tho' it is possible it may be entirely invented."

Eighteenth-century mothers were evidently difficult to please.

Dressed to Kill

The Uniforms of the Eighteenth Century

It is impossible, given the space available, to describe all of the different uniforms, their colours and variety, which appeared throughout the eighteenth century. However, there is a great deal of information concerning uniforms of this period from all sorts of different publishers (see the bibliography at the end of this book). Anyone considering taking up eighteenth century wargaming will not be stuck with the endless greens and browns of the WWII gamer. Oh no! Wargaming in the Age of Reason provides a vast array of uniform potential, from eastern hussars to North American Indians, from Turks and elephants to Highland rebels, from marines and sailors to cuirassiers and household cavalry. However, some items of clothing remained fairly common in their use and appearance throughout the century, and what follows is a general guide for those new to the period who are not sure what their troops should look like on the wargames table.

Most infantry soldiers of this period wore the ubiquitous tricorne hat that makes this period so instantly recognisable. It was often made from felt and was worn turned up on three sides from the beginning of the eighteenth century. However, the material was not very hard wearing, and after a downpour of rain or a few weeks' hard wear in the field, it looked like a shabby floppy hat. During the time of Marlborough, it was common to see infantry with hats turned up on only one side, or with floppy hats more akin to the English Civil War than to the eighteenth century.

Even by the time of the American War of Independence, the British tricorne hat rarely appeared as it should. Only officers and generals would appear on the battlefield with impeccably turned out hats, often braided with gold or feathered edges. The soldier's tricorne was edged with worsted tape that was often white in colour. However, in some armies, such as the French, the hat's edging colour related to the colour of the buttons and braid. When buttons were brass or gold, the hat would generally be edged in yellow (or gold for officers), with white used if the buttons or braid was silver (or edged silver for officers). The cockade varied in colour, but was generally white or black. In the British Isles, black was used by the British army, but the Jacobite rebels chose to adorn their hats with white cockades, which became a symbol for Jacobites across Europe. In the French army, cockade colour could vary according to regimental preference, as it could with the Prussians. Due to the similarity in coat colour amongst many units in opposing armies, often troops resorted to putting green sprigs in their hats or some other form of identifying mark to try to ensure that they were not the victims of friendly fire.

The other form of headgear worn during this period was the mitre cap. At the beginning of the century, this was little more than a stocking cap with a stiff front piece that displayed the regimental arms. However, as the century wore on, the mitre front became larger and more decorative, with a shaped back to it. Originally issued to grenadiers, as the tricorne hat interfered with the throwing of grenades, it was also worn in a smaller version by fusiliers and by musicians in some armies.

Hairstyles did not change a great deal during the century. At the turn of the century, it was fashionable for the upper classes and officers to shave their heads and wear elaborate wigs (this had as much to do with head lice and other hair related diseases as to fashion). These could be a variety of colours, even grey for

the more distinguished gentlemen. The rank and file either tied their hair back or wore it cut short. As the period progressed, the powdered wig began to become more fashionable, and was in general use by the time of the War of the Austrian Succession. The officers' wigs were powdered white, curled at the sides and had a small 'pony tail' at the back, which was generally tied up with black silk. The men were required to scrape their hair back, held in place by all manner of slimy concoctions, and tie their hair in a similar manner before having it powdered white for parades. Whether soldiers bothered to powder their hair on campaign is a moot point, but it seems unlikely. However, from the wargamer's point of view, hair can be undercoated with a dark colour before being drybrushed white, with the bow and 'tail' at the back painted black. This is certainly a quicker method than painting individual hair colours!

Moustaches were popular in German and Austrian armies, but not beards. In the French army, only grenadiers were allowed to sport a moustache, which was the sign of their rank. Moustaches were not encouraged in the British army, although the famous prints by Morier of grenadiers from all of the British regiments, which were painted in the 1740s, show grenadiers with beards. Rules may well have been relaxed on campaign, and it is hard to imagine any British drill sergeant without a well-curved moustache.

The coat at the beginning of the century was generally a full one with large, turned back cuffs. Turning back the cuffs and, in some regiments, the hem revealed the coloured lining of the coat that helped to identify the regiments. Different nationalities adopted set colours for the uniforms of their armies – the British used red, the Prussians blue, the French white, etc. Obviously, there were variations within each country's army, which is what makes this period so pleasing to the eye, and what holds such appeal for wargamers. At the beginning of the century, the coats were full length, coming down to cover the thighs, and were made of heavy wool material for which the troops were thankful in cold weather. Even units that usually turned the skirts of the coat back as standard, such as those in the British army after Marlborough, would drop them back down in inclement weather or on campaign. As the century wore on, it became fashionable to follow the Prussian style of outer coat. This was a much smaller coat that barely covered the torso and was cut away to reveal more of the waistcoat underneath. Whilst it does look more dashing, this style of uniform was incredibly unpopular with the troops, as it was useless in wet or cold weather and provided little comfort for the soldier on campaign.

Underneath the coat, a waistcoat was worn. Often, the waistcoat was simply the previous year's coat with the lapels and cuffs removed and cut shorter. Troops serving overseas are sometimes depicted without their heavy woollen coats, but instead wearing 'waistcoats' that have sleeves. This would be the previous year's coat 'recycled'. In some armies, such as the Prussians, the waistcoat was of a different colour to the heavy coat and so recycling was not possible.

Soldiers' trousers were short in the leg, generally coming to the knee. Socks or stockings were worn to cover the lower leg. Early in the century, it became commonplace for the soldiers to be issued gaiters to cover their stockings and trousers on campaign. The gaiters were thigh length and generally white for parades



Hungarian infantry in distinctive trousers



Prussian infantry in their short infantry coats



French infantry in full coats with large cuffs



The very stylish Musketeers Noirs

and martial displays. Most armies also issued another, darker pair of gaiters for use by soldiers when they were undertaking manual labour or marching on campaign. Artillery troops were commonly issued only with black gaiters, as they could never keep white ones clean. Some Prussian and Austrian units are always depicted in black gaiters, and occasionally different colours appeared depending on what was available. In a painting of the Battle of Culloden commissioned very soon after the battle, the Inniskillings are shown wearing green-coloured gaiters – wear and tear could often make all gaiters look brown or dark grey. On campaign, especially in the American colonies, many units replaced their gaiters with Indian leggings – for example, the Highlanders wore leggings under their kilts to protect their legs from the undergrowth.

Shoes were generally black with a buckle on the front for tightening and fastening. Soldiers' shoes were never of high quality and quickly wore out on campaign, and were one of the items most often requested by army quartermasters in the field. Whilst they did come in different sizes, they did not differentiate between left and right, being a square-toed one shoe fits all.

Cavalry uniforms tended to follow all of the above general rules for infantry. Cavalrymen often had the benefit of a cloak or cape for bad weather, which was rolled when not worn and stored on the saddle behind the rider. Cavalry boots were generally better made and of higher quality than infantry shoes, but were difficult and clumsy to run in or to walk any distance. For this reason, dragoons, who still fought for most of this

period as mounted infantry, preferred to wear shoes and gaiters rather than cavalry boots.

Cavalry were generally armed with a sabre, two pistols and, in some regiments, a carbine. The lance was not popular outside Eastern Europe and the Ottoman Empire. Cavalry retained their armour for the first part of the century, with some cuirassier regiments wearing their back and breastplates and 'lobster pot' helmets throughout the Wars of the Spanish Succession. By the middle of the century, heavy cavalry were protected by just a breastplate under their coat, with a metal skullcap often worn under the tricorne to protect them from enemy sabre cuts. Increasingly effective muskets made even the best armour obsolete, but the retention of the bow and lance by Turkish troops made the Russian and Austrian armies in the east retain their armour right up to the Napoleonic wars.

It is possible to generalise about the equipment issued to most armies during this period. The widespread adoption of the flintlock musket went hand-in-hand with the adoption of cartridge boxes for pre-prepared rounds that made the act of loading and firing quicker. Gone are the 'apostles' style cartridge belts so common in the English Civil War and Thirty Years' War. However, irregular troops are often portrayed with powder horns and musket balls in a bag or in their pockets, especially in conflicts in North America. The number of cartridges held in a box varied between armies and also between boxes, with some holding as few as twelve and others as many as twenty.

"Gentlemen of the French Guard, fire first!"

A French officer, Count d'Anterroches replied, "Gentlemen, we never fire first, fire yourselves."

Sir Charles Hay, Foot Guards, Fontenoy 1745 (according to Voltaire)



Whilst all armies issued backpacks or similar large knapsacks to the infantry for transporting essential gear, such as tents, cooking utensils, spare uniform, etc., these were rarely carried into battle. The march of armies to the battlefield and the long drawn out deployment process made surprise battles very rare. The soldiers' gear was often stowed on the regiments' wagons or with their wives and camp followers before the battle. The troops would march into the fight with just what they needed, with only their water bottle and a little food squirreled away in their pockets or cartridge box for emergencies. The loss of an army's supply train in such circumstances would be devastating, as the soldiers would literally have lost everything.

On campaign in India or America, the soldiers may well have carried their backpacks into battle, especially if a large supply train was not available. From the wargamer's point of view, this makes our models less cluttered with the various straps and cross belts which a soldier with a great deal of kit is obliged to wear. Most figures will display two belts, crossing on the soldier's chest, which will lead to a cartridge box on one hip and a water bottle or small satchel on the other. The only other item of equipment the model might carry is the hanger for the bayonet or, in some armies, a short sword issued for close combat. It is interesting to note how armies adapted whilst on campaign. The French army issued a small hatchet to all its troops for use in chopping firewood and making defences, yet during the French Indian Wars in America this hatchet was often worn tucked into the trooper's belt whilst the short sword disappeared from use.

The ideal soldier in the middle of the eighteenth century would be well turned out in a tricorne hat, pressed uniform, powdered hair and white gaiters. On campaign, he was more likely to be unshaven, with unpowdered hair, a shabby floppy hat, a coat with lapels and skirts folded down to keep out the wind and rain, and with black or dirty brown gaiters covered in mud. How you paint your army is up to you, but one thing you will not be short of is choice. Enjoy.

The Greatest British Cavalry Charge?

The Duke of Cumberland once again faced Marshal de Saxe at the Battle of Laffeldt in 1747. This time the allies were defending villages that the French were forced to attack. After four hours, the Dutch troops on the allied left gave way. De Saxe moved up all of his reserve cavalry and deployed them to attack the collapsing left wing. The threat was made doubly worse, as the allies' line of retreat would be cut if the French overran the left rear of the allied army.

Acting quickly, General Sir John Ligonier gathered around him the dragoon regiments of Rich, Rothe, Cumberland, the Queen's Dragoons, the Inniskillings and the Scots Greys, amounting to about sixty squadrons. Wheeling them into line, he personally led the charge against over 140 squadrons of the enemy, a force that included the household regiments and the gendarmes. The British cavalry crashed into the French with such force that they entirely defeated them, rolling them back and capturing five standards.

The Duke of Cumberland sent a message to Ligonier requiring him to retire and save the cavalry. Ligonier wheeled the British cavalry about and reformed them, only to be ordered back to the attack again by Cumberland, as the infantry had only just begun to disengage. Ligonier once again led forward his brave but tired cavalry squadrons. This time the French cavalry were prepared for the British, who charged to their doom amongst the rallied squadrons.

Ligonier was surrounded by some French carabiniers to whom he offered his purse and watch. The gallant French cavalryman declined, requiring only his sword as he led Ligonier into captivity. As Ligonier was being led away as a prisoner, an arrogant French officer stepped out of the Regiment of Navarre and said to him, "Sir, there is the finest regiment in Europe!" to which Ligonier replied, "I know, I saw them taken prisoner at Blenheim."

Horace Walpole pronounced the charge "an act of desperate gallantry," whilst de Saxe described Ligonier as "a man who has defeated all my plans by a single glorious action."



First Battalion, the Royal Scots

Special Rules for the Period

The rules provided in the *Black Powder* core rulebook cope admirably with the majority of situations presented during this period. However, there are a number of issues that need to be addressed, especially with regard to armies at the beginning of the century. With nearly a hundred years of war to discuss here, it is difficult to cover everything. However, a little common sense and agreement before the game will resolve most issues. The rules amendments presented here are suggestions, and players are encouraged to experiment with them to find out what works best for them.

Formations

All the formations for regular troops listed on page 14 of the *Black Powder* rulebook are allowed during this period except the attack column. This was the era when linear tactics ruled supreme and armies did not attack in column in the way they did during the later Napoleonic period. In addition, march columns may only change formation into line by turning to their left or right. In other words, turn the bases or miniatures in the column to the left or right (depending on which direction they want to form a line in), thereby forming a line. Players need to be aware that they will have to present the flank of a column to the enemy before making a right or left turn into line. For this reason, a unit should perform this manoeuvre well away from danger, because if it is charged in a flank whilst in column it will be in very deep trouble!

Only Prussian armies of the Seven Years' War may form lines on the leader or front base at the head of a column (see page 18 of the *Black Powder* rulebook). In this case, the colours at the head of the column remain in place and the other bases form a line alongside the colours. The ability to form line whilst advancing towards the enemy was a huge advantage that often caught Frederick's enemies by surprise.



PRUSSIAN GRENADIERS OF THE SEVEN YEARS' WAR

Interpenetration

Eighteenth century armies were slow to move into formation, and these formations were easily disrupted when crossing obstacles or difficult terrain. Being interpenetrated by friendly units caused disruption, especially if one side was retreating in haste, and both units would often have to pause to reform before moving on. To maintain the feel of the period, you may want to rule that a unit that interpenetrates or is interpenetrated by a friendly unit loses half its move (e.g. 6" for infantry, 9" for cavalry, etc.). If a unit has insufficient movement to pass through, it must stop as soon as it reaches the rear of the unit it hoped to interpenetrate, although it can try to interpenetrate again during its next turn. Refer to page 33 of the *Black Powder* rulebook for the full rules for interpenetration

Moving and Firing

A feature of the *Black Powder* rules is that they are fast moving and tend to encourage aggressive play. If you roll well when issuing your orders, it is possible for a unit to move forward three times and then fire. During the eighteenth century, many armies attempted firing by introduction. In this system, one rank would advance and fire, and whilst it was reloading, the next rank would interpenetrate it, advance and fire. The third rank would then move through, and so on. The ranks would be constantly marching towards the enemy whilst still firing as they went. A similar system was used when retiring facing the enemy, only in reverse.

There is no real problem with units in the game moving and still being allowed to fire. However, units defending a position can find themselves standing watching whilst the enemy moves three times and then still gets to fire at them before they have fired a single shot, which is arguably 'not very eighteenth century'. If both sides agree, you may introduce a simple rule that no infantry unit that has moved more than once can fire. This encourages units to wait for support and not to outrun their artillery, which is in keeping with the feel of the period.

Platoon Firing

A particular feature of the war in Europe, particularly during the Wars of the Spanish and Austrian Successions, was the developing use of platoon firing by some armies, as discussed in a previous chapter. We reflect this in *Black Powder* by giving those units who use platoon firing one extra dice when firing against those who do not. Obviously, in battles set during the later Seven Years' War both sides may well be employing platoon firing or a version of it, in which case the effect is negated and you should revert back to the base stat line for both armies. The extra dice reflects the more effective platoon firing system, and is especially effective when combined with the First Fire special rule. Note that platoon firing may not be used by shaken or disordered troops.

Grenades!

In the late seventeenth and early eighteenth centuries, grenadiers in certain armies were issued with grenades (the clue is in the name I suppose...). During this period, a grenade took the form of the classic round ball with a fuse sticking out of the top which the grenadier lit with a slow match before hurling it at the enemy. These weapons were most often used when

storming fortifications. For this reason, the grenadier companies were often detached from their battalions and formed into ad hoc grenadier battalions for particularly difficult tasks, such as being first into a breach or leading the attack on defences. This can be reflected in the *Black Powder* army lists by giving grenadier units better Stamina or Shooting values than normal infantry battalions. However, in battles where ad hoc grenadier battalions were formed in order to storm fortifications (such as the British grenadiers at the Schellenberg, or the Dutch at Fontenoy), you can use the following rules:

A unit attacked in hand-to-hand combat by a combined grenadier regiment or shot at by one within 6" gains no morale dice modifier from cover and only a +1 modifier if it is occupying a building or behind fortifications (see *Black Powder* page 47). This simulates the close range use of grenades and the élan of the grenadiers. It also encourages players to form combined grenadier battalions to storm fortifications as their historical counterparts would have done.

Pikes, Butts and Bayonets

At the turn of the eighteenth century some armies were still employing the pike. The Swedish used it throughout the Great Northern War, and it was still making an appearance at the end of the century in the armies of Irish rebels fighting in 1798. Plug bayonets may have been used as early as Sedgemoor in 1685, but we know some armies were still issuing fire before turning their muskets upside down and using them as clubs.

Rather than invent a myriad of different rules to cover all the different armies of the period, only one thing needs amending: the Hand-to-Hand value of the units involved. If historical precedent shows that one side's pikes were very effective in mêlée then by all means raise their Hand-to-Hand value by one or two dice, whilst lowering their Shooting value by one or two dice to compensate for the fact that fewer men were firing. If a unit has no bayonets then it has two less dice in mêlée than those that do. If the unit has pikes and no muskets, such as Irish rebels, then you might consider representing it on the tabletop as Warband Infantry (see *Black Powder*, page 176).

For the early period, such as the Nine Years' War, realistic results are gained by not allowing cavalry to charge any steady infantry frontally who have at least 20% pike in the unit.

The only rule that does need to be enforced concerns plug bayonets. Once fitted, quite often they could not be removed again. For this reason, the owning player may declare that his unit is 'fitting bayonets' before a charge (at no cost in movement or orders) or as a response to a charge (in which case he issues only one die when performing closing fire, if allowed to do so). Mêlée is carried out in the usual way. However, the unit with plug bayonets now fitted cannot issue any fire again for the rest of the game! Note that the owning player may choose to receive a charge or make a charge without fitting bayonets, in which case his unit is treated as using their muskets as clubs and will lose Hand-to-Hand dice as described above.

"Capture the Colours!"

During the eighteenth century, the number of enemy colours captured, along with artillery pieces, began to become a measure of victory. Regiments were ferociously protective of

Platoon Firing

There is a lot of debate about whether platoon firing was more effective than the rank firing system. At the Battle of Malplaquet in 1709, a regiment of Irish infantry in British service, using platoon firing, came up against an Irish regiment in French service that were still using the volley fire system.

Captain Parker wrote: "When we had advanced within a hundred paces of them, they gave us a fire of one of their ranks; whereupon we halted, and returned them the fire of our six platoons at once; and immediately made ready the six platoons of our second fire, and advanced upon them again.

They then gave us the fire of another rank, and we returned them a second fire, which made them shrink; however, they gave us the fire of a third rank after a scattering manner and then retired into the wood in great disorder: on which we sent our third fire after them, and saw them no more...

We had but four men killed and six wounded, and found nearly forty of them on the spot killed and wounded."

Musket from the collection of James Gunn

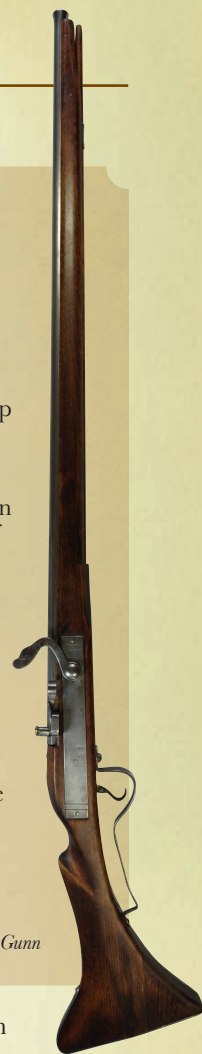
their colours and would go to great lengths to retain them. To lose even one or two colours during a battle was considered to be a disgrace, making the 129 infantry colours and 171 cavalry standards taken by the allies at Blenheim remarkable.

If a unit is surrounded and forced to surrender, its colours are captured automatically. If a unit breaks and is destroyed in mêlée, the victor may roll a die. The roll of a 6 results in the capture of a colour. If a unit is beaten in mêlée and retires, the victor may roll two dice. A double six results in the capture of a colour. Capturing colours is difficult but not impossible.

A unit which has captured a colour and which is subsequently beaten in mêlée later in the game may lose the captured standard as it is taken back by a brave soul.

For example, a British infantry unit is advancing against Blenheim village when it is charged by French cavalry and soundly broken. The French player rolls a D6 and gets a 6, so the colours fall into enemy hands. The same French cavalry unit is then charged by British dragoons in the next turn, beaten in mêlée and is forced to retire. The British player rolls two dice and gets a 12 – the colours are recaptured and the honour of the infantry restored.

If a unit has its colours taken, remove the base with the colours on it from the unit and place it behind the enemy unit that captured it. The colours accompany the capturing unit for the rest of the game. Units with no colours get -1 on their Break tests until their colours are recovered. If a game is drawn, whoever captured the most enemy colours gains the moral victory. The colonel of a regiment that lost its colours in battle will undoubtedly be sent into his tent with some brandy and a loaded pistol to do the honourable thing...





AUSTRIAN COLUMNS MARCH TO THE FRONT

Dragoons.

During the early part of the eighteenth century, many armies employed dragoons as piquets, foragers or scouts. When the enemy appeared, dragoons were often used more as mobile infantry than as battlefield cavalry. Where the Dragoons special rule is shown in the army lists, apply the following. Dragoons may 'dismount' automatically at the end of their move or on the spot if they have not moved without having to be ordered to do so and at no movement penalty. Dragoons may fire whilst mounted, but do so with a -1 modifier.

This simulates the dragoons riding to seize a position and dismounting quickly to hold it, or dismounting to fight when the enemy appear. Note that the dragoons do not have to dismount and that this is the player's choice. Once dismounted the dragoons must either deploy in skirmish order or in line. In most cases the dragoon unit may have to be treated as a 'small unit' as they are often smaller than an equivalent infantry unit. While the unit is dismounted, it's a nice touch to replace the cavalry figures with an equivalent number of infantry models. You might like to place horse holder figures with riderless horses behind the unit, to remind you that the infantry are dismounted dragoons. To get back on their horses, dragoons must receive a successful order to remount. It costs them half their movement to do so. This simulates the longer period required to bring up the horses, remount everyone and reform as a cavalry regiment.

Cavalry Charging Infantry

Cavalry generally did not do well when they charged infantry to the front. This is partly due to training, as horses quite rightly did not relish the prospect of charging onto a line of bayonets. It was also, in some armies, due to outmoded tactics, where cavalry would advance at the trot and discharge firearms at the enemy line, hoping to disorder it and wheeling away if the fire failed. However, in many cases it was the disciplined fire of the infantry line that brought down the front ranks of the horses and sent the rear ranks into disorder and confusion, forcing them to retire.

The best example of infantry defeating cavalry is Minden, where advancing British and Hanoverian infantry tumbled the charging French cavalry to ruin, but other examples exist at Fontenoy in 1745, and also the Austrian Regiment Botta at Kolin in 1757, which destroyed the attacking Prussian dragoons. Yet for every example where the infantry was victorious, there are just as many examples where it was

defeated, such as Manteuffel's command of the Prussian army, which was badly cut up by Russian cavalry at Zorndorf in 1758. There are also examples of cavalry getting in amongst the infantry with little result, such as the Leibgarde Battalion of Infantry Regiment 15 of the Prussian army, which was charged by the Hesse-Darmstadt Dragoons who got in amongst them and forced the infantry to lie down for safety. Having carried off the battalion guns and thinking they had destroyed the battalion to their satisfaction, the dragoons retreated, only to see the infantry pick themselves up, reform their ranks and continue the advance with drums and fife playing!

Infantry did form squares during this period, but only when isolated or when about to be flanked, and this gives us the key. When infantry had secure flanks, they were happy to face cavalry, who could not lap around the exposed flanks and roll up their line. It is wrong to suggest that cavalry should not be allowed to charge formed infantry, as they obviously did. Instead, we propose the following rules:

During the resolution of combat results, infantry may count a secure flank as a +1 bonus against cavalry, even if the flank is not being supported by a friendly unit. The flank could be secured by a building, a redoubt or even terrain impassable to cavalry. The idea is, if cavalry cannot get round the infantry unit's flank, count a +1 bonus for each secure flank. The infantry will obviously get the +1 bonus for any infantry supports to its rear or on other flanks as normal. In addition, any dice rolls of 6 thrown by the infantry during closing fire will disorder the cavalry and force them to use any remaining movement to retire directly back to their rear where they will be disordered. This represents the first rank of cavalry falling and causing the ranks behind to lose momentum and retire. Cavalry cannot close with steady infantry if disordered by closing fire but may always close with shaken or disordered infantry or skirmishers.

These rules encourage the infantry to advance in ranks, supported in the rear and flanks, and to advance slowly, keeping pace with their battalion guns, which ensures that cavalry stay away. However, infantry that become isolated will be fair game to charging cavalry, and rightly so! It is important that all of these minor rule changes maintain the period flavour. This is not Napoleonics after all!

Elephants

In ancient and medieval battles, the elephant was the tank of its day, causing huge amounts of damage to units it charged whilst being impervious to many of the weapons used against it. The increased use of muskets, and more especially cannon, made the elephant obsolete, as a single ball or volley of muskets could fell one of these great beasts more easily than a hundred arrows. Yet elephants continued to appear in battle until the end of our period, particularly in India. We use the following rules to represent elephants on the wargames table.

- Depending on which scale you are using, you should have up to three models in a unit of elephants, which would provide a frontage roughly equal to a battalion. Single elephants may be deployed on board but should be treated as a small unit, with a reduction in Hand-to-Hand and Shooting values.
- A single elephant model can benefit from being in march column if it is so declared by its owner, and suffers as such if contacted by an enemy. Elephants may never move more than twice, and move as infantry (12").
- Battalion guns may be mounted on some elephants, and may fire as such if the elephant has moved only once during its

turn (allowing the crew to reload, aim, etc.). An elephant's crew armed with small arms may fire no matter how often the elephant has moved.

- Elephants always gain the Heavy Cavalry +D3 rule (cavalry doesn't come much heavier than this!).
- Cavalry suffer a penalty of -1 to any break tests as a result of losing a mêlée against elephants.
- Armoured elephants increase their Morale save by one pip against muskets, but not against cannon. Whether armoured or not, elephants have a 3+ Morale save against any infantry armed only with mêlée weapons.
- If a unit of elephants breaks as a result of a break test, it stampedes directly away from the enemy for two moves (24"), interpenetrating all units in its way. The elephants are then removed from play. Units interpenetrated by stampeding elephants immediately take a break test with a -1 modifier.

Gun Batteries and Battalion Guns

For the first half of the eighteenth century, guns were not very manoeuvrable and once placed were difficult to move again, unlike the artillery of the later Napoleonic period. To reflect this, we have one simple rule. Foot artillery, once deployed, may not move other than to traverse right or left to fire at targets. Artillery that comes on board limbered may move to the location the player wants, but once deployed must remain there for the rest of the game. It may not be limbered again or be manhandled forward. This may seem a little mean, but the use of artillery was still in its infancy and to allow the artillery too much rein in this period will negate the developments in the later eighteenth and early nineteenth centuries. Note that some armies, such as the Prussians, are allowed horse artillery, and others, such as Marlborough's, have special rules that do allow artillery to move.

Many of the armies in Europe during the eighteenth century issued light battalion guns to each infantry battalion to provide close fire support. These guns were generally manhandled forward by the infantry as the battalion advanced. Whilst it is tempting to allocate another die of firing to units with battalion guns, this can make the number of dice excessive if used with the First Fire special rule or with platoon firing. We suggest instead attaching one gun model to every three battalions. This model should be a light gun that can be manhandled forward by its crew (rules for manhandling artillery are on page 34 of the *Black Powder* rulebook. Ranges for battalion guns are on page 54 of the rulebook). In all other respects, simply treat the model as an artillery piece using the normal rules. Two battalions advancing abreast, with the third behind providing support and the battalion gun between the front two, presents dangerous firepower to the front and is remarkably durable in mêlée.

The Army Lists

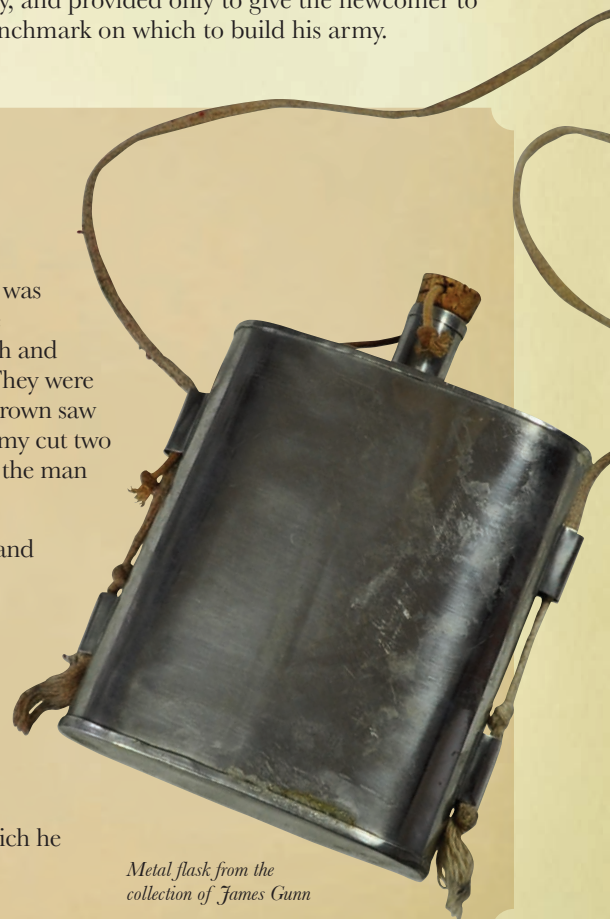
Throughout this supplement, we provide army lists for some of the more popular armies of the eighteenth century. We apologise wholeheartedly if, for reasons of space, your favourite armies or units are not represented. The aim of the lists is firstly to guide wargamers who are new to the period and give them an idea about how their army should look, and secondly as a check for more serious-minded gamers who need to make sure the sides are fair. At *Black Powder*, we tend to go for scenario-based games where we use as many figures as possible, and where fun is the name of the game. However, two gentlemen down at their club could quite happily pick two armies from the lists and make sure the sides are about even to save any cries of foul play when one side soundly thumps the other. The percentages given for certain troops types are suggestions only, and provided only to give the newcomer to the hobby a benchmark on which to build his army.

A Conspicuous Act of Gallantry

At the battle of Dettingen, June 1743, the French Maison du Roi cavalry regiment was advancing to charge the British infantry. Two companies of Bland's dragoons were ordered to countercharge, which they did to great effect, cutting through the French and out the other side, where they were met by a volley from waiting French infantry. They were forced to retire back through the ranks of the reforming French cavalry. Trooper Brown saw the regiment's guidon lying on the ground and bent down to retrieve it, but an enemy cut two fingers from his bridle hand and made off with the colour. Browne followed, killed the man and then single-handed fought his way back through the French to safety.

His citation reads: "He had two horses killed under him, two fingers of ye bridle hand chopt off and after retaking the standard from ye Gend'arms, whom he killed, he made his way through the lane of the enemy exposed to fire and sword, in the execution of which he received eight cuts in ye face and neck, two balls lodged in his back, three went through his hat and in this hack'd condition he rejoined his regiment who gave him three huzzas on his arrival".

At the end of the action, only two officers and a quarter of the men were fit for duty. Brown was knighted on the battlefield by King George II (God bless him) and was the last man ever to be given this honour. His wounds were too severe to return to the regiment and so he retired with a pension of thirty pounds a year, which he used to drink himself to death over the next few years, dying in January 1746.



Metal flask from the collection of James Gunn

The War of the Spanish Succession (1701-1714)

It is difficult to imagine a more powerful king in 1700 than the Sun King, Louis XIV of France, who had ruled over the most powerful state in Europe for 57 years. Victor in a number of European wars, his armies were the largest and most proficient on mainland Europe. The only power that could hope to stand up to the Louis Bourbon dynasty was the Hapsburg dynasty in Austria. Emperor Leopold VI ruled over the Austrian Empire, which included the German states of the Holy Roman Empire and lands in Hungary. Arguably, the next largest and most wealthy state in Europe was Spain.

King Carlos of Spain was “more of a medical curiosity than a man”, so deformed was he by his family’s years of inbreeding. He defied all of his doctors by living into adulthood, but he had no offspring, and when he died in 1700, he left all of Spain’s substantial lands to Philip, Duc d’Anjou, the grandson of King Louis XIV of France. France was already the largest power in Europe, and the thought of adding Spain’s substantial lands in Europe and overseas to the Bourbon Empire terrified the royal heads of the other European powers. However, no one wanted another war in Europe, and Louis’ assurance that the two crowns of Spain and France would never be united was taken at face value. Despite his promises, the actions of the French king soon betrayed his intentions. French troops marched into the fortresses of the Spanish Netherlands, threatening the Dutch republic, while Spain quickly gave trading concessions to French merchants in its colonies and excluded other powers from its lucrative slave trade. The Austrian Hapsburgs were forced into war to check Louis’ ambition, and so began the War of the Spanish Succession. The British sided with the Holy Roman Empire and joined its Dutch allies in Flanders to begin a war with France. While the Austrians fought Spain in its territories in Italy, Spain descended into civil war. The war was fought not only in Europe but also the West Indies and colonial North and South America where the conflict became known to the English colonists as Queen Anne’s War.

Although there were now a number of allied states arrayed against France, victory was very far from assured. In fact, the war started badly for the allies and, by 1704, Vienna was under threat from a Franco-Bavarian army. If it fell, Austria would be

forced out of the war. It was at this time that a new British commander-in-chief, John Churchill, Duke of Marlborough, was given an opportunity to try something daring. Marching his Anglo-Dutch army from Flanders to the Danube in what was one of the greatest military achievements of its time, he was able to join forces with the Imperialist army under Prince Eugene of Savoy and deliver a decisive defeat to the French at Blenheim. The duke then went on to deliver a series of defeats to the French which, combined with Prince Eugene of Savoy’s success elsewhere, forced Louis to the negotiating table. The war was concluded by the treaties of Utrecht (1713) and Rastatt (1714). As a result, Philip V remained King of Spain but was removed from the French line of succession, averting a union of the two kingdoms. The Austrians gained most of the Spanish territories in Italy and the Netherlands, whilst Britain gained vital trade concessions and overseas territories. France’s hegemony over continental Europe was ended.

The War of the Spanish Succession provides the wargamer with some of the largest battles fought during the eighteenth century, as well as numerous smaller encounters. This was one of the first wars where troops appeared in clearly identifiable uniforms and where the pike was no longer carried by the armies involved. Linear tactics were just beginning to develop, and cavalry once again beginning to be used as ‘shock’ troops rather than as a mobile firing platform. In this war we see the beginning of black powder warfare that would reach its zenith during the Napoleonic wars a century later. This was a war of ponderous manoeuvre when generals often opted for sieges and slow progression rather than risk everything in battle. However, this war was fought all across Europe and in the colonies, and provides a great deal of wargaming potential.

The period also provides great modelling opportunities, as this is a time when the colonels of regiments, in all of the armies involved, still had a great deal of influence in how their regiments were clothed, trained and what colours and weapons they carried. As a result there were units in a variety of different colours and facings within every army, which led to a good deal of confusion for the participants, but provides endless opportunity for painting and modelling your armies.



THE ALLIED ARMY ADVANCES



John Churchill, Duke of Marlborough

John Churchill surely has a claim to be one of, if not the, greatest British general of all time. He was a page at the Stuart court and gained an ensign's commission in the 1st

Foot Guards in 1667. He served overseas with the French army against the Dutch (rather ironically), and rose to a position of prominence through his bravery and skill. He was Second-in-Command of the Government forces during the Monmouth Rebellion in 1685 and thus helped James II secure his throne.

However, Marlborough saw which way the wind was blowing in 1689 when he abandoned James and offered his services to the new king, William of Orange, during the Glorious Revolution. Although he served William well, Marlborough could not help but keep in contact with the Stuart court in exile, and was briefly imprisoned in the tower for his perceived treachery. Marlborough's wife, Sarah, was friend and confidante to Queen Anne, and when she came to the throne he was once more restored to a position of power.

When the War of the Spanish Succession began, Anne put Marlborough forward as Commander-in-Chief of the allied armies in Flanders. For the next ten years, Marlborough was to inflict defeat after defeat on the French at Blenheim (1704), Ramillies (1706), Oudenarde (1708), and Malplaquet (1709), and at numerous sieges and smaller actions such as the Schellenberg in 1704. He managed to do this despite constant political backstabbing from Parliament at home, and all the while holding together a discordant coalition through consummate diplomatic skill. By 1711, his victories had made a march on Paris a reality, but the failure of peace talks with France were to be his undoing. He was accused of prolonging the war for his own ends, and he and his wife fell out of favour at the royal court at home. He was dismissed as Captain General in disgrace, his enemies at court and in parliament having finally succeeded in blackening his name.

After the war was over, he was returned to his position of Captain General by the new Hanoverian dynasty, and oversaw the 1715 rebellion in this post.

Marlborough died of a stroke in 1722. It is widely accepted that his victories over France raised England's status in Europe and thrust her onto the world stage. Marlborough always looked after his men, who adored him in return, nicknaming him Corporal John. They were proud to boast that he had never lost a battle and never failed to take a town he besieged.

Special Rules

Strategic Genius

The Duke of Marlborough was an excellent strategist and always seemed to be able to move troops to where they were needed most to break the enemy's line. If the Duke of Marlborough is represented in your game as an army commander, the following rule may be used:

In the first turn of the game, the British player may place the Duke of Marlborough with any single brigade in his army. Orders are declared for this brigade as usual, but no dice are rolled. The brigade automatically gains three initial moves as though its controller had rolled the best score possible for orders (see page 24 of the Black Powder rulebook). Thereafter, the duke is treated as a normal army commander, with a Staff Rating of 9.

This rule reflects Marlborough's strategic ability, and should allow the player to catch his opponent napping.

Important Individual

Marlborough is a very important individual and his loss is too disastrous to contemplate. For this reason, he may never lead a unit into mêlée and cannot join a mêlée.

If Marlborough is captured or killed during the course of the battle, the best result the allies can obtain will be a draw, no matter how well they thump the Frenchies!



The British Army of the Eighteenth Century

Whilst the British army grew in size throughout the eighteenth century, it was never very large when compared to its continental neighbours. The British parliament was suspicious of a large standing army, fearing that the king could use it to enforce his rule. Obtaining funding for the army and maintaining its strength during peacetime was a constant battle and one that the army very often lost.

A British regiment consisted of one battalion made up of ten companies of a hundred men, with one company designated as a grenadier company. It was common at the time of Marlborough to combine grenadiers from a number of different regiments into one grenadier battalion, but this was not common practice by the time of the War of the Austrian Succession, and was rarely used thereafter. Instead grenadiers were posted either on the right of the line (the position of honour) or on both ends of the battalion line to stiffen the resolve of the new recruits. Although the battalion would number 1,000 men on paper, it was rare for a battalion on campaign to number more than 500.

Battalions were named after the colonel who paid for them to be raised clothed and outfitted, and who ensured their daily upkeep. Under Marlborough, for example, battalions are referred to as Bligh's, Mordaunt's or Handyside's. In 1747, reforms were carried out by the Duke of Cumberland that required the regiments to be numbered in order of seniority. The Royal Scots, being the oldest regiment in the army, were named 1st Foot, and so on. Regiments often retained a nickname or other name that identified where they were from. By the time of the Seven Years' War, regiments are being referred to as the 42nd Black Watch, or 8th Liverpool Regiment, for example.

At the beginning of the century, each company carried a flag or standard to identify itself, with the company colour and battalion flag being carried together by the first company of the battalion. Initially, the battalion flags were based on the coat of arms of the colonel who controlled the battalion, and there were no regulations as to what could be depicted on the regimental standards. Following the 1747 regulations, however, all regiments had to carry one Union Flag and one regimental colour, which was to be the same colour as the regiment's facings and was to have a small Union Flag in the corner next to the flagstaff. Throughout the century, regimental badges and distinctions were added to these new flags, which often incorporated badges unique to the regiments that carried them.

Company colours were often still carried by some regiments to assist with identification on the battlefield. At Fontenoy in 1745, for example, the Royal Welch Fusiliers carried the Union Flag, the regimental colour and nine other company colours into battle. Company colours had largely disappeared by the time of the Seven Years' War.

Light infantry companies, although they were used during the war in Canada, did not come into official use until 1770, when it was suggested that the tenth company of each of the line regiments be composed of light infantry. This is not to say that the notion of light infantry tactics was unknown to the British. Far from it. The Black Watch were deployed as light infantry during the Flanders campaign of 1745, for example, whilst light infantry and ranger companies were used in America during the French Indian Wars. However, the British army was slow to realise the permanent need for specialist light infantry within formed battalions, but by 1770 every battalion had a light company. They were issued with distinctive leather caps,

were given shorter jackets and issued with lighter muskets, bayonets and hatchets. They were often detached to fight in separate battalions of light infantry.

What this means for the wargamer is that a British regiment of twenty figures should contain two figures representing grenadiers (usually based together so you can detach them if necessary), with a central command group comprising of an officer, drummer and two standard bearers. One standard bearer should carry the regimental colour, which will usually be the same colour as the battalion's facings. To his right, the other should carry the Union Flag or King's Colour. After 1770 you can include two figures to represent light infantry, again based together so they can be detached should you wish.

British cavalry was split into two types: the 'horse' that represented all heavy cavalry, whose main role was to crash into the enemy and drive them off, and the dragoons that performed a light cavalry role as well as having the dual role of dismounted infantry. Dragoons regularly dismounted and fought as assault troops during Marlborough's wars, but this practise declined as the century progressed, with the dragoons taking on more of a light cavalry role and eventually that of normal line cavalry. The 'horse' wore breastplates under their red jackets from 1707, but this was discontinued later on. Most retained a steel skullcap worn under their tricorne to protect them against sword cuts. Although the Duke of Cumberland maintained a regiment of hussars during the Jacobite Campaign of 1745, hussars, lancers and other exotic mounted regiments did not appear in European British armies of this period. Cavalry regiments carried standards throughout the eighteenth century, but they had largely stopped doing so by the time of the Napoleonic wars. Dragoon regiments carried a square King's Colour, which was usually red, and a swallow-tailed regimental colour, which often matched the regiment's facing colour.

Artillery was brought to battle by private contractors or pressed locals. Artillerymen (gunners and matrosses) existed who knew how to load and fire the guns, but they often had to be supplemented by troops from the battalions they were sent to support. Many of the officers knew their business and had studied at various artillery schools across Europe, but it would not be until the Seven Years' War that the Royal Artillery really began to take form, and it was not until the Napoleonic wars that fast-moving horse or foot artillery would be seen being quickly moved around the battlefield by trained professionals.

Promotion within the army was still by patronage or by purchase. Gentlemen who were rich enough could purchase a colonelcy in a regiment and then sell on the posts of majors, captains and ensigns within it to line their own pockets. For every officer promoted on achievement there would be another promoted through purchase or because he was a friend of the colonel's family. This led to some very inconsistent performances by British commanders during the period in question, such as Ingoldsby at Fontenoy or Sackville at Minden. However, the British soldier performed consistently well throughout this period and in the face of all adversity. Their performance during the War of the Austrian Succession made Marshal de Saxe wish he had troops of their calibre under his command.

The owner of a British army will find them reliable, solid troops whose strength lies in their firepower and discipline. There will usually be regrettably few British on the board, however, and you will have to bolster your army with allied units of Dutch or Hanoverians, who, whilst excellent troops in many ways, may prove to be the Achilles heel of your army.



THE FRENCH SALLY TO BREAK THE SIEGE



DANISH ACTION IN ITALY

Stats and Special Rules for the British Army in Europe (1700-1775)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
British Guards	Regular Infantry	Smoothbore Musket	7	3	3+	4	First Fire, Platoon Firing
British Infantry	Regular Infantry	Smoothbore Musket	6	3	4+	3	First Fire, Platoon Firing
Highland Infantry	Regular Infantry	Smoothbore Musket	6	3	4+	3	First Fire
British Yeomen	Regular Infantry	Smoothbore Musket	6	3	4+	3	First Fire
British Light Infantry	Regular Infantry	Smoothbore Musket	6	3	4+	3	—
British Horse	Regular Cavalry	Sword	8	—	4+	3	Heavy Cavalry +1
British Dragoons	Regular Cavalry	Sword	6	2	4+	3	Dragoons
British Light Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	—

Command

Staff Rating	Restrictions
Duke of Marlborough	1704-1711 only
Excellent Commander	0-1
Average Commander	—
Poor Commander	1 minimum

The British army was lumbered with more than its fair share of poor quality generals during this period, hence the requirement for at least one commander with Staff Rating 7 in every army.

Infantry

British Guards (0-3 per army)

Optional Upgrades: Crack, Elite 4+, Valiant

There were only three regiments of Guards in the British army during this period, so there is no point giving a percentage. Three is the limit, but three is usually enough...

British Infantry (40-50% per army)

Optional Upgrades: Crack, Steady

Some British infantry units may be classed as Freshly Raised in some battles of the '45 rebellion.

Highland Infantry (0-2 per army)

Optional Upgrades: Ferocious Charge

Highlanders are not given the Platoon Firing special rule as they often fought in their own style (e.g., volley and bayonet) at most battles in the period. Note that Highland regulars can upgrade to the Ferocious Charge rule, whilst their irregular cousins in the '45 rebellion get the Terrifying Charge rule – a subtle difference.

British Yeomen (no limit)

Optional Upgrades: Either Freshly Raised or Untested

This entry represents newly-raised or yeomen units brought in to tackle the rebellions at home, or the new arrivals in Flanders who were hastily raised to replace losses.

British Light Infantry (0-10% per army)

Optional Upgrades: Elite, Marauders, Sharpshooters

Always allowed to skirmish. The percentage of light infantry units in the army may be much higher in America.

Cavalry

The total number of cavalry cannot exceed 40% of the units in the army.

British Horse (0-20% per army)

Optional Upgrades: Determined Charge, Heavy Cavalry +D3, Tough Fighters

British Dragoons (0-20% per army)

Optional Upgrades: Marauders, Tough Fighters

There must be one dragoon regiment for every horse regiment in the army. Dragoons during the '45 Jacobite rebellion may be Freshly Raised.

Artillery

British Light Artillery (1 per 3 infantry units)

Optional Upgrades: Colonel Holcroft Blood (1704-1711 only) – see page 28
Light battalion guns (firing 36") and medium guns (48") were the stock guns used by the British during this period. All are classed as foot artillery. One gun is allowed per three battalions, although they may be deployed as you see fit.



Stats and Special Rules for Allies of the British (1700-1775)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Allied Infantry	Regular Infantry	Smoothbore Musket	6	3	4+	3	First Fire
Allied Dragoons	Regular Cavalry	Sword	6	2	4+	3	Dragoons

Allies

These templates represent the various Dutch, Hessian and Hanoverian units that served with the British. It is difficult to be prescriptive about such a broad swathe of allied nations, so players are advised to base the stats on how the allies performed on the day in the battle or campaign being refought.

Allied Infantry (0-25% per army). *Optional Upgrades: Crack & Tough Fighters (grenadiers only)*

Dutch in the War of the Spanish Succession may have Platoon Firing. Dutch in the War of the Austrian Succession may be Freshly Raised or Untested.

Allied Dragoons (0-10% per army). *Optional Upgrades: Marauders, Tough Fighters*

Dutch dragoons in the War of the Austrian Succession may be Freshly Raised.



CAVALRY BATTLE: NOTE THE LOBSTER TAIL HELMETS ON THE CUIRASSIERS

The Battle of Blenheim

The Battle of Blenheim was fought on the 13th August 1704. A combined French and Bavarian army under the French Marshal Tallard was moving to attack Vienna, hoping to knock Austria out of the war if it succeeded. The Duke of Marlborough managed to march an Anglo-Dutch army from the Channel to the Danube in little over a month, an almost unheard of feat for eighteenth century armies. The march was carried out with great discipline and without betraying its ultimate aim. The duke joined forces with an Imperialist force under Prince Eugene of Savoy before moving to attack the Franco-Bavarians.

Marshal Tallard had placed his force of 56,000 men in what he believed to be an unassailable position, resting as it did with the right flank protected by the Danube and the left by an area of heavy woodland near the village of Lutzingen. In the centre were two villages, Oberglau and Blindheim (which the British pronounced Blenheim), both heavily fortified and defended. Across the front of the French position ran a tributary of the Danube, called the Nebel, around which were marshes and difficult ground. Tallard was thus caught quite unawares when the allies appeared before the position with obvious intent to attack it.

Prince Eugene with his 20,000 Imperialists attacked the 30,000 French and Bavarians deployed on the French left, between the woods and Oberglau. Despite repeated attacks, he could make no headway against the well-disciplined Bavarians, commanded by the capable Maximilian Emanuel, Elector of Bavaria. On the French right, the British attacked the fortified village of Blenheim. Although their attacks were repelled, the French commander, the Marquis de Clerambault, became so concerned that he moved in the French reserves to defend the town. This placed a staggering twenty-six battalions in the small area that were badly needed elsewhere.

Oberglau was attacked by a sizeable Dutch force, but this assault also failed. Marlborough now crossed the Nebel in the centre of the battlefield. Using the guns of Colonel Blood, who had dragged a battery over the marshy river, and supported by a renewed Dutch attack, he was able to pen up the French troops in Oberglau. He then threw his remaining forces against the French centre. Despite desperate cavalry attacks, the French could not hold back the duke's force and the centre was forced. This allowed Marlborough to turn the right flank of the Bavarian force that, under renewed pressure from Eugene, had no option but to retreat.

The remaining French were routed whilst those in Blenheim were surrounded and forced to surrender. It was the greatest victory ever achieved against one of Louis' armies.

A Battle Within a Battle

The Battle of Blenheim was as significant as Waterloo was to be in its time, and yet it poses a problem for all wargamers hoping to refight it – scale! The battle was fought across a four-mile battlefield and involved thousands of infantry and cavalry, before we even think of the quantity of artillery involved! Wargamers are left with a couple of choices if they want to refight the battle. The first is to 'go small' either by using 15 mm, or (for those with young eyes) 6 mm scale figures, or to stick with 28 mm figures but reduce the number of units involved (say, one to five or one to ten). Neither of these solutions is ideal. Reducing the number of units significantly may end up with the battle not really being representative of Blenheim at all. So what to do?

We at Black Powder like the spectacle of pushing around big units of 28 mm figures, but obviously a battle such as Blenheim poses a problem even for those of us with the largest of toy



THE ALLIES ADVANCE ON BLENHEIM VILLAGE



A FINE BRITISH REGIMENT



THE FRENCH PREPARE



FRENCH CAVALRY IN THE CENTRE

soldier collections. The battle involved over 100,000 men fighting over a four-mile front! With over 160 battalions of infantry to paint, this may be too much even for a club effort. The solution is simple. Recreate a section of the battle.

The attack on Blenheim village itself presents an impossible task for the wargamer. There is no way the force of British will be able to take the village given the twenty plus battalions defending it, whilst a game where the British have to pen the French in would quickly become dull.

The battle on Prince Eugene's flank offers more opportunity. On this side, the two forces were quite equally matched and fought each other to a standstill. If your collection is mostly of Imperialist and German troops with a smattering of French, this could provide a challenging game.

However, as my collection had a high proportion of British troops in it, I decided to try to recreate the action in the centre of the field. Here, the Prince of Holstein Beck crossed with ten battalions of Dutch to attack the village of Oberglau. This was held by nine battalions from the French army and included the Irish 'Wild Geese'.

Not surprisingly, the attack was repelled, the prince fatally wounded and his brigade streamed back over the Nebel to regroup. This left the Duke of Marlborough with eighteen infantry battalions and seventy-two cavalry squadrons to force a crossing and break the centre of the French army. Marshal Tallard had allowed so many infantry battalions to be drawn into the defence of Blenheim and Oberglau that it left only nine infantry battalions and sixty-four cavalry squadrons to defend the centre. Whilst the majority of Marlborough's force consists of British troops, it also contains German and Dutch forces. The inclusion of the Irish in the French force ensures that this will be a colourful as well as challenging encounter.

The Table

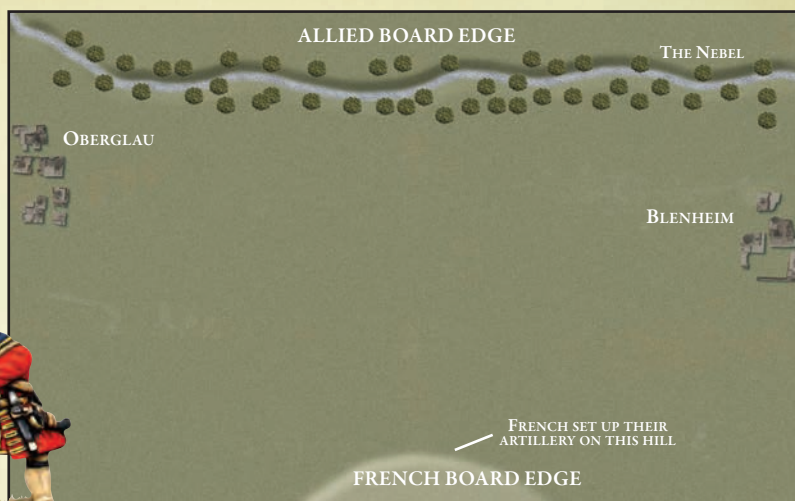
We decided to play this game on a 6' x 8' board. On the French right, in the centre of the short table edge, we placed a group of houses representing Blenheim. We placed some French infantry

Colonel Holcroft Blood

Marlborough's artillery commander was particularly on form at the Battle of Blenheim, moving guns around all day to maximise their effect and even dragging them across the Nebel to support the allied infantry.

To reflect this, any gun model or battery of light guns which is in base to base contact with Colonel Blood can always move, no matter what command dice are rolled for the brigade or brigade commander.

Blood is not a brigade commander, cannot issue orders and can affect no forces other than artillery he is attached to. In addition, Blood can move guns he is in base to base contact with over the Nebel or other rough going. Please note however, that the guns will still suffer the half move penalty to cross the river and can never move more than once as listed in the rulebook.



in defences here for effect. This village may not be attacked, nor be attacked from, and is simply there to add colour to the battlefield and to stop the allies exploiting the French right flank, which this village was meant to secure. On the French left, placed to touch the board edge about halfway up, is the village of Oberglau. The French begin with infantry in the village behind defences as detailed below.

There is some high ground touching the centre of the French side's long board edge. The Nebel stream runs along the allied long board edge, and has marshes and rough going along its banks. All troops crossing the stream do so at half speed, and artillery may only cross using the bridges (see later). The rest of the board is open ground and counts as good going. We placed the Nebel stream about 6" in from the allies' board edge to allow units to be pushed back when crossing the stream but without going off the table.

Dispositions

The French began with nine battalions in the village of Oberglau, behind defences. We decided that they should be able to bring no more than two battalions to fire from any edge of the village at any one time. A further nine battalions were positioned on or just in front of, the heights in the centre. We allowed the French cavalry to begin anywhere on board, no more than 12" in from the French long board edge. We ruled that the artillery on the heights could fire over any French infantry deployed in front of it, as discussed on page 54 of the Black Powder rulebook.

The allies marched onto the board along their long table edge. They were allowed to place three pontoon bridges before the first turn, and these had to be placed before the French began placing their troops on the board. Historically, the French could see and fire at the allied engineers as they worked, and so the crossing points did not come as a surprise. The allies could either cross at the bridges or wade through the stream.

When we played this game, we were joined by some players who were new to the rules, so decided for simplicity to give all the units the standard profile for infantry, cavalry and artillery provided on pages 176-7 of the Black Powder rulebook. There is an argument that perhaps some of the French cavalry or individual units such as the Wild Geese or Hessian Guards should be given a better profile for this battle, which we do not disagree with. However, the scenario presented here is very fair, and we would urge you to try it first before tweaking too much.

ORDERS OF BATTLE

FRENCH

CENTRE

Army Commander

- Marshal Tallard (Staff Rating 8)

1st Brigade

- General the Duc de Clerambault (Staff Rating 8)
- Le regiment de Robecq (three battalions of infantry)

2nd Brigade

- Marquis de Maisonelle (Staff Rating 8)
- Le regiment de Beuil (three battalions of infantry)

3rd Brigade

- Marquis d'Humieres (Staff Rating 8)
- Le regiment de Belle-Île (three battalions of infantry)

1st Cavalry Brigade

- Comte de Merode-Westerloo (Staff Rating 8)
- Three regiments of cavalry

2nd Cavalry Brigade

- Marquis de Gruignan (Staff Rating 8)
- Three regiments of cavalry

The French had slightly less cavalry here than the allies historically, and much of it had already seen action around Blenheim earlier in the day and had been badly handled. This included regiments of gendarmes. To keep things simple, we decided to reduce the French to six regiments of cavalry, and treated them all as undamaged.

Artillery

- A battery of three medium guns on the heights at the centre.

OBERGLAU

Second-in-Command

- Marshal Marsin (Staff Rating 8)

4th Brigade

- General Massenbach (Staff Rating 8)
- Three battalions of infantry

5th Brigade

- General Bourbonnais (Staff Rating 8)
- Three battalions of infantry

6th Brigade

- General de Blainville (Staff Rating 8)
- Three battalions of infantry (Irish 'Wild Geese')

Artillery

- A battery of three light guns in Oberglau.

ALLIES

Army Commander

- The Duke of Marlborough (Staff Rating 9)

1st Brigade: British

- Major General Charles Churchill (Staff Rating 8)
- Three Battalions of British Infantry (Special Rule: Platoon Firing)

2nd Brigade: British

- General Earl Cadogan (Staff Rating 8)
- Three Battalions of British Infantry (Special Rule: Platoon Firing)

3rd Brigade: Hessian

- Count Erbach (Staff Rating 8)
- Three battalions of Hessian infantry (Special Rule: Superbly Drilled)

4th Brigade: Hanoverian

- Lt. Gen. Bulow (Staff Rating 8)
- Three battalions of Hanoverian infantry (Special Rule: Superbly Drilled)

5th Brigade: Dutch

- Lt. Gen. Hompesch (Staff Rating 8)
- Three battalions of Dutch infantry (Special Rule: Platoon Firing)

6th Brigade: Dutch

- Count Berensdorf (Staff Rating 8)
- Three battalions of Dutch infantry (Special Rule: Platoon Firing)

1st Cavalry Brigade

- Prince of Hesse (Staff Rating 8)
- Three regiments of Horse (Heavy Cavalry +1)

2nd Cavalry Brigade

- Lt. Gen. Lumley (Staff Rating 8)
- Three regiments of Dragoons

Artillery

- Six light artillery pieces, which can be deployed with the brigades (remember they cannot cross the stream) or as batteries containing no more than three guns each.

Special Rules

- Use the Allies of the British army list (page 25) for the foreign troops in Marlborough's army.
- The allies may use the Colonel Holcroft Blood special rule.



"I say, good shot, sir!"

At the Battle of the Schellenberg in 1704, the French commander General d'Arco ordered a group of French grenadiers onto an exposed hill behind the defences where they could be used as a reserve ready to plug any gaps. This exposure was noted by Colonel Blood who, sighting his artillery upon the summit, was able to fire directly at them. De la Colonie, their commander, later recorded: "The enemy's battery opened fire upon us, and with their first discharge carried off Count de la Bastide, the Lieutenant of my own company with whom at the moment I was speaking, and twelve grenadiers, who fell side by side in the ranks, so that my coat was covered with brains and blood..."

*Now that is a double 6 if ever
I saw one!*

*Powder horn from the
collection of James Gunn*

Objectives

The allies had to force the French centre and take the heights to win. If they took the village of Oberglau but did not force the centre, they could claim a winning draw.

The French had to hold the centre and, if possible, push the allies back into the Nebel. If the French held both the centre and the village at the end of the game, they could claim a complete victory.

It was difficult for the French to achieve this goal without redeploying troops from Oberglau to bolster the centre. Therefore, we ruled that all the French troops in the village had to be ordered to leave, and could not begin the game in march column to benefit from an immediate free move. They had to move straight out in line when successfully ordered to leave the village (as per the rules for leaving a building given on page 38 of the Black Powder rulebook).

How It Played

The allies decided to cross the Nebel only using the pontoon bridges, coming on in three march columns, Germans and Dutch on the right, with the British in the centre and left, and the cavalry coming up in support. This started well but quickly led to a traffic jam, as units began to deploy into line as they exited the pontoons, blocking the march of others. The French cavalry commander saw his chance and swept round onto the allied left flank.

With the French cavalry preparing to charge the flank of his deploying troops, the Duke of Marlborough started hoping for some good dice. However, the dice gods are fickle and a single order trickled down to the traffic-jammed columns, allowing only one unit room to deploy into line facing the cavalry! One dramatic cavalry charge later and the allied left flank was in serious trouble, with one battalion swept away in the charge and others forced back over the Nebel in disorder.

However, it was not all going as well on the French left. The French had decided to keep the Wild Geese in Oberglau to prevent the allies taking the village and stealing a minor victory. However, the brigades that were ordered to march out and support the centre were resolutely refusing to do so. For three successive turns the dice refused to roll low and the French remained stuck behind their defences. On the bright side, the French centre remained nailed to its high ground and pounded the deploying allies with artillery. With the first third of the game gone, the French were quite happy with the situation.

The allied centre and right deployed into line and began its march against the French centre, but the shaky situation on the allied left threatened the whole plan. It was time for the Duke of Marlborough to work his magic. Rolling a number of low dice for their command tests, the allied brigade commanders were able to bring some order from the chaos on their left. The guns of Colonel Blood played havoc with the French cavalry, which were now dangerously overstretched. The British cavalry countercharged the French and pushed them back, destroying a couple of squadrons in the process. The infantry recovered from disorder and once more pushed over the pontoons to support the centre. The brigades in the allied centre pushed forward (a little aggressively and in real danger of isolation if you ask me, but...). They were supported by the guns of Colonel Blood. On the allied right the Germans pushed forward, all the while taking flanking fire from Oberglau. The Dutch support for the allied right was being a little tardy in coming up, but the columns were on the pontoons and were on their way.

It was at this time that the French in Oberglau were forced to take some action. As those designated to march out and support the centre were still stalwartly refusing to do so, it fell to the Wild Geese to charge out and try to take the Germans in the flank. This began well, with one German unit being hit in flank and destroyed. However, on the allies' following turn, the Dutch came up and issued fire that sent the Irish back into Oberglau for cover. Allied artillery from the far bank of the Nebel pounded one Irish unit to destruction.

Just as the allied attack began on the French centre, the order to march out and support the centre finally reached the brigades in Oberglau. However, they were still slow to respond, marching only once every turn for the rest of the game! On the allied left, the British cavalry finished off their French counterparts and then swept up to threaten the end of the French line in the centre. The attack in the centre, supported by Colonel Blood's surprisingly effective guns (who would have known you could roll so many sixes!), was pushing the French back with the rolling volleys of platoon firing beginning to tell.

In the final turns, the Dutch assaulted Oberglau and what few troops remained of the Wild Geese were unable to stop them taking the town. In the centre, the allies assaulted and overran the French guns, while on the French right, the allied cavalry launched attacks on the exposed end of the French position and began to roll up the line. Meanwhile, the brigades from Oberglau had exchanged fire with the Germans but it was now too little too late. Their sloth had left them too far from Oberglau to support it when attacked, but too far from the centre to influence the game there.

The allies had won a crushing victory! Man of the match had to be Colonel Blood, whose artillery stopped the French cavalry on the allied left and whose close support in the centre ultimately won the day. Many thanks to Kelly, Andy and Ed for saving Marlborough's reputation.



CROSSING THE NEBEL TO ATTACK



THE ALLIED ATTACK GOES IN



COLONEL PALMES' DRAGOONS SEE OFF THE GENDARMES

The Great Northern War (1700-1721)

This war is one of the longest, largest and bloodiest of the eighteenth century, and yet it is not very well served by the wargaming community. This is mainly due to there previously being little source material available in English. Over the past few years this situation has changed, and there is now ample written material available, from introductory titles to more detailed academic works. Information on uniforms and tactics is also more easily obtained, thanks to the Internet and the publication of translated works from Sweden and Russia.

The plotting to carve up the Swedish kingdom of the 15 year old Charles XII began around 1697, with Russia, Denmark and Saxony-Poland creating an anti-Swedish coalition. Charles V of Denmark hoped to regain lands lost in a previous war with Sweden, especially the Duchy of Holstein-Gottorp. Augustus II of Saxony-Poland (Augustus the Strong was Elector of Saxony, but had also been elected King of Poland, hence the combined title) wished to seize Livonia and thus end Swedish economic dominance of the Baltic. Sweden also possessed Karelia, Ingria and Estonia, all of which blocked the western expansion of Peter I's emerging Russian empire. Russia could not get access to the Baltic without taking some of these lands.

The inevitable war began in March 1700, when the Danes invaded Holstein-Gottorp. Charles XII gathered his army and, initially aided by an Anglo-Dutch fleet, defeated the Danes and invaded Zealand. By August, they were knocking on the gates of Copenhagen. Denmark was forced to terms and withdrew from the war, signing the Treaty of Traventhal. Meanwhile, Augustus had invaded Livonia, but withdrew when Charles landed with his army. Charles now turned to aid Ingria, where the Russian army was engaged. In November 1700, 8,000 Swedes defeated a Russian army of over 35,000 at the first Battle of Narva. Charles' success at this battle, his defeat of Denmark and the swift campaign of 1700 was an incredible feat of arms that was to give him legendary status amongst the other European powers.

Charles now turned to face his only undefeated enemy, Augustus. By May 1702, the Swedes had taken Warsaw and in June 1703 they defeated the Polish-Saxon army at Kliszow. Continued military success allowed Charles to place Stanislas Leszczynski on the throne of Poland as his puppet king in July 1704. Charles was in full control of Poland, and Augustus was forced to recognise Stanislas as the king of Poland, although he retained his lands in Saxony. Peter I sued for peace but Charles rejected it. Instead he began gathering troops and supplies for his invasion of Russia.

The invasion started in 1707. Charles had planned for a two-pronged attack, with Charles himself invading via Smolensk while Count Lewenhaupt invaded with a second column via Riga. From 1707 through to 1708, Peter withdrew his forces, using a scorched earth policy and destroying anything that might be of value to an advancing army. Charles wasted time wintering in the Ukraine in the vain hope of recruiting dissenting Cossack and Crimean allies. This winter was one of the harshest in years, and the Swedish army suffered terribly. To make matters worse, Lewenhaupt was stopped at the Battle of Lesnaya in 1708 where he lost his entire supply column.

Charles XII now led a weakened and under-equipped army into Russia where he was cornered and decisively beaten at the Battle of Poltava in June 1709. Until then, the Swedes had been masters of Northern Europe, but from now on the tables were turned. Charles fled to Turkey where he remained until 1714. Meanwhile, Sweden hastily raised an army to replace the one lost in Russia, but it was a shadow of the elite force it was before. In turn, Augustus reclaimed Poland while Russia defeated the new Swedish army at Tanning in 1713 and the Swedish navy at Hango in 1714.

Charles returned to his possessions in Northern Germany, and for the next few years he attempted to make alliances with numerous states – including recent enemy states. Increasingly, he began to become more and more divorced from reality as he planned the downfall of his enemies and refused to believe that Sweden's 'Golden Age' was over. By 1718, Charles had somehow managed to put together an army of 60,000 men. He invaded Norway, but was killed at the siege of Fredriksheld in late 1718. His death removed the last obstacle to peace. The war was finally concluded by the Treaty of Nystad between Russia and Sweden on 30 August 1721. Finland was returned to Sweden, while Swedish Estonia, Livonia, Ingria, Kexholm and the bulk of Karelia were ceded to Russia. Sweden had lost almost all of its 'overseas' holdings gained in the seventeenth century, and ceased to be a major power.

Russia, on the other hand, gained its Baltic territories, and in the process became the greatest power in Eastern Europe.



Charge by Närke-Värmlands regiment

Charles XII of Sweden

Charles came to the throne in 1697, aged 14. From his predecessor, he took over the Swedish Empire as an absolute monarch, inheriting a strong country with an effective, well-trained army. Surrounded by enemies, he was soon thrust into the role of warrior-king, a role in which he excelled. In 1700 he left his capital of Stockholm to lead his armies in the Great Northern War and never returned, spending the remaining eighteen years of his life in the field.

Charles XII saw himself in the heroic tradition of a medieval knight. He led his troops from the front and shared their hardships. For this reason, his troops adored him and followed him anywhere. His string of victories imbued him with a sense of invincibility and this often led him to undertake attacks that other generals would have thought foolhardy at best. Prior to the Battle of Poltava, he was shot in the foot by a Cossack whilst out scouting with his cavalry. Unable to walk or ride, he had to control the battle from a litter placed at his army's rear. Perhaps if he had been fully fit and leading his troops from the front, the battle might have ended differently.

Charles XII was admired in his day for never partaking of alcohol or women. He also had a nearly supernatural will-power. He barely registered physical pain, and only once displayed sorrow when his eldest sister died. He was brave and fatalistic to a suicidal degree, and this ultimately led to his death – he was shot in the head whilst leading an assault on the fortress of Fredriksheld when only 36 years old.

It is said that when Charles embarked on his invasion of Norway in 1718, his entourage included a full orchestra,

In this diorama, Charles XII is shown as he was at the Battle of Poltava – wounded in the foot after being shot a few days earlier while touring the siege lines around Poltava. The king and his entourage are depicted at the moment they begin to realise the game is up and the Swedish line is collapsing, hence the soldier coming running with the stretcher. Next to the great man himself is Mazeppa, the Cossack Hetman who was allied to Charles at the time.

under the direction of no less a conductor than Johan Jacob Bach (Johan Sebastian's brother), a court jester, a midget and several Turkish belly dancers. Try modelling that in your baggage camp!

Special Rules

Inspirational Bravery

Charles was a brave commander who inspired those around him by leading from the front. Charles grants all units within 12" of his model +1 on break tests. In addition, he must always join the brigade furthest forward in his army (the one best placed to attack) and must always join units of that brigade when they charge (if he is able to do so given his movement allowance).

Courageous Fighter

Charles will grant any unit he joins +2 combat value (page 87 of the Black Powder rulebook).

Any player using Charles in his army should play him with the élan that the king displayed in life, and those using him to boost morale whilst keeping him safely out of harm's way deserve to be haunted by the ghost of the great man himself.

Excellent Commander

Charles has a Staff Rating of 9.





SWEDES ADVANCE WITH PIKE AND BAYONET

The Swedish Army of the Eighteenth Century

Only the Guards regiments formed the permanent standing army of Sweden at the beginning of the century. The rest of the army was raised through an allotment system, where each village undertook to supply one fully equipped soldier or cavalryman in time of war. All these men would gather in a provincial centre to form a battalion of about 600 troops. Each province would provide one or two regiments, of two battalions each, which meant that all of the regiments retained a strong provincial identity with all of the men coming from the same

area of the country. This system allowed an army of 40,000 to be raised cheaply and quickly and at no real cost to the state. The majority of Swedish units wore bright blue coats with yellow cuffs and turnbacks which make them particularly striking on the wargames table.

Each foot regiment was about one-third pike to two-thirds muskets. This was considered very old-fashioned in Europe, but it suited the Swede's style of fighting. The battalion would form in four ranks with the pike in the centre, the muskets on the wings and the grenadier companies on the flanks. The grenadiers were never divided into separate grenadier battalions. The infantry would advance on the enemy, fire all their muskets at close range and then shout, "Gå på!" (which means, "Fall on!", although we prefer, "Get them!") and charge. This use of the pike as an offensive weapon, backed by the shock of the volley and charge, was usually enough to sweep enemies away, and the élan of the Swedish regiments and their feeling of invincibility was usually enough to carry them to victory over any unit which did decide to stand.

The regimental strength of the cavalry was about 500 men, divided into two squadrons. Unlike in other European armies, the cavalry arm often made up half the units in the army, and they adopted the same offensive mentality as the foot. The cavalry formed knee behind knee, with the officer or cornet forming the tip of a shallow cavalry wedge. This wedge would plunge into any enemy that presented itself, and hoped to defeat it through speed and momentum alone. The Swedish army also employed dragoons, and these could be deployed on foot, although they also used the wedge formation when attacking.

Each regiment of infantry had a number of 4-pounder regimental guns, and the army used 6- and 12-pounder field pieces. However, these guns rarely kept pace with the assaulting foot and horse, and saw more employment at sieges.

The period from the rise of Gustavus Adolphus until Poltava represented the peak of Sweden's military and political power in Europe. After Charles' death, the army went into decline and, by the 1740s, was incapable of intervening with any real

Keep Your Shirt On!

Many are the stories told about Charles XII, but surely the strangest ones concern his almost supernatural invulnerability. It appeared to his men that Charles could charge into hails of lead and come out unscathed, and was famously described as "hard against shot." Some believed he possessed a magical shirt which bullets could not penetrate, whilst others believed he had eaten a wolf's heart as a child which had made him invulnerable.

Surely the weirdest story concerns his time after Poltava when he was in exile in Turkey. It is said that Charles made a deal with Persian mystics who carried out an ancient Egyptian ceremony for the king, which was supposed to protect him. Some of these mystics were supposed to have returned to Sweden with him to ensure they were paid.

An enduring myth that continues in Sweden to this day is that Charles was shot in the head by a button stolen from his own coat – apparently this was the only way to break the Persian spell!

Stats and Special Rules for the Swedish Army (1700-1775)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Swedish Guards	Regular Infantry	Smoothbore Musket & Pike	7	2	3+	4	First Fire, Brave
Swedish Infantry	Regular Infantry	Smoothbore Musket & Pike	7	2	4+	3	First Fire
Swedish Garrison Regt	Regular Infantry	Smoothbore Musket	6	3	4+	3	First Fire, Untested
Swedish Horse	Regular Cavalry	Sword	8	—	4+	3	Heavy Cavalry +D3
Swedish Dragoons	Regular Cavalry	Sword	8	2	4+	3	Dragoons, Heavy Cavalry +1
Swedish Light Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	—

Command**Staff Rating****Restrictions**

King Charles XII

9

1700-1718 only

Average Commander

8

1700-1718: —
1718-1775: 0-2

Poor Commander

7

—

Swedish commanders were generally competent, and Charles was well served by good staff officers.

Infantry**Swedish Guards (0-10% per army)**

Optional Upgrades: Elite 4+, Tough Fighters, Terrifying Charge

Swedish Infantry (30-50% per army)

Optional Upgrades: Stubborn, Ferocious Charge

Swedish Garrison Regiment (no limit)

Optional Upgrades: Wavering

This represents Swedish infantry raised after Poltava, or can be used for any infantry fighting in the Seven Years' War.

Cavalry

The total number of cavalry cannot exceed 50% of the units in the army.

Swedish Horse

(0-10% per army)

Optional Upgrades: Determined Charge, Tough Fighters or Ferocious Charge

Swedish Dragoons

(0-40% per army)

Optional Upgrades: Ferocious Charge

There must be two dragoon regiments for every horse regiment in the army.

Artillery**Swedish Light Artillery**

(1 per 3 infantry units)

Generally only light artillery could keep up with the pace of the Swedish advance. The Swedes can use any calibre of artillery in sieges, defence, etc.

“On the subject of diplomacy: ‘The sword has to do the best for it does not jest’.”

Attributed to Charles XII

force on mainland Europe. In 1757, Sweden joined the coalition against Prussia, encouraged by Austria, which hoped to bring a Protestant country into the war and prevent Frederick from claiming to be the defender of the Protestant religion. In return, the Swedes hoped to reclaim Pomerania, which had been lost to the Prussians in 1720, as well as “to restore the prestige and power of the empire.” However, the army was always short of money and lacked decisive command, making the Swedish invasion more a war of manoeuvre than of battle. Although it had the occasional notable success against the Prussian army, such as at Zussow in 1760, the war was a dismal failure for Swedish arms. The spirit of ‘gå på’ was over.

If there was a tournament at your local club, I would imagine that the Swedish army would be well represented. Aggressive, reliable and with good command, it will appeal to players who do not like dallying around with all that firing business and who

just want to get stuck in! However, it lacks light troops and can be vulnerable if momentum is not maintained. Getting caught in a prolonged firefight is a Swedish general's nightmare.

Swedish dragoons



The Russian Army of the Eighteenth Century

The Russian army that lost at Narva in 1700 was badly trained, and poorly led. Peter reorganised the army using his new guard regiments as the nucleus. Soldiers were conscripted into the Russian army for life, and their friends and family in the villages where they lived would not expect to see the young recruit again. Many treated the recruitment as they would the death of the individual, and often a 'wake' was held which the recruit could attend before he marched off to the army. Although the recruiting sergeant could draw on an eligible male population of over 7 million, the annual levy tended not to include skilled labourers, townsfolk, merchants or educated men. Instead, the majority were peasants or poor city labourers who seemed to have accepted their fate with stoicism. During 1756, for example, out of an army of 128,000 men only 185 desertions were recorded.

Punishments were harsh even for minor crimes, and the troops were regarded as the possessions of their colonel, who held the power of life or death over them. Despite this, the Russian soldier was stalwart in the face of the enemy. Frederick the Great said, "It is insufficient to kill the Russians: you also have to knock them down." However, the Russian officer corps was widely regarded as the worst in Europe, as they were drawn from the nobility and appointed regardless of their ability or experience. Duffy describes them as "full of scoundrels who were unprofessional, drunken, corrupt, comfort-loving, cowardly and insensible to honour."

Throughout the eighteenth century, Russia had to look to foreigners to serve as generals in their armies, although ultimate command was always assigned to a Russian. By the middle of the eighteenth century, the Russian army consisted of over 400,000 men, and was far and away the largest in Europe. This consisted of 20,000 guards, 15,000 grenadiers, 145,000 fusiliers, 43,000 cavalry, 13,000 artillery and engineers, 75,000 garrison troops, 27,000 Ukrainian militia and 110,000 Cossacks.

At the beginning of the Great Northern War, each battalion consisted of four companies of 150 men each, with two (or occasionally three) battalions in a regiment. Grenadier companies were recruited for the battalions, but they were soon detached and placed in grenadier regiments. Each battalion had two 3-pounder regimental guns attached, although this was increased to four guns in 1725. Initially, Russian infantry carried one pike for every four muskets, but this was primarily

to counter the threat from Swedish cavalry. By the time of the Seven Years' War, the pikes had disappeared.

After Peter's death, military reforms created a third battalion for all of the infantry regiments, but soon after the beginning of the Seven Years' War, manpower shortages meant that this third battalion was reduced and became a supply battalion, filling the ranks of the first two. Grenadiers were still detached to form grenadier regiments. In 1757, the Russian army adopted the Shuvalov howitzer, which first saw action at Zorndorf the following year. After this, two howitzers replaced two of the 3-pounders as regimental guns.

After Peter's death in 1725, the army went through a process of 'Germanification', as the new Empress Anna surrounded herself with mainly German foreign advisors. This period saw the adoption of tighter fitting jackets and breeches, with tricorne, gaiters and grenadier caps all fashioned after the Prussian model. Even hair was ordered to be plaited and powdered in the German fashion. There were improvements in drill, and moves were made to standardise the weapons used across the army. The standard colour for Russian uniforms throughout the period was green with red breeches and waistcoats. During the hot summer campaigns, soldiers would often leave their jackets with the regimental supply wagons and just wear their long-sleeved red waistcoat and red breeches. In the early part of the century, some Russian soldiers wore a soft hat called a *pokalem* or *kartuz* instead of the standard tricorne, but this appears to have disappeared as the century wore on. Grenadier caps had a distinctive leather neck protector at the back, but otherwise appeared to be the same as other European grenadier headwear.

During the Great Northern War, the Russian cavalry consisted of thirty-four regiments of dragoons, which Peter considered to be the most useful type of cavalry for warfare in Russia and against the Turks. Each dragoon regiment had ten companies of a hundred men each. As with the infantry, grenadier companies of the cavalry were detached to form horse grenadier regiments. By the time of the Seven Years' War, two regiments of guard cavalry had been added, along with five cuirassier regiments and the increasing appearance of hussars amongst the regular cavalry. Although there were thousands of Cossacks available to Russian commanders, their lack of discipline and the



Von Repnin's grenadiers advance

limited control that a Russian commander could exert over them made their contribution to the army very limited. Indeed, their tendency to burn and pillage only increased the supply problems of the main army, and allowed Prussian propagandists to spread terrifying stories about them. By 1760, the Russians attached some light artillery units and regular cavalry officers to the Cossacks, who were then deployed in divisional-sized units to provide a cavalry screen for the rest of the army through sheer weight of numbers.

The Russian army put great store in its artillery of which it had mainly 8- and 12-pounders, and which was generally well served. Peter even introduced horse artillery as well as the

battlefield use of defences and redoubts to make emplaced guns impregnable. During the Seven Years' War, Russian artillery was widely regarded as the best trained and equipped in Europe, deploying artillery brigades of twenty cannon to provide field support, as well as heavier cannons and mortars.

The wargamer choosing a Russian army will get solid, reliable infantry, good artillery and numerous, if not always effective, cavalry. This army will be ponderous in attack, and more than one die will be hurled in frustration as yet another officer decides to finish his game of cards before implementing your orders. However, this army will be solid in defence and proved more than a match for both the Swedes and the Prussians.

Tsar Peter the Great

Born in 1672, Peter was not first in line to the Russian throne. The divided nature of Russian politics meant that a number of his family members ruled in succession with the ebb and flow of factions at court. As a boy, he lived at the summer palace at Preobrazhenskoi, just outside Moscow, where he drilled and fought mock battles with his *Poteshnye* (or play troops) of real-life soldiers. In 1689, Peter had amassed enough support to assume sole rule of Russia, and his *Poteshnye* formed the nucleus of a loyal bodyguard who would go on to be the first Russian Guard regiments.

When Peter took power, Russia was still a medieval country militarily, with nobles or villages providing levies to fight in time of war. Peter established a standing army in 1699, but its defeat at Narva showed that reform of the organisation and tactics of the army were required. Peter undertook a complete overhaul of his forces between Narva and 1707, and when Charles invaded Russia the army that awaited him proved more than a match.

Peter was incredibly tall for an eighteenth century gentleman, being 6' 8", although he was thin and not particularly powerful physically. His 'greatness' lay in his ability for military, economic and political reform that allowed Russia to become a great power in Europe. Although he created a successful Russian navy and overhauled the army, his ability as a general was inconsistent. He often allowed his generals free rein and only stepped in to advise or take command at key points. His skill lay in strategy, and his 'scorched earth' policy and choice of battlefields ultimately won the war against Sweden, rather than any single crushing blow. On his death in 1725, he left Russia on the road to becoming a major European power that was far from the feudal group of states he had inherited.



Special Rules

Master Strategist

Peter's ability lay in his strategy, both in his overhaul of the army and in his planning of campaigns. This is difficult to reflect on the wargames table, so we suggest the following rule: Any Russian army that has Peter as its commander-in-chief may place one piece of terrain (which may not exceed 12"x12") anywhere on the board outside of his opponent's deployment area. The terrain can be a hill, a marsh or a small town or village, for example, but cannot be a castle or redoubt. This rule reflects Peter's ability to manoeuvre his enemies to the battlefield of his choosing.

Excellent Commander

Peter has a Staff Rating of 9.



Tsar Peter at Poltava

Stats and Special Rules for the Russian Army (1700-1775)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Russian Guards	Regular Infantry	Smoothbore Musket	6	3	4+	4	First Fire, Brave
Russian Infantry	Regular Infantry	Smoothbore Musket	6	3	4+	3	First Fire
Russian Garrison Regt.	Regular Infantry	Smoothbore Musket	6	3	4+	3	Untested
Russian Jaegers	Regular Infantry	Smoothbore Musket	6	3	4+	3	—
Russian Horse Guards	Regular Cavalry	Sword	8	—	4+	3	Heavy Cavalry +1
Russian Cuirassiers	Regular Cavalry	Sword	9	—	3+	3	Heavy Cavalry +D3
Russian Dragoons	Regular Cavalry	Sword	6	2	4+	3	Dragoons
Cossacks/Hussars	Regular Cavalry	Sword	6	1	5+	3	Marauders
Russian Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	—

Command**Staff Rating****Restrictions**

Peter the Great	9	1700-1730 only
Average Commander	8	0-2
Poor Commander	7	1 minimum
Idiot Commander	6	1 minimum

Unfortunately, the Russian army was not well served with good commanders, hence the requirement for at least one with Staff Rating 6 and 7 in every army.

Infantry**Russian Guards (0-10% per army)**

Optional Upgrades: *Elite 4+, Stubborn, Valiant*

There were four battalions of Preobrazhenski Guards, and three each of Semenovski and Ismailovski Guards. However, quite often these battalions were kept at home for ceremonial duties and to protect the monarch in case of a coup.

Russian Infantry (40-50% per army)

Optional Upgrades: *Steady, Valiant*

Prior to 1726, Russian infantry may lose one Shooting dice and gain one Hand-to-Hand dice to reflect the use of pike.

Russian Garrison Regiment (no limit)

Optional Upgrades: *Wavering*

Russian Jaegers (0-1 unit per army)

Optional Upgrades: *Marauders, Sharpshooters*

Always allowed to skirmish. Jaegers only began to be used after 1761, and even then only in small numbers.

Cavalry

The total number of cavalry cannot exceed 50% of the units in the army.

Russian Horse Guards (0-10% per army)

Optional Upgrades: *Elite, Heavy Cavalry +D3*

Horse guards were only used after 1730. However, you can use this template to represent horse grenadier regiments during the Great Northern War.

Russian Cuirassiers (0-10% per army)

Optional Upgrades: *Determined Charge*

Cuirassiers were only used after 1730.

Russian Dragoons (0-40% per army)

There must be two dragoon regiments for every horse guard or cuirassier regiment in the army.

Cossacks/Hussars (0-10% per army)**Artillery****Russian Light Artillery (1 per 3 infantry units)**

The Russian army can employ field howitzers after 1757 as described on pages 80-81 of the Black Powder rulebook. No more than 30% of the guns may be howitzers. Russians can employ guns of any calibre.

"Soldiers' bellies are not satisfied with empty promises and hopes."

Tsar Peter the Great



The Battle of Holowczyn



GA PÅ! SWEDES CHARGE THE RUSSIAN EARTHWORKS

As Charles' Swedish army pushed on with its invasion of Russia, Peter chose to block his advance at the River Vabitch. Peter built defence works along the line of the river and fortified the crossing points, hoping to make the Swedes pay dearly to continue on the road to Moscow. When Charles surveyed the defences, he was at first dismayed until he realised that there was a weakness in the Russian plan. Between the Russian centre and their left was a marsh, which the Russians clearly thought was impassable and which they had left undefended. Charles planned to cross the Vabitch at night, move through the marsh and by dawn be in a position to roll up the Russian defensive lines. It was a bold plan worthy of Charles and his army.

The Swedish infantry set out from their camp at midnight in darkness and torrential rain. They were accompanied by artillery, which was to provide support by firing on the Russians from the far bank. As Charles reached the river and began to wade through the chest-high water, his troops were spotted by Russian sentries and the alarm was raised. The Russian commander, Prince Repnin, immediately sent for help and deployed some of his battalions and guns to the right. He maintained troops in the defences in case this was merely a diversion.

By first light, the Swedes had emerged from the marsh on Repnin's right flank and were engaging the battalions he had moved there. Meanwhile, six Swedish battalions had got in amongst the defences and were clearing the Russians out. Supported by the Swedish artillery, the cavalry began to cross the river and deploy in support of the Swedish infantry, and not a moment too soon.

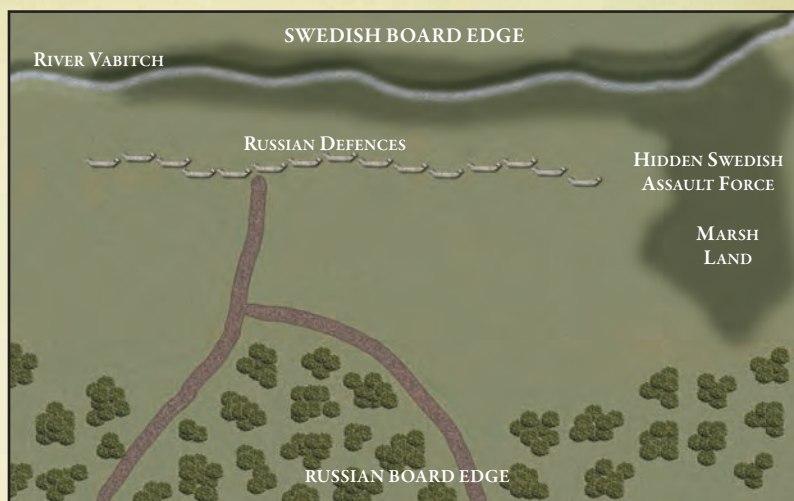
"This shall hence become my music."

Attributed to Charles XII upon hearing the sound of gunfire during his first real battle

Russian reinforcements began to arrive in the form of Major General Goltz's cavalry division, which threatened to overwhelm the Swedish infantry. Charging headlong into the Russians, the Swedish cavalry, although heavily outnumbered, began to push them back. Tiredness and disorder in the Swedish ranks meant that an effective pursuit was not possible, allowing the Russians to withdraw in tolerably good order, but Charles had won the battle and the road to Moscow was open once more.

A Dawn Raid

This scenario revolves around a surprise flank attack on a defended position. It relies on the smaller attacking force to keep up its momentum, push back the defenders and create enough of a foothold for its supporting cavalry and infantry to cross the river. The defenders will have reinforcements arriving all the time, and they need only hold on initially before rolling back the attackers into the river through superior numbers. Full orders of battle are provided here for this battle, but it is important to point out that this game can be played at any level and with any number of troops. The key is to keep the small elite force attacking the larger average force, and that they must succeed before too many reinforcements arrive.



The Terrain

The Russians begin with defences along the river to their front, woods along their base edge and a marsh on their right flank. Two roads meander from the Russian base edge to their defences, and it will be along these roads that the reinforcements arrive. The marsh is impassable to artillery and cavalry, while the river causes infantry and cavalry to cross it at half speed and in march column.

How It Played

The game started well for King Charles as his troops emerged from the marsh, much to the Russian player's surprise and annoyance, who had been told by the umpire that this area was impassable. The Russians' problems were compounded as they had placed their worst brigade commander (with a Staff Rating of 6) in charge of the infantry manning the defences, whilst the infantry encamped at the back of the board stalwartly refused to get out of their beds!

Charles' infantry swept away the first Russian battalion and overran an artillery battery before being stalled. The Russian commander turned one infantry battalion to face the oncoming Swedish horde and stopped the lead battalion with a volley that was laden with sixes. Meanwhile, the encamped Russian brigade had rolled out of their tents and was now forming up on the left flank of the advancing Swedes. Where were the Swedish supports?

Gå På! (Get 'em!)

"The battle began with a general cannonade and then Charles, on horseback, at the head of his foot-guards plunged first into the river and then into the morass, in the face of a vigorous enfilade which visibly thinned the Swedish ranks. Nothing could stop the impetuous advance of the Swedes. With their weapons raised aloft, for the water came up to their shoulders, they advanced as calmly as if they were on parade and Charles, after giving up his horse to a wounded officer, charged with his little band as soon as they reached dry ground."

Charles XII at Holowczyn, from 'Charles XII and the Collapse of the Swedish Empire', by R. Nisbet Bain

All had not gone well with the Swedish reserve. The first cavalry brigade eventually waded the river and was attempting to form line on the left wing of the infantry, but this seemed to take an age. The reserve infantry were crossing slowly, whilst all other reserves seemed to have got lost in the fog. Charles rallied his stalled brigade and once more led a charge into the Russian infantry, which pushed it back with loss to both sides. The Swedes had by now cleared half of the Russian defences, although fire from Russian artillery and infantry was slowly wearing them down.

The Russian brigade assigned to defend the entrenchments had formed a shaky line of defence facing their attackers, and had managed to get an artillery piece into the line as well. However, the brigade was only one unit away from breaking! On the Swedish left, the newly arrived cavalry ran down a Russian battalion that had strayed too far ahead of its supports. The horsemen were keeping the Russians in check whilst the arriving Swedish infantry fanned into line to attack them. At this point, the Russian reserve cavalry arrived and deployed to attack the Swedish cavalry. However, bad command dice left the Russians within charge reach of the deployed Swedes, who took full advantage of the situation and crashed into the deploying Russians, driving them back.

Everything looked set for a Swedish victory until disaster struck! King Charles bravely led the next Swedish attack into the face of waiting Russian infantry with artillery support. The Swedes took substantial casualties from closing fire, but still advanced into combat and almost won the *mêlée*. However, the Russians' supporting units won the day and the high casualties endured by the Swedes forced them to make a break test, which they failed by rolling snake eyes! The unit was removed and with them King Charles. The unit's loss forced the Swedish brigade to retire, and there was worse news on the left as the Russian cavalry returned to the attack and soon forced back the Swedish cavalry. With only one brigade of infantry left unscathed and still no sign of any more reserves coming up, the Swedes called it a day.

In retrospect, King Charles' leadership and *mêlée* bonuses contribute greatly to the Swedish attack. However, the Swedish player must be careful not to sacrifice him by leading forlorn hopes, or his loss will be inevitable. Circulate your attacking Swedish units and allow your damaged battalions time to recover before returning them to the fray or the Russians will win through attrition. The Swedes are great fun to play, however, and their performance in Black Powder certainly encourages the spirit of 'gå på'.

ORDERS OF BATTLE

SWEDES

Initial Assault Force

This deploys anywhere in the marsh on the Russian right flank, and is accompanied by King Charles.

Army Commander

- Charles XII, King of Sweden

Infantry

- Kunglig Majestats Livgardet (Foot Guards): Four battalions
- Dalregementet: Two battalions

Artillery

- The Swedes had eighteen artillery pieces on the opposite bank. This equates to six artillery models on the table. These can be set up anywhere on the opposite side of the river from the Russian defences.

Reinforcements

The reinforcements arrive in march column on the Swedish board edge on the second turn of the game. They may cross the river at any point but must do so in march column and will do so at half speed. Infantry may enter the marsh, but will continue to move at half speed whilst it does so. Artillery and cavalry may not enter the marsh.

Commander

- Major General Sparre

Infantry

- Uppland's Regiment: Two battalions
- Ostagota Regiment: Two battalions
- Vastermanland's Regiment: Two battalions

Cavalry

- Major General Rehnskiöld's Cavalry. These consist of six cavalry regiments, two of which are regiments of horse guards.

The Swedish player must roll a die each turn after the first, with an even number signalling the cavalry's arrival on the Swedish board edge. The cavalry must cross the river in march column at half speed and may not enter the marsh.

"I have resolved never to start an unjust war, but never to end a legitimate one except by defeating my enemies."

Charles XII of Sweden upon the outbreak of the Great Northern War, quoted by Voltaire

RUSSIANS

Defenders

General in Command

- Major General Prince Repnin

Infantry

- Brigadier General Schweden's Brigade: These troops begin manning the defences.
- Repnin's Grenadier Regiment: Two battalions
- Ryazanski Regiment: Two battalions
- Lefort's Regiment: Two battalions
- Rostovski Regiment: Two battalions

Artillery

- Three artillery models (representing eight 8-pounders)

Reserves

Brigadier General Chambers' Brigade begins in reserve, anywhere up to 12" from the Russian board edge, although it may not be placed within 12" of the marsh.

- Vatski Regiment: Two battalions
- Narvski Regiment: Two battalions
- Tobolski Regiment: Two battalions
- Koporski Regiment: Two battalions

Reinforcements

There are three brigades of dragoons which may come on to the table as reinforcements, led by Generals Ilfand, Heinsk and Hesse Darmstadt, and each of which contains three dragoon regiments. One will arrive on the Russian board edge along either road each time the Russian player rolls an odd number on a die. The Russian player may roll one die every turn after the third.

Six more infantry battalions under Major General Renne turned up at the historical battle, but were too late to influence the outcome. To reflect this, the turn after the last dragoon brigade arrives, the Russian player may continue rolling a die. If he rolls a 6 then Renne's command will arrive down the road furthest from the marsh in march column.



Swedish grenadiers

Storm on the Danube

Conflict between the Hapsburgs and the Ottoman Empire in Eastern Europe was almost constant from the late 1500s to the late 1700s, with border skirmishes and raids punctuating the times of 'peace' when the two empires were not engaging in open war. Territories such as Wallachia and Transylvania had been in a state of dispute since the 13th and 14th centuries, with the Ottomans constantly trying to expand their influence against a Christian alliance equally determined to stop them.

This conflict is often seen as purely a religious one between the Muslim Sultan and the Christian Emperor. In fact, the origins of the conflict are more complex, being as much a dispute about land and money. The Austrian Hapsburgs and the Ottoman Sultans saw their empires as being the rightful successors to the Roman Empire. The Turkish king styled himself 'Padishah, King of Kings, Ruler of the Black and White Seas and the Lands of the Romans', whilst the Austrian ruler was 'Roman King, future Emperor, always Augustus, King of Spain, Sicily and Jerusalem'.

Both empires' claim to be the successors of the Romans was spurious at best, but they were the oldest dynasties in Europe and the claim to an ancient heritage gave them gravitas, or so they believed. Both Empires believed the other to be in decline. The Hapsburgs were keen to present the Ottomans as the 'Sick Man of Europe', whose Sultans were decadent savages, whilst the Ottomans saw the Hapsburg Empire as a polyglot patchwork of nations, constantly dealing with revolts within its own borders whilst being culturally and financially bankrupt. There was an element of truth in both assumptions.

Whilst warfare in Western Europe was 'civilised', its generals adhering to the rules of the new Age of Reason, the conflict in the East was a bitter one. Racial and religious hatred fanned the enmity between these foes, and fights were very often to the death. Prisoners, when taken, were impaled or flayed alive, and their heads would decorate the palisades of the enemy's camp. Those who escaped this fate were sold into slavery. When the Ottoman army advanced on Vienna in 1683, the Tartar tribes were set loose to harass the enemy's supply lines and gather supplies. Almost 100,000 people may have been killed or enslaved during this single foray into Hapsburg lands.

The Ottomans had invaded Austria in 1683 and besieged Vienna for two months. Only the arrival of a relief force led by the king of Poland saved the city, with the charge of the Polish winged hussars clinching the final battle outside the gates. The Hapsburg forces and their allies rolled back the Ottomans and retook a number of key fortresses, with the war ending in 1698 after Eugene's

destruction of the Ottoman army at Zenta. The Hapsburg rulers never forgot how close they came to disaster in 1683, and the threat from the Ottomans became their primary concern. The two countries were at war again

from 1716 to 1718, with Prince Eugene once again defeating the Ottoman invasion. The Austrians joined the Russians during the Russo-Turkish War of 1735-39, and were at war with the Ottomans again from 1787 to 1791. With constant border skirmishing, this was a century of war in Eastern Europe.

For the wargamer, these conflicts provide one of the most colourful periods you could imagine, with a fantastic array of troop types to paint and collect, including the legendary Polish winged hussars (every wargamer's dream unit)! The forces involved are based more on cavalry than in the West, whilst the tactics used are much faster and free flowing than the plodding march of linear warfare elsewhere.

The Ottoman Army of the Eighteenth Century

The most famous Ottoman trained infantry were the janissaries. Originally raised in 1326, they were recruited from Christian slaves who were indoctrinated into Islam and who became loyal and brave fighters. By the end of the seventeenth century, the janissaries were becoming an unruly bunch, just as likely to unseat a sultan as to support him. They were divided into *ortas* or regiments that numbered on paper about 2,000 to 3,000 men, each of which had its own function within the army. One hundred and one *ortas* of the '*Djemaats*' were designated to guard strategic points on the frontiers. Sixty-one *ortas* of the '*Benluks*' were garrisoned in the capital and provided the sultan's personal bodyguard. The thirty-four *ortas* of the '*Segbans*' were assigned the duty of guarding the army's camps and supply lines. In addition, individual *ortas* were raised for specific tasks. The 16th and 18th *Ortas*, for example, guarded the artillery, while the 39th *Orta* was designated as marines. One *orta*, the 99th, was entirely made up of Bektasi dervishes. The 1st, 2nd and 3rd *Ortas* were called the *Devedjis* (camel drivers). They wore a heron plume, yellow boots and silver harnesses, and were the elite of the army.

The janissaries were all distinguished by their conical white headgear, which had a flap of white cloth that fell down the back and covered their neck. Apart from the headdress, all janissaries were issued with a certain amount of blue cloth with which to clothe themselves for the coming year. Much of the cloth was sold or exchanged for other material, and there was little uniformity in the blue cloth that was issued. Many janissaries wore their own clothes, and the only uniformity seems to have been in the colour of boots. *Djemaat* regiments wore red boots, whilst *Benluks* wore yellow boots or leggings.

Janissaries adopted firearms very early and carried a musket that fired a much heavier bullet than its Hapsburg counterpart. However, they never adopted bayonets, and Ottoman infantry charged forward with swords or two-handed halberds when closing to *mêlée*. It is interesting that when defending, trained Ottoman troops could stand in a line and fire volleys as their Western opponents could. However, all Ottoman infantry, janissaries included, are recorded as advancing as a mob when charging, when no order could be maintained.

Each *orta* carried a cooking pot, or *Kazan*, as its regimental standard, which symbolised the fact that they were paid by, or fed by, the sultan directly. In addition, each *orta* may have carried a separate coloured standard, which was often green and triangular in shape, and which displayed an animal or symbol associated with the unit. The banner of the 18th *Orta*,



Janissary regimental *Kazan*



THE TURKISH BATTLE LINE IS FORMED

for example, showed a series of crossed artillery barrels. The sultan's guard would also carry the '*Sandjak-Cherif*' or Flag of the Prophet, which was ceremoniously handed to the general of an army by the sultan as he departed for war, symbolising that he was the voice of the sultan on the battlefield.

Despite having such a large standing infantry force, the main force in the Ottoman army was its cavalry, the core of which was the sipahis. There was a standing force of sipahis, but more were provided by a feudal organisation. Each sipahi owned land and lived by the rent it provided. This land was granted by the sultan to the sipahi in return for military service. When they were called upon to serve, each sipahi would turn up with his attendants. He would be heavily armoured and carrying a lance and, very often, a bow rather than a firearm. Bows continued to be used throughout this century by many troops within the Ottoman army, but in the case of the sipahi it was by choice rather than by necessity. Mounted bowmen could still cause havoc, riding in close to the enemy and loosing their arrows with deadly accuracy. It is for this reason that Hapsburg troops retained armoured cuirasses and 'lobster pot' helmets in the East long after they had fallen out of use in the West.

Identifying and listing all of the irregular forces of the Ottoman Empire would justify a book in itself. The sultan could call on expert skirmishers from Albania, Tartar horsemen from the Crimea and Mamluks from Egypt, not to mention elephants! Very generally, the bulk of the sultan's cavalry would be good-quality irregular heavy horse, armed with lances, or ill-disciplined marauding lighter types. His infantry would mainly be badly-armed mobs of Turkish levy, few of which would be armed with muskets, but all of whom would have mêlée weapons. This is not to say that these mobs were useless or not feared by the enemy. Marshal de Saxe witnessed an

attack by such troops on a Hapsburg infantry battalion in line, "I saw the two battalions level their muskets, take aim and make a general discharge at a range of twenty paces at a mass of Turks which was coming to attack them. The volley and the ensuing mêlée were almost simultaneous. There was no time to flee, and all the men were cut down by the sword on a stretch of ground measuring thirty or forty paces deep."

Ottoman armies featured some of the heaviest calibre artillery used by any army of the period. Ottoman supply lines were always very well marked and protected, whilst their camps were organised, peaceful and surprisingly disease free. As Muslims did not drink, there were fewer problems with discipline, and it was widely acknowledged that Ottoman troops were some of the best fed whilst on campaign of any comparable European army. Ottoman armies excelled at siege warfare, with some of their greatest successes of the period coming from investing the cities and fortresses of the enemy.

This is not to say that the Ottomans did not have field success. Victories such as Krotzka in 1739 attest to the ability of Ottoman armies to succeed against European armies. However, what the Ottomans lacked were good commanders at divisional and brigade level who could respond to events as they occurred. On the field, the sultan or his appointed commander was in total control, and initiative amongst his junior staff was not encouraged. The sultan could give general commands, such as, "The left wing will hold!" or "The right wing attack!"

However, the Ottoman army lacked the ability to give specific orders to individual units or brigades in response to events or to seize opportunities. In battles where the enemy surprised the Ottoman army, or where it needed to respond quickly to changing events, we see the greatest Ottoman defeats.



The Sultan advances with his bodyguard of Sipahis

Special Rules for Ottoman Armies

The Flag of the Prophet

This large green flag was carried by the sultan's entourage and was usually inscribed with verses from the Koran. It inspired and encouraged the army wherever it appeared. The standard must remain with the sultan, or the army commander if the sultan is not on the field, as he moves about the battle. Once per turn, one unit within 6" of the standard may re-roll its break test, but only if the sultan or army commander has not been destroyed. Any single unit may only benefit from the Flag of the Prophet rule once per battle.

Mob Rule

All Ottoman Turk infantry units may form line whilst defending an obstacle or defensive position. Trained units, such as janissaries may deploy in line in the open as well. However, all Ottoman infantry units must attack as a warband when charging. If a unit is in line behind an obstacle and then moves from cover, it will default to a warband formation. Trained regulars, such as the janissaries, may remain in line in the open, but if they charge, they end their first charge move in warband formation. Obviously, Ottoman units that are charged whilst in line will still fight a mêlée. However, any Ottoman infantry unit contacted whilst in line will lose one mêlée dice.

There Can Be Only One!

As discussed above, the Ottoman army had some difficulty with its command and control. This can be represented by simply giving Ottoman brigade commanders low Staff Ratings. However, this may well make for a dull game for the Ottoman player. Instead, try the following rules: –

For armies that performed terribly in battle, make the sultan the only commander. You can still include brigade commanders in the force, but their only role would be to lead attacks or rally troops (using the 'follow me' and 'rally' orders). They may not issue any other orders to the troops under their command.

Since the sultan is the only person who may issue orders, the Ottoman command system will be unwieldy and will often fail. As an Ottoman player, this will quickly drive you mad. However, it does produce realistic results, and will force you to issue very sweeping, generalised brigade orders such as, "Attack to your front," rather than the more nippy, unit specific orders that the opposing Austrian commander can give. If you try to issue too many orders to individual units, you will fail your roll sooner or later, and as the army commander, that will be the end of the Command phase. Brigade commanders will be able to lead localised, unsupported attacks with the 'follow me' order, while the rest of the army will have to rely on initiative orders to act. This should encourage you to take a fairly defensive posture, as there is no guarantee that you will move at all, which is again a realistic Ottoman approach.

The other suggestion is to allow Ottoman commanders to issue only brigade orders, 'follow me' and 'rally' orders. This is not as restrictive as the above suggestion, but still makes it difficult for Ottoman commanders to coordinate their attacks.

If the sultan is ever killed or captured by the enemy, then it is all over for the Ottomans. When this happened historically, Ottoman armies quickly fell apart. If this happens during a game of Black Powder, all Ottoman units must immediately take a break test.

Stats and Special Rules for the Ottoman Army (1700-1775)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Janissaries	Regular Infantry	Smoothbore Musket	6	3	4+	3	Bloodthirsty
Ottoman Regular Inf.	Regular Infantry	Smoothbore Musket	6	2	4+	3	First Fire
Ottoman Irregular Inf.	Irregular Infantry	A variety of mêlée weapons	6	1	5+	3	Bloodthirsty
Ottoman Skirmishers	Irregular Infantry	Smoothbore Musket	4	2	4+	2	—
Suvarileri	Regular Cavalry	Sword	9	—	3+	3	Heavy Cavalry +D3
Sipahis	Regular Cavalry	Sword	8	—	4+	3	Heavy Cavalry +1
Ottoman Irregular Cav.	Irregular Cavalry	Sword	6	2	4+	3	—
Elephants	Regular Cavalry	Lance & Bow	8	2	4+	3	See pages 18-19
Ottoman Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	—

Command

Staff Rating

Restrictions

Sultan or Pasha	8	1
Average Commander	8	0-1
Poor Commander	7	—
Idiot Commander	6	1 minimum

Use the Staff Ratings shown here if you are not using any of the Ottoman special rules for command. If you use either of the 'There Can Be Only One' rules then half the brigade commanders may have a Staff Rating of 7 and the other half a Staff Rating of 8. Other restrictions apply, so you do not need to take a commander with a Staff Rating of 6.

Infantry

Janissaries (0-25% per army)

Optional Upgrades: Elite 4+, Tough Fighters

Ottoman Regular Infantry (0-25% per army)

Optional Upgrades: Freshly Raised, Unreliable

This template should be used for any non-janissary units that are drilled and uniformly armed, such as the Nizam-i-Jedid or some bodyguard units. Late eighteenth century Nizam-i-Jedid can be upgraded to have a Shooting value of 3.

Ottoman Irregular Infantry (no limit)

Optional Upgrades: Freshly Raised, Untested, Wavering

Up to two units may be given the Fanatics rule.

Default formation: Warband. This template represents fellahin or other mobs raised to bolster the main army. Many were badly led, but others could be wild dervishes!

Ottoman Skirmishers (0-20% per army)

Optional Upgrades: Marauders, Sharpshooters, Unreliable

Default formation: Skirmish Order. This template represents Sekhans, Derbants, Rayas or any other locally-raised skirmishers not trained to fight in close order or as warbands.

Cavalry

Suvarileri (0-1 per army)

Optional Upgrades: Elite, Reliable

The Suvarileri comprised of the picked sipahis who made up the sultan's bodyguard. This unit should be very rare.

Sipahis (0-30% per army)

Optional Upgrades: Determined Charge, Valiant,

either Heavy Cavalry +D3 or Lancers

Sipahis have been classed as regulars here so that they may deploy in line rather than as warband cavalry. Sipahis upgraded to be lancers or heavy cavalry are nearly unstoppable, so it must be either or. This template could also be used to represent Mamluks.

Ottoman Irregular Cavalry (0-30% per army)

Optional Upgrades: Bloodthirsty, Marauders, Unreliable or Wavering

Default formation is Skirmish Order. These units represent Yoruks, Djellis or any of the steppe tribes who fought for the Ottomans. Many fought as scouts or skirmishers, but some formed up and charged on the battlefield following the promise of plunder.

Elephants (0-1 per army)

Although not used in battle by the Ottomans in Europe, it is a shame to leave out war elephants from this list. Some elephants had light artillery on board. Treat such artillery as a battalion gun (Range: 24", Shooting: 3-2-1)).

Artillery

Ottoman Artillery

(1 per 2 infantry regiments)

The Ottomans had access to even the highest calibre artillery pieces and often used them in battle and not just at sieges. No limit is placed on the amount of artillery an Ottoman army may have, as it often had a great deal, though no more than one for every two infantry regiments should keep your opponent from having a seizure.



An Ottoman commander



AUSTRIAN GRENADIERS

The Austrian Army of the Eighteenth Century

The Austrian Emperor Charles VI, and later Empress Maria Theresa, ruled over a variety of very different provinces that made up the Hapsburg Empire. By the end of the War of the Spanish Succession, the empire consisted of Croatia, Transylvania, Breisgau, Burgau, Moravia, Silesia, Bohemia, the Belgian Netherlands, Naples, Sardinia, Milan and the Austrian provinces of the Tyrol and Styria. In addition, the Hapsburgs held the crown of Hungary that, although it remained a separate kingdom, came under their control, as did more than a third of the German territories that were ruled by the Hapsburgs as rulers of the Holy Roman Empire. The result was that few of the residents of the 'Hapsburg Empire' identified themselves as 'Austrian' or had an investment in the central government in Vienna. Unrest was common and residents of the empire were more likely to identify themselves regionally as 'Croats' or 'Dutch', for example, and have a more local focus.

This variety of regions and nationalities was reflected in the army, in which there was no consistent pattern or colour of uniform, armament or even of language between the soldiers. Generally, regiments raised in the 'Austrian' lands were referred to as 'German' regiments to distinguish them from the regiments raised in Hungary. Just to confuse matters further, regiments supplied by the German states of the Holy Roman Empire were collectively referred to as the *Reichsarmee*.

German regiments were identified by the name of their colonel, or *inhaber*, as in the British army, with regiments known as Regiment Harrach or Regiment Baden for example. By 1769 the regiments had all been numbered to prevent confusion. A regiment consisted of three battalions (each of which had five fusilier companies) and two grenadier companies. Each regiment numbered on paper roughly 2,000 men, but this varied considerably between regiments. In 1748 the number of battalions was increased to four, but in 1756 the regiments were reduced back to three battalions and a garrison battalion. The garrison battalion acted as a source of recruits for the first three. From 1758 onwards it was common to detach the

grenadiers from the regiments and concentrate them in grenadier battalions. In 1769 the procedure was formalised with the formation of nineteen permanent grenadier battalions, although the component companies continued to wear the uniform of their parent regiments.

When Maria Theresa came to the throne, there were only three regular Hungarian regiments in the army. Following a concerted recruiting drive, this was raised to eight. The people who lived in Eastern Europe were independent free spirits who did not take well to military discipline and to linear warfare. Most men recruited from these areas preferred a light infantry role, or to fight as raiding and scouting light cavalry such as the hussars. Indeed, it was the Austrian use of hussars that began the 'fashion' in other European armies, who saw the worth of these dashing light cavalry. By 1746 there were 800 irregular hussars and 17,000 'border guards' operating in Hungary.

The most common uniform colour for both German and Hungarian infantry was white, which was the base colour of the undyed wool supplied to the army. Coloured cuffs, lapels and turn-backs were added according to the taste of each individual colonel. After 1754, white gaiters were only worn on parade and black became the standard. Hungarian regiments tended to wear tight-fitting coloured breeches rather than gaiters. Most straps and belts were coloured white with pipe clay by the soldiers. Headgear for the fusiliers was the tricorne, but the grenadiers wore bearskins from early in the period. Hair was tied back and powdered in most regiments, but grenadiers and most of the light infantry tended to wear their hair braided into locks in the fashion of the Hungarian hussars. Great pride was taken in the men's moustaches, which are often depicted waxed to a point, grown into the sideburns or upswept at a number of ridiculous angles. Those unable to grow adequate moustaches were issued with false ones, whilst one source states that in some regiments, to maintain uniformity, the whole regiment would be issued with falsies!

The regiments of the *Reichsarmee* were composed of small contingents from a number of states. This meant that they lacked cohesion, and some even had different uniforms within

the same battalion. Uniforms tended to be blue and cut in the Prussian style, with only nine out of the forty-five battalions wearing Austrian white. These regiments were not of the best quality, often recruited from criminals and low-lives, and as a result their performance in battle was generally not good.

Officers in the Austrian army could rise from humble origins to command a regiment, or even an army, as success was rewarded. However, as in all things, a little money helps, and wealthy aristocrats could gain accelerated promotion. Foreign officers were welcomed into the ranks, such as Ernst Gideon Loudon, for example, who rose to be Frederick's bitterest foe.

The Austrian cavalry was composed of cuirassiers (eighteen regiments), dragoons (twelve regiments) and hussars (twelve regiments) from the beginning of the eighteenth century. In addition, irregular horse were also used for raiding the enemy supply lines and causing havoc behind enemy lines. Employing men who were little more than cut-throats and bandits, the Austrians paid a bounty for enemy heads! Units such as Trenck's Pandours tied up a great number of Prussian troops by forcing them to guard supply lines, and terrified isolated garrisons, although they had little worth on the battlefield.

The Austrian artillery used a variety of guns, from 1-pounder amusettes, used by the light infantry, to heavy-calibre siege guns. However, there was little standardisation of calibres or shot until the artillery was reformed in 1753. The new system standardised 3-, 6- and 12-pounder guns for field use, 12-, 18- and 24-pounders for siege works and introduced mortars of 10-pound weight up to 100 pounds. The number of artillery pieces in the army increased dramatically so that by Torgau in 1760, the Austrians were deploying 360 artillery pieces, as opposed to ninety-six at the start of the war. They often outnumbered Prussian guns by a third, and Frederick's troops paid heavily when attacking Austrian infantry supported by artillery.

An Austrian army is perhaps the most versatile in this supplement, combining as it does good command with a wide variety of troop types. Whilst there are fewer outstanding units than in other armies, the Austrians do not lack for light troops

If the Glove Fits...

In October 1757, Austrian General Andreas von Hadik planned an audacious raid behind Prussian lines. With only some 7,200 men, Hadik made a lightning raid from the Elbe river to Berlin, where he surprised the city and demanded a contribution of over 500,000 talers. Terrified by the Austrian attack, Berlin delivered 200,000 talers within eight hours. Before leaving the Prussian capital, Hadik requested two dozen pairs of ladies' gloves, stamped with the city's coat of arms, which he could present to his Empress. When the gift arrived in Vienna, however, it was discovered that the Berliners had taken their revenge by providing only left-handed gloves. From then on, apparently, Austrian officers and gentlemen always carried their right glove in their left, gloved, hand so as not to put themselves above their sovereign! A conversion opportunity for the particularly meticulous wargamer...

or guns, whilst quantity has a quality all of its own. If you are collecting an Austrian army for the Eastern theatre, then you can afford to play a little fast and loose with the make up of your force.

A Hapsburg force in the East should contain a much higher proportion of cavalry than its Western European equivalent, whilst there should be no shortage of light infantry and skirmishing cavalry, such as hussars and dragoons. The Hapsburgs could call on allies such as the Venetians or the Poles to assist them, which would allow you to include Polish units such as the winged hussars in your force. In fact, the unit there should be least of is solid line infantry, which, whilst very effective against the Turks, would be the hardest to come by.



AUSTRIAN COLUMNS ADVANCE TO THE FRONT



François Eugène, Prince of Savoy

François Eugène, Prince of Savoy, was said by no less a person than Napoleon to have been one of the greatest generals of all time.

Born in Paris, Eugene grew up around the French court of Louis XIV who initially wanted him to have a career in the church, as he was a weak, sickly boy. Eugene, however, yearned for a career in the army and he pushed himself through a punishing regime of training, exercise and reading to become the best soldier he could be.

Rejected by Louis XIV for service in the French army, Eugene moved to Austria, and transferred his loyalty to the Hapsburg monarchy, stating he would only return to France with “vengeful sword in hand.” Spanning six decades, Eugene served three Hapsburg emperors. He first saw action against the Ottoman Turks at the Siege of Vienna in 1683 and the subsequent War of the Holy League, before serving in the Nine Years’ War alongside his cousin, the Duke of Savoy.

However, the prince’s fame was secured with his crushing victory against the Ottomans at the Battle of Zenta in 1697. Eugene enhanced his standing during the War of the Spanish Succession, where his partnership with the Duke of Marlborough secured victories against the French on the fields of Blenheim, Oudenarde and Malplaquet; he gained further success as Imperial commander in northern Italy, notably at Turin in 1706.

Renewed hostilities against the Ottomans in the Austro-Turkish War of (1716–18) consolidated his reputation with victories at the battles of Petrovaradin and Belgrade. Eugene enjoyed less success as commander-in-chief of the army during his final conflict, the War of the Polish Succession. Nevertheless, in Austria, Eugene’s reputation was unrivalled. He was considered by some to be rash, but he was certainly charismatic and would inspire his men by leading from the front. However, he also demanded a great deal of his men, and was seen beating his retreating cavalry at Blenheim with the flat of his sword to get them to return to the fight.

Although opinions differ as to his character, there is no dispute over his great achievements: Eugene helped to save the Hapsburg Empire from French conquest; he broke the westward thrust of the Ottomans by liberating Central Europe after a century and a half of Turkish occupation, and he was one of the greatest patrons of the arts, whose architectural legacy can still be seen in Vienna today. Eugene died in his sleep at his home on 21 April 1736 at the age of 72.

Special Rules

Inspirational

Prince Eugene was adept at getting the best out of his men, often rallying them by example, by bullying or, in more than one case, by shooting cowards in the back! This kept faltering units in the field long after they would have fled under any other commander.

For this reason, any unit Eugene joins will automatically rally and recover one casualty (as described on page 31 of the Black Powder rulebook). Note that Eugene does not have to roll any dice, but this still counts as his final action for the turn.

Reckless

Prince Eugene was also very brave, some would say to the point of recklessness. Any unit that declares a charge and is within 12" of Prince Eugene will automatically be joined by him. As long as Eugene is within 12" of the friendly unit when it declares its charge, he will lead that charge and his figure should be moved to the front of the charging unit.

The friendly unit will benefit from Eugene’s presence (gaining +1 combat value as discussed on page 87 of the Black Powder rulebook), but should the friendly unit be destroyed, Eugene is removed and can play no further part in the battle. If the unit wins the combat and undertakes a sweeping advance, Eugene does not have to go with it.

Excellent Commander

Prince Eugene has a Staff Rating of 9.



Stats and Special Rules for the Austrian Army (1700-1775)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Austrian Grenadiers	Regular Infantry	Smoothbore Musket	6	3	3+	3	First Fire
Austrian Regular Inf.	Regular Infantry	Smoothbore Musket	6	3	4+	3	First Fire
Austrian Light Infantry	Regular Infantry	Smoothbore Musket	4	3	4+	2	—
Austrian Cuirassiers	Regular Cavalry	Sword	9	—	3+	3	Heavy Cavalry +D3
Austrian Dragoons	Regular Cavalry	Sword	8	2	4+	3	Heavy Cavalry +1
Hussars	Regular Cavalry	Sword	6	2	4+	3	Marauders
Austrian Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	—

Command**Staff Rating****Restrictions**

Prince Eugene of Savoy	9	1690-1738 only
Average Commander	8	0-3
Poor Commander	7	—

Whilst the Austrian army had a good command and control system with effective staff officers, the performance of the army on the battlefield was often sluggish, being better in defence than attack. This should be reflected with lower Staff Ratings.

Infantry**Austrian Grenadiers (0-20% of the total infantry force)**

Optional Upgrades: Elite 4+, Stubborn

Austrian Regular Infantry (0-50% per army)

Optional Upgrades: Reichsarmee units may be Freshly Raised or Untested

Austrian Light Infantry (0-30% per army)

Optional Upgrades: Marauders, Sharpshooters, Unreliable
Always allowed to skirmish.

Cavalry**Austrian Cuirassiers (0-10% per army)**

Optional Upgrades: Elite, Reliable

Austrian Dragoons (0-20% per army)

Optional Upgrades: Determined Charge

Hussars (0-20% per army)

Optional Upgrades: Bloodthirsty, Superbly Drilled

The Hungarian hussars and other light cavalry formations employed in the Austrian army were the envy of Europe, being superb horsemen. We suggest giving them the Superbly Drilled special ability to reflect their speed and manoeuvrability.

Artillery**Austrian Artillery (1 gun per 2 infantry regiments)**

The Austrian army can use any calibre of guns and may employ mortars (see pages 80-81 of the Black Powder rulebook). The Austrians had a huge superiority of artillery by the end of the Seven Years' War, and can employ a maximum of one gun per two infantry regiments.



Austrian regulars

The Battle of Petrovaradin

The fortress of Petrovaradin had been captured by the Hapsburg Empire during its successful campaign of 1688. Since then, the Hapsburgs had spent a great deal of money improving its defences. It was positioned to control an important crossing point of the Danube River, which any Ottoman army would have to secure if it was going to march on Vienna. The defences that the Hapsburgs built made the fortress very formidable, and it came to be known as the Gibraltar of the Danube.

When war broke out again between the Empires in 1716, an Ottoman army under Grand Vizier Damad Ali quickly moved to besiege the fortress. With typical Ottoman ingenuity and ferocity, the outer defences quickly fell, trapping a garrison of 8,000 men in a tightening noose. Prince Eugene of Savoy was despatched with an army of 80,000 men to lift the siege and drive off the Turks. This was a tall order, given that the Ottoman army numbered 150,000! On the morning of August 1717, the Hapsburg force drew up on a hill overlooking the Turkish siege lines. A very unseasonable snow had fallen the night before, dusting the land with white and inspiring the Christian ministers in the army to declare that it was a sign from the Virgin Mary.

The Turks were in an unenviable position, with their backs to the river and facing Eugene's army on one flank and possible sorties from the garrison on the other. On the other hand, the Turks were in a good defensive position and could incorporate some of their siege lines into defensive works. They also had a lot of artillery deployed, albeit most of it was facing the fortress.

Eugene attacked the Turkish force in the centre, which held. The Turks counter-attacked in the centre and drove back the Austrian infantry. This allowed Eugene to outflank the advancing Turks on the Austrian left with his heavy cavalry. The Turks responded slowly to this threat, and the Turkish cavalry were slow to arrive to shore up the flank. Supported by a sally from the defenders of Petrovaradin on the Turkish left, the Ottoman line was rolled up and many of the Turks were driven into the Danube and drowned. Less than 50,000 of the original Turkish army survived.

The Terrain

This battle may be best fought on a square table. 6'x6' is fine, but 8'x8' allows the cavalry more room to manoeuvre, although you may need long arms to reach the centre of such a set-up!

The fortress of Petrovaradin is in the centre of one table edge. In front of it (12" out) are positioned the Ottoman siege lines, facing the fortress. Use earthworks or barricades to represent these works. Note that the works closest to the advancing Hapsburg army had been abandoned, and so you do not need to represent these if you do not want to. The Ottoman player should also place his camp and baggage train on the table.

The Danube flows along the Ottoman table edge, and so any Ottoman unit driven off its own table edge is destroyed in the river. Place a low line of hills on Eugene's table edge to represent the area of high ground above the battle. Other than this, the rest of the table should be relatively terrain free.



Objectives

The Ottoman objective is to survive. They win a victory if they drive off Eugene's force and maintain the siege. If they seize the fortress of Petrovaradin and see off Prince Eugene, they win a total victory. They can claim a winning draw if the battle goes badly for them but they seize the fortress.

The garrison of Petrovaradin must hold on to the fortress and aid Prince Eugene in any way it can. This is a difficult choice for the garrison commander, because if he attacks too soon and his force is destroyed, he may lose the fortress to a canny Ottoman counter-attack. If he leaves it too late, Eugene's force may be too badly mauled to gain an overall victory. Prince Eugene must defeat the Ottomans to win.

He can claim a winning draw if the Ottomans are pushed out of their siege works and more than 50% of their force are in retreat or destroyed. Otherwise, battling to a standstill will not do, as the Ottomans only need to maintain the siege to win.

Playing The Scenario

This scenario best suits three players. The two Hapsburg players (Eugene and the garrison commander) should not be allowed to communicate and can only command troops from their own force. This makes the job of coordinating the attacks that much more difficult. The scenario can be played with two players, but it will lose some of its uncertainty and drama.

Prince Eugene's forces go first and march onto the battlefield from their designated edge.

How It Played

Grand Vizier Damad Ali began the battle with a huge attack by all of his cavalry against the Austrian advance. He moved his mobs to attack the fortress of Petrovaradin, whilst his janissaries and cannon waited behind the defences.

Prince Eugene met the Turkish attack with his own cavalry countercharge, which was initially successful, driving off a few

“The janissaries were renowned for their good eyes and limbs – the former to keep an eye on the unreliable cavalry who were prone to take flight, and the latter to enable them to follow.”

Count Luigi Marsigli

of the Turkish sipahi and Tartar units. However, there were too many Turkish cavalry to deal with, and they quickly rode down the Austrian light troops and forced the flank units of the advancing infantry into square. This pinned the Austrian advance in place. But the Austrian cavalry was not having it all their own way. A number of sweeping advances had left them dangerously isolated, and the Austrian cuirassiers were almost destroyed by janissaries and cannon fire when they stopped too close to the entrenchments.

Before the walls of Petrovaradin, a desperate battle was taking place, with the garrison unable to beat off the Turkish attack. (Who would have believed that the Turks could roll so many sixes?) Unbelievably, the Turks stormed over the walls after only three turns of desperate fighting, leaving the Austrian garrison fighting a losing battle.

Meanwhile, Eugene rallied his cavalry and began to gain the upper hand against the Turks. However, as his infantry advanced, the cavalry withdrew, revealing the defended lines of janissaries and cannon. At this point the last of the garrison were destroyed and Petrovaradin fell. With the Turkish cavalry rallying behind the lines, Prince Eugene decided to call it a day and fell back.

With hindsight, it may have been better for the Austrian player to meet the Turkish cavalry attack with his infantry, as controlled volleys seem more than capable of destroying any cavalry that come too close. This would have left his cavalry free to follow up any success and flank the Ottoman position. As it was, the Ottoman player was able to pin the Austrians in place with repeated cavalry attacks, giving him time to take the fortress and entrench his regulars and cannon.

ORDERS OF BATTLE

OTTOMAN TURKS

Army Commander

- Grand Vizier Damad Ali (Staff Rating: 8)
Uses the ‘There Can Be Only One!’ rule.

1st Cavalry Brigade

- Brigade commander (Staff Rating: 8)
- 3 regiments of sipahis (Heavy Cavalry +D3)

2nd Cavalry Brigade

- Brigade commander (Staff Rating: 8)
- 3 regiments of sipahis (Lancers)

3rd Cavalry Brigade

- Brigade commander (Staff Rating: 7)
- 3 regiments of Ottoman irregular cavalry – Tartar tribesmen

Infantry Brigade

- Brigade commander (Staff Rating: 7)
- 3 janissary ortas
- 2 mobs of Ottoman irregular infantry (Fanatics)
- 8 mobs of Ottoman irregular infantry (Wavering) – Levy.

Artillery

- 6 artillery pieces (range: 48")



Janissaries

AUSTRIANS

Army Commander

- Prince Eugene of Savoy (Staff Rating: 9)

First Brigade

- Brigade commander (Staff Rating: 8)
- 1 Austrian grenadier regiment
- 2 Austrian regular infantry regiments
- 1 attached battalion gun (artillery, range: 24")

Second Brigade

- Brigade commander (Staff Rating: 8)
- 3 Austrian regular infantry regiments
- 1 attached battalion gun (artillery, range: 24")

Third Brigade

- Brigade commander (Staff Rating: 8)
- 3 Austrian regular infantry regiments
- 1 attached battalion gun (artillery, range: 24")

Infantry Skirmishers

- 1 Austrian light infantry regiment (Marauders)

1st Cavalry Brigade

- Brigade commander (Staff Rating: 8)
- 1 regiment of Austrian cuirassiers
- 2 regiments of Austrian dragoons

2nd Cavalry Brigade

- Brigade commander (Staff Rating: 8)
- 3 regiments of hussars

The Petrovaradin Garrison

- Brigade commander (Staff Rating: 8)
- 2 regiments of Austrian regular infantry
- 1 regiment of Austrian regular infantry (Untested) – Militia
- 3 artillery pieces (range: 48")

The War of the Austrian Succession (1740-1748)

Emperor Charles VI worked very hard to secure the throne of Austria for his daughter, Maria Theresa. He bribed, bullied and allied with his neighbours and the crowned heads of Europe to ensure that they would not object to her taking the throne upon his death, as the Salic law prevented inheritance by a woman. To seal the deal, the various nations of Europe signed the Pragmatic Sanction in 1713, a treaty that guaranteed Maria Theresa's inheritance.

However, upon his death in 1740, the handover of power did not go smoothly. The Hapsburgs were in economic difficulties and there were threats of rebellions in the eastern provinces. It was doubted that the young girl who was now Empress Maria Theresa would be able to hold the empire together.

The first person to take advantage of the new empress' problems was Frederick of Prussia. He had always wanted to expand his small German state, and the wealthy Austrian province of Silesia looked like a promising first step. He had inherited a well-trained and efficient army from his father, and he was itching to put it to use. Frederick invaded Silesia in

December 1740 and quickly defeated the Austrian army sent against him at the Battle of Mollwitz in April 1741. With this first defeat, the vultures of Europe began to circle over the Hapsburg Empire. Perhaps they thought that the empire would break apart and now was the time to seize some land before someone else got there first. Over the next year, France, Saxony, Sweden and Spain entered the war against Austria. Britain, always ready to come to the aid of a lady in distress (and to maintain Austria as a balance to Bourbon expansion in Europe), entered the war with their Dutch allies in Flanders. By attacking from Flanders and the Austrian Netherlands into France, Britain hoped to draw French armies away from Austria and, it was hoped, defeat France and knock them out of the war. The war was also fought in Italy, and overseas in the colonies where it was known as King George's War.

For Maria Theresa, things did not go well. Her forces suffered another defeat at the Battle of Chotusitz in 1742, and Prague fell the same year. Frederick believed that the French were about to make a separate peace with Austria, and so he concluded the Treaty of Breslau in 1742, which gave him



FRENCH CAVALRY

Maurice de Saxe, Marshal of France

There were many great generals in this period. Perhaps the greatest of the French army was Maurice de Saxe. As his name implies, he was not a Frenchman but in fact a German by birth. He was charismatic and fiercely independent in character, perhaps due to his early upbringing, being the bastard son of Augustus the Second, King of Poland and Countess Maria of Konigsmarck. He served in the French army at the staggeringly young age of twelve, which seems bizarre to modern sensibilities, though no doubt they were made of sterner stuff in those days. He was present at the siege of Tournai and at the battle of Malplaquet, which went badly for the French.

No stranger to women, Maurice allegedly first had an amorous relationship when he was thirteen years of age! He became infamous for his scandalous affairs, though again, in a colourful period like this, reckless romances with outrageous women were de rigueur.

By the age of seventeen he was commanding his own regiment, having already served in the Russian army fighting against the Swedes. After campaigning against the Ottoman Turks and fighting in Austria, he was rewarded by elevation to Marshal of France in 1743, a most prestigious post made all the more noteworthy by him being a foreigner. He came close to landing in England when put in charge of an invasion fleet, but was frustrated by the weather and the ever vigilant Royal Navy.

Successful in many battles, such as Rocoux in 1746 and Val in 1747, his crowning achievement was his hard-fought and hard-won victory at Fontenoy, a battle that did much to raise both his own and France's military reputation. He died of fever in 1750, aged 54. He was at the height of his powers as Marshal General of the King of France's camps and armies, a respected and skilled soldier with a fascinating background and lurid private life.

*"It is not big armies that win battles,
it is the good ones!"*

Marshal Maurice de Saxe, *Mes Réveries*

Special Rules

A Redoubtable Foe

Maurice was present at the Battle of Malplaquet when only 12, and this battle seems to have had a profound effect on the young man. He saw at this battle that a long defensive line collapses if penetrated at any one point, as the attackers will turn and roll it up. Instead, he advocated the use of redoubts (possibly learned from his time in Russia) to act as islands against which an enemy attack would break, and if any one redoubt fell, the attacker would still have to assault the others to win.

An army that contains Maurice de Saxe as its commander-in-chief may always place one redoubt for every two brigades in the army anywhere within his army's deployment zone. These redoubts should only be large enough to hold one battalion and one gun.

Dropsy

Maurice suffered badly from dropsy throughout his life and was unable to sit on a horse at Fontenoy, commanding instead from a coach. As such he may not enter mêlée or carry out a 'follow me' order.

Excellent Commander

Maurice has a Staff Rating of 9.



Maurice de Saxe

Silesia and a shaky peace. Frederick would renege on this treaty in 1744, reinvading Austria when he believed she was fully committed to a war with France. He defeated the Austrians at the Battle of Hohenfriedberg in 1745 and again at Soor. The Treaty of Dresden was signed, which finally secured Silesia for Frederick.

The war in Flanders began well for the allies, with an unlikely victory at Dettingen in 1743. However, this was to be the allied high point of the war. The French command was taken on by the very capable Marshal de Saxe, who defeated the British and Dutch at Fontenoy in 1745. Matters were made worse when 'Bonnie' Prince Charlie landed in Scotland later that year and began a Jacobite rebellion. This forced Britain to return most of its army to England, leaving the fortresses and towns of Flanders to fall like ninepins. Marshal de Saxe went on to defeat outnumbered allied forces at Rocoux and Laufeldt before forcing the allies to the negotiating table.

The war ended with the Treaty of Aix-la Chapelle in 1748, which essentially re-established the status quo. Frederick was the only substantial winner, gaining Silesia and a new place on the European stage. Louis XV magnanimously gave up practically all his gains in Europe, leading to the adoption by the French people of a popular saying, "Stupid like peace."

Britain had been beaten by its traditional enemy, France, and forced into an embarrassing peace. Austria had lost lands to Prussia, which it meant to have back, not to mention suffering the humiliation of its armies. Frederick of Prussia had experienced a taste of glory and was unlikely to rest on his laurels. Despite the peace agreement, tensions were still high in India and America. Prospects for peace were not good.

In fact, the main outcome of the War of the Austrian Succession was to lay the groundwork of vengeance, suspicion and rivalry that would inevitably lead to the Seven Years' War.

The French Army of the Eighteenth Century

The wars of Louis the XIV had forged France's reputation as the greatest military power in Europe. He had fought a number of conflicts through the later seventeenth century, the last of which was the War of the League of Augsburg from 1688-1697, during which the French army appeared to be unstoppable. Giving his armies only five years of respite after nine long years of war, Louis entered the War of the Spanish Succession in 1702. Costly defeats by Marlborough at battles such as Blenheim robbed France of many veteran battalions, and hastily trained replacements were often not up to the job. When peace came in 1714, the army was shattered. When it went to war again in the War of the Austrian Succession, "the vices of plundering, swearing and drunkenness were allowed to flourish almost unchecked," whilst its performance in battle lacked the élan of the previous war.

The War of the Austrian Succession was estimated to have cost France 1,300,000,000 livres and left the country virtually bankrupt. The country could ill afford to continue to clothe, feed and arm its troops, and this was compounded by fraud committed by the colonels and officers who robbed the soldiers of what pittance did trickle down to them. Desertion became rife and amnesties had to be declared in 1757, 1758 and 1761 to get men to return to their colours. The early and middle period of the Seven Years' War represent a nadir in French military reputation. Problems first began to be addressed when Marshal Belle-Île became War Minister in 1758. He regulated pay and stamped out fraud. In 1760, the Duc de Choiseul completely reformed the army, taking power away from the



colonels of regiments and placing it in the hands of state-appointed ministers. However, it was not until French troops were deployed in the American War of Independence that the fruits of his labour were made evident, with the troops' appearance, behaviour and performance in battle becoming once more worthy of France's reputation.

French recruits came from two sources. '*Soldat gentilhomme*' were gentlemen of means who volunteered for service in the army. They accepted no bounty and as a result were allowed to go on leave when they pleased, the only stipulation being that they returned to their colours in times of war. They were less liable to receive punishments, and often constituted the officer class. However, such was the prestige of cavalry regiments such as the Musketeers or the Gendarmerie, wealthy gentlemen volunteered as troopers, often turning up with their horses and kit already purchased. Many made a point of not even drawing their wage! Such sons of the lesser nobility saw it as their duty to go into the army, quite apart from the fact that there was little else for them to do.

The other form of 'volunteer' was the peasant class, whose members joined for adventure or, on many occasions, were pressed by recruiting sergeants keen to fill their ranks. Moulliard records that "Everyone knew of pathetic scenes of impressments which degenerated at times into simple kidnapping." The recruit was paid twenty livres and was expected to serve for six years, although in time of war he would not be released until the war finished. Recruits due for release in 1741, for example, would not muster out until 1748. Such recruits were paid the handsome sum of ten livres compensation for every three extra years they had to serve after their muster out date. Unlike in many armies of the period, discipline was not oppressive. When in garrison, soldiers could seek employment in other jobs during the day as long as they



THE FRENCH ARMY ADVANCES TO BATTLE

were back in camp by 8 p.m. Floggings and similar types of corporal punishment were rare in comparison to other armies. Pay was very poor, especially after stoppages for uniform and equipment, and so having another trade to practice outside or inside the army, such as blacksmithing, was the only way for soldiers to make ends meet. In addition to the regulars, the French army consisted of over a hundred battalions of militia, which were formed by a lottery system in each parish. Originally raised to provide garrisons to free up the regulars, they were increasingly used to provide replacements for battle casualties, and even as front-line units when the enemy carried out coastal raids.

French regiments were named after their colonel or the province where they were raised. The number of battalions in a regiment and companies in a battalion changed from time to time, dropping in peacetime only to rise during war. Every French regiment could have up to five battalions (there was no consistency until Choiseul's reforms in 1760, when the nineteen oldest regiments were allowed four battalions whilst the others were limited to two). Each battalion had between thirteen and sixteen companies, including at least one of grenadiers. Just to confuse matters, Swiss regiments had only four companies, including one of grenadiers, amounting to about 700 men, whilst German regiments maintained only eight companies, including one of grenadiers, amounting to 640 men.

However many battalions there were, each regiment carried only one white standard (the colonel's colour). In addition, there would be three colourful regimental flags per battalion, to a maximum of fourteen across the regiment, each carried by a cornet or sous-lieutenant. The cavalry carried two colourful standards per squadron, with the only plain white standard being that of the colonel-general (the *cornette blanche*). A white sash tied around the lance point of a regiment's colours

identified its nationality as French – because there were so many different coloured uniforms within the army, confusion was bound to occur.

French regiments tended to wear a grey or white uniform, with differing coloured cuffs or turn-backs to distinguish the regiments. The French army welcomed foreign troops into its ranks and kept them together in their own regiments rather than disperse them amongst the French rank-and-file. Of the ninety-eight regiments maintained by the king, twenty-two comprised of foreigners. The oldest of these were the king's Swiss Guard, arguably the best troops in the army, whose grenadiers were known as The Hundred Swiss and who formed the king's bodyguard. There were many other Swiss regiments in French service, all of which were clothed in red. There were several battalions of Irish troops, the 'Wild Geese', refugees and supporters of the Stuart monarchy. They tended to be clothed in red and carried standards remarkably similar to British ones. In addition, there were Scots Jacobite regiments, clothed in blue, and German regiments, also in blue. The French army also maintained regiments of Corsicans and Italians. The Gardes Francaises, the king's household troops, were also clothed in very fine blue uniforms.

The French cavalry were regarded as the elite of the army, especially by themselves. The cavalry arm consisted of line cavalry, dragoons, hussars, the gendarmerie and the King's Household Cavalry. The line cavalry were the strike force, or heavy cavalry. They contained one regiment of cuirassiers (*Cuirassiers du Roi*) whose members wore tricorne until the Seven Years' War when they adopted bearskins. Despite not being classed as such, many of the line cavalry wore metal cuirasses and had a metal skullcap inserted into the tricorne to prevent head wounds.

The dragoons were still expected to fulfil more of a mounted infantry role than to fight mounted. To this end, they were often given smaller or more inferior mounts than the regular cavalry. This was particularly the case mid century, when almost continuous warfare had made France very short of good quality horses. At many battles the French dragoons are described as fighting dismounted, having had to give up their horses to replace losses in the line regiments and adopting an almost entirely infantry role. Although originally designed to scout and forage for the army, the dragoons were clearly not performing this role by the 1740s, when it became necessary for them to recruit specialist light cavalry and infantry.

There were three regiments of hussars in French service in 1740, but this had risen to seven before the beginning of the Seven Years' War. Recruits were foreigners, usually from Eastern Europe, and were employed in a light cavalry role as scouts, foragers and to harass the enemy. The French army experimented after 1740 with the legion system, loosely based on the old Roman legions. A legion would contain light infantry, light cavalry and a small amount of artillery, and could be deployed to operate independently against the enemy. A good example of such a legion are the Chasseurs de Fischer, which contained 400 infantry and 200 cavalry when it was raised in 1742, but was so successful and won such renown that by 1761 it consisted of 3,600 men divided into infantry, hussars, dragoons and artillery. Other renowned legions include the Legion Royale, the Volontaires de Flandre and, most famous of all, the Arquebusiers de Grassins.

The gendarmes and the cavalry of the king's household, units such as the Cheveau-Legers, the Gardes du Corps and the Mousquetaires, were the elite of the army. Over-officered and containing gentlemen who provided their own horses and equipment, the lowest private in one of these regiments held the equivalent rank of lieutenant in the army, rising to captain

after fifteen years of service. Beautifully outfitted and mounted, these troops had a high esprit de corps that often made them impetuous and brave to a fault. Whilst these units were the pride of French armies they were prone to charge without orders, such as at Fontenoy in 1745. However, it has been said that they continued to advance at the trot, discharging pistols before galloping into contact, long after their opponents had adopted the full tilt charge, which would explain their defeat by British dragoons at Blenheim and Dettingen, although the full charge certainly seems to have been adopted by the time of Fontenoy and the later Seven Years' War.

French artillery was not to take the great strides forward that Austrian artillery was to make over the next fifty years. It took the reforms of Choiseul to address the issue of badly trained and equipped artillery forces, but their new training was not put to use until the French Revolution. Even so, the French employed many calibres of gun for use in infantry support, on the battlefield and during sieges. The legion system encouraged the adoption of light guns pulled by horse teams, the early forerunner of horse artillery. Generals such as Vauban led the way during this period in the construction of defences and in besieging cities or fortresses. Marshal de Saxe's campaigns in Flanders during 1745 to 1748 show the effectiveness of French arms in quickly reducing the defences of fortresses that many thought were impregnable.

If you choose to collect a French army of the eighteenth century, you will get something of a mixed bag. The wide variety of troop types and the differing uniforms make this a colourful army that is fun to paint. It has some outstanding units, but by the middle of the century it also has some very poor ones. However, you will never be short of enemies, for the French fought the Austrians, Prussians, British, and Dutch, as well as Native Americans and Indians, and fought conflicts in the far-flung Caribbean.



LES GARDES FRANÇAISES

Stats and Special Rules for the French Army in Europe (1700-1775)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
French Guards	Regular Infantry	Smoothbore Musket	6	3	4+	3	First Fire
French Infantry	Regular Infantry	Smoothbore Musket	6	3	4+	3	First Fire
Foreign Infantry	Regular Infantry	Smoothbore Musket	6	3	3+	3	First Fire
French Militia	Regular Infantry	Smoothbore Musket	4	3	5+	3	—
French Light Infantry	Regular Infantry	Smoothbore Musket	4	3	4+	3	—
Gendarmerie	Regular Cavalry	Sword	8	—	4+	3	Heavy Cavalry +1
French Line Cavalry	Regular Cavalry	Sword	8	—	4+	3	Heavy Cavalry +1
French Dragoons	Regular Cavalry	Sword	6	2	4+	3	Dragoons
French Hussars	Regular Cavalry	Sword	6	—	4+	3	—
French Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	—
French Horse Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	1	—

Command**Staff Rating****Restrictions**

Marshal Maurice de Saxe	9	1742-1748 only
Average Commander	8	—
Poor Commander	7	2 minimum

French commanders were selected for their breeding rather than for their ability. De Saxe was saddled with a number of hopeless cases, and there were few outstanding commanders during this period. French armies should have at least two commanders with a Staff Rating of 7.

Infantry**French Guards (0-6 per army)**

Optional Upgrades: Crack, Superbly Drilled, Morale can be 3+ prior to 1745. The French guards were excellent during the War of the Spanish Succession, but their effectiveness declined as the years went on, as shown in their very poor performance at Fontenoy for example.

French Infantry (30-50% per army)

The standard profile suits basic French infantry during this period.

Foreign Infantry (0-20% per army)

Optional Upgrades: Elite, Reliable, Tough Fighters

These templates apply to the Swiss, German and Irish units in the French army. Note that not all the upgrades apply to foreign units. The Irish might be Tough Fighters, the Germans Reliable, etc. Only the Swiss Guard can claim all three.

French Militia (no limit)

Optional Upgrades: Untested

This template represents newly raised units, militia or coastguard units that acted as garrisons.

French Light Infantry (0-10% per army)

Optional Upgrades: Marauders, Sharpshooters

Always allowed to skirmish. This template should be used for units such as the Grassins or the Volunteers de Flandre.

Cavalry

The total number of cavalry units cannot exceed 50% of the units in the army (the French army had a higher proportion of cavalry than many of its contemporaries).

Gendarmerie (0-20% per army)

Optional Upgrades: Determined Charge, Heavy Cavalry +D3, Valiant

French Line Cavalry (0-40% per army)

Optional Upgrades: One unit may upgrade to Cuirassiers du Roi and use the Cuirassier template (see page 176 of the Black Powder rulebook).

French Dragoons (0-40% per army)

Optional Upgrades: Marauders

French Hussars (0-20% per army)

Optional Upgrades: Marauders

Artillery**French Artillery (1 per 3 battalions)**

All are classed as foot artillery. One gun is allowed per three battalions, although they may be deployed as you see fit.

French Horse Artillery (0-1 per army).

This template represents the early experiments with legion artillery. The gun must be a light gun, such as a 3-pounder.



The Battle of Fontenoy

In 1745 a French army under Marshal de Saxe marched to besiege the fortress town of Tournai. This was a significant fortress, and the allies could not afford to lose it. A hastily raised army consisting of British and Dutch forces marched to its relief. Marshal de Saxe decided to split his forces. Leaving some troops to continue the siege, he marched with the bulk of his army to take up a defensive position near the town of Fontenoy. De Saxe's position took the form of an 'L' shape. He rested his left wing on a wood, reinforcing the end of the line with a redoubt. Troops were then deployed from the wood to the town of Fontenoy, which was heavily fortified. The line then turned at right angles and ran down to the town of Antoing, which rested on a river.

The line from Antoing to Fontenoy was reinforced with three redoubts. Antoing itself was a walled town and possessed a motte-and-bailey keep. The town of Fontenoy was the apex of the 'L' shape and the weakest part of the line. If Fontenoy fell, the line would crumble. De Saxe placed some of his best units here and turned Fontenoy into a veritable fortress.

The Duke of Cumberland, commander-in-chief of the allied forces, decided that the Dutch should try to take Fontenoy. At the same time, he would send a small detachment to attack through the wood and take the redoubt at the end of the French line on the left. Meanwhile, the British infantry would attack the line between the wood and Fontenoy, forcing the French centre. Unfortunately for Cumberland, all did not go to plan. General Ingoldsby commanded the brigade that was to attack through the wood. Once in position, Ingoldsby found the wood full of French light infantry and he delayed his attacks,

despite repeated orders from Cumberland to get on with it! The Dutch attack on Fontenoy made no progress, as the French had fortified the houses and the churchyard. Even when Cumberland sent the newly-raised Black Watch regiment to assist the Dutch, the ferocious Highlanders could not dislodge the French defenders.

The British infantry advancing in the centre were led by a brigade of Guards. As they approached the French Guards who were holding the centre of the line, legend has it that Lord Hay stepped out from the ranks and invited the French to fire first. The Comte d'Anterrockes, not to be outdone, declined stating that the French Guards never fired first. Undeterred, the British fired and destroyed the French ranks, sending the French Guards into rout. The infantry pushed on and broke through the French centre. However, Marshal de Saxe sent troop after troop of cavalry in charges against the British to stop their advance. Cannon fire from Fontenoy and from the Eu redoubt on the corner of the wood raked the British lines.

The British infantry were taking casualties at the rate of one every two seconds, but still held the position for two hours, waiting for the Dutch to take Fontenoy, or for the redoubt on their other flank to fall. When neither occurred, there was no option but to retreat. The tipping point came when de Saxe ordered the Wild Geese, the Irish brigade in French service, to charge the remnants of the Guards brigade, which it did, forcing them back. Although the allies were forced to retreat, such was the devastation caused to the French that no effective pursuit could be made.



THE FRENCH CENTRE

"The Duke of Cumberland is the greatest General of his age, for he has maintained several thousand men on a spot of ground where I should never have thought of billeting so many rabbits."

Marshal de Saxe, concerning the British hold on the centre field at Fontenoy

Putting on a Large-Scale Game

To refight Fontenoy requires 25 British and Hanoverian battalions, 21 Dutch battalions and nearly 50 French battalions of infantry, before cavalry and artillery are included. Such a huge battle will give an entire club pause for thought, let alone an individual! Presented here are some pearls of wisdom, many learned the hard way, about how to put on a game like this and keep your sanity.

Firstly, pick a battle that really interests you. Putting on a game of this size might take you over a year to get from planning to table, and you will need to keep a high level of motivation to keep going. If this is a club effort, then the battle must interest everyone taking part. There is nothing worse than getting a few months into the painting and collecting for someone to drop out, leaving the whole project in jeopardy. This battle must be your favourite battle of all time, not just one you saw on the History Channel that takes your fancy.

The next step is the planning. Is the battle actually possible to recreate in miniature? Look at the ground scale and the number of battalions involved. It may be that the board would be unfeasibly big or the numbers of units prohibitive. Assuming that the battle is possible to recreate, exactly how many figures are you going to need? Again, this figure could be in the



hundreds (or the thousands for some battles), which may make the project financially impossible. These are serious considerations, which could stop a collection before it begins.

So, having worked out your ground scale, the number of battalions or squadrons you want to represent, and whether you can afford to buy them all, what next? Do not go off to the miniatures store and buy all the prettiest/hardest/best units first. One thing guaranteed to throw a project off course is



FRENCH CAVALRY PREPARE TO ATTACK THE ADVANCING ALLIES

Highland Furies

During the attack by the Black Watch on the defences at Fontenoy in 1745, one Highlander (whose name was not recorded) jumped over the defences and set about the French defenders armed with just his broadsword. He slew nine and was in the act of disposing of a tenth when the French fired a light gun at him, the ball from which took off his arm.

The Highlander survived the battle and was visited by the Duke of Cumberland afterwards, who rewarded his courage with a pension. Little wonder one surviving French officer referred to the Black Watch as “Highland furies.”

when you have finished all the guard units and heavy cavalry but still have hundreds of ordinary troops to plough through. Save some of the nicer units to paint at stages along the way. Treat yourself when targets have been reached – “After I have finished two brigades of infantry, I will paint that lovely troop of hussars.” This will keep the painting interesting and maintain your motivation.

If you are attempting the battle as a club, make sure that all the units are divided out fairly. Do not leave one person to paint all the dross while everyone else gets the guard units. Also, paint regiments or troops which were common throughout the war, and paint troops from both sides in equal measure. The advantage here is if the worst should happen and the project does fail, you can easily sell commonly required units. Having smaller practice games using the troops you already have available will also allow you time to practice using the *Black Powder* rules so that by the day of the game everyone will be familiar with them.

Make sure you have plenty of reading material about the same period. Reading extensively outside the period of your battle is dangerous, as you will find another battle that grabs your interest, and next thing the whole project is in boxes in the loft while you go out to collect Zulus! Reading fiction set in the eighteenth century can also be very inspiring and helps to fire the imagination.

Terrain is a major consideration prior to the big day. There is nothing as disappointing as painting glorious figures only to place them on sub-standard terrain boards or with hills chalked onto a flat surface. Never be afraid to ask for help. Ask around at your club to see what terrain people already have that may be suitable, or ask others to help collect or make what will be required. After all, if you are doing all the hard work, a little help with the terrain is the least they can do to help. For example, Fontenoy requires an inordinate amount of defences, both for the redoubts (five of them) and the barricades and obstacles thrown up to defend the towns. A quick e-mail around the club produced more than enough defences to fit the bill. Job done.

There is an old military maxim about prior preparation and planning. Send out briefings to all the players and umpires before the big day. Make sure they know their commands and that the opposing army commanders have a good idea about their initial deployments. It will slow the day to a crawl if the first thing everyone does upon arrival is sit down to discuss the deployment of the army and who is having which commands.

Now this might seem obvious, but stay with me. Find a room or a venue big enough to hold the game comfortably and make sure it is available for the whole day (or even for two days if you want to make a weekend of it). Many wargamers I know are large gentlemen who are no stranger to a pork pie and a pint down at the club. Ensure that there is sufficient room for everyone to walk around the table and reach the various troops deployed there. The last thing you need is for some of your generals to become wedged between table and wall whilst trying to squeeze around to get at some distant light cavalry unit! Trust me. It is not a pretty sight.

Which brings me neatly to the big day and the subject of food. You will probably have at least ten or maybe twenty hungry wargamers trapped in a venue for a day or two. They will need to be fed and watered. Again, this may be solved by using a venue with on-site facilities, such as a canteen, that can be visited when the need arises. However, this is not always possible and many of us will end up in a church hall or rented room far from re-supply. Rather than ask everyone to bring their own sandwiches and flask, why not muck in and eat the eighteenth century way. Ask each of the teams to bring food that the troops might have been eating on the day of battle or in camp the day before. In the case of this scenario, the British ate dry biscuit, cheese, apples and cured ham. The British officers would have drunk port, whilst the lower ranks drank beer. The French had bread ovens in Fontenoy and received fresh bread every three or four days. The French troops would have drunk water, but wine would have been available to the officers and senior ranks. Research the diet of your armies and try to replicate it as much as possible without going too far. Starving one side whilst the others feast may strain relations more than needs be, but undertaking steps like this helps players associate with the battle they are fighting and puts them in the shoes of the commanding generals. It also splits the cost of food and ensures there is enough for all.

In a similar vein, what about some music? Eighteenth century military music is fairly easy to come by in many different formats. Again, a little research here can really pay dividends in completing the players' experience of the battle as a whole. The Irish brigade at Fontenoy advanced to the tune ‘The White Cockade’ on fife and drum, whilst the Black Watch attacked Fontenoy to ‘Scotland the Brave’ played on the bagpipes. After all, you have gone to some considerable lengths to put on an amazing centrepiece battle, so why not use sound to complete the experience? You will be surprised how much better your brigades fight when supported by a little fife and drum music!

Make sure that you have sufficient umpires to settle disputes. Allow at least one umpire per six players, otherwise things may move very slowly on the day. Ensure that everyone is conversant with the rules before you start. This will prevent questions such as, “How far do infantry move?” straight from the first turn.

The biggest bugbear in organising large games is the turn sequence. Players in different parts of the battlefield will start to get ahead of others and, before long, some sections of the battle will be undertaking the French Shooting phase whilst the rest are still completing the Hand-to-Hand phase from the turn before! Place a large sheet of paper on a wall where it is visible to everyone so that an umpire can record the turns and display which part of the turn everyone is on. This will keep everyone on the right course, and players who have finished their move before others should be encouraged to relax, chat to their friends and enjoy the spectacle. After all, isn't that what wargaming is all about?

How It Played

A few weeks before the big day, I identified who would play the roles of de Saxe (Ian Jones) and Cumberland (Dave James) and their various subordinate generals. I sent around maps of the battle along with historical deployments to the various players, as well as complete orders of battle for their forces. As a player, I do not like being tied to historical deployments as it often ties you to historical mistakes, and so I allowed the opposing commanders to make any amendments or changes to their deployments as they saw fit. These changes, along with a detailed description of their final dispositions, were e-mailed to me the week before the battle, along with the initial orders for all of the brigades.

At the Battle of Fontenoy, the allies began moving into position at 2 a.m. when it was still dark. By 6 a.m. it was light and the early morning fog had lifted, allowing the French to see their enemies deploying. The French began bombarding the allies, who despite this were eventually in position at 9 a.m. and ready to attack. I decided that our wargame would start at 9 a.m. when the allies were in position, rather than make them march on board in column and move to their attack positions. This would save a lot of time.

Two days before the battle, I sent the two commanders a briefing about what they could see when the mist lifted at 6 a.m. The British had gone for an almost historical disposition, placing all of their British troops in the centre, with the cavalry behind in support. The Dutch were deployed opposite Fontenoy whilst the Hanoverians were facing the wood on the allied right. This was relayed to Marshal de Saxe, who had also placed his troops almost exactly as they were historically. De Saxe moved some extra artillery to his centre, opposite the British, and began firing at them as they deployed. This then was the situation when the game began.

All of the players turned up early on the day of battle, and the terrain was quickly put together and the troops deployed on board. With over 1,500 figures, this was the longest part of the day. Everyone had done their bit to bring food, and someone even thought to bring a kettle, which helped enormously as both sides drank copious amounts of tea as the day wore on. The battlefield was complete within two hours and the umpire

declared the game ready to play. The allies raised a glass of port to "Today's fox!" whilst the French stuck in to coffee and croissants.

Cumberland began the battle by ordering the Hanoverians and the Dutch to refuse their flanks, blocking the wood and the town of Fontenoy. He then launched all of the British regiments at the French centre and at the Eu redoubt, which was the key to his plan. Take that, and the battle would be his! Marshal de Saxe moved two gun batteries in line with Fontenoy and the Eu redoubt, and began to blaze away at the advancing lines of red. Combined with guns in the redoubt and in Fontenoy, the first few turns of fire really started to take a toll on the redcoats. John Stallard's brigade, overeager due to a blunder, charged the nearest battery and was sent rolling back. Things looked very tricky for a moment or two until de Saxe (Ian Jones) chose to pull back the infantry supporting his guns in the centre to the safety of the sunken road. This left the gun batteries isolated and allowed the British to take them in flank.

Meanwhile, de Saxe sent his troops holding the Fontenoy-Antoing line to sweep around and attack the Dutch. This attack took a long time to develop due to some terrible command dice rolls by the French brigade commanders. On the French left, the Irish brigade moved into the wood with the Grassins, putting pressure on the Hanoverians. The allies had placed as much artillery as they could to pound the Eu redoubt before attacking it, and a few French battalions were forced to retire despite the shelter of hard cover. In the end, the brigade holding the redoubt was forced to retire, and terrible command dice meant that the brigade sent to replace it was slow to move up. Seizing their chance, the British overran the Eu redoubt and fought off all French efforts to retake it.

In the centre, the British Guards came up and faced off with the French Guards. After a few rounds of firing it was all over, with the French Guards in full retreat. The French left was in tatters, with the Eu redoubt taken and the Irish attack through the woods stunted. On the French right, the attack against the Dutch was developing too little too late. By teatime, the French threw in the towel and the allies celebrated a huge reversal of history! A great day was had by all, and it was certainly worth the planning and effort.



THE BRITISH APPROACH THE FRENCH LINES

The Wars of the English Succession (1690-1746)

Marlborough's victories over the armies of Louis XIV marked a change in the fortunes of Great Britain. Soon, the island nation would be strong enough not only to influence European affairs, but also to directly intervene in them, whilst overseas its naval power and colonial expansion left other European nations for dead. Soon, the sun would never set on a British empire that stretched around the globe.

With hindsight, it is easy to forget that in the years following the English Civil War, Britain had been one of the most dynastically unstable countries in Europe. The Stuart King Charles II was invited back to rule after Oliver Cromwell died. With no legitimate offspring, Charles' younger brother, James, became king on Charles' death in 1685. He immediately faced a rebellion led by one of Charles' illegitimate sons, the Duke of Monmouth. This rebellion was quickly and rather bloodily put down. However, James II was a Catholic and his pro-Catholic, pro-French policies unnerved the Protestant-dominated Parliament. When a male heir was born in 1688, some members of Parliament took the rather bold step of inviting a Dutchman, William of Orange, who was married to one of James' daughters, to come and be king in England instead.

When William landed in England with his army in 1688, James fled to Ireland where he raised an army. The subsequent battles fought by James' supporters in Ireland against the army of William are often remembered in the British national psyche as

an Irish rebellion. Yet here was an 'English' army of mainly Dutch and German troops under a foreign king fighting against British subjects who were commanded by their 'rightful' king. Indeed, some of the troops fighting for James were loyal English units such as the Foot Guards. William's army finally won the war in 1691 after the Battle of Aughrim (not after the Battle of the Boyne in 1690 as is often believed). He went on to rule with his wife Mary as joint monarchs whilst James II went into exile in France.

Mary died in 1694, and William died when he fell from his horse in 1702. William had been staunchly protestant and staunchly anti-French, and it was he who had encouraged Britain to become involved in European affairs. Queen Anne, another of James' daughters, continued this anti-French policy when she came to the throne in 1702, plunging Britain into the War of the Spanish Succession. When Anne died in 1714 there was very real consideration given to inviting back the Stuart monarchy. Although James II had died in exile in 1701, his son, who had been recognised by Jacobite supporters as James III, was still the best claimant to the throne. However, he was, like his father, a Catholic and he refused to renounce his faith and become a Protestant. This simple expedient would have secured his throne, but without it the majority of members of Parliament, and of his Protestant nation, would not accept him as their king.



HIGHLANDERS PREPARE TO CLASH WITH GOVERNMENT INFANTRY...

Instead, the crown was offered to George of Hanover. George's mother, Sophia, was the granddaughter of James I, and this distant link to English royalty, coupled with his staunch Protestant faith, was enough to secure him the throne of Great Britain as George I. George spoke little English and cared more for his lands in Germany than for his new British home. The policy of involving Britain in continental wars to protect the crown's Hanoverian possessions would be a feature of the rest of the eighteenth century and one that would often bring the Hanoverian kings into conflict with Parliament. However, his rule was not to be entirely unopposed, with James' supporters (the Jacobites) rising in revolt in Scotland in 1715. Jacobite support was strong in the Highlands because Catholicism was still widely practised there and a number of Scottish clan rulers had followed James II into exile in 1691. The rebellion dissolved after an indecisive battle at Sherrifmuir, but rebellion once more broke out in Scotland in 1719, this time with the help of regular troops from Spain. This rebellion ended at the Battle of Glenshiel, but the Jacobite hope of taking back the throne by force was very much alive.

When George II came to the throne in 1727, the pro-German policies of his father had raised disquiet amongst many of his British subjects. During the War of the Austrian Succession, Louis XV sponsored plans to invade England with French troops. He looked to replace George with the pro-French

James III, and he encouraged James' son, Charles Edward Stuart, to lead a rebellion in Scotland, which he duly did in 1745. This, the last Jacobite rebellion, is often portrayed as a futile gesture, the last throw of the dice for the Stuarts with very long odds for success. Yet when you think that England had gone through six monarchs in a little over sixty years (as opposed to France, which had witnessed the smooth hand over of power between Louis XIV and Louis XV during the same time), that most of the monarchs had faced armed insurrection, and that one had been deposed by a foreign army, Charles' plan suddenly does not seem so outrageous.

This rebellion certainly was the most successful, with the Jacobites defeating the Government forces in battle, taking Scotland and invading England. The success of the rebellion forced King George to recall many of his troops from the Continent, leaving the French, under Marshal de Saxe, to dominate the rest of the war in Flanders. Louis XV had encouraged the rebellion as a means of distracting the British from Flanders, but its unexpected success was an added boon. He gathered an army at Dunkirk and began to gather ships to invade England and secure the throne for the Stuarts. However, the invasion of England failed and the rebellion was crushed in 1746 at Culloden.

The Hanoverian dynasty ruled for the rest of the eighteenth century whilst the Stuarts were never again to threaten to seize



...SUPPORTED BY THE ROYAL ECOSSAIS AND TRAINED HIGHLAND TROOPS

the crown. Nevertheless, this was not to be the last of the rebellions against crown authority, with a huge rebellion taking place in Ireland in 1798. None of the Hanoverian monarchs were to rest easy on their throne, as the spectre of rebellion haunted the British Isles throughout the century. Little wonder that the rebellion in America seemed so very far away and of such little importance.

From a wargamer's perspective, the Wars of the English Succession are an ideal source of inspiration. The rebellions in 1715, 1719 and 1745 all involve Scots Highland armies fighting British regulars, which not only provide great miniatures to paint, but also interesting tactical options and scenarios. The earlier battles (Monmouth's rebellion and the Williamite wars in Ireland) pitch armies of regulars supported by volunteers against one another in battles that echo the English Civil War. Whilst the rebellion in Ireland in 1798 falls a little out of our period, this again throws up different tactical options, with large numbers of mostly pike-armed peasants against small numbers of regular infantry and militia.

The other aspect that appeals to wargamers about these battles is their size. These are not the massed battles of continental Europe, with many involving comparatively small numbers on both sides. The fact that the action takes place in a small area of the British Isles makes the rebellions ideal for wargames campaigns, as we do not have to represent the sweeping nature of war between empires on continental Europe.

We're Doomed!

On the morning of the Battle of Culloden, an unnamed Highlander left the ranks of his clan and wandered over to the approaching Hanoverian army. Claiming to be a member of Clan Campbell, which was fighting with the Government that day, he stated he had a message for the Duke of Cumberland. As he moved amongst the ranks, he stopped from time to time, asking where the duke might be. Eventually, he saw a suitably impressive general approaching on a fine charger whom he took to be the duke. Wrenching a musket from a nearby soldier, he fired at him, and was immediately shot by Private Newman of Sempill's battalion. The general in question was Lord Bury, Lord Albemarle's son and a major in the Coldstream Guards who was serving as an aide.

He survived the attack uninjured. The Highlander, however, must have known he was going to his death when he set out. An early form of suicide attack!



Highlanders armed with Lochaber axes

The Highland Army During the 1745 Rebellion

There is an element of romance about the 1745 rebellion, which has been encouraged and enhanced over the years by Scottish nationalists and filmmakers. The Battle of Culloden in particular has been represented as the repression of Scottish nationalism by the brutal English. If the reader is interested in a more balanced view then please see the recommendations in the bibliography that are based on the most recent historical and archaeological research.

The Highland army was, at least in part, raised by the feudal clan system, in which each clan member farmed land in return for loyalty to the clan leader, who could in turn ask him to serve in battle. Much is made of the fact that a lot of the Highlanders had to be turned out of their houses and were forced to join the rebellion. Subscribers to this view point to the number of testimonies provided after the rebellion at the rebels' trials. However, it was obviously in the interests of those prisoners to state that they had not willingly rebelled against the king and had only done so under duress, to avoid the noose. The majority of recruits in the Highland army seem to have gone willingly, volunteering through clan loyalty, family ties or a genuine belief in the Stuart cause or Catholicism. The independent nature of the Highlanders would have made it very difficult to hold together an army that was unwilling to fight, and the performance of the army in the field suggests a high level of commitment. Undoubtedly, there were unwilling or pressed men in the ranks, but they were a small percentage and probably no more than there were in the ranks of the Hanoverian army facing them.

Included in the 'Highland' army were lowland regiments and even English volunteers such as the Manchester Regiment. Many of these men were drawn to the rebellion as much by the sense of adventure and the hope for high rewards and plunder as by a belief in the Stuart cause. They were formed into 'Lowland' regiments that were clearly based on regular lines. There is evidence to show that tartan and Highland bonnets were adopted as the uniform for what quickly became known as the Highland army, even though Gaelic-speaking true Highlanders did not make up the majority of the force (43% at its highest). This is because the wearing of tartan and the white cockade signified that the individual belonged to the rebel army. Tartan trews were ordered for the whole army at Christmas 1745, whilst many Lowland regiments were noted to be "putting themselves in Highland dress just like the others."

Contrary to popular belief, Charles wore Highland dress on campaign in 1745, and it was so closely associated with him that he is shown wearing it on the posters advertising a reward for his capture. We even hear of the French regulars adopting some aspects of Highland dress to avoid confusion when they were wearing red coats. This plaid would be wrapped around the body or used at night as a blanket, and provided a 'uniform' for the army. There is no suggestion that Lowland or volunteer units wore the tartan cloth as a kilt, however, although Highland units may have adopted the use of the army issue plaid to replace old or worn-out kilts of their own. Tartan was ordered in bulk and issued to the new recruits, and whilst it is true to say that there was no agreed clan tartan at this time, it would be perfectly legitimate for the wargamer to paint single units in a similar tartan as many colonels were issued with rolls of tartan cloth with which to clothe their regiments.

The Highlanders are often depicted as a mob, standing in ranks in order of social precedence with the wealthy and better-armed men to the front and the peasants at the back. In the popular imagination, most were armed with a broadsword and



Charles Edward Stuart, 'Bonnie Prince Charlie'

Charles Edward Louis John Casimir Sylvester Severino Maria Stuart was born at the Palazzo Muti in Rome on the last day of

December 1720. He spent his formative years hunting and attending parties with his entourage of exiled nobles and hangers-on. He attended the siege of Gaeta in 1734 as a general of artillery in the army of Spain, despite being only 14. His conduct at the siege was remarked upon, with the prince performing bravely in what little role was allotted to him. The young prince was not to see action again until he landed in Scotland to begin the rebellion aged 25 years.

Charles' performance as a general during the rebellion is often criticised as being naive, his leadership weak and his personal behaviour cowardly. This assessment is not entirely fair, as Charles showed great leadership and perseverance just to get the clans to rise in the first place. He was always an inspiring figure to the men who followed him and his presence on the battlefield certainly lifted their performance. His followers would not let him lead charges and perform heroic deeds, as the success of the rebellion depended on him staying alive. In addition, the leaders of the rebellion were always at odds with one another, with many of the Scots commanders disliking the French generals sent to aid them.

Charles was always browbeaten into making decisions by forceful personalities like George Murray. When Murray and the other generals made him turn back at Derby, Charles realised that to do so was the end of the rebellion: "Rather than go back, I would wish to be twenty feet under the ground." When the rebellion was destroyed at Culloden, Charles went into hiding in the Highlands before being smuggled back to France. He died of a stroke in January 1788, still in exile and still claiming to be the rightful king of England.

It is interesting to speculate what would have happened had Charles not turned back at Derby, and had won a battle at Finchley and marched his army on London. Some historians have speculated that such a small

Highland army could not have taken a huge city like London. However, few of the major cities on the Highlanders' march south had opposed him, and the 'mob' seemed to support the person who they thought was winning – as the Highland army retreated from Derby, it was booed by the occupants of the towns and villages it passed through; the very same people had cheered it in the weeks previously.

With Charles secure in London, a French invasion would become increasingly likely, especially if the British naval commanders became undecided about who to support. If

Charles had seized the throne and reinstalled the Stuart dynasty, it would have had grave consequences for the emerging British Empire. The Stuarts would be beholden to the Pope for providing them shelter and support in Rome, as well as to the king of France for his military aid and his money. England may not have opposed French expansion in Canada and the Americas, may have had to accept French dominance of trade in India and the Caribbean, and perhaps would have supported France and Austria in the Seven Years' War against Frederick of Prussia. Would the Prussians have won at Rossbach if there had been British brigades in the French army?

Without British opposition, France would have gone on to be the dominant power in Europe and possibly across the globe. Who knows, maybe the people of the American colonies would be speaking French and would have fought their French king to gain their inevitable independence?

I think you will agree that the very thought of British redcoats in the ranks of the king of France is so abhorrent that Cumberland's victory at Culloden was a jolly good thing!



Veterans wielding the highland broadsword and the targe made fearsome close quarters opponents for the redcoats (from the collection of James Gunn)

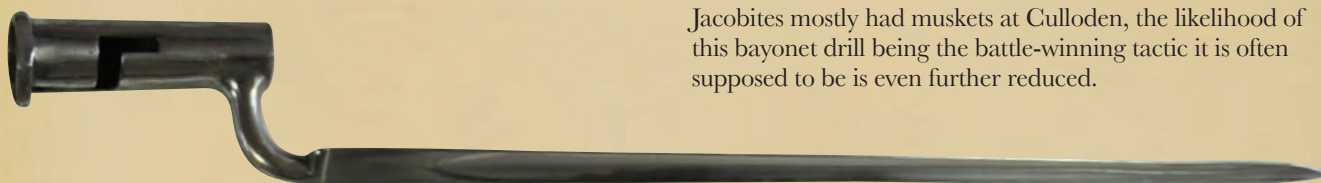
By Push of Bayonets

Much is made by recent historians of the Duke of Cumberland's new bayonet drill. The troops, the story goes, were trained to stab their bayonet not at the Highlander to their front but at the one on their right. This would strike the Highlander under his raised sword arm, and as long as everyone behaved like this, the Highland charge would be destroyed! The effectiveness of this tactic is dubious at best.

It is true that a new bayonet drill was practised, along with firing drills and marching drills to instil discipline in the army, to make it less afraid of the 'Highland charge' and more likely to stand its ground. The fire drill was changed from

slow fire by platoons to fire by volley or, in some cases, the entire regiment firing at once. This was because the Highlanders covered ground too quickly for platoon firing to stop them. Platoon firing was designed to win a prolonged firefight, not to stop a mob of hairy Highlanders in their tracks. Training was therefore changed to provide weight of fire all at once rather than in sections.

The performance of Barrel's regiment at Culloden would seem to indicate that this training was worthwhile. However, the thought that stabbing to your right and hoping that someone else will stab the man who was about to run you through would require a superhuman act of discipline. This drill also assumes that the Highlanders attack evenly along the battalion line, and obligingly all raise their arms above their heads to strike. Given that we now know that the Jacobites mostly had muskets at Culloden, the likelihood of this bayonet drill being the battle-winning tactic it is often supposed to be is even further reduced.



'Cold steel' from the collection of James Gunn

a target (a small round shield), or other *mêlée* weapons such as the Lochaber axe, and they had but one tactic: the charge!

This may well have been the case in earlier rebellions, but there is increasing evidence to show that it was not so in 1745. When the Highland army reached Edinburgh, efforts were made to organise the army along regular lines. Many of the officers had seen service with the French army and they started to impose some form of organisation and French drill. The Adjutant-General, Colonel O'Sullivan, wrote that at the start of the rebellion "all was confused...they must go by tribes (who) would not mix or separate. That was useless but little by little they were brought into a certain regulation."

Surviving order books for the various Jacobite regiments show that they were organised into companies of about fifty men, with five or six companies making up a battalion. At least three regiments that we know of (Glengarry's, Lochiel's and Ogilvy's) formed grenadier companies, which shows that they were attempting to emulate the regulars. The lack of recruits meant that all of the Jacobite regiments were always understrength and could never hope to match the ten or so companies in each battalion of the Government army. However, small units were brought together for battle to provide more durability. The Mackinnons and Glencoe men are a good example; they were few in number and amalgamated into Keppoch's battalion.

And so to arms! After the battle of Culloden, 2,320 muskets were recovered from the battlefield and only 190 broadswords were found. The materiel recovered from the rebels at Stirling lists: "430 muskets, 211 bayonets, 45 swords and 37 targets." It would appear that the Jacobites were not short of muskets. Nor should they be, as 2,500 French muskets were landed in October 1745 to support the rebellion, with a further 2,500 1728 Spanish-pattern firelocks arriving later the same month. In January 1746, a further 2,500 French muskets were landed at Peterhead. This number does not include the muskets captured

at Prestonpans or at other Jacobite successes in taking towns such as Edinburgh, nor does it include the many muskets and pistols which the volunteers brought with them. One Government report written in October 1745 states, "All of them seem to be well armed, each having a gun, a broadsword, a side pistol, besides dirks, targets, etc."

Archaeological evidence from the battlefield at Culloden shows that just as many French musket balls were recovered as British, indicating that the Highlanders were firing as many volleys as their enemies. General Hawley described the Highlanders' deployment: "When they form in battalions they commonly form four deep and these Highlanders (the best men) form the front of the four, the rest being Lowlanders and arrant scum."

Leaving aside his disdain for his enemy, we see that the Jacobites formed in four ranks, just as French regulars did, with the best men at the front. These may well have been the officers or men of rank within the regiment, or may simply have been the best armed as they would be required to fight first. At Falkirk, the Government dragoons first encountered the advancing Highlanders drawn up in battalions: "The enemy's horse...came at last at the full trot in very good order, within a pistol shot of the first line. Then Lord George Murray gave orders to fire (which) entirely broke them."

One Jacobite wrote that they "received a full fire of our first line from right to left." The regiments that were charged by the dragoons were MacDonnell of Glengarry, Keppoch's and Clanranald's, all 'Highland' regiments that stood in four ranks and gave battalion volleys at 'pistol shot' range.

It is true that the Highland regiments relied on the charge to carry the day. All the Jacobite infantry were issued with twelve musket balls as standard issue (as opposed to the Government troops who carried twenty-four balls), which they carried in pockets or their sporran, as most had no cartridge box.

The Jacobite battalions, although trained to fire in ranks, could not hope to beat the platoon-firing regulars in a firefight and had to rely on approaching to within musket range, firing a single volley and then charging home on the enemy and hoping to rout them through the shock of the volley and the terror of the charge. Many historians write of this tactic in a disdainful manner, as though it was tribal folly. Yet we see the British army adopting similar tactics of 'volley and bayonet' in the American War of Independence, and even the Duke of Wellington's forces use it later on! Once the charge had begun, all hope of order was lost and it proved difficult to stop the Highlanders pursuing routed opponents, or to reform their ranks if the enemy stayed put. The irregular nature of the force made recovery from a charge nearly impossible.

The Jacobite cavalry was always badly supplied with horses and consequently few in number. Many of the Scots cavalry had to give their horses up to the men of Fitzjames' troops when they landed from France, whilst the army as a whole was constantly on the lookout for horses to use for mounting cavalry or hauling baggage. Yet the Scots cavalry units, such as Pitsligo's horse or Baggot's Hussars, seemed to have performed the role of scouting and foraging admirably.

Such small units of cavalry do pose a problem of representation for the wargamer. Most will work out at being less than two or three figures if represented on a 1 to 50 scale, which is too tiny to even be a 'tiny' unit in *Black Powder*. The best solution is to combine the cavalry into one unit or to paint up the figures in different uniforms, but deploy them on board as one unit. It would be a shame not to paint up a few Baggot's Hussars, as they provide a glorious dash of colour to every Highland army.

Another myth about the Jacobite army is that it had few artillery pieces. This is not the case. During the course of the campaign, the Jacobite army either captured, acquired or were supplied with a total of eighty-five cannons and mortars, including two 18-pounders, two 16-pounders, three 12-pounders and thirteen 8-pounders. After Culloden, Cumberland's forces captured thirty guns, although all sources admit that only twelve were used by the Jacobites on the field. What the Jacobites lacked were trained crews. There were experienced French officers in the army who attempted to train the Scots to fire the artillery accurately, but ultimately they could not match the rate of fire and accuracy of the Government forces.

So where does this leave the Highland army in *Black Powder*? We suggest giving the Highland units the First Fire and Terrifying Charge special rules. This encourages the Highland player to fire, in the hope of causing some casualties, before charging and hoping to make his enemy flee. The Highlanders have one extra Hand-to-Hand dice and one less Shooting dice, which may give them the edge in mêlée and discourage them from getting into a firefight.

Highlanders have not been given the Ferocious Charge rule, as there is no real evidence that the Highlanders had a significant edge in mêlée if the Government infantry stood to face them. The Lowland infantry are represented as poorly trained French regulars, as the leadership were trying desperately to turn them into regulars. The cavalry are poor whilst the small number of artillery models allowed represents the effectiveness of what artillery there was, rather than its numbers.



THE 64TH LORD LOUDON'S HIGHLANDERS

Stats and Special Rules for the Highland Army of 1745-46

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Highland Clan	Regular Infantry	Smoothbore Musket	7	2	4+	3	First Fire, Terrifying Charge (vs. infantry only)
Highland Clan	Irregular Infantry	Pistol, Broadsword & Targe	7	1	4+	3	Tough Fighters, Terrifying Charge (vs. infantry only)
Lowland Infantry	Regular Infantry	Smoothbore Musket	5	3	4+	3	Freshly Raised
French Piquets	Regular Infantry	Smoothbore Musket	4	2	4+	2	First Fire, Reliable
Highland Skirmishers	Irregular Infantry	Smoothbore Musket	4	2	4+	2	—
Jacobite Horse	Regular Cavalry	Sword	4	—	4+	2	Dragoons
Jacobite Light Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	—

Command

Staff Rating	Restrictions
Bonnie Prince Charlie	7
Average Commander	8
Poor Commander	7

The few good Jacobite commanders tended to argue amongst each other, hence the low Staff Ratings. Charles was too often overruled to be an effective commander

Infantry

Highland Clan (30-50% per army)

Optional Upgrades: Stubborn, Tough Fighters

This template represents the current view of how Highlanders fought: advancing in four ranks, giving a volley and then charging with the bayonet or broadsword. The upgrades should apply to about half of the clans.

Highland Clan (30-50% per army)

Optional Upgrades: Stubborn

Default formation: Warband. This template should be used if you want your Highlanders to fit the more romantic image of charging warbands.

Lowland Infantry (30-50% per army)

Optional Upgrades: First Fire, Untested, Valiant

This template represents all of the 'Lowland' units (including those raised in England) that were trained to fight in line.

French Piquets (0-2 per army)

Optional Upgrades: Reliable, Valiant

Small unit. This template represents the Irish and Scots regulars sent from France to support the rebellion.

Highland Skirmishers (0-10% per army)

Optional Upgrades: Marauders, Sharpshooters

Default formation: Skirmish Order. The Highlanders were renowned for raiding and scouting.

Cavalry

Jacobite Horse (0-20% per army)

Optional Upgrades: Tough Fighters

Small unit.

Artillery

Jacobite Light Artillery (1 per 5 infantry units).





THE GOVERNMENT COMMANDERS CONFER



THE ROYAL ECOSSAIS AWAIT THE GOVERNMENT ADVANCE



THE GOVERNMENT CENTRE FORMS FOR BATTLE

"I am now in my boots to join the Prince."

Lord Kilmarnock
to his wife Anne, 1745

In My

This campaign is designed to be simple. Having organised campaigns at wargames clubs in the past, I have found that simple works best. If you have the time, and a dedicated small group of players, it is possible to build on this basic structure, and we mention how to make this campaign more realistic in the conclusion of this section. However, if your group prefers a campaign that basically comprises of interesting linked scenarios then follow this outline as it is and you cannot go wrong. I have chosen to set the campaign during the '45 rebellion in Britain. This basic structure would work equally well for campaigns set in India, in the Americas or for a small part of Flanders or similar area of Europe. The idea is not to slavishly try to replicate the historical campaign, but rather to allow the players to make decisions that will directly affect the course of the campaign and the forces they will have to control at each of the battles.

CAMPAIGN RULES

The campaign is designed for at least two players and one umpire. An umpire is not absolutely necessary, but if one is not available, players will either have to be impeccably honest or reveal the size and movement of their forces openly, which will detract from some of the sneakier parts of the campaign.

One player, or group of players, will take on the role of Bonnie Prince Charlie and the Jacobites whilst the other will play King George (God bless him) and the various 'Hanoverian' generals that fought in the war.

This campaign does not take the form of a map on which armies or counters are moved around rather like a board game. Rather, the players are confronted with a number of options (all of which are based on historical fact), and the players' decisions will directly affect how the campaign progresses.

The umpire will need to record the choices of both sides and keep a running total of the turns as they pass.

Each turn represents two weeks of the campaign.

The Jacobite Army

The Jacobite army begins with the rising out of the Highland clans, who are represented by the Highlander units in the army lists. Any units of volunteers raised during the course of the rebellion anywhere other than Scotland are classed as 'Lowlanders', which is a catch-all designation for all volunteer units who fought in line with muskets, and includes English units such as the Manchester Regiment.

Clans and Battalions may be upgraded as a result of a lucky roll on the Jacobite Victory Table (see page 72) which allows the controlling player to choose one of the optional upgrades for that unit from the army list. This represents the unit gaining better equipment or training and hence improving its performance.

Any French regiments will use the standard French templates (see page 57).

The army begins with one commander-in-chief (Charles Edward) and a further commander (Lord George Murray) who may act as a commander-in-chief should the Jacobites split their forces. If participating in the same battle as Charles, Murray serves as a brigade commander. The Jacobites were not short of officers and noble gentlemen to command units, and as such the Jacobite player may field one additional brigade commander for every three infantry or cavalry units in his army.



Boots for the Prince

A Campaign of the 1745 Rebellion



KEY STAGES OF THE '45 REBELLION

The Hanoverian Army

The appearance and tactics of the Hanoverian force is discussed elsewhere in this publication. The one thing to point out (as if it needed to be said) was that this was not an 'English' army. There were Scots officers throughout the regiments, as well as regiments entirely made up of Scotsmen (The Royal Scots, for example). There were Welsh, English, Scots and Irish troops on the field at Culloden, all fighting in a battle between an Italian and a German Prince to claim the British crown! To see this as an English act of repression against a popular 'Scots' uprising is far too simplistic. To view it as a civil war would be more appropriate. We refer to this army as the 'Hanoverian' army, simply for clarity and because it fights for the Hanoverian succession.

The Hanoverians use the list for the British army (see page 24), and begin with three types of troops: volunteers, regular infantry and veterans.

The term 'volunteers' covers all of the various fencibles and militia units raised in England to oppose the rising and should be represented by the British Yeomen template from the British army list. Regular infantry use the British Infantry template, and represent any of the regular units in England at the time of the Rising. Veterans are generally those units that have returned from Flanders, or that have been intensively trained. They use the British Infantry template, but may choose two of the optional upgrades. Note that it is possible for some regular units that performed very badly historically to be given the Yeomen template, and vice versa. The make-up of each force available to the Hanoverians will be made clear as we go on.

The other units that you may like to collect or paint for use in a campaign or theoretical game in this period are the numerous yeomanry and volunteer units that were raised to combat the

Jacobites. Units such as the Bedford Provincials or the Yorkshire Hunters would be unusual additions to your army. Dutch and Hessian troops were also landed in Britain to bolster King George's troops. These were mainly used for garrison duty, but it might be nice to see them deployed against the Pretender.

Victory and Defeat

After a battle is fought, the loser must retire to his last town or base of operations. For example, if the Highlanders lose at Prestonpans they must retire to Glenfinnan, but if the Hanoverians lose they must retreat to Carlisle. Both sides must roll a D6 on the Recovery Table below to see how much of their damaged army they can recover. The victor gets a +1 bonus to his die roll.

Note that it is possible for a defeated army to recover more troops than a victorious one – such are the risks of war! It would be best if this roll were carried out straight after the battle, while the figures are still on the table, as memories quickly fade about which regiments were destroyed and which took casualties. Those units that do not recover their casualties start the next battle with one casualty marker.

The Jacobite Victory Table

Charles Edward realised that he must maintain the momentum of his campaign if it was to result in victory. Every success brought more recruits to his banner and reinforced the legitimacy of his claim. Every defeat would cause the nobles to shut their doors to him and make new recruits think twice before joining a lost cause. As indicated in the text, every time the Jacobite player wins a victory, he may roll on the Jacobite Victory Table below.

Recovery Table

1D6	Result
1	Desertion. No casualties are recovered, and in addition the equivalent of one full regiment or clan is lost through desertion and stragglers.
2-3	Rally. Units that lost casualties are restored to full strength, but any units that were destroyed in mêlée or through fire are lost.
4-5	Amalgamated Units. Units that lost casualties are restored to full strength whilst the survivors of destroyed units are amalgamated. Half of the units destroyed in mêlée or by fire are restored to the army.
6+	Veterans. As 4-5 above, but in addition the player may nominate two units to be upgraded to veterans. Each unit may be given any one of the optional upgrades listed for that unit in its army list entry.



Jacobite Victory Table

1D6	Result
1-2	Money and Guns. Any one unit may choose one optional upgrade from the army list.
3	Captured Artillery. Gain one artillery piece and trained crew.
4	Volunteers. Gain D3 basic Lowland Infantry regiments or one basic Highland regiment (you choose which).
5	Cavalry. Enough horses are found to mount one cavalry regiment.*
6+	If the Jacobites are in Scotland, D3 Highland regiments join your cause. If the Jacobites are in England, D3 English volunteer regiments join your cause. These troops are represented by the Lowland Infantry template on page 68.

** Although there were a number of Jacobite cavalry regiments, they were all very small and generally poorly mounted. This regiment can represent an amalgamation of Baggot's Hussars, Fitzjames' Horse, and so on, into one effective-sized unit.*

PART 1: EDINBURGH AND PRESTONPANS

Background

The following information is for both players:

When Charles Edward Stuart set out for Scotland in 1745 it was with very little support from his friends in Europe. French plans for invasion had always relied on the Stuart dynasty to provide an acceptable puppet replacement for the current king of England. However, France's success at the Battle of Fontenoy left much of Flanders open to invasion, and the French wanted to capitalise by expanding their territory in Europe. They knew that an invasion of England would be difficult and costly, and once again they put it off for another day.

However, Charles could wait no longer and decided to set off anyway, relying on his supporters in Scotland to rise in rebellion. The French did not dissuade him, as this invasion, however unlikely to succeed, would cause problems for the British at home and force them to send much needed troops out of Flanders. When Charles landed, there was not universal support for his scheme and some Highland chiefs advised him to return to France. Undeterred, Charles raised the banner of rebellion at Glenfinnan in August 1745.

For the Hanoverian Player...

You are playing the role of General Sir John Cope, who is currently camped at Dunbar with an untested army of recruits. You have received word that Hessian troops are being shipped from Flanders to join your army, but you are unsure when they will arrive. You currently have four regiments under your command (classed as volunteers) with three guns and two regiments of dragoons.

General Cope's Army

Infantry: Four battalions of infantry (treat as British Yeomen): Guise's (6th), Lee's (44th), Murray's (46th) and Lascelle's (47th) Foot.

Cavalry: Two regiments of British Dragoons: Gardiner's (13th) and Hamilton's (14th).

Artillery: Three artillery pieces (treat as light artillery with 1 stamina).

You have three choices:

- **Await the reinforcements.** In this case roll a D6. On a score of 5 or 6 you may add one battalion of Hessians to your army (classed as British Infantry regulars).
- **March on Edinburgh.** You have no idea what support the Pretender has raised, but if you can block his path and win a battle, the rising will be over.
- **Retreat into England.** There are garrisons in Edinburgh and Stirling that may hold out until Marshal Wade can raise a good-sized army to put down the rebellion.

For the Jacobite Player...

Roll a D6 on the Highland Army Table below to discover what army rallies to Charles call. The result should not be revealed to the Hanoverian player.

You must now decide whether to wait in the hope that more troops will rally to your cause or immediately march towards Edinburgh. If you decide to wait, you may roll again on the Highland Army Table and add +1 to the result. You must abide by the result, even if this is worse than before (this reflects disillusionment with your cause and desertion).

Highland Army Table

1D6	Result
1	The Flaming Cross fails! Only two clan regiments rally to your call.
2	Low Turnout. Only three Highland regiments rally to your cause.
3	Begrudging Support. Four clan regiments rally to your call.
4	Partial Success. Five clan regiments rise.
5	Success! Six clan regiments and one cavalry squadron answer the call.
6+	The Clans Rise! Eight clan regiments and two cavalry squadrons join the cause.

For the Umpire...

The Battle of Prestonpans

If both sides march to Edinburgh then fight the Battle of Prestonpans with the forces both sides have available. Maps of the battlefield are easy to come by on the Internet or in books about the rising (see the bibliography on page 110). If the Hanoverians win, the rebellion may well be over! If the Jacobites win, Cope's army retreats to England and the road to Edinburgh will be open. Do not forget to roll on the Jacobite Victory Table.

If both sides sit tight, the campaign progresses by two weeks and both sides must choose from their respective options again.

Historically, Prince Charles took Edinburgh and then marched out to meet Cope's advancing forces at Prestonpans, so it does not matter if the prince gets to Edinburgh before Cope. If Cope marches to Edinburgh and the prince stays at Glenfinnan then Cope has the option of reinforcing Edinburgh castle's garrison. He can then either march to fight at Prestonpans or retreat into England and join Marshal Wade's army.



Baggot's Hussar

PART 2: THE SIEGES OF EDINBURGH AND STIRLING CASTLES

For the Hanoverian Player...

Regular garrisons were present in both Edinburgh and Stirling castles, which closed the doors to the Jacobites and chose to hold out. The garrisons amount to the equivalent of one regular battalion each (plus any reinforcements Cope may have sent in Part 1). You must either pull back some or all of the garrisons into England to join with Marshal Wade's force, which is gathering in the north of England, or leave sizeable garrisons behind in Scotland to delay the Pretender's advance.

For the Umpire...

The Jacobites were unable to conduct successful siege operations throughout the war, having neither the guns nor the expertise. Instead, the garrisons were bottled up in the castles, and troops were left to stop them leaving. The Jacobite player

must leave a greater number of troops to guard the castles than are within. If he does so, then Edinburgh and Stirling are his and Scotland has fallen. If he chooses not to leave a garrison, the Hanoverian troops in each castle will emerge to retake the town that the castle is defending when the Jacobites leave.

It is possible that the Hanoverian player will leave some troops in garrison and retreat with the rest, especially if the Battle of Prestonpans was not fought. This is fine.

This turn should end with the Jacobites in control of Scotland, save for some isolated pockets of resistance. If this is the outcome, allow the Jacobite player a roll on the Jacobite Victory Table. If the Jacobites advance without leaving garrisons to besiege Edinburgh and Stirling, they will have no line of supply. No recruits or supplies will reach the Highland army and so it may not roll on the Jacobite Victory Table after battles.

PART 3: THE INVASION OF ENGLAND

Background

The following information is for both players:

The success of the Jacobites in Scotland has caused panic in London. The king has sent for the Duke of Cumberland to return from Flanders with the regular army. What little remains in England of the regulars are gathering under Marshal Wade at Newcastle. Across the country, militia and fencible regiments are being raised, but confusion reigns.

In France, this unexpected success has led the King to promise troops to support the rising and even now troop ships are being prepared. Meanwhile, in Scotland, the majority of the country is under Jacobite control, although some isolated garrisons still hold out and some towns have closed their gates to the rebels.

For the Hanoverian Player...

You are Marshal Wade, in command of a Hanoverian force based in Newcastle. The Jacobites are holding Scotland and

may now invade England. It is important that you secure a number of key cities to prevent the Jacobites taking them. First amongst these is Carlisle, which is defensible, having a large city wall. However, your army is the only one in England at the moment, and if you lose it then London will be defenceless!

You have two options:

- March on Carlisle.
- Sit tight and wait for orders from London. It may be possible for you to fall on the Jacobite supply lines or attack them from the rear when they have begun their invasion.

For the Jacobite Player...

You have two options:

- Advance into England and take Carlisle, the first major city and base of supplies. If you act quickly you can take Carlisle before the force gathering at Newcastle realises you have marched. You must hurry before the regular army arrives from Flanders.
- Sit tight and await French help. You are King of Scotland, and if you gather your strength you can defeat Wade's army on your own ground in Scotland (go straight to Part 5)

For the Umpire...

Historically, Wade waited and Carlisle fell. Had he marched, the two forces would have met in battle before the Jacobites could begin the siege. If a battle is fought, the umpire should set out the terrain, as neither side would have time to choose a site. This could be an encounter battle, with both sides marching on to the table in columns. This might be a good time to get the players to list the vanguard, centre and rearguard of their armies. Note that any troops that retreated into England in Part 1 will be in Wade's army too.

If Wade does not march, Carlisle will fall and the Jacobites roll on the Jacobite Victory Table applying a -1 to their die roll. Volunteers were less forthcoming in England. If the Jacobites fight a battle and lose, they will be pushed back into Scotland with whatever army they can muster. In this case, go straight to Part 5: Invasion of Scotland.

Marshal Wade's Army

Wade's army relied on Dutch support initially, but was later bolstered with British regulars.

Infantry: Seven Dutch battalions (treat as Dutch Allied Infantry (see page 25)).

Six battalions of British Infantry: Barrell's, Howard's, Fleming's, Royal Scots, Pulteney's and Battereau's.

Cavalry: Two regiments of British Dragoons, one regiment of British Horse (Wade's) and a volunteer unit: the Yorkshire Hunters (Dragoons with the Untested rule).

Artillery: Four Light Artillery.

This army is bolstered by any of Cope's surviving units.

Special Rule: The Highlanders gain the Terrifying Charge rule against all units in this army.

PART 4: THE DECISION AT DERBY

For the Jacobite Player...

The road to London is now open. Troops are returning from Flanders all the time and the Duke of Cumberland is gathering an army in the south. It is composed of Flanders veterans and will be well equipped. You can either:

- March on London. The risks of such a venture are great and there will be hard battles to fight. However, if you do not march on London, will the crown of England be lost?
- Retreat and try to keep your army intact. Some French troops have landed in Scotland, but you do not know how many. It may be better to fight there than fight in England. If your army is defeated in England, the stragglers will not make it back to Scotland through enemy country, and your rebellion will be over.

For the Umpire...

Historically, the Jacobites retreated to Scotland. Wade's army in the north-west was moving south to cut off their retreat whilst Cumberland advanced with his army from London. A further army gathered on Finchley Common to defend the capital. Faced with this, and increasing supply problems, the Jacobites chose to retreat.

The March to London

If the Jacobites choose to march south to London, there is a chance they will encounter Cumberland's army. To reflect this, roll 1D6. If the result is a 1 or 2 then Cumberland catches the Jacobite army on the road to London and a battle is fought. Any other result will mean that the Jacobites have marched past Cumberland to appear before London. This is historically accurate, as the Jacobites' quick marching caught Cumberland flat-footed on a number of occasions.

Fight the battle of Finchley Common using the army list for the Hanoverians provided. The terrain at Finchley is generally flat, but may have some houses and enclosures scattered around.

If the Jacobites lose to Cumberland or at Finchley, go to Part 5.

If the Jacobites win at Finchley, then they may very well have won the campaign! The Jacobite player may roll on the Jacobite Victory Table.

The Duke of Cumberland's Army

Cumberland (Staff Rating 8) will have with him six brigade commanders (two with Staff Rating 7 and four with Staff Rating 8).

Infantry: Thirteen battalions of regular infantry: Sowle's, Douglas's, Johnson's, Skelton's, Bligh's, Semphill's, Handyside's, Granby's, Halifax's, Howard's, Bedford's, Montague's, Campbell's.

Cavalry: A brigade of British Horse (three regiments): Ligonier's, Montague's and Kingston's.

A brigade of British Dragoons (three regiments): Bland's, Cobham's and Kerr's.

Artillery: Five Light Artillery.

The Army on Finchley Common

This army is led by King George himself (God bless him), who has Staff Rating 8, with six brigade commanders (two with Staff Rating 7 and four with Staff Rating 8).

Infantry: A brigade of British Guards (three battalions).

A brigade of British Yeomen (four battalions): The Trayned Bands (London Militia).

A brigade of British Infantry: The Royal Irish, Bragg's, Richbell's and possibly Murray's Highlanders (it is possible that these troops would have been left out as being unreliable.)

Cavalry: A brigade of British Horse (three regiments): The Household Cavalry.

A brigade of British Dragoons (three regiments, including one of militia).

Artillery: Five Light Artillery.

Historically, George had loaded a ship with his belongings and was ready to flee rather than be captured. If Cumberland's army is still intact, you may like to have one last battle, as I am sure it would not be in Cumberland's nature to flee. However, a kindly umpire may rule that this is one battle too far for the Highlanders to have any chance of success.

The Fighting Retreat

If the Jacobites opt to retreat, it will still not be plain sailing. On December 13th the army reached Lancaster, and so close were Wade's and Cumberland's forces that the prince opted to find ground to fight them. A reconnaissance "found a very fine field on rising ground that could contain our whole army...I could not find a better field for Highlanders."

The next day, the prince changed his mind and continued with the retreat. However, the player should be given the option of stopping to fight Cumberland's pursuing force. The terrain at such a battle should be decided randomly or by the umpire, keeping in mind the quote above.

If the Jacobites beat Cumberland's army, they may roll on the Jacobite Victory Table. However, the army at Finchley will still be intact, as may Marshal Wade's force, and so another battle may follow. Cumberland's army will return to London and the survivors join the army on Finchley Common. Return to Part 4. If the Jacobites are defeated go to Part 5.

If the Jacobites opt to retreat to Scotland, their rearguard should still fight the Battle of Clifton with the Hanoverian vanguard, as happened historically. Once the battle has begun, the umpire should offer both commanders the option of advancing their main force to the battlefield. This may turn a rearguard action into a general engagement that neither side's commander anticipated. In this scenario, the Jacobite vanguard and Hanoverian rearguard would not be engaged.

Alternatively, the Jacobite player can fight the battle as a rearguard action, holding off the Government forces and trying to get as much of his rearguard clear as possible.

PART 5: THE INVASION OF SCOTLAND

When the Jacobites retreated from Derby back to Scotland, they were joined by some more volunteers and some French reinforcements. The Jacobite player should roll once on the Jacobite Victory Table to determine volunteer numbers if the Jacobites have retreated without losing a battle.

If the retreat was forced by a battle lost in England (do not count Clifton if this was not a general engagement) then no volunteers can be raised, as the rebellion may well be ending.

Once the Highland army arrives back in Scotland, it may recoup any units left besieging Edinburgh and Stirling. Also, the Hanoverian player should roll 1D6 on the Royal Navy Table below:

Royal Navy Table

1D6	Result
1	Disaster! The French ships slip through and land all their troops and supplies in Scotland. Two full regiments of foot and one of horse for the Pretender! Also the French bring enough muskets, powder and officers to allow the Jacobite player to choose upgrades for up to three of his regiments.
2	Near Disaster: Only one ship is intercepted. The French land one full regiment of foot, one of horse and some pickets (a tiny unit). Also the French bring enough muskets, powder and officers to allow the Jacobite player to choose upgrades for up to two of his regiments.
3-5	Partial Success: Half the ships are captured. Only two companies of pickets (small units) and a small unit of cavalry are landed. Also the French bring enough muskets, powder and officers to allow the Jacobite player to choose upgrades for one of his regiments. This is the historical result.
6	Total Success: All the French ships were sunk or captured. No troops, arms or money land to assist the Stuart cause! Hurrah!

The Hanoverians must leave a force in England to secure London and the throne. The Duke of Cumberland may now lead an invasion force into Scotland, which may consist of any of the units in the Hanoverian command (e.g. from any of the three armies: Wade's, Cumberland's or that on Finchley Common). However, at least 50% of the Hanoverian strength must remain in England.

If the Hanoverians are defeated, they may retreat to England, reconstitute the army from any available units and invade again. However, the 50% rule always applies. The Guards brigade will remain with the king in London to counter any French invasion.

Historically, the Hanoverian armies now moved on Stirling, both to relieve the siege and secure the river crossing there. This led to the Battle of Falkirk. Obviously, the umpire should only mention a siege in the options below if the Hanoverian player left troops behind at Stirling or Edinburgh in the first place.

For the Jacobite Player...

A Hanoverian army marches from England and will soon invade Scotland. You will be forced to give battle sooner or later. You have three options:

- Give battle in the hills above Stirling. This is hilly terrain in which the Government troops may find it hard to manoeuvre and which may favour your Highland troops.
- Retreat to the River Spey. This involves giving up much of your gains, but forces the enemy to fight a difficult river crossing.
- Retreat to Inverness and the Highlands. With the onset of winter, the Hanoverian army will be forced to stay in the Lowlands and pacify the area, giving you time to raise more troops and get more help from France.

For the Hanoverian Player...

Any invasion of Scotland must include an early move to seize Edinburgh and then a move to Stirling to secure a crossing point into the Highlands. This route will also allow you to relieve the sieges of the garrisons left there.



Government dragoons



GOVERNMENT INFANTRY ON THE MARCH

For the Umpire...

The Battle of Falkirk

If the Jacobites choose to fight at Stirling, then play the historical Battle of Falkirk. Information about this battle is easy to come by. There are a couple of issues that may require you to make a judgement call or roll a die to decide. Historically, the Hanoverian army marched to the battle and sent the dragoons ahead to secure the high ground. When the dragoons got there, however, the high ground was already in Jacobite hands, leading to a hurried and ultimately futile cavalry charge against the Jacobite lines.

You may allow the Jacobites to deploy and then force the Hanoverians to march on to the tabletop over three turns (vanguard, main body and rearguard), or simply let both sides deploy and dice to see who goes first. Another deciding factor was the weather. The battle was fought in driving sleet, which limited both sides to one or possibly two volleys before their muskets and powder became too wet to fire. Perhaps you could dice for the weather or roll 1D3 to determine the maximum number of volleys each unit may fire. You could keep this a secret from the players to add to the tension.

The Battle of the Spey

Historically, a small Jacobite force was left to watch the crossing point of the River Spey, but it retreated in the face of the Hanoverian advance, much to Cumberland's delight and surprise. The river had one usable ford (where the water was still thigh high), but could be crossed elsewhere albeit with the water chest-high in most places. The Jacobites held high ground

on one side of the river, which had a number of woods on it. These woods are useful for the Highlanders to hide in from artillery, but should be far enough away from the river to make charging to the river's edge unlikely in less than two moves.

This will give the Jacobite player a tough decision. Should he keep his troops close to the river to charge crossing Hanoverian units, but all the while taking artillery fire? Or should he lurk in the woods to be safe from artillery, but perhaps be unable to make it to the river in time to disrupt the Hanoverian crossing?

Retreat

A retreat to the Highlands will result in the inevitable battle at Culloden. There are no more troops to be had in the Highlands or from France!

Victory and Defeat

If the Jacobite player wins at Falkirk or the Spey, he can roll once on the Jacobite Victory Table. The Hanoverians will retreat to England as described above and may invade again. Return to the beginning of this section and play through it again. If the Hanoverian army is beaten again, or is reduced in numbers so much that it cannot hope to defeat the Jacobite army in battle, then the Jacobites may have won the campaign.

The umpire may like to return to Part 2 (the Invasion of England) to represent a newly invigorated Jacobite army chase a beaten Hanoverian army south to London.

A Jacobite defeat will force Prince Charles's army to retreat to Inverness.

PART 6: THE ROAD TO INVERNESS AND CULLODEN MOOR

By this stage in the campaign, the Jacobites will have their backs to the wall. There is nowhere else to retreat to, and the Battle at Culloden will be their last throw of the dice. The umpire may like to give the Jacobites the option of trying a night attack on the Hanoverian camp the night before, as they did historically, but the chances of success should be slim.

If the Jacobites win at Culloden, Cumberland is forced back to Stirling. He may re-equip and try to attack the Jacobites again – you may like to play out the battle options from Part 5. If he fails again, the campaign ends in a draw. Charles holds Scotland, but has failed to seize the English crown.

If the Bonnie Prince loses, then he will flee over the sea to Skye and onto the front of shortbread tins everywhere.

BUILDING ON THIS CAMPAIGN

As you can see, the format presented here gives the umpire the bare bones on which to build a campaign. What this format intends to do is force the players to make decisions which directly affect where battles are fought and with what troops. The consequences of one battle impact on the next. However, there are a number of ways to make this campaign more realistic without resorting to a map and a turn-based system.

Weather was a key factor in many of the battles (as it is for anyone trying to holiday in Scotland), and the umpire could devise a table to randomly decide what weather conditions are like on the morning of battle. Fog was a factor on the morning of Prestonpans, whilst the heavy sleet restricted Hanoverian firing and visibility at Falkirk. If you are keeping track of each move as a two-week period, you could give +1 to the dice for bad weather in winter and -1 as spring approaches.

The Jacobites had to leave troops behind not only to hold key places such as Edinburgh and Stirling, but also to secure their supply lines. The umpire could rule that as the Jacobites advance into England they will need to leave units behind to hold key towns. The Jacobites decided to leave a garrison in Carlisle when they retreated to Scotland, which quickly surrendered when besieged. A similar rule could apply to the Hanoverians as they retake towns in Scotland. Failure to do so could lead to consequences due to a lack of supply.

The rebellion was based solely around Charles Stuart and his claim to the throne. If he were to be killed or captured at any of the battles, the rebellion would be over. And what if the Duke of Cumberland were to die? King George did not get on well with his eldest son, so would he be forced to lead the army himself, as he had done at Dettingen? The trick with this campaign is to use it as a fun means of creating more realistic

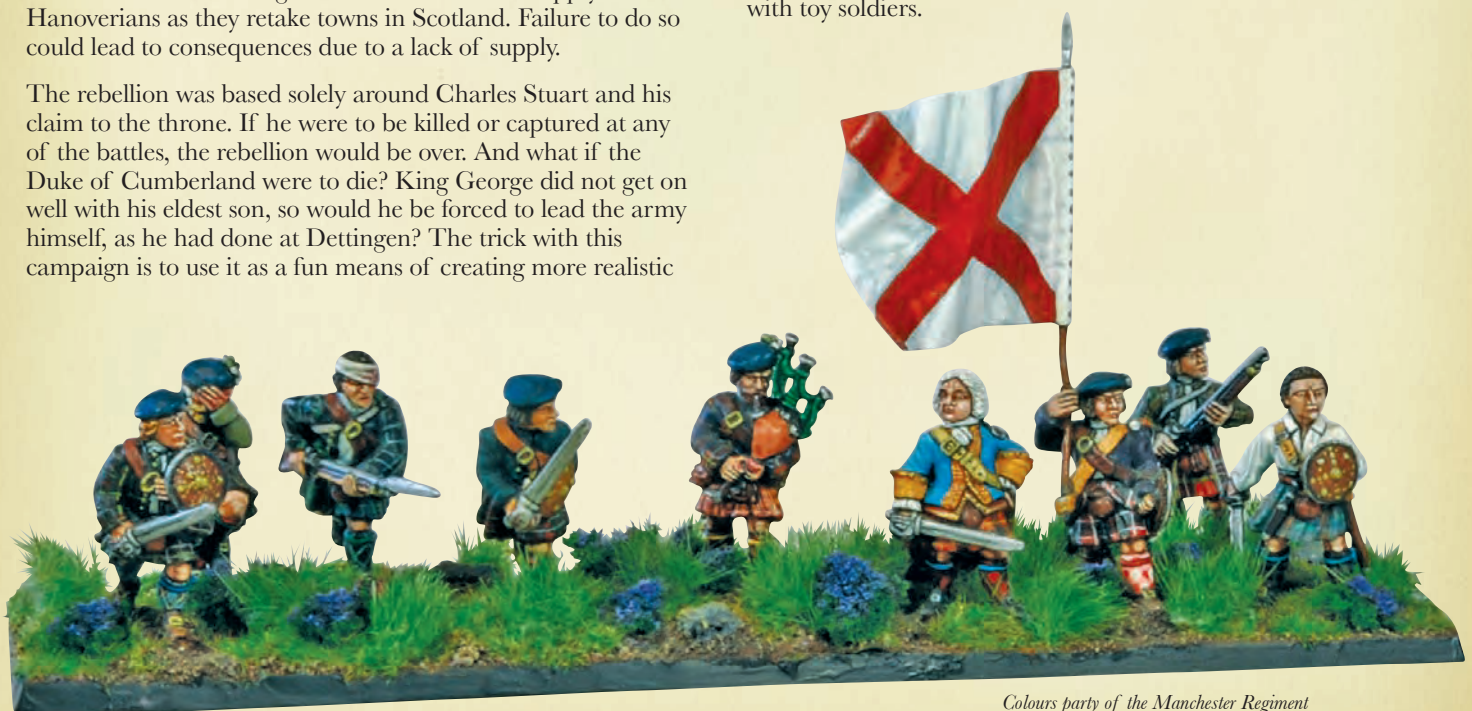
encounters for the wargames club and not as a board game or end in itself.

HOW IT PLAYED

The *Black Powder* team somehow managed to play the shortest campaign in history! The raising of the prince's standard at Glenfinnan was a huge success, with the maximum number of clans answering the call. Johnny Cope marched to Prestonpans hoping to nip the rebellion in the bud, but was open-mouthed as the huge tartan horde routed his army. Scotland was secured and the prince quickly took Carlisle.

Still in shock from the Cope's drubbing, Marshal Wade chose not to risk a confrontation and opted to harass the prince's lines of supply. As the prince reached Derby, his army was in surprisingly good shape, having swelled its ranks with some extra artillery and lowland volunteers. Emboldened, he chose to overrule his advisors and march on London. He sidestepped Cumberland's advancing army, with some more expert dice rolling, and force-marched his troops to Finchley Common. There he was faced with a large Hanoverian force led by King George himself. This battle was hard-fought, with the Guards battalions in particular doing good service for the Crown. However, the Highland regiments proved too much for the trained bands, and the Government army was defeated, leaving George to take ship back to his beloved Hanover and Prince Charles in charge of London. With Cumberland facing increasing desertions and the threat of French invasion, the campaign was declared a Jacobite victory!

By contacting the players on e-mail, the umpire was able to work through all the options, leaving the players to set up and play the battle at Finchley on the day our wargames club met. This saved a great deal of time. Club websites, individual e-mails and telephones make it easy to run decision-based campaigns like this, so that when everyone gets together you can go straight into the wargame, with everyone knowing what forces they have available and what is at stake. This kind of campaign does away with the tedium of map-based movement and counters that inevitably distract us from fighting battles with toy soldiers.



Colours party of the Manchester Regiment



THE GOVERNMENT LINE STANDS FIRM



THE HIGHLAND CHARGE!



A BLOODY BUSINESS: FOLLOWING UP THE VICTORY

The Seven Years' War (1756-1763)

The Seven Years' War in Europe was fought as the inevitable consequence of shifting alliances and old grudges. The War of the Austrian Succession had left many disputes unresolved, whilst the colonial rivalry between France and Britain had already led them to cross swords, albeit unofficially. Yet this new war would not just engulf Europe, but be fought in India, America, in the Pacific and in the Caribbean, leading many to refer to it as the first 'world war'. The only question was who would fight alongside whom?

Britain and France had begun fighting in the colonies as early as 1754, beginning with clashes in America. Unable to hurt the British overseas, due to the vigorous actions of the Royal Navy, the French looked to invade Hanover, King George's beloved German provinces. The British approached Frederick of Prussia to form an alliance that, they hoped, would dissuade the French from invasion and guarantee Frederick's help in Europe. When Empress Maria Theresa heard of this alliance she stated, "I and the King of Prussia are incompatible and no condition on earth shall ever induce me to enter into any engagement of which he is a party." In an instant, the old alliances of the Spanish and Austrian Wars of Succession were turned on their heads.

Empress Maria Theresa of Austria concluded an alliance with Empress Elizabeth of Russia against Frederick. She then approached Madame de Pompadour, the mistress of Louis XV, in an effort to persuade the king to join the alliance, which many of his ministers opposed. Madame de Pompadour was not just Louis' mistress, but his close confidante and advisor, who tightly controlled palace life, promoting her supporters whilst manoeuvring her detractors into lesser positions or out of office altogether. In May 1756, France signed the alliance with Austria, and the grateful Austrian empress sent a beautiful jewelled and lacquered escritoire worth 77,000 livres to Madame de Pompadour to express her thanks. Soon after the alliance was signed, Britain formally declared war on France.

Frederick of Prussia was now in something of a pickle. The three greatest European powers were ranked against his tiny kingdom of about five million inhabitants, whilst his only ally was Britain, with its small land force and its vulnerable holdings in Hanover. He realised that war was inevitable, as Empress Maria Theresa wanted to recover Silesia and restore Austrian military dignity. Rather than allow his enemies time to gather their strength, Frederick decided to strike first. He knew that any war with Austria would require a clear invasion route to Vienna, and so in August 1756 he invaded Saxony, which he conquered by the end of October. Many of the captured Saxon soldiers were forcibly enlisted into the Prussian army.

In January 1757, Austria declared war on Prussia, as did France, Russia and Sweden. Frederick's response was to invade Bohemia, where he defeated the Austrians at the battle of Prague in May, although he was himself defeated at Kolin in June and forced to withdraw. He then defeated a French and Austrian army in Saxony at the Battle of Rossbach, and an Austrian army invading Silesia at the Battle of Leuthen in December. Meanwhile, the Duke of Cumberland led an allied army of British and Hanoverians to protect George II's lands in Hanover from French aggression. However, the duke was defeated at the Battle of Hastenbeck (25th July, 1757) and was forced to sign the treaty of Kloster-Zeven, which essentially gave Hanover to the French. When he returned to England, the duke was removed from his post as head of the army.

The French occupation of Hanover was short-lived. Command of his Britannic Majesty's Army in Germany was given to Prince Ferdinand of Brunswick, who, with a joint British and Hanoverian army, defeated a Franco-Austrian one at Crefeld in June 1758. Ferdinand was to go on to lead the French a merry dance in Germany, tying up a great deal of their forces that would have been better utilised attacking Prussia. Ferdinand won major victories over the French at Minden in 1759 and



SOLID PRUSSIAN INFANTRY

Frederick the Great of Prussia

Frederick William I of Prussia was not a great father, being a bad tempered disciplinarian, but one thing he did prize was his army, and he invested heavily in training and equipping it. When Frederick II came to power in 1740, he inherited a prosperous state with the fourth largest army in Europe, despite being the tenth largest state in size. Frederick's aim upon becoming king was to unite the disparate provinces that made up 'Prussia' into a coherent country, and to follow a path of expansion that would place his kingdom in a position of power and influence within Europe. To gain power he needed wealth, and to gain that he would have to expand his kingdom. First on his list was the prosperous province of Silesia, whose invasion led directly to the War of the Austrian Succession and eventually to the Seven Years' War.

Any wargamer studying Frederick will find a number of contradictions. He was personally brave and had six horses shot from under him whilst in the heat of battle, and on at least one occasion snatched the colours of a retreating Prussian regiment to lead it forward to battle again. However, he did not hesitate to flee and leave his army to its fate if he thought a battle was lost, as he did at Lobositz. He was an inspirational leader of men, with generals coming from all over Europe to fight for him, while his soldiers worshipped him. However, he was cruel and extremely wasteful of his men's lives, and he was also quick to blame his subordinates when things went wrong. He was a military innovator, who is often credited with the invention of 'oblique order' attacks, and is considered by many to be the greatest battlefield general of his age. Yet he lost as many battles as he won, relying increasingly on turning his opponent's flank to obtain victory. Once his enemies identified which flank he meant to attack and reinforced it, defeat soon followed. Some historians are fans of the king and tend to skirt around his faults, whilst his detractors highlight the faults and play down the success. His victory in the Seven Years' War, however, is undeniable.

So what was Frederick's secret of success? It did no harm that the army he commanded was widely regarded as the best in Europe at the time. His success also rested on his almost tyrannical rule of his state. Unlike the generals he faced, who had to answer to their country's ruler or parliament, he was in sole charge and could make snap decisions without having to seek permission. It was this ability to act quickly and thus keep his opponents off-guard that was to act in his favour time and time again. He also had good interior lines of supply, moving and attacking from within the lands he held and stifling his opponents' routes of invasion. And he had luck, not just on the battlefield, but

also strategically – the sudden death of the Tsarina in Russia being the best example. However, he was undoubtedly one of the greatest battlefield generals of his time, and it is because of his ability to stand alone with a small but highly professional army against the mighty powers of Europe for seven long years of war and emerge from it as the victor that he deserves to be remembered as the 'Great'.

Special Rules

Discipline and Obedience

If there is one thing the Prussian army is remembered for, it is for its discipline and obedience. Equally, Frederick was well served by his generals and aides, who were promoted on ability rather than social rank. Contemporaries noted that he was everywhere on the battlefield, issuing orders even to battalion commanders. For this reason, we suggest that the following rule be applied when Frederick is represented in a battle:

Frederick is always the commander-in-chief of any Prussian army. The first order issued by him in any turn will only fail on a double 6 (i.e. a blunder). The next order will only fail on the roll of 11 or higher, and the next on the roll of 10 or higher. After this, Frederick is treated as a normal commander-in-chief with a Staff Rating of 9.

The negative modifier for orders issued to units over 12" still apply as normal. However, using this rule, Frederick should be able to redeploy or shore up brigades whose commanders fail to issue sufficient orders and thus retrieve many a lost cause, which was his greatest ability.



Frederick holds council

Oblique Order

In the eighteenth century, the standard deployment for an army would be with the infantry in the centre and the cavalry on the flanks. Frederick realised that he could not fight battles of attrition, marching up to the enemy's line and blazing away until one side gave way. Outnumbered as he was, he needed quick and decisive victories. The 'oblique order' attack was Frederick's way of achieving this. By marching his infantry forward using a series of wheels, or by marching forward in column and quickly deploying into line, he aimed to bring the centre of his army in contact with one flank of the enemy. Frederick would then be able to outflank the enemy or attack it in the rear with his local superiority in numbers. He would refuse the remaining flank, delaying the enemy from engaging with his centre and leaving the enemy's other flank out of the battle.

This system worked very well until the enemy got wise to it. In later battles, the Austrians would identify which flank Frederick had chosen to attack and would move a substantial reserve to reinforce this area, which usually negated the Prussian local superiority.



A tricorn hat from the collection of James Gunn

Willinghausen in 1761. Frederick, meanwhile, had won a victory over the Russians at Zorndorf in August 1758, which halted their advance into Prussia. The Austrians were able to inflict a rare defeat on Frederick at Hochkirch in October, but failed to take advantage of it. By 1759, his enemies had begun to get the measure of Frederick, as he was defeated by the Russians at Kunersdorf in August, and by the Austrians at Maxen in November. Frederick was running out of men and money, and he had to come up with more inventive ways of raising both. The financial power of his enemies and the resources of men and materiel were beginning to wear him down.

In October 1761, the Russians occupied Berlin, but eventually retreated due to supply problems. Undeterred, Frederick defeated the Austrians at Torgau in November, although losses were heavy on both sides. Just when things looked most desperate for Frederick, Empress Elizabeth of Russia died. Her successor, Tsar Peter III, was a great admirer of Frederick and immediately made peace, returning to Frederick all conquered Prussian lands and promising to assist him in his war with Austria by providing an auxiliary corps. Sweden very quickly followed, not wishing to be at war with its Russian neighbour. The war now turned decisively towards Prussia. Frederick defeated the Austrians at Burkersdorf in July 1762 and again at

Reichenbach in August, regaining all of his lost territory. France was making no gains in Europe and had lost many of her overseas colonies. Austria was now war-weary and saw little chance of success without its allies. A treaty was signed in the ruins of a hunting lodge at Hubertusburg on the 15th of February 1763, which brought peace between Austria, Prussia and Saxony, confirming Silesia as Prussian territory.

The war in Europe was over, with the borders re-established to what they had been at the beginning. A million lives were lost and not a single village changed hands. The war had cost Prussia 139 million thalers to wage and had brought the country to the edge of destruction. Over 180,000 Prussian soldiers had been killed. One regiment, the Jung-Braunschweig Fusiliers, had lost 4,474 men, enough for it to have been wiped out three times over! Yet Prussia emerged as a European power and Frederick had laid the groundwork for a unified Germany. Prussian military success was admired across Europe, and in the following years Prussia's armies were the model on which other nations based their military forces.

Meanwhile, peace between Britain and France was restored by the Treaties of Fontainebleau and of Paris in 1763, in which Britain restored Cuba and the Philippines to Spain, but retained her conquests from the French in Canada, America and India. Upon hearing of the loss of Canada, Voltaire said to his shocked king, "After all Sire, what have we lost – a few acres of snow?" In fact, the French had lost a great deal more than that, and Louis realised it. Britain was now the dominant colonial power and controlled world trade through her powerful navy. For Britain, the Seven Years' War had laid the foundations of Empire.

The Prussian Army of the Eighteenth Century

One cannot mention the Seven Years' War or the mid eighteenth century period without immediately thinking about Frederick the Great and the Prussian army. In many ways, he is the figure that defines the Seven Years' War in Europe whilst the Prussian army represents the pinnacle of linear war excellence to which all other European armies aspired. However, as with all generalisations, the truth is not quite so simple. Whilst Prussia led the way with a number of innovations, such as the use of oblique order and the metal ramrod, early battles such as Mollwitz showed up its inadequacies, such as cavalry training for example. That the Prussian army was able to fight the Seven Years' War on a number of fronts against the greatest powers in Europe is nothing short of remarkable, and this is what led other countries to attempt to emulate its success by copying Prussian ways. Most succeeded only in dressing their forces in a more Prussian style of uniform, but the influence of the Prussian army on the rest of Europe should not be underestimated. So exactly what was the Prussian secret?

There were two types of recruit to the Prussian army: native conscripts and foreign 'mercenaries'. The native Prussians were recruited by the cantonal system. Every regiment was assigned a recruiting area, based around a town or city, from which all its recruits were drawn. Some members of the local population were exempted from service, such as craftsmen, fathers of families or businessmen, for example. This left a pool of young men from whom the regiments' recruiting sergeants could choose. The term of service was indefinite, which usually meant for life, and every regiment had its share of elderly veterans who struggled to keep up on the march. The fact that the regiments were raised locally gave them a sense of camaraderie, whilst the cantonal system maintained a constant stream of

replacements for those lost on campaign. Frederick had established the Potsdam Military Orphanage for the children of dead or destitute soldiers, and this was a fertile recruiting ground for the Garde battalions. By 1758 the orphanage had 2,000 residents!

Recruiting officers chose healthy, fit individuals, most of whom accepted their fate and took to military life well, leading the Marquis de Toulangeon to declare that "all the ordinary companies of fusiliers are good enough to have been fine companies of grenadiers in our own army."

As Prussia only had a population of about five million, it was necessary to recruit foreign soldiers to supplement the army. Recruiting sergeants roamed all over Europe finding men who could be persuaded to join up through "inclination, gullibility or misfortune." Many were tricked into service, believing they were coming to Prussia to take up a trade, only to find themselves in the recruits' barracks when they arrived. The Prussians were not beyond impressing enemy prisoners into their regiments, as happened with a great number of Saxon troops during 1756, whilst Regiment Number 45 became the repository of all the criminals and undesirables who could not be condemned to death. In 1751, only 50,000 troops out of the total 133,000 Prussian army were native Prussians.

Training was intense, with the focus being on drill. The strength of the Prussian army lay in its ability to deploy quickly and efficiently, and to employ manoeuvres that other European armies could only dream of. Frederick was the first to introduce 'processional deployment', deploying from column into line on the head of the column whilst continuing to advance – and also to employ the oblique attack. Frederick wrote that his troops were able "to form up more rapidly than any other troops on earth." Such precision could only be obtained through training and discipline.

Frederick believed that the men should fear their officers more than the enemy, so that orders would be obeyed automatically in the heat of battle. Discipline was extremely harsh, and blows

with fists or sticks from an NCO were common for the most minor offences. More serious offences were dealt with by 'running the gauntlet'. In this process, the offender was stripped to the waist and forced to walk between two ranks of soldiers, each composed of a hundred of his comrades, who lashed him with sticks soaked in water. An NCO walked in front of the offender, to prevent him running, whilst other NCOs walked behind the lines of men and beat any who did not hit out with enough force. The number of times a man was made to run the gauntlet depended on his crime, with twelve runs being common for a first offence of desertion. The punishment was so severe that General d'Hullin wrote, "The majority of those who are condemned to undergo thirty-six runs (which are spread over three days) actually die under the blows."

Native Prussians could return to their homes on leave, and could take up paid employment when in garrison. They understood that if they deserted, they would be declared an outlaw and their parents' property would be confiscated. This was enough to ensure their return. The foreign soldiers, on the other hand, were practically held prisoner to prevent desertion. Guards were posted around camps and at every gate when the regiment was garrisoned in a town. Some soldiers committed suicide to escape the regiment, but many more took their chances and deserted, especially when the army was on campaign or after a battle. Deserters could be made to run the gauntlet, but they were also hung or shot as an example. The Potsdam Guards, a well-respected regiment which was considered one of the best in the army, lost three officers, ninety-three NCOs, thirty-two musicians and 1,525 men to desertion, 130 to suicide and had twenty-nine executed between 1740 and the end of the Seven Years' War.

As stated above, service tended to be for life. However, if a soldier was invalidated through injury in battle, or had to leave the army through age or infirmity, he was expelled from Prussia if a foreigner, and, if he was a native, issued with a license to beg. A lucky few found their way to the Invalid House in Berlin, which housed wounded soldiers, or if they were Guards, they might be looked after directly with pensions from Frederick.



FORWARD THE COLOURS!

Frederick the Great?

Frederick did not present the appearance of a king or military genius, and his attire probably took those who met him by surprise. Frederick wore his clothes “as long as decency will permit: and indeed, sometimes longer.” His officer’s coat was a shabby blue with red collar and cuffs, which he usually had buttoned up against the cold. His only decoration was a stained Star of the Black Eagle, whilst the front of the uniform, cuffs and hands were always stained with Spanish snuff. He is known to have worn a well-loved pair of breeches for most of the Seven Years’ War (which he wore until the 1770s), which became very black and threadbare from riding and the scrabbling claws of his whippets. His boots were always well worn and creased about the ankles. If you met him in the street you would not know whether to bow or to give him a coin for a hot drink. Another example of not judging a book and all that...

(Description from Duff)

However, Frederick was notoriously stingy with his cash, and these lucky few were very much the exception. When the army gathered for campaign, it was besieged by the local military beggars who would hope to get some coin from the better-off officers. It is said that if Frederick was in a good mood, he might throw them a coin “rather like you might toss a bone to some dogs”, but when he was not so well disposed, he would tell his guards to “Drive the scum away!”

In 1756, Prussia had forty-eight line regiments. Each line regiment numbered about 1,700 men and was divided into two battalions. Each battalion consisted of six companies, five of

fusiliers and one of grenadiers, which in turn were divided into platoons for firing and administrative purposes. The grenadier companies were usually detached at the beginning of the campaign, with four companies of grenadiers forming a grenadier battalion. During the campaign, survivors of these various grenadier battalions, which often suffered the heaviest casualties, were brought together in combined grenadier battalions. Frederick was very choosy about his grenadiers and was quite specific about who could be selected. “A grenadier should not have an effeminate aspect. On the contrary, he must present a formidable sight, with darkly tanned countenance, black hair and a vigorous moustache.” Casualties amongst the grenadiers were difficult to replace.

Frederick’s ‘Garde’ regiments were the pride of the army, especially the 1,000 strong 1st Battalion. The grenadiers of the Garde were formed from the best men of his father’s Potsdam Grenadiers, also known as the ‘Giants’ as every man was over 6 foot tall, a rarity in the eighteenth century.

Frederick also made use of less well-trained or garrison troops to guard fortresses or towns during times of war. These are described as “the refuse of the army and they serve most unwillingly.” However, Frederick became so short of troops during the Seven Years’ War that he was forced to use garrison battalions on the field. In addition, he was also forced to raise militia when the Russians invaded Prussia in 1757. Altogether, twelve battalions were raised, along with some cavalry, making about 17,000 troops in all. They are described as being “whatever peasants could be rounded up from all the neighbouring villages. They make a laughable sight when they mount guard, for they wear their own coats or sometimes just their smocks.”

The Prussian army raised units of light infantry to counter the threat from the Austrian Croats. In 1744, Frederick ordered the formation of two companies of Prussian jäger. These were a trusted force of huntsmen and foresters who wore a distinctive green uniform and carried a heavy calibre rifle with which they



ARTILLERY SUPPORT

Stats and Special Rules for the Prussian Army (1740-1772)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Prussian Guards	Regular Infantry	Smoothbore Musket	6	3	3+	4	First Fire, Superbly Drilled
Prussian Infantry	Regular Infantry	Smoothbore Musket	6	3	4+	3	First Fire, Superbly Drilled
Prussian Garrison Inf.	Regular Infantry	Smoothbore Musket	6	3	4+	3	Untested
Prussian Militia	Regular Infantry	Smoothbore Musket	4	2	5+	3	Wavering
Prussian Jaegers	Regular Infantry	Smoothbore Musket	6	3	4+	3	—
Prussian Cuirassiers	Regular Cavalry	Sword	9	—	3+	3	Heavy Cavalry +D3
Prussian Dragoons	Regular Cavalry	Sword	8	2	4+	3	Dragoons Heavy Cavalry +1
Prussian Hussars	Regular Cavalry	Sword	6	—	4+	3	Marauders
Prussian Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	—

Command**Staff Rating****Restrictions**

Frederick the Great	9	0-1
Excellent Commander	9	0-1
Average Commander	8	—

Frederick promoted on the basis of ability and he was blessed with a number of very capable commanders.

Infantry**Prussian Guards (0-20% per army)**

Optional Upgrades: Elite 4+, Platoon Firing, Reliable, Stubborn, Valiant
Frederick's Guards are reliable and hard fighting units.

Prussian Infantry (30-50% per army)

Optional Upgrades: Platoon Firing, Steady.
Up to half the units may be given the Crack special rule.

Prussian Garrison Infantry (no limit)

Optional Upgrades: First Fire, Unreliable
This template represents garrison units raised to protect cities and supply lines, but that were increasingly used on the battlefield. Use this template to represent some of the better militia units as well.

Prussian Militia (no limit)

This template represents the newly raised militia that turned out to face the Russian invasion during the Seven Years' War.

Prussian Jaegers (0-1 per army)

Optional Upgrades: Marauders, Sharpshooters, Superbly Trained
May always skirmish.

"If my soldiers were to begin to think, not one would remain in the ranks."

Frederick the Great

Cavalry

The total number of cavalry cannot exceed 40% of the units in the army.

Prussian Cuirassiers (0-10% per army)

Optional Upgrades: Elite, Reliable

Prussian Dragoons (0-30% per army)

Optional Upgrades: Reliable

Prussian Hussars (0-10% per army)

Prussian hussars were far from being the best in Europe. You can field a unit of Bosniaks by giving them the Lancers special rule.

Artillery**Prussian Artillery (1 per 3 infantry units)**

Prussians may use guns of all calibres as well as howitzers and mortars. For a balanced game, one gun per three infantry regiments is about right, but if you are using battalion guns you may increase this total.



Prussian dragoon

And There's More...

There are many stories and anecdotes about Frederick the Great, some true and some apocryphal, but nearly all amusing. We will restrict ourselves to relaying only two here for your enjoyment.

After the Battle of Rossbach in 1757, Frederick invited the French officers who had been captured to dinner with his staff. One of the captured Frenchmen was less than impressed with the meagre fare at Frederick's table. Frederick apologised, stating, "Gentlemen, I did not expect you so soon, and in such great numbers."

The other story concerns one of Frederick's soldiers. As he could not afford to buy a watch, he took to wearing a bullet attached to his watch chain. Having noticed this, Frederick decided one day to have some fun at the man's expense. "My watch tells me that it is five o'clock," he declared, taking out his watch. "What does yours say?"

"My watch does not tell me the hour," the soldier replied undaunted. "It tells me every minute that it is my duty to die for Your Majesty."

So pleased was the king with the man's response that he promptly handed him his own watch. "Take this," he ordered, "so that you may know the hour as well."



Frederick the Great

were particularly adept. The strength of the jäger grew as their usefulness became obvious, and by 1760 they were up to battalion strength of 800 men. However, in October of that year the battalion was caught in the open by Cossacks and virtually annihilated! Although the battalion was reformed and raised to 300 in number, it never performed well in battle, and by the beginning of the War of the Bavarian Succession, they were worse than useless. Frederick also experimented with raising free battalions of light infantry from foreigners (freikorps), but these turned out to be little better than brigands and desperadoes who caused more trouble than they were worth. The Etrangers Prusse, for example, which was raised from French prisoners, shot their commanding officer and deserted to the Austrians along with their battalion chest and one gun! Frederick realised that he needed light troops, but was a victim of his own strict discipline, as the Prussian infantry system did not produce soldiers who thought for themselves or who could be trusted to be sent away from the army to scout or forage without deserting.

The Prussian cavalry consisted of cuirassiers, dragoons and hussars. A squadron consisted of about 185 individuals, with five squadrons in a regiment (except the Garde du Corps which had only three) and ten squadrons for the hussars and two for

the dragoon regiments. Frederick had thirteen regiments of cuirassiers who were mounted on the largest black horses available, and who went to war each armed with a sword, carbine and two pistols. The dragoons had started out performing the 'mounted infantry' dragoon role, but by the time Frederick became king they had become fully-fledged heavy cavalry. There were ten regiments of dragoons, mounted on black horses where possible, and clad in sky blue. One dragoon regiment, the Bayreuth Dragoons, was widely regarded as the best cavalry regiment in the army. The hussars had a shaky start, their only contribution at the Battle of Mollwitz being to loot their own armies' baggage! As the wars continued, however, Frederick's need for reliable light cavalry grew, as did his confidence in their generals, such as Hans von Zieten who was a natural hussar commander. There were five regiments of hussars in 1741, eight by 1745 and ten by 1773, including the gaudily dressed and rather unreliable Bosniaken.

Like other armies of the age, Prussia employed 3-, 6-, 12- and 24-pounder cannons. Initially, 3- and 6-pounders were used as battalion guns, but early experience showed that the 6-pounders were too heavy, and most regiments continued with two 3-pounders each. Frederick was very impressed with howitzers and quickly adopted them into his artillery force, so that by 1762 every battalion was equipped with a 7-pound howitzer. Frederick found them useful for counter-battery fire and for firing over defences, and by the end of Frederick's reign, howitzers and mortars of every calibre up to 24-pounders could be found within the army. Frederick was also one of the first commanders to experiment with 'horse artillery'. Galloper guns had been used by European armies to move light guns around to support infantry attacks for some time. What Frederick proposed was the lightning redeployment of a number of guns to a point where they could have an immediate impact on the battle. To this end, he introduced light 6-pounders pulled by a team of horses with a seven-man crew riding alongside on horses of their own. These horse artillery brigades contained ten pieces, and Frederick persevered with the experiment even after the early units were destroyed or captured, as they were at the Battle of Maxen.

The Prussian infantry uniform consisted generally of a blue coat with coloured cuffs varying between regiments. Waistcoat and trousers were buff, and most regiments wore black gaiters when on campaign. Whilst the Prussian infantry practised platoon firing and were very proficient in a firefight, their muskets were widely regarded as the worst in Europe. The Liege pattern musket was badly designed and was weighted toward the muzzle end, causing the user to fire low, as often as not burying the musket ball in the ground. For this reason, players may not always wish to give Prussian infantry the Platoon Firing special rule (see page 16), especially if the regiments in question are garrison regiments or newly raised. There is not as much evidence of Prussians outshooting their Austrian opponents as there is for the British outshooting the French.

The player in command of a Prussian army will find his force manoeuvrable, well-disciplined and effective. It will also look great, having enough units like hussars and Bosniaks to satisfy most painters' desire for unusual and attractive uniforms. Don't forget that Prussian infantry are the only ones in this period who may form line on the head of a column, which makes them much more manoeuvrable than their enemies. However, the army lacks light troops and will be generally outnumbered in most of the battles, but a gentleman of substance will find these factors to be even more reason to take up the Prussian king's standard. One thing is certain, you will not lack opponents!



PRUSSIAN FIRING LINE



PRUSSIAN DRAGOONS

*"By push of
bayonets, no
firing till you
see the whites
of their eyes!"*

Frederick the Great



LIGHT INFANTRY LEAD THE WAY

The Battle of Hundorf

Also known as the Battle of Teplitz, this small action took place on 2nd August 1762, and was fought between a small but elite Prussian force and a larger but equally capable Austrian force. We have chosen to fight this battle for a number of reasons. Firstly, it is relatively small in comparison to other battles of the period and can be easily fought out in an evening. Secondly, and most importantly, the forces involved are some of the best units in the opposing armies and are led, certainly on the Prussian side, by two of the most dashing and capable of Frederick's generals, Seydlitz and von Kleist. In addition, the battle is one of manoeuvre and has some interesting 'what if' aspects to it as well. Finally, the battle was that most unusual of events, an Austrian victory, and so it gives the Prussian player a chance to change history.



Background

Seydlitz's force was advancing through Saxony towards Bohemia. In front of him was an Austrian force under Brigadier Lowenstein. The Austrians had been retiring in the face of the Prussian advance, but finally chose to make a stand around the village of Hundorf. The village itself presented the Austrians the opportunity to build defences, whilst the ground in front of the village was marshy. The Austrians' flanks were protected on one side by a river and on the other by woods. However, the Austrian commander had overlooked one problem. There was an area of high ground, known as the Wacholderberg, which overlooked the Austrian positions. If the Prussians chose to occupy it with artillery, they could make the Austrian position untenable.

The day before the battle, Seydlitz's force was joined by another Prussian column under von Kleist, which included units of jägers and freikorps. Seydlitz and von Kleist carried out a reconnaissance of the Austrian positions late in the afternoon of the 1st of August and decided to seize the high ground at dawn.

The battle began at 4.00 a.m. when the Prussian hussars seized the Wacholderberg. In response, the Austrians sent the battalions of Esterházy and Pallavicini infantry up the hill, flanked by their cuirassiers. The heavy cavalry quickly drove off the hussars (not surprisingly), and the infantry formed on the crest. Just then, the first Prussian infantry brigade arrived and attacked the Austrians, who sent for reinforcements. The regiments of Gyulai and O'Kelly were quickly sent to the hill, and together the Austrians drove off the first Prussian attack.

By 7.00 a.m. the Prussians had regrouped at the base of the hill, but by this time the Austrians had secured their position and Seydlitz decided not to risk a further attack. The light infantry attempted to flank the position at Hundorf, but could not exploit their success due to a lack of numbers. By 8.00 a.m. the battle was over.

Deployments

The Austrians begin in and around Hundorf. They cannot start with any troops within 24" of the summit of the Wacholderberg. (In other words, it should take infantry two moves to seize the high ground.) The Prussians deploy along the board edge. It should take their infantry at least two moves to get to the summit of the high ground. The historical battle was a race to seize and hold the Wacholderberg, and so it may take some manoeuvring of your terrain to make sure that the hill is not unfairly favouring one side or the other. Of course, the players do not have to stick to the historical battle, and they may like to attack Hundorf or outflank their opponent, thus both sides can deploy anywhere else along their board edge.

Objectives

The Prussian objective is to drive off the Austrians so that they may continue their advance.

The Austrian objective is to defeat the Prussians and prevent them advancing any further.

How It Played

After the umpire had explained the objectives to the players, he retired to drink tea in a comfy chair and watch the opposing sides deploying their troops. The Prussians deployed most of their infantry opposite Hundorf, supported by their guns, with only the cavalry to challenge for the Wacholderberg, supported by some light infantry and two infantry battalions. The Austrians were set to defend the town and also had their cavalry in place to challenge for the hill. However, they were sending a not inconsiderable number of infantry in support. The Austrians' guns were dug in to defend the town. Perturbed, the umpire had a quiet word in Seydlitz's ear to make sure he had understood the objectives, as Hundorf did not need to be taken to win. However, Seydlitz was confident that the best way to defeat the Austrians was to take the town and his Prussian grenadiers were just the chaps to do it!

“I make the squadrons charge at a fast gallop because then fear carries the cowards along with the rest – they know that if they so much as hesitate in the middle of the onrush they will be crushed.”

Seydlitz

The battle began with the Prussian hussars taking the high ground, whilst the Prussian infantry began their advance on Hundorf. The light infantry and two battalions filled the gap between the cavalry and the main attack. The Austrian cuirassiers charged and defeated the Prussian hussars, but did not perform a sweeping advance and remained behind the high ground.

In the next move the Prussian infantry in the centre advanced to fire at the stationary cuirassiers and were rewarded in the Austrian turn by being charged by them. All did not go well, however, and the cavalry were forced to retire by closing fire. The Prussian dragoons were having trouble advancing, as were the Austrians dragoons and grenadiers, and so the high ground remained in the hands of the battered Prussian hussars.

Meanwhile, the Prussian attack on Hundorf was not going according to plan. The infantry regiments had taken casualties from artillery and small arms fire as they advanced, and as a

result their attacks went in piecemeal and unsupported. Not even Prussian grenadiers can single-handedly take on dug-in infantry with supports on both flanks and in the rear, and from artillery. And so it proved!

The Prussians were repelled time after time, and although their artillery did damage to an exposed Austrian battalion, the end was never in doubt. When the Prussian dragoons eventually rode into battle, they were soundly beaten by the Austrians, and the Prussian cavalry was rolled back from the high ground. Seydlitz admitted defeat and retreated from the field.

For a more balanced scenario, you could consider replacing the Austrian cuirassiers with dragoons and reducing the number of guards in the Prussian army. Austrian cavalry, especially the cuirassiers, proved better than the Prussians' cavalry, which is about right for this period, but the real learning point for the Prussians was not to attack the Austrians when unsupported! Frederick must be turning in his grave.

ORDERS OF BATTLE

PRUSSIANS

Commanders

- Army Commander: General Seydlitz (Staff Rating 8)
- Second-in-Command: General von Kleist (Staff Rating 8)
- Three brigade commanders (Staff Rating 8)

1st Brigade

- Grenadier Battalion Kalckstein
- Grenadier Battalion Lossow
- Grenadier Battalion Natalis
- Röbel (Saxon regiment in the Prussian service)
- Grenadier Battalion Heilsberg
- Jung Stutterheim (This unit consisted of only 200 men)

Kleist Freikorps

- Jägers (three companies)
- Croats (one battalion)
- Grenadier Battalion Woldeck
- Lehwaldt Infantry (two battalions)

Light Cavalry Brigade

- Kleist Hussars
- Belling's Hussars

Cavalry Brigade

- Plettenberg Dragoons
- Jung Platen Dragoons
- Frei Dragoons Glasenapp
- Krockow Dragoons

Artillery

- The Prussians have three 6-pounders to provide fire support.

AUSTRIANS

Commanders

- Army Commander: General Löwenstein (Staff Rating 8)
- Two brigade commanders (Staff Rating 8)
- Two brigade commanders (Staff Rating 7)

Infantry

- O'Kelly (two battalions)
- Carl Lothringen (two battalions)
- Gyulai (two battalions)
- Nikolaus Esterházy (one battalion)
- Pallavicini (one battalion)
- Converged grenadiers (two battalions)

Cavalry

- Stampach Cuirassiers
- Pálffy Cuirassiers
- Benedikt Daun Cuirassiers
- Batthyányi Dragoons
- Löwenstein Dragoons
- Converged carabiniers and horse grenadiers

Artillery

- The Austrians had some guns emplaced in Hundorf, but four guns in total should be enough for this battle.

“Don't forget your great guns which are the most respectable arguments of the rights of kings.”

Frederick the Great

War in the Colonies

The eighteenth century witnessed the establishment and expansion of European colonies in the Americas, India, the Caribbean and the Pacific. The fabulous wealth that these colonies could generate and the potential for trade made them valuable commodities that the European nations were more than happy to fight for. The two main rivals in all of this were the French and the British, with the Dutch and Spanish also having a keen interest. For the wargamer, the war in the colonies offers the opportunity to play with rebellious Caribs, painted Native Americans, sepoys and elephants! This section is too small to cover all of the battles and skirmishes that took place overseas in the king's name, but anyone interested will find amphibious landings, sieges, skirmishes and full-scale battles aplenty. Instead we will cover just the main conflicts in America and India.

THE FRENCH INDIAN WARS

Conflict in the new colonies of America and Canada was inevitable. On a continent of that size, and with comparatively few European settlers, you might have imagined that it was possible for the fledgling French and British colonies to have divided up the land between them. However, such was the enmity between these old enemies that the prospect of peaceful coexistence was never a viable one. Conflict was almost continuous, consisting of open warfare when their mother countries were at war, and a secret war through their proxy Indian allies and militias when open war was not declared. The way the two colonies developed and were governed was entirely different, and in many ways this drove the way the war was fought.

The French colonies in Canada were based on trade. The settlers were transported to 'New France' at the king's expense, and upon arrival each was given "a plot of land, a gun, a hoe, an axe, a ploughshare, a scythe, a sickle, two augers, a sow, six hens, a cock, six pounds of powder and twelve pounds of lead." In return, they were expected to perform military service for the state. Thirty companies of regular colony troops, each of fifty men, were stationed throughout the province to keep order and provide garrisons. In addition, every male between sixteen and sixty was liable for military service, giving a possible force of 15,000 militia should they be required. The major population centres followed the lines of the major waterways, growing rich on the fur trade. Individuals also established themselves in farms and hamlets along the banks of the St. Lawrence or other major rivers, so that one commentator stated that the farms "extended back from the banks for less than a mile. Behind them was nothing, the wilderness, inhabited by a few Indians." The large settlements of Quebec and Montreal were the only ones built to European standards, where the ladies wore fine dresses and the men powdered their hair. Beyond these city walls, the rest of the colony was miles and miles of wilderness. This gave the colony a distinct tactical advantage, as an invading army could only follow a couple of cleared routes to reach the major settlements, all of which were guarded by forts. An invader would have to take the forts, or face the prospect of building roads through the wilderness interior to bypass them.

All of New France was ruled from Quebec by the Governor General, who ruled with the power of the French king. This gave the French a singularity of policy and purpose that was lacking in the British colonies. The French claimed lands that



REGULARS EXCHANGE FIRE

ran from the mouth of the St. Lawrence River in Canada, following a long arc around the Appalachian Mountains to New Orleans and the Mississippi in the south. They hoped that if they could hold this line, they could hem in the British colonies and prevent them expanding westward beyond the Appalachian Mountains. However, to do this they needed the support of the various Indian tribes that occupied this vast wilderness. To this end, the French treated the Indians as equals, intermarried with them and, in return, the Indians let French priests set up missions amongst them. Marine officers fought with them and gained their trust as leaders, whilst the trappers and woodsmen, the *couteurs de bois*, joined the tribes in hunting and lived in their villages. They were described as “inured to hardships, enterprising and are as good at bush fighting as the Indians themselves.” This was in stark contrast to the British colonists, who treated the Indians “with kicks and contempt,” so much so that the Indian nations were quick to join the French when open war began in 1756.

The one major failing that was to impede French military progress throughout the war was the incessant corruption of the officials who misappropriated goods destined for the army and sold it at a profit, or stated that they had supplied twice as much as was actually delivered, splitting the money earned with the Commissary General. The Commissary General in place when Montcalm arrived was Joseph Cadet, who, in two years, sold provisions to the king’s forces which cost eleven million francs for twenty-three million, and this level of fraud was endemic through all the levels of the administration, leading Montcalm to state, “What a country, where all the scoundrels make a fortune and all the honest people are ruined.”

The British colonies, on the other hand, were built on settlement and farming. The early colonists had cleared the dense forests to make farms and towns, and quickly ploughed the land for crops. The thirteen British colonies had developed as private estates, each founded by individuals or by distinct groups. Although all of the colonies were ruled by the British king, each had popular assemblies that governed issues such as the raising of taxes and calling out the militia. Each of the colonies was virtually self-sufficient and resented the interference of the British parliament, as well as that of its colonial neighbours. The British colonies had little in common; New York State was settled mainly by Dutch colonists, for example, whilst Pennsylvania had a high proportion of Germans and Swedes. New England was puritan and Protestant, whilst Maryland was cavalier and Roman Catholic. The colonies were insular and mistrustful, and this would cause no end of issues for the war to come.

It was very difficult to get each of the colonies to raise regiments of militia or to vote money for the raising of regulars. Even if militia could be raised, their terms of service were usually restricted to protecting the colonies from which they were raised. Even then, the quality of the men sent to serve was usually very poor, as the colonies allowed men to pay not to serve and to have someone else sent in their stead. This meant that the militia were often the worst of society, of whom General Braddock said, “Their slothful and languid disposition renders them very unfit for military service.”

Although some Indian tribes did trade with the colonies, the British were never to have the same level of support from the Indians throughout the war as the French did, which came to

Keep Your Hair On!

It is a popular myth, oft repeated around wargames tables, that the colonists invented scalping and that it was not practised in America before the Europeans arrived. Recent archaeology has uncovered scalps in Indian settlements hundreds of years before the white man showed up, and it seems odd that a European invention would be seized upon and practised with such gusto by practically every tribe in Canada and North America.

What is undeniable is that the Europeans encouraged the Indians to produce scalps to confirm that enemies had been slain, and paid them by results. In 1755 Governor William Shirley of Massachusetts offered £40 for Indian male scalps, whilst Pennsylvania Governor Robert Hunter Morris offered £130! This led the natives to cut the scalps up and pretend that more enemies had been slain to claim a bigger bounty. “The Cherokees in particular have got the Art of making 4 Scalps out of one man killed. Here are now 20 Scalps hanging out to publick view, which are well known to have been made out of 5 Frenchmen killed.” The scalps were often called ‘redskins’, which became a derogatory term for the Indians who took them.

The process of taking scalps shocked and terrified the European soldiers who arrived in America. “When a war party has captured one or more prisoners that cannot be taken away, it is the usual custom to kill them by breaking their heads with the blows of a tomahawk...When he has struck two or three blows, the savage quickly seizes his knife, and makes an incision around the hair from the upper part of the forehead to the back of the neck. Then he puts his foot on the shoulder of the victim, whom he has turned over face down, and pulls the hair off with both hands, from back to front...This hasty operation is no sooner finished than the savage fastens the scalp to his belt and goes on his way.”

But it was not just the Indians who scalped their enemies. Robert Rogers talks dispassionately about scalping a Frenchman whom he killed in a skirmish, whilst Europeans were just as keen to collect the bounties as Indians. The 1757 diary of the Rev. Thomas Smith of Falmouth, Maine, who supplied provisions and ammunition to a scalping party made up of his parishioners, reads, “Along with pious thoughts, I receive 165 pound...my part of scalp money.”

It is also notable that some people survived being scalped. One entry in the New York Gazette in 1759 lists “that four Highlanders are lately arrived from America, in order for admission into Chelsea Hospital, who had been scalped and left for dead.” These unfortunate soldiers must have had some of the most unusual kind of injuries to be seen in the corridors at Chelsea!



A FRENCH CANNON FIRES AT THE APPROACHING BRITISH

be a huge problem when trying to defend the frontier from incessant raiding. To the settlers of the British colonies, the ancient woodland of the Americas was a dark foreboding place, filled with painted savages who would torture and eat you if they could! Whilst the French settlers integrated with the Indian way of life, the British colonists cut down the trees and ploughed the land. Their lifestyle and values were at odds with the Indians, and as a result the colonists greatly feared the Indians much more than the French did.

In 1755, the Marquis de Vaudreuil arrived to take over the Governorship of New France. Arriving with him were six line battalions of French regulars (about 3,000 men) with whom he hoped to cement French control of the continent. Vaudreuil was born in Canada and his father had been governor of the province in the past. He began a policy of encouraging the Indians to raid the British colonies and to prevent their expansion west, but was careful to “conduct it with such precaution that the English will not be able to say that my orders had any part in it.” These attacks could not go unanswered and so the British colonies sent General Braddock with a mixed force of regulars and militia to attack Fort Duquesne. This force was ambushed deep in the woods by the French and their Indian allies, and over 900 men were killed. Braddock’s defeat seemed to galvanise the British government to send more troops to the colonies. Whilst the French focused their attention on the war in Europe, the British decided to win the war against France in the colonies, and the strong Royal Navy was ideally outfitted to provide transport for troops and supplies, and, most importantly, block any French attempts at reinforcement or resupply.

In 1756, Lord Loudon was placed in charge of the strategic response to the French attacks. He called for overwhelming forces to attack on three fronts: the Ohio Valley, the Champlain Valley and, after taking the Fortress of Louisburg, down the St. Lawrence River to Quebec. The French had a new commander too, the Marquis de Montcalm.

In 1757, Montcalm attacked south and took Fort William Henry, allowing the garrison to surrender and leave the fort under a flag of truce. Rather infamously, his Indian allies did not like the arrangement and attacked the retreating column. The allegation that Montcalm had ordered this attack, although quite untrue, has dogged his legacy. The massacre at Fort William Henry paralysed the British and, if Montcalm had followed up, he might well have caught and defeated the demoralised army of General Webb at Fort Edward. However, Montcalm was short of supplies due to the corrupt practices of the French governor. His militia had to return to the harvest and his Indians, gorged with booty, had decamped. This was the French high water mark. Never again would they come so close to defeating the British in America.

By 1758 the British, under their new commander, General Abercromby, had landed numerous regular battalions in America and raised local auxiliaries, giving them over 44,000 officers and men. With the Royal Navy intercepting all shipping from France and with no hope of reinforcement, the end of French dominance in Canada was assured. The British began their attack on Canada in 1758, but the main British army under Abercromby was defeated by the Marquis de Montcalm at Ticonderoga. Some solace was gained by the taking of the fortress at Louisburg, which opened up the St. Lawrence. Fortunately for the British, the marquis was unable to exploit his success due to lack of supplies and continued political disagreements. He withdrew to defend Quebec, which was besieged by a British force led by General Wolfe in September 1759.

The Battle on the Plains of Abraham, outside the city, is possibly the most famous episode of the French Indian Wars. Wolfe led his army up a cliff path to appear on the heights above the city. Montcalm, hoping to act quickly to dislodge them, led out his forces to the attack. In a volley that ranked with that at Fontenoy, the British stopped the attack and threw the French into confusion, driving them back into the city,

which capitulated soon after. Both Wolfe and Montcalm were killed in the battle. Although the French attempted to retake Quebec the following year, all hope of victory was gone. Canada was bankrupt and its failure to honour the promissory notes that the government had written to suppliers and soldiers made desertion rife. On the 8th September 1760, Montreal surrendered and with it French Canada.

For the wargamer, the French Indian Wars have a little piece of everything, from stand-up fights between regulars, such as Ticonderoga and Quebec, to very small skirmishes between Indians and settlers. Also, there are a wide variety of troop types, uniforms and a good mix of regulars and irregulars in both armies. The only thing missing is cavalry, which did not appear in any numbers throughout the whole campaign, unsuited as it was to the terrain.

The French augmented their regulars with colonial marines, who generally performed well despite their small numbers. There were also the militia, who were made up of the tough woodsmen and hunters that characterised French Canada. These troops proved more resilient than other colonial militia, although players may still like to use the Wavering special rule to reflect their performance at Quebec. Finally there were the *coureurs de bois*, woodsmen and trappers skilled at skirmishing and raiding, who brought with them their Indian allies. Indeed, the French were not short of Indian tribes who wished to fight alongside them, although the French found them somewhat of a double-edged sword. As General Bougainville wrote, "One

must be the slave of these savages, listen to them day and night, in council and in private, whenever the fancy takes them... Besides which they are always wanting something for their equipment, arms or toilet and the general of the army must give written orders for the smallest trifle." The Indians were often petulant and difficult to control and could prove unreliable in a fight. However, they were indispensable for tracking, scouting, foraging and raiding, and so made themselves indispensable to the war effort.

The British, on the other hand, put their faith in units of rangers, the most famous of which were the green clad Roger's Rangers. These woodsmen and trappers were recruited and uniformed as regulars, but fought a constant guerrilla war in the woods against the French. The British also recruited light infantry battalions, such as the 80th Light Armed Foot, who were dressed in brown uniforms. They also trained the light infantry companies of the regulars to fight in skirmish style as their enemies did, with a great deal of success.

The colonies raised their own battalions of infantry, such as the New Jersey Regiment or the Massachusetts Provincial Regiment. Most of these regiments were dressed in blue coats faced with red. For the modeller, the adjustment made by the regulars to their attire makes for great opportunities to convert figures. The Highlanders wore leggings under their kilts to protect their legs from the undergrowth, whilst a lot of units cut down their tricorne into caps, or wore more functional headgear altogether. Rations and equipment were often rolled

Stats and Special Rules for Colonial European Armies in America (1700-1775)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Colonial Infantry	Regular Infantry	Smoothbore Musket	6	3	4+	3	First Fire
Colonial Militia	Regular Infantry	Smoothbore Musket	6	3	4+	3	—
Colonial Light Infantry	Regular Infantry	Smoothbore Musket	6	3	4+	3	Marauders

British and French Colonial Armies

For British and French armies, use the basic templates provided on pages 24 and 57 respectively. However, armies fighting in the colonies unsurprisingly included a high proportion of colonial troops. Use the templates given above when colonial troops are called for.

Infantry

Colonial Infantry (0-30% per army). *Optional Upgrades: Freshly Raised*

This template can be used to represent the French colonial marines or the various regular units raised by the British colonies.

In common with all units in America, the player may decide to reduce this unit to 'small' (with the consequent drop of one dice to their Shooting value and two dice to their Hand-to-Hand value) if the unit was substantially smaller than the average on the battlefield.

Colonial Militia (10-50% per army).

British militia may be Wavering, or may be Untested if they are better trained. In some colonial battles, Native American units charging colonial militia may have the Terrifying Charge rule.

French militia may be Freshly Raised. The French militia were always tougher and more determined than the British colonial levy, but all militia still found it difficult to stand against regulars.

Colonial Light Infantry (0-30% per army). *Optional Upgrades: Bloodthirsty, Sharpshooters*

Coureurs de Bois always fight in skirmish order. British regular light infantry may fight formed or in skirmish order. This template applies to rangers and *coureurs de bois* alike. Players may like to upgrade rangers with the Bloodthirsty rule to encourage them to get to grips with the enemy.





THE REGULARS' ADVANCE DOES NOT GO UNOBSERVED...

into a blanket and carried around the body instead of in a pack, whilst the hatchet or tomahawk was seen tucked into most soldiers' belts. This war is one of the most popular of the eighteenth century for modellers and wargamers, and with this breadth of troop types, uniforms, battles and characters it is not hard to see why.

Native American Armies

North American Indians from the bewildering number of tribes and tribal groups that occupied America and Canada during the eighteenth century served as auxiliaries, scouts and allies to both the French and British armies, although most of the tribes favoured the French for reasons outlined earlier. However, they also fought the Europeans as independent armies, such as during the Chickasaw campaigns or Pontiac's war.

It was difficult for regulars to come to grips with the Indians, as William Smith records in 1764, "Suppose he had made the dispositions usual in Europe for a march, or to receive the enemy, and that he is then attacked by the savages. He cannot discover them, though from every tree, log or bush he receives an incessant fire and observes that few of their shots are lost. He will not hesitate to charge those invisible enemies, but he will charge in vain. For they are as cautious to avoid a close engagement as indefatigable in harassing his troops, and notwithstanding all his endeavours, he will still find himself surrounded by a circle of fire which, like an artificial horizon, follows him everywhere."

Given this description, and many like it, it is tempting simply to make all the Indian bands skirmishers, making them safe from charging regulars whilst allowing them to shoot the regulars down like ninepins. This may be the most historically accurate way to depict Native Americans, but it makes for very dull

games. As skirmishers, the Indians cannot charge the regulars so long as they keep their ranks, and so it makes it impossible for the Indians to make any ground or force a decision.

Instead, we suggest the following: Indian armies can have no commander-in-chief. They are usually loose confederations of war parties come together for a common purpose, and have no central leader or coordinated command structure. Each 'brigade commander' is simply the leader of a war party that consists of two or more groups of Indians. His command radius is reduced to 6", as he really needed to be in shouting range to get his orders to his troops. Although Native Americans fought very much as individuals, we do see different war parties acting in a coordinated manner, to ambush enemy columns for example, and acting strategically to raid or terrorise particular areas to achieve maximum results in military terms and in terms of booty. So in this sense it is not such a huge jump to have them deployed on the table in 'brigades' under the leadership of one individual. Each 'brigade' should have a mix of skirmish units and 'war parties'.

An Indian war party is a unit that contains too many warriors to effectively skirmish, yet is confident enough to want to close with the enemy. It is treated as a warband in terms of the *Black Powder* rules, deploying in a rough square between three to four ranks deep. It may still move through woods and difficult going without breaking into skirmish order, as it is assumed that the Indians are moving in open order. For the same reason, Indian warbands are always treated as 'not clear' targets when in anything other than open ground, as they are assumed to be making the best of whatever cover is available. All Indian war parties are treated as small units, as they rarely had enough members to rival a regular battalion. Using these amendments gives wargamers a better chance to refight battles with entirely Indian armies whilst keeping the games fun for everyone.

Stats and Special Rules for Native American Armies (1700-1775)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Native American Skirmishers	Irregular Infantry	Smoothbore Musket or Bow	3	2	4+	2	Marauders
Native American Warband	Irregular Infantry	Smoothbore Musket	4	2	4+	3	Bloodthirsty

Command

War Chief

Staff Rating

7

Restrictions

—

Each war chief must command at least three units, but the army can have as many war chiefs as are required.

Infantry

Native American Skirmishers (40-60% per army). *Optional Upgrades: Bloodthirsty*
Default formation: Skirmish Order.

Native American Warband (40-60% per army). *Optional Upgrades: Sharp Shooters*
Default formation: Warband. Some units may be classed as Untested if they are not committed to the cause, whilst others may be classed as Valiant.



Chief Pontiac of the Ottawa

When the French Indian Wars ended, the Indian tribes who had backed the French felt isolated and despised. The gifts that the French gave to buy their support dried up and the interrelations that the French had engaged in stopped. The French had required all traders and colonists to have licenses to enter Indian lands, but the British had no such laws, and soon colonists, traders and trappers were swarming into the Ohio Valley, claiming lands and impinging on Indian hunting grounds, which the natives relied on for survival. In a story that would repeat itself again and again over the coming century, Indians saw their lands and their livelihoods being eroded by encroaching white settlers and felt they had only one recourse – war.

In 1762 a prophet emerged amongst the Delaware tribe who preached a political union of all the tribes to drive out the white man and re-establish the old Indian ways of life. The leader of the Ottawa tribe at the time was named Pontiac, and he seems to have been the figure around whom the various tribes coalesced.

By 1763, Pontiac was leading a confederation of tribes including the Winnebagoes, the Kickapoos, the Hurons and the Chippewas. It is estimated that at any one time Pontiac could put a force of 800 warriors in the field, more than any other Indian leader before or since. In April that year, a conspiracy was organised to infiltrate the various forts along the frontier on the same day under the cover of trading, parleys or, in one case, for a game of lacrosse! The Indians would then reveal weapons and overcome the defenders. All the forts along the western frontier were taken with the exception of Detroit, where the garrison commander was forewarned by his Indian lover.

One survivor, who hid in the rafters of a house, witnessed the fall of the fort at Michilimackinac through a knothole in the

wood: “The foulest and most terrible, the ferocious triumph of barbarous conquerors. The dead were scalped and mangled, the dying were writhing and shrieking under the unsatiated knife and tomahawk; and from the bodies of some ripped open, their butchers were drinking the blood scooped up in the hollow of joined hands and quaffed amidst shouts of rage and victory!”

Indian warbands began to raid up and down the frontier, and colonists who had only recently returned to their lands after the war with France had to flee to safety once more. The British commander, Geoffrey Amherst, felt the Indians were “as the vilest Race of Beings that ever Infested the Earth and whose Riddance from it must be esteemed a Meritorious Act, for the good of mankind.”

British forces were sent to drive back the Indians, and battles were fought at Bushy Run and Devil’s Hole. However, the confederation began to come apart in the autumn of 1763 when the tribes dispersed for the winter. Fighting continued until a formal peace council was convened at Oswego where Pontiac signed a peace treaty and hostilities ended. Although he had tried to lead a war for Indian independence, Pontiac was ultimately betrayed by his own people and murdered in 1769.

Special Rules

Pontiac is the only Indian leader who can act as an army commander-in-chief. He has a Staff Rating of 7.



Chief Pontiac

By the HONOURABLE
Spencer Phipps Esq;

Lieutenant GOVERNOR of the Province of Massachusetts Bay

A PROCLAMATION



HEREAS the Tribe of Penobscot Indians have repeatedly in a perfidious manner acted contrary to their **Solemn Submission** unto His Majesty long since made & frequently renewed. I have therefore at the desire of the House of Representatives with the Advice of his Majesty's Council thought fit to issue the **Proclamation** and to declare the Penobscot tribe of Indians to be Enemies, Rebels & Traitors to His Majesty **King George the Second**. And I do hereby require his Majesty's Subjects of this Province to Embrace all opportunities of pursuing, captivating, killing & Destroying all and every of the aforesaid Indians.

And whereas the General Court of the Province have Voted that a bounty or **Incouragement** be granted and allowed to be paid out of the public Treasury to the Marching Forces that shall have been employed for the Defence of the Eastern & Western Frontiers from the first of the twenty-fifth of this Instant November, I have thought fit to publish the same and I do hereby Promise that there shall be paid out of the **Province Treasury** to all & any of the said Forces over and above their Bounty upon enlistment, their Wages and Subsistence the Premiums or Bounty following viz :

- ☛ For every Male Penobscot Indian above the Age of twelve years that shall be taken within the Time aforesaid and brought to Boston: **Fifty Pounds.**
- ☛ For every Female Penobscot Indian taken & brought in as aforesaid and for Every Male Indian Prisoner under the age of twelve Years taken and brought in as aforesaid: **Twenty five Pounds.**
- ☛ For every Scalp of such Female Indian or Male Indian under the Age of twelve years that Shall be killed & brought in as Evidence of their being killed as aforesaid: **Twenty pounds.**

Given at the Council Chamber in *Boston* this third day of *November* 1755 & in the twenty-ninth Year of the Reign of our Sovereign Lord *GEORGE* the second by the Grace of GOD of *Great Britain, France, and Ireland*, KING, Defender of the Faith, &c.

By his Honour's Command, *J. Willard*, Secry.

S. PHIPPS.

GOD Save the King.

THE WAR IN INDIA

The war in India was driven by trade. The British East India Company had been granted exclusive trade rights with India by Queen Elizabeth in 1600 which James I converted into a permanent monopoly. King Charles II permitted the company to “employ troops in war, erect forts, acquire territory, form alliances and govern with complete authority.” At the beginning of the eighteenth century, the East India Company was established in Bombay, Madras and Calcutta. It was not the only foreign company vying for trade concessions in India, however, with the French (Compagnies des Indes Orientales), the Dutch (Verenigde Oost-Indische Compagnie) and even the Danes (Dansk Østindisk Kompagni) also present. All of these foreign trading companies had raised troops, both European and Indian, initially to defend their trading ports from attack by bandits and pirates. However, these troops became increasingly well equipped and some were uniformed as regulars.

Increasing competition between the companies inevitably led these company soldiers to be used in open conflict, either against each other or against the native rulers if they did not agree to the company’s demands. The East India Company stated that such action was necessary “to vindicate the Rights and Honour of the English nation in India.” Sepoys in the East India Company’s army were not uniformed until the 1750’s, appearing up until then in their native garb. After 1750 they wore red coats, faced with different colours for different regiments, and short trousers. Unusually, the regiments carried three standards: a Union Flag, a regimental colour which matched the facing colour of the regiment and had a small Union Flag in the corner, and a white flag with the arms of the East India Company in the centre. This shows that whilst the regiments were fighting for the British Empire, they were owned and paid for by the company. The Crown was not to take control of the colony and its troops until after the Indian Mutiny in 1857. The East India Company’s army in India presented a very significant force, with the army numbering 9,000 men in 1763 and growing to 48,000 by 1782 in Madras province alone!

In 1756, Siraj-ud-daula, the youthful Nawab of Bengal, became suspicious of the East India Company’s expansionist aims in his province and decided to attack the garrison at Fort William in Calcutta. His army of 50,000 men overwhelmed the garrison of 430, and the 146 survivors were thrown into a prison cell only eighteen feet by fourteen, on the hottest night of the summer. During the night, 123 prisoners died of suffocation. The infamous ‘Black Hole of Calcutta’ horrified the British public and fostered an attitude that the Indians were ‘savages’ who could not be trusted to rule in a civilised manner. As Robert Clive wrote before departing for India with the relief force, “This expedition will not end with the retaking of Calcutta only: & that the Company’s estate in these parts will be settled in a better & more lasting condition than ever.”

Clive’s force quickly retook Calcutta and Fort William before carrying out an audacious night attack on the Nawab’s army in February 1757. Clive’s small army of 600 Europeans and 800 sepoy attacked the 50,000 strong camp of the Nawab, killing over 1,000 and putting the rest to flight. In June, the Nawab returned with an army of 35,000 infantry and 15,000 cavalry to face Clive again at Plassey. This time Clive had 800 European troops and 2,100 sepoy, eight guns and no cavalry. Clive had bribed one of the Nawab’s commanders, Mir Jafar, not to enter the battle, and was further aided when monsoon rains soaked the Nawab’s gunpowder, preventing effective use of the fifty-three cannon he had brought with him. Clive’s defeat of the Nawab’s army at Plassey is still a magnificent feat of arms, and set the standard for future colonial wars by proving that a small disciplined force could beat a much larger native mob.

1759: *Annus Mirabilis*

In 1759, the British won a victory in Europe at Minden, destroyed the French fleet at Quiberon Bay, thus securing the home islands from invasion, and won the battle for America at Quebec. Combined with success in India, Horace Walpole wrote, “I call it this an ever-warm and victorious year. We have not had more conquest than fine weather: one would think we had plundered East or West Indies of sunshine! Our bells are worn threadbare with ringing for victories... PS: You shall hear from me again if we take Mexico or China before Christmas.”



I will have satisfaction, sir!

The Nawab was subsequently captured and killed by Mir Jafar, who then became the puppet ruler of the East India Company, leaving them in effective control of the whole of Bengal. The East India Company gained over £40 million in booty in the weeks after the battle, and much more than this in trade rights and property. Clive amassed a personal fortune of over £234,000, and divided £400,000 amongst his men. Conquering in India was a profitable business for men, company and country!

Yet the war in India was not won at Plassey. The French government sent Thomas Arthur de Lally, hero of Fontenoy, to take command of the French forces in India in 1758, with orders to drive out the British. Upon arrival he was appalled by the high levels of corruption and incompetence that he found amongst the civilian French administrators, and he openly criticised them. This was a mistake, as he made enemies amongst the administration whom he would later need to rely on to support his campaign. Despite this, Lally had a certain amount of early success, taking a number of British holdings, including Fort St. David. In 1759 he attacked the British base at Madras and came very close to taking it before the Royal Navy arrived with reinforcements. The rest of 1759 passed off with various skirmishes and raids between the two antagonists.

In January 1760, Sir Eyre Coote led an attack on the French base at Wandiwash, which was approximately halfway between the British base at Madras and the French base at Pondicherry. Lally led out a French force to face the British, and the two sides met at the Battle of Wandiwash. The two armies were very evenly matched, but Coote’s forces eventually triumphed, forcing Lally to retire back to Pondicherry, where he was to continue to fight the campaign for another year. However, without French reinforcements and rapidly running out of supplies and support, Lally was forced to surrender in January 1761. This effectively ended French involvement in India and left the East India Company free rein to extend its control all across the country.

Lally was tried as a traitor for his loss of India upon his return to France, and executed like a common criminal. No one was more complimentary about him than his enemy, Coote, who said, “Nobody had a higher idea than I of General Lally, who to my knowledge has struggled against obstacles which I

believed unconquerable and has conquered them; nobody at the same time, is more his enemy than I, seeing him achieve those triumphs at the prejudice of my nation. There is certainly not a second man in all India who could have managed to keep on foot, for so long a period, an army without pay, and without any kind of assistance.”

The war in India is very rarely represented on the wargames table, and this is a shame as it has a number of attractive features. First of all, it has a huge variety of troops types, from European regulars, through sepoy to irregular native horse and wild tribesmen. The battles are relatively small in comparison to

European ones and would be within the budget of most wargamers to achieve. The scheming and double crossing of the various Nawabs and Indian rulers would make for unpredictable games where the players can never truly trust their allies, whilst the localised nature of the war makes it ideal for conversion into a campaign. The later wars in India and Africa, during the colonial period, are often one-sided affairs with the European armies easily outgunning their tribal opponents. In the eighteenth century, the European armies have muskets and cannons just as their native enemies have, and the games are much more evenly balanced whilst still capturing the splendour of colonial warfare. Armoured elephants anyone?

Stats and Special Rules for Colonial European Armies in India (1700-1775)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Colonial European Infantry	Regular Infantry	Smoothbore Musket	6	3	3+	3	First Fire
Sepoys	Regular Infantry	Smoothbore Musket	6	3	4+	3	First Fire
Native Indian Infantry	Irregular Infantry	Smoothbore Musket	6	3	5+	3	Bloodthirsty
Colonial European Horse	Regular Cavalry	Sword	4	1	3+	3	Small Unit
Native Indian Horse	Regular Cavalry	Sword	6	—	4+	3	—
Colonial European Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	—

Command

Use the basic command structure for the European armies presented elsewhere in this supplement. The commanders in India were no better or worse than their European counterparts. However, exceptional generals, such as Robert Clive or Thomas Arthur, Comte de Lally, should have a Staff Rating of 8 or even 9.

Use the Indian army list on the next page to represent allied commanders and their armies. Allied Indian commanders and Indian commanders-in-chief are subject to the Treacherous rule.

Infantry

Colonial European Infantry (0-25% per army)

Optional Upgrades: Elite 4+, Reliable, either Stubborn or Steady

At first glance, these upgrades are turning most regulars into grenadiers, but if the European regulars are to be noticeably different from the sepoy, and be able to stand against large native armies, then these upgrades should be considered.

Sepoys (40-60% per army)

Optional Upgrades: Freshly Raised, Tough Fighters, Unreliable, Untested

It is hard to be prescriptive about sepoy units, as some performed very well under fire whilst others were less impressive. Some options are suggested, but players should look at how the sepoy performed at the battle they are refighting and select accordingly.

Native Indian Infantry (0-40% per army)

Optional Upgrades: Fanatics, Unreliable, Untested, Wavering

Default formation: Warband. Many armies contained allied units of native infantry, brought by the local nawab or raised as mercenaries by the company.

Cavalry

Colonial European Horse (0-10% per army)

Optional Upgrades: Ferocious Charge, Valiant

European cavalry was rare, hence they are represented as small units. However, their impact on the battle was often disproportionate to the size of the units, so the upgrades should make them tough as nails.

Native Indian Horse (0-40% per army)

Optional Upgrades: Heavy Cavalry +1, Lancers, Wavering

Native horse made up a large proportion of all of the armies in India. This template represents Indian cavalry brought by allies or acting as mercenaries.

Artillery

Colonial European Artillery (1 per 3 battalions)



French colonial infantry

Stats and Special Rules for the Native Armies of India (1700-1775)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Native Indian Infantry	Irregular Infantry	Smoothbore Musket	6	3	5+	3	Bloodthirsty
Native Indian Skirmishers	Irregular Infantry	Smoothbore Musket	3	2	4+	2	—
Native Indian Horse	Regular Cavalry	Sword	6	—	4+	3	—
Native Indian Elephant	Regular Cavalry	Lance/ Bow	8	2	4+	3	See pages 18-19
Native Indian Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	—

Command

Command	Staff Rating	Restrictions
Commander-in-Chief (Nawab, etc.)	7 or 8*	1
Average Commander <i>Special Rule: Treacherous</i>	8	0-1
Poor Commander <i>Special Rule: Treacherous</i>	7	1 minimum

**Roll 1D6 to determine Staff Rating (1-3: SR7, 4-6: SR8)*

Infantry

Native Indian Infantry (50-100% per army)

Optional Upgrades: Fanatics, Unreliable, Untested, Wavering
Default formation: Warband.

Native Indian Skirmishers 0-10% per army)

Optional Upgrades: Marauders
Default formation: Skirmish Order.

Cavalry

Native Indian Horse (0-40% per army)

Optional Upgrades: Determined Charge, Heavy Cavalry +1, Lancers, Wavering
Native horse made up a large proportion of all of the armies in India. It is represented here as light horse, despite wearing armour, which was generally ineffective.

Players may like to upgrade the general's bodyguards or similar special units to heavy cavalry or lancers, but should not be tempted to upgrade too many. The sheer number of native cavalry units would mean that heavier units would make short work of the enemy infantry, which didn't happen historically.

Native Indian Elephants (0-1 per army)

The unit may be armoured (see page 19).

Some elephants had light artillery on board. Treat such artillery as a battalion gun (Range: 24", Shooting: 3-2-1)).

Artillery

Native Indian Artillery (1 per 2 infantry units)

The Indians had access to a great deal of artillery, mostly of a large calibre. Once deployed it could not be moved again easily. Indian armies should lack light guns.

Special Rule: Treacherous

Indian commanders were particularly devious and unreliable, often not helping in battles or else being downright treacherous. At the start of the battle, roll 1D6 for each brigade commander.

On a roll of a 1, the commander is undecided about joining the battle, and the troops under his command will not move and will fire only if fired upon or as closing fire if charged.

At the start of each subsequent Indian turn, the Indian player must roll 1D6 for each undecided commander in his army. On the score of a 6, the reluctant commander decides to fight and he and his troops can act normally. However, on the score of a 1, the commander and his brigade turn about and leave the battlefield! Remove them from the game.



The Battle of Ackia

"To make an end of the Chickasaw war, it is necessary... to ferret out those savages, who burrow like badgers in their cabins... otherwise we should be exposed to lose, in attacking them, a considerable number of men."

De Beauchamp, writing on Bienville's expedition

The French lands in America stretched from Canada in the north to New Orleans in the south, and this dominance was only broken by the hostile tribes of the Natchez and Chickasaw tribes who lived in the lower Mississippi river valley. In 1736 the French decided to attack and destroy the Chickasaw tribe. Advancing by boat and canoe along the Tombigbee River, the French force landed in Chickasaw territory.

The French force comprised 544 Europeans, consisting of regulars, a composite grenadier unit and militia. About 600 Choctaw Indians, who were their allies, joined them. This force advanced on the Chickasaw lands and, by May 26th, appeared before the village of Ackia. Not much is known about the Chickasaw force that opposed them, with numbers varying from 100 to 300 warriors. The Chickasaw had created a number of circular defences and redoubts, and the main village was well fortified.

With the minimum of reconnaissance, the French advanced with the regulars and militia in the centre and the Choctaw on the flanks. They soon received a hail of bullets from the dug-in enemy and, despite fighting for a number of hours, the attackers were forced to fall back to their boats. The Chickasaw losses are unknown, but it is suspected that they did not amount to many. The French lost over twenty Europeans killed and many more wounded.

A Choctaw chief later stated, "The French did not know at all the way to carry on war; we had been able to take only a little village of thirty or forty men; that on the contrary we had lost many men without being able to say that we had killed a single one; that our troops, heavily clad, marched with too slow a step

and so close together that it was impossible for the Chickasaws to fire without killing some of them and wounding several." The French were forced to retreat and end what was described as a "war rashly brought and rashly conducted."

For the wargamer, this battle provides a rare opportunity for a Native American army to fight dug in against regulars, and offers some surprises to the French players who, like the historical French commanders, will not expect this type of battle to emerge.

The Terrain

Contemporary maps of the battle show that the French had to cross a small brook and then advance up a wooded hill towards the Chickasaw positions. The woods will slow formed troops to half speed, but have no effect on skirmishers. At the top of the hill, the Chickasaw have created a number of linked defensive positions, which they can either attempt to hold or use for cover and then fall back to the next. The Chickasaw village should be at the rear board edge of the Chickasaw position.

Do not place the Chickasaw defence works until the French come within 18", or 12" if you want to represent denser woods that restrict line of sight.

Objectives

The French win if they take the Chickasaw village. They gain a winning draw if they do not take the village but drive off all of the Chickasaw warbands. The Chickasaw win if they drive off the French. They gain a winning draw if they drive off all of the European units.

How It Played

Bienville began the game supremely confident, advancing with his regulars and militia in the centre and his Indians on either flank. Although the sudden appearance of Indians behind the defences caught the French player off-guard, he decided to charge them nonetheless. The Indians' desperate fire was enough to discourage the French side's militia and Indian warbands from closing, but the regulars got in amongst the defence works and a vicious battle ensued. The grenadiers showed why they deserved their mitres, driving off the Indian warbands, but the other regulars were less lucky and were pushed back.

The Chickasaw player did not hang around for more, and pulled his army back to a position where his troops could keep up a withering fire against the grenadiers. This fire took its toll, with both grenadiers and regulars having to fall back shaken or risk being destroyed. The Chickasaws promptly reoccupied the defence works, at which stage Bienville called it a day, having neither the men nor the guts for another charge.



These French troops are mounted on a sabot base, and can be removed so that they can be used in skirmish games.

The defences made all the difference to the Chickasaws in this scenario, and I doubt they would have had any chance of victory without them. Just as happened historically, their fire at the approaching enemy, coupled with the advantage of cover in mêlée, tipped the scales heavily in the Native Americans' favour.



ORDERS OF BATTLE

FRENCH

French Commanders

- Army commander: Jean-Baptiste Le Moyne de Bienville, Governor of Louisiana (Staff Rating: 8)
- One brigade commander (Staff Rating: 8)

French Infantry

- One small unit of French grenadiers (refer to the French army list on page 57 and amend the values to suit a small unit)
- One battalion of French regulars
- One battalion of French militia

Native American Allies

- One Choctaw War Chief (Staff Rating 7)
Can only order Native American units
- Two Native American warbands
- Two units of Native American skirmishers



Chickasaw warrior

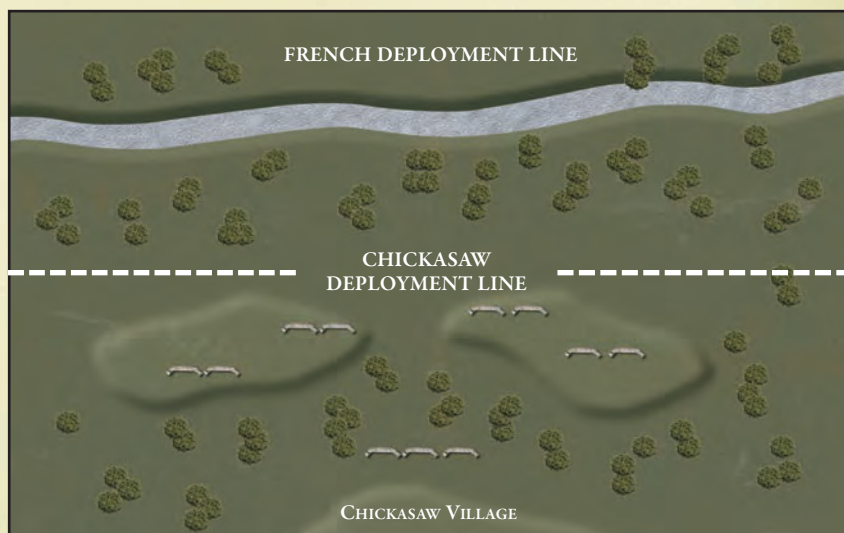
CHICKASAWS

Chickasaw Commanders

- Chief Mingo Ouma, leader of the Chickasaw tribe, (war chief with Staff Rating: 7)
- Two war chiefs (Staff Rating 7)

Chickasaw Warriors

- Four Native American warbands
- Four units of Native American skirmishers



Raids and Invasions

As an island nation, the British tend to pride themselves on the fact that they have not been successfully invaded since 1066. If you ask most laymen when was the last time a foreign army landed on Britain's green and pleasant land, they may trawl all the way back to this date. In fact, during the eighteenth century, France and Britain regularly raided each other's coasts and, in the case of France, plotted full-scale invasion. The following raids are provided in detail for the wargamer who wants to use jolly boats, off-shore bombardments, marines and even opposed landings in their games. Some of these raids can even be played out as mini-campaigns, as the commanders had to make a number of crucial decisions at key points in the venture to ensure its success, which would translate well onto the tabletop. Equally, the forces involved are generally fairly small, and so these encounters could be played out by gentlemen pressed for time in a single evening.

This list is by no means exhaustive, as it focuses exclusively on the encounters between Britain and France across the English Channel. If these sort of scenarios appeal, one should perhaps consider the encounters between the Ottoman Turks and the Austrians in the Mediterranean, or the assaults in the New World, such as the attack on Louisburg. For the very keen gamer, the assault on Havana has great scope, as has the taking of Gibraltar, whilst the subsequent attempts by the French and Spanish to retake it would make for spectacular games.



AN ENEMY SHIP SLIPS INTO HARBOUR

The British Expedition to Cherbourg (1758)

It was felt by the British high command that the ships and stores present in Cherbourg, if destroyed, would do great harm to the French war effort. It was decided that a fleet under Commodore Howe would transport a substantial land force across the Channel to destroy the port and, if possible, raid along the coast and draw off or tie down French forces in the area. As well as the damage this would cause, it was felt that by forcing the French to garrison their towns and villages along the Channel coast, they would have fewer troops to wage war elsewhere.

On the 30th July 1758, the fleet set sail with the following troops on board: 1st, 2nd and 3rd Foot Guards, 5th, 20th, 23rd, 24th, 25th 30th, 34th, 36th, 67th and 68th Foot: Nine troops of cavalry (dragoons), sixty guns and 400 artillery men. This force was commanded by Lt. General Bligh, with Lt. General Lord George Sackville and Lt. General Lord Granby as divisional commanders. Brigade commanders were Major General Waldegrave, Mostyn, Drury, Boscawen and Eliot. Brigadier Eliot was in charge of the cavalry.

On the 7th of August, the force appeared before the forts that guarded Cherbourg. About 3,000 French of the Cherbourg garrison drew up to oppose the landing point at Erville, but were driven off by the Guards Brigade, which was put ashore first. The rest of the British force was put ashore and quickly marched on Cherbourg. The French chose to retreat and Cherbourg was seized. Over the next few days, the British force destroyed all the stores in the town along with twenty-seven ships and 173 pieces of artillery. Twenty-four guns were sent home, along with some colours that were left in the town. Reports began to come in to the British that the French were beginning to gather at Valognes, only twelve miles away.

Having achieved their objective, there seemed little point in risking further action. However, bad weather had forced the British fleet off-shore and the land forces could not be re-embarked. General Bligh decided to march on Matignon where there was a sandy bay that would be suitable for re-embarking the troops. On the 9th of September, the British began their march, being shadowed by a growing French force. The French opposed a crossing of the River Arguenon, but with only a token force that still managed to cause losses to the Grenadier Guards who were first across. By the 11th, the British had reached the town of Matignon and were informed that the fleet was at anchor at St. Cas, three miles away.

At this stage, Bligh was informed that a sizeable French force was now massing between Lamballe and Matignon, with another marching from St. Malo. He decided to re-embark as soon as possible. On the morning of the 12th of September, the British arrived in St. Cas and, with the aid of the jolly boats from the fleet, quickly began to ferry the troops aboard. By mid-morning, three battalions of infantry were safely on board along with the wounded and the guns. At this time, the French force that had been shadowing the British appeared at St. Cas and began to deploy for battle. Bligh now took the decision to continue with the evacuation and leave only a token rearguard to hold off the French.

General Drury was given three battalions of infantry that he drew up at the high water mark of the beach area where it formed a natural breastwork. From this position, supported by fire from the fleet, he was able to hold his own for some hours.

The French force consisted of the following regiments: Lorraine, de Horons, Guienne, Limousin, Poitou, Clare's Irish and the Gardes des Cotes. They also had the Dragoons de Languedoc and approx 1,500 other cavalry of mixed ability. All of these troops were commanded by the Duc de Luxembourg. Luxembourg also had some light battalion guns and some mortars, which immediately began to shell the beach, destroying a number of the jolly boats.

General Drury now made a fateful mistake. Seeing the French driven off, he followed up his success by ordering his force forward to drive the French back with the bayonet. However, it was now the turn of the French to deliver accurate fire, and, supported by reinforcements from St. Malo, the French overwhelmed the small British rearguard by weight of numbers. The British broke and there was a scramble for the boats. Many of the troops were drowned or cut down by the victorious French cavalry. Four hundred British were captured, including General Drury. When the expedition arrived back in England, Bligh was criticised for not fighting a full action against the French and for losing so many men.

The French Raid on Ulster (1759)

As the Seven Years' War progressed, the French foreign minister, the Duc de Choiseul, began to realise that France could not prevail overseas in the colonies whilst the Royal Navy controlled the seas and France's trade routes. For this reason, the French Government began to give serious consideration to a full-scale invasion of England. The aim was not to conquer the nation but, as Louis put it, to cause "extreme ferment" throughout the islands and to "inspire at the court of London peaceable thoughts." In short, military defeat on the home island would force Britain to sue for peace. To this end, a sizeable force was gathered and the French navy given the task of gathering the necessary ships. The whole project literally went up in flames when the Royal Navy sailed into Quiberon Bay on the 20th November 1759 and destroyed the entire invasion fleet.

Well actually, not the entire fleet. Some weeks previously, five ships had been dispatched with a small elite force to attack the north of Ireland, causing a distraction and hopefully drawing troops from England fearful of a full-scale invasion. As is the story with so many of the French plans of invasion, the fleet hit bad weather and two ships were forced to return to France. Undeterred, the remaining three ships sailed into Belfast Lough on the 21st February 1760. In overall command of the diversionary expedition was Commodore Francois Thurot. Although he was aware of the defeat of the French fleet and the failure of the invasion plans, he was determined to carry out his orders. He planned to sail directly to Belfast and raid the town there. At this time, Belfast was a very important trading centre and would have enormous amounts of stores. However, the commander of the land forces, Brigadier de Flobert, wished to seize the castle and port at Carrickfergus first. He did not want such an important position blocking their retreat from the Lough. Despite Thurot's protests, Flobert's view prevailed and a landing was arranged.

The garrison in the run-down castle at this time was a detachment of the 62nd Foot, the Royal American Regiment, lately returned from Canada and fighting at Quebec, numbering nine officers and 130 men. Whilst the officers were

Ready to be Conquered

The threat of invasion by the French did not cause everyone to react with distress and alarm. One rather well-to-do lady wrote in November 1756, "If we were in as much danger of being conquered by the Spaniards as the French, I should not be very anxious about my continuance in the world: but the French are polite to the ladies and they admire ladies a little in years, so that I expect to be treated with great politeness... nor, indeed, should it be a much greater fault than keeping a monkey if one should live with a French Marquis for a quarter of a year."

veterans, the rank-and-file were new recruits being trained to fill the ranks after the losses of the last campaign. Their uniform was a red coat with buff cuffs and lapels, and unusually a light dragoon helmet with a red horsehair plume. They had no artillery and the castle defences were in a very bad state of repair, with one wall almost completely collapsed. They were commanded by Lt. Col. John Jennings.

When word reached the garrison that the French were landing at nearby Kilroot, there was consternation. Lt. Hall of the 62nd was sent to reconnoitre, and the news he returned with was not good. The French force consisted of elements of the French Guards, Swiss Guards, Volunteers Etranger (Foreign Legion) Regiments Burgundy and Cambise and some dismounted hussars (who hoped to find mounts locally). In total the force put ashore numbered over 800 men with artillery! The garrison at Carrickfergus could not hope to hold and Lt. Col. Jennings gave orders to organise the retreat to Belfast. However, the mayor of Carrickfergus, Mr. Willoughby Chaplin, insisted that the colonel make a stand. Given no choice, the bells of St. Nicholas church were rung to sound the alarm and the militia, under Captain Mucklewain, turned out. They were accompanied by Lt. Hercules Ellis, on leave from his own regiment, but still up for the fight. Also present was Cpl. Cunningham of Seabright's Regiment of Foot, who was also on leave. He could not get a place amongst the ranks so took up a firing position on his own, away from the main body of troops. The town walls, such as they were, were reinforced with barricades and the motley band awaited the inevitable attack.

The French advanced on the town and, seeing the defenders arrayed along the walls, decided on a frontal assault. Deploying for battle, and after firing a couple of rounds from the light guns, the French charged. Many of the militia and the untrained recruits fired high, so although the French took casualties as they crossed the open ground, they managed to crash into the barricades and drove the defenders off. As they advanced, Cpl. Cunningham kept up a one-man flanking fire on the French and is credited with hitting six of them, including their commander, Brigadier Flobert, whom he shot in the knee. Cunningham's actions that day were reported to his regiment and he was promoted to sergeant.

Col. Jennings gave the order to retreat to the castle, which was carried out with more haste than decorum. Once behind the

castle walls, the garrison once again began to fire on the approaching French who had to dodge from house to house to get into firing positions. At this stage, a small child ran from one of the houses and a gallant French officer, Captain d'Esterees, ran through the enemy fire, picked up the child and deposited him back in his home. (To digress, the boy was Thomas Seeds, who would go on to be a surgeon commander in the Royal Navy). Despite his wound, Flobert quickly saw that the weak point in the castle's defences was the area of the collapsed wall and the main gate, which the militia had failed to secure. He immediately ordered an assault.

First through the breach was Captain d'Esterees, who was shot dead along with a number of his men. The French retreated, but it was clear to Jennings that he could not hold out. Much of his ammunition was gone and his men were reduced to firing their tunic buttons instead of ball. Under a flag of truce he approached the French for terms. The garrison was allowed to march out with all the honours of war, which they did, setting off for Belfast. The town thus fell into French hands. That night, the French officers held a victory dinner in the town hall to which the mayor, Willoughby Chaplin, was invited. After refusing several times to entertain the French with a song, Chaplin was eventually persuaded to do so. His hosts were less than impressed when he treated them to a rousing rendition of 'The British Grenadiers'.

The French occupation lasted only five days. Some of the French officers wanted to immediately march on Belfast, but Flobert decided to wait, deal with his wounded and secure his position. By the time he was ready to move, it was too late. The militia from the surrounding counties, along with the regulars, had converged on Belfast, which now held over 5,000 men. Thurot had fulfilled his orders and could return with his head held high. Unfortunately, as the small French fleet left Belfast Lough with its troops safely on board, the Royal Navy intercepted it. After a short action during which Thurot was killed, the French ships struck their colours and were returned to Carrickfergus as prisoners.

This scenario lends itself to a skirmish-level game, where the likes of Captain d'Esterees or Cpl. Cunningham can be represented. Using *Black Powder*, we can fight the action on a fairly large scale, with all the units represented in 1:10 scale. The attack along the shore against the town defences, with the French ships standing off to sea, would look glorious! The units involved are some of the best available from the French army of the period and were certainly the elite. We have played out 'what if' scenarios, including the march by the French on Belfast before all the militia had gathered. Could a small elite force defeat a larger, unsteady one? What if all five ships had made it to Carrickfergus? The original force that set out numbered 1,270. Could even 5,000 militia take on this number of veteran French troops? There is only one way to find out...

The Siege and Capture of Belle-Île (1761)

In 1761, the British decided to seize the French island of Belle-Île, which is just off the coast of Brittany. Its proximity to mainland France would make it an excellent base for the Royal Navy and a jumping off point for future raids. A force of 10,000 men were gathered under the command of General Hodgson and Brigadiers Howe, Carlton, and Desaguillier, and was composed of the following: 16th Light Dragoons, the 9th, 19th, 21st, 30th 67th, 69th, 76th, 85th, 90th, 97th and 98th regiments.

The expedition set out on the 29th of March and arrived off Belle-Île on the 7th of April. It was decided to make a landing

at a place near the point of Lomaria. There was a fort and defences situated there, but landing points were few on this otherwise craggy and rocky island. The guns of the *Achilles* silenced the fort's guns and the shore batteries, and provided covering fire for the grenadiers of the regiments to attempt a landing. This they did under fire, but their assaults from the beach into the defences failed. In one incident, sixty grenadiers from Erskine's regiment got into the defences but were overpowered by weight of numbers and killed. The landing was aborted, with the loss of 400 men.

The French garrison consisted only of 2,650 men of the regiments de Nice, de Bigorre and de Dinan with some elements of coastguard, artillery and engineers. The local militia was also present, although its numbers and effectiveness are not clear. They were all under the command of the Chevalier de St. Croix. St. Croix had sent to the mainland for aid, but the large British escorting fleet (eight battleships of over seventy guns each, with frigates and troops ships) made help unlikely. Although the island was well equipped with forts and gun batteries, St. Croix did not have the troops to man them all. When the British attempted another landing on the 22nd April, they attacked all of the forts with fire from the ships and made a number of dummy landings. This tied up the French forces, allowing a party of British to land and seize a bridgehead unopposed.

A strong force of 300 French arrived soon after, but the British repulsed them and secured the landing site. St. Croix had no alternative now but to retreat into the town of Le Palais with all his men and militia, which brought the total number of defenders to approx 4,000. The town was besieged and St. Croix held out against assaults and bombardments until the 7th of June when he finally sued for terms. Belle-Île remained in British hands until the peace of Paris in 1763.

The attack on the fort and batteries across open beach by the British grenadiers and aided by marines (there were over 500 with the fleet) has surely got shades of *Saving Private Ryan* about it. If you are interested in doing a simple assault across a beach from jolly boats with a glorious-looking force with no certainty of success then this is the scenario for you. The overall event could be played as a mini-campaign using a modern map of the island, or better yet one from one of those new-fangled Internet sites such as Google Maps, which will show beaches and landing points. It is not often that the French player will get to field units such as the French coastguard in action, and the inclusion of these unusual units in a battle would make for an excellent game.

The Invasion of Jersey (1770)

On the 30th of April 1779, the residents of Jersey in the Channel Islands woke up to find a French fleet escorting fifty flat-bottomed barges moored off the coast. Aboard the barges was a French invasion force of 1,500 men who hoped to seize Jersey and prevent its further use by the Royal Navy and the various pirates and privateers who were preying on French shipping and using the Channel Islands as a base. The French fleet began to bombard the shore whilst the local militia wheeled up some cannon to return fire. After a short exchange, bad weather set in and the whole expedition had to be abandoned. As the French returned to port, they left two dead sheep behind as the sum total of their achievement!

However, the plan was not abandoned. Whilst the French government refused to finance any further attempts at invasion, it gave its blessing to the Duc de Luxembourg to finance a further expedition, with promises of great rewards should he

succeed. The Duc de Luxembourg purchased some of the force that had been involved in the previous attempt and reinforced it with conscripted prisoners of war and convicts pressed into service. This motley band, 700 strong, was named the Luxembourg Legion and was placed in the command of Charles Macquart, Baron de Rullecourt. The legion was reinforced by several hundred troops from the provincial militias, three companies of Normandie militia and some naval gunners bringing the total to 1,200 men, four light guns and two mortars.



THE FLEET AT ANCHOR

Escorted by a small French fleet, this

expedition set forth on the 27th December 1780. It quickly ran into bad weather and it was not until the 5th January 1781, that the expedition arrived in Jersey. However, as it began to disembark, strong winds again blew up and half the ships carrying the troops were carried away. Rullecourt lost his second in command, Major d'Heurville, 500 men and all his artillery! Undismayed, Rullecourt determined to succeed or die. Quickly advancing off the beaches, the French found a small fort at Platte Roque undefended. They took it over and left a garrison to secure the landing site. Without delay, the force now set off for the capital at St. Helier.

At this time, the garrison of Jersey was not exactly formidable. It consisted of the 95th Regiment of Foot (approximately 477 men) and five companies each of the 83rd (Royal Glasgow Volunteers) and the 78th Highland Regiment. The residents of Jersey could provide five battalions of militia if given enough notice to turn out. All of these forces were under the command of the Lieutenant Governor Moses Corbet. The governor of the island, Lord Albemarle, rarely visited and most of the senior ranks in the regular garrison were away on Christmas leave. The senior officer on the island at the time of the invasion was Major Francis Pierson of the 83rd. Most of the garrison were scattered across the island in forts or barracks and were certainly not expecting the French!

On the night of the landing, the French force stole into St. Helier unopposed. A single Highlander on sentry duty challenged them and was bayoneted several times for his trouble – he survived by playing dead and later received aid from the residents. The town was quickly secured, and Lt. Governor Corbet seized in his nightgown and cap. Rullecourt persuaded Corbet that thousands of French had invaded the island with overwhelming force. Faced with this, Corbet agreed to sign a capitulation, and handed the island to the French.

By morning, word of the French landing had spread and the regular forces began to take action. Elements of the 83rd attacked and overwhelmed the French garrison at the landing site, whilst Major Pierson gathered what forces he could to a position near to St. Helier. Rullecourt determined to start taking the significant forts around the coast, beginning with the nearest

one, Fort Conway. This was held by a Captain Mulcaster of the Engineers, and a small garrison of regulars. He immediately ordered his men to open fire on the French as they approached. When presented under a flag of truce with a copy of Corbet's capitulation, he refused to acknowledge it, stating he did not read French. When told that the French numbered over 10,000, he replied, "All the better. Then there will be more to kill!"

Despite this bravado, he immediately sent to Pierson for assistance. Meanwhile, copies of the capitulation were arriving at all of the outlying garrison positions, and their officers were undecided as to what to do. Major Pierson sent round his orders, which were plain: "Make haste to come to our assistance: we are going to engage." With a large regular force now gathering outside St. Helier and with no success in taking Fort Conway, Rullecourt now began to fortify the town ready for the attack.

Just after midday, the British began their assault. Major Pierson was killed at the head of his men, leading an attack over the barricades. Despite their origin, the Luxembourg Legion put up stiff resistance until Rullecourt was slain, at which time all resistance ceased. The survivors of the legion were marched into captivity on a prison hulk, and were to face further trials, as they were all conscripted into the French navy upon their release. Corbet was court-martialled for his quick capitulation to the enemy and for encouraging others to do so.

There are a number of gaming possibilities for this short invasion. The best way would be to obtain a modern map of Jersey, plotting on it the forts and garrison positions of the troops involved and then playing out the landings as a mini-campaign. It might be best to let Rullecourt land with his full complement, rather than the 700 or so that he did manage to get ashore, making the outcome of this encounter much less easy to predict.

The Luxembourg Legion would have been issued with blue coats with orange facings. Rullecourt was accompanied by a Muslim volunteer named Emir Said, who dressed as a Turk with a turban of white and yellow silk, and was armed with a scimitar. This unit would make an interesting addition to any French army.

The Expedition to Cherbourg

We chose to refight this action as we felt it made for the most exciting scenario, with the British force with its back to the wall (or more accurately, the sea).

British Briefing

The British commander (General Bligh) should be told that he has successfully carried out a land and sea attack on the town of Cherbourg and has now marched to the bay of St. Cas to re-embark his force. He knows that a sizeable French force is shadowing him, and he expects to be attacked.

The scenario begins at approximately midday, when Bligh has already sent four battalions of infantry, his guns and his wounded, along with all of the cavalry, back to the ships. Suddenly, the French are spotted deploying for battle. Bligh is also aware of another column of French marching from St. Malo, which could arrive at any time. This is now a tricky situation for Bligh. He will need to fight, but how much of his force should he commit to the fight and how much of it should he evacuate? This will take crackerjack timing!

The jolly boats can remove one battalion per turn from the beach if any part of the battalion is touching the 'sea' (e.g. if it is lined up at the shore ready to get on the boats). Bligh has no guns, but may call on the fleet for support. Once per British Shooting phase, the British player may nominate a French unit that would be visible from the sea (e.g. not one behind a house), which will receive two dice of long-range artillery fire.

The French Briefing

The French commander (the Duc de Luxembourg) should be told that he has been shadowing a sizeable British raiding force that has just taken and burned Cherbourg. The British have now marched to the bay at St. Cas and are re-embarking onto their fleet. Luxembourg is to attack and prevent as many of the British escaping as possible. The initial French force should be as listed, but Luxembourg is aware that reinforcements are expected from St. Malo and could arrive at any time. The road from St. Malo is notionally the right hand side of the French deployment area (you might like to place a road coming on from this area just to be clear).

Every turn, the French side can roll a D6. On the roll of a 6, an infantry battalion (with a light gun) or a cavalry squadron (Luxembourg's choice) will enter the table along the road in march column. If a unit does not turn up, the French player can continue rolling each turn, each time adding a cumulative +1 to his score (so for example on the third turn of rolling, he adds +2 to his score).

When a unit arrives, the French player can roll again next turn for another unit to arrive, but resets the bonus to +0. This makes reinforcement assured, but unpredictable.

Luxembourg has one more ace up his sleeve. A battery of mortars is deployed on the French base edge on the first turn. They will begin to bombard the beaches from the second turn onwards.



THE FRENCH POUR FIRE ON THE BRITISH DESPERATELY DEFENDING THE BRIDGEHEAD

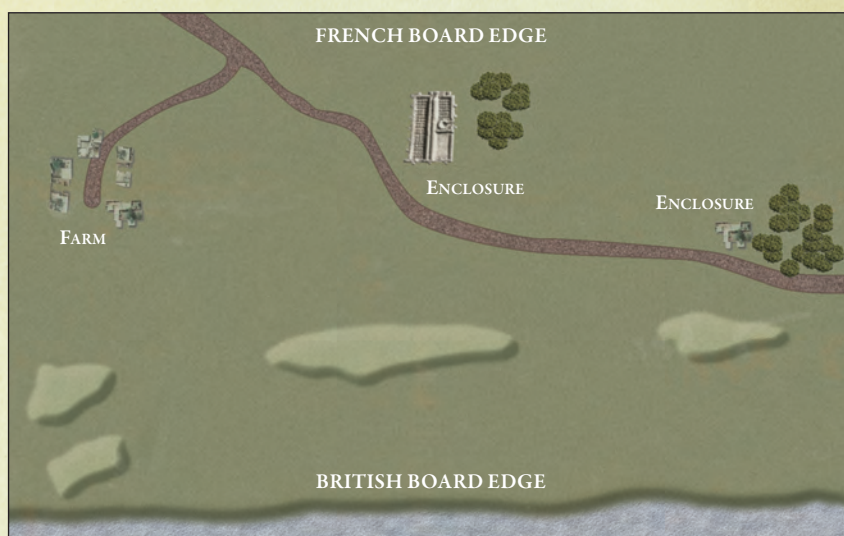
"Our will and pleasure is, that you do exert your utmost endeavours to...attack the batteries, forts and town of Cherbourg...and to carry a warm alarm along the coast of France..."

Orders from the King to Lieutenant General Bligh

Luxembourg can roll 1D6 every French Firing phase. If he scores a 5 or 6, the mortars have hit and destroyed a jolly boat. Every hit delays the evacuation of the British by half a turn. For example, the British evacuate one battalion per turn.

On the first hit they will be reduced to two battalions every three turns (actually one every one-and-a-half turns, but we try not to make anyone have to get their calculator out). Then one every two turns, then two every five turns, and so on. This may seem a little harsh.

However, we have to encourage the British to come out with the bayonet as they did historically, and the presence of a mortar battery that is proving jolly irritating is just the job. A few lucky rolls early on and the French can quickly trap the British.



The Terrain

The British long table edge represents the edge of the sea. We placed a 6-inch deep area of sea on that table edge so we could deploy some jolly boat models for effect. There should also be an area of beach, where most of the British will be drawn up ready for evacuation. Next to the beach should be an area of dunes or small hills that the British used as a natural breastwork and so should provide some cover. The rest of the terrain should be fairly flat, with the odd farmhouse or enclosure scattered around. There are no hard and fast rules here, and you should use whatever terrain you think looks right. There should not be too much cover for the French attackers, but a couple of defensible farmhouses or enclosures in their deployment area should give them a chance if the British decide to come on in force.

The French march on board from anywhere along their long table edge. All subsequent reinforcements must come on in column down the St. Malo road.

Winning and Losing

The British win if they get more than seven of their nine battalions off the beach. This would be better than they did historically. They gain a winning draw if they get less than this away but manage to save all the regiments of Guards. The shame of having to surrender these regiments would be too much for national pride to bear!

The French win if they prevent the British evacuating seven battalions. They get a winning draw if they prevent less battalions from escaping, but stop all the British Guard regiments from leaving.

How It Played

Lt. General Bartlett was in command of our British evacuation. He decided to begin the game with the Guards dug in behind the natural breastwork at the high tide mark with his right flank protected by two battalions of infantry and a further battalion

on his left. Three battalions began the game on the beach, ready for evacuation. His plan was to pull back the battalions in defence one at a time as space became available on the boats.

French Marshal Skidmore marched on board and immediately took the offensive. Unfortunately, accurate fire from the British soon rolled back the French in the centre and on the French left. The French were only able to make progress on their right, where the single British battalion was in danger of being overwhelmed. However, some close support from the ships soon put even these attacking units in disorder. Despite these setbacks, the French rallied and kept up the attack. Although one battalion had been evacuated so far, and a second was beginning to embark, General Bartlett became distracted and ordered the third off the beach to shore up his failing right flank. Once the ships' support fire had seen off the French attack, the battalion that had suffered the French attack was now ordered to the beach whilst the fresh battalion replaced it.

By now, the French reinforcements had begun to arrive, and with no hesitation were hurled into action against the British centre. They were gambling on pinning the Guards brigade in place for as long as possible. Suddenly, the mortars began to find their range, and in two quick turns General Bartlett found that he was only evacuating one battalion every two turns! This was made worse by the fact that he had become so caught up in beating the French that he had forgotten to move any further units to the beach to have them evacuated. Far from it! On the British left, the two line battalions were actually advancing towards the French, firing as they went, in the hope of blocking any further units coming on from the St. Malo road.

In the centre, the Guards were playing merry havoc with the French battalions and squadrons who were attacking piecemeal. However, the jolly boats were lying empty on the beach and no one was being evacuated! A couple more lucky mortar shots and it was all over for the British. General Bartlett could now only get one battalion off the beach every three turns, and with French reinforcements arriving like clockwork, there was nothing for it but to seek terms. A crushing victory for the French in what was a very interesting and exciting game.

The 18th Century War Game

These photographs depicting the wargaming of famous battles of the period have been provided by Charles S. Grant. As many will know, his publications include *Wargaming in History – Volume 1 and 2*. These cover famous battles of the Seven Years' War and the Austrian Succession.

Charles' armies are predominantly Minden Miniatures with some RSM, Holger Eriksson and Eureka units. Generals and staff are drawn from a wide range of manufactures.



A LORRAINE GENERAL CONSIDERS HIS OPTIONS.
HIS HORSE HOLDER IS A FRENCH SAINT VICTOR HUSSAR.



THE BATTLE OF HASTENBECK – A LOOK DOWN THE
ALLIED LINE TOWARDS THE HIGH GROUND OF THE OBENSBURG.

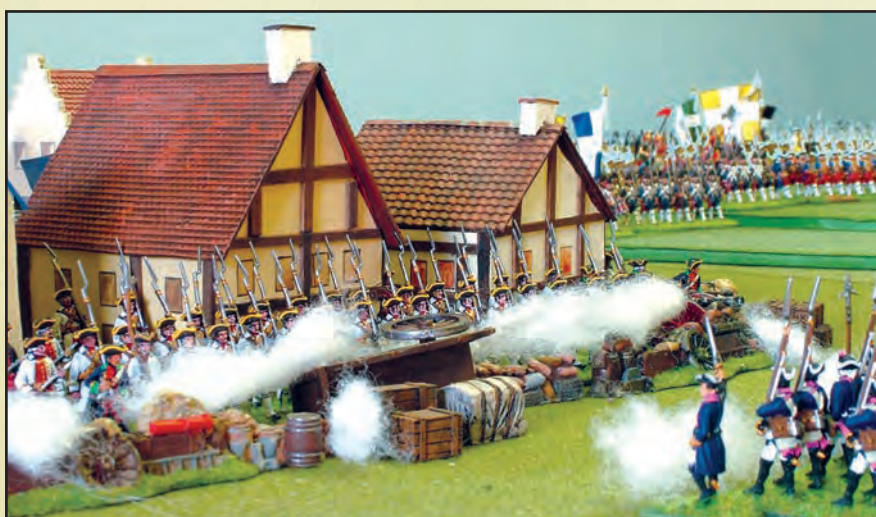


THE BATTLE OF LAUFFELDT – THE END IS IN SIGHT FOR THE ALLIES AS THE FRENCH SWEEP UP THE SLOPE AND INTO LAUFFELDT.



Uniform aficionados will note that there are a number of strange flags and unusual uniforms in the photographs of Charles' battles. This is because his mid 18th century armies are based on imaginary nations. Charles' two nations, the Grand Duchy of Lorraine and the Vereinigte Freie Städte (VFS), were the brainchild of his father (also Charles Grant). The original plastic armies of the 1960s have now been replaced by those you see in the photographs. Not all the units are fictitious and various historical units are included.

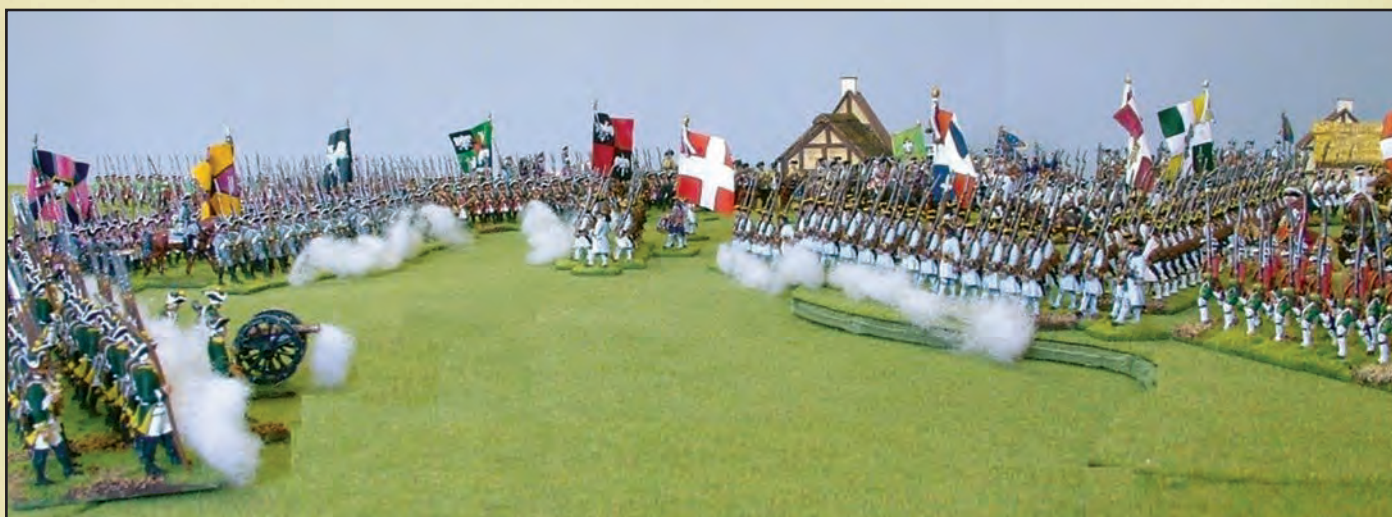
THE BATTLE OF FONTENOY – AN INITIAL ATTACK BY THE ALLIED CAVALRY HAS BEEN DRIVEN BACK AND THE ALLIED INFANTRY ARE NOW ADVANCING.



THE BATTLE OF FONTENOY – THE FRENCH DEFEND THE VILLAGE OF FONTENOY AGAINST THE ALLIED ATTACK.



GENERAL FLEISCHER, ONE OF THE GRANT FICTITIOUS GENERALS.



THE BATTLE OF ROSSBACH – WHILE THE PRUSSIANS ADVANCE ON THE LEFT, THE ALLIES ATTEMPT TO GET INTO A DEFENSIVE LINE.

Further Reading

Anyone with an interest in eighteenth century warfare should read the following two books:

The Military Experience in the Age of Reason by Christopher Duffy

The Art of Warfare in the Age of Marlborough by David Chandler

I consider these men to be gods, and you should read anything by them in relation to this period.

Anything by Osprey Publishing that relates to this period is highly recommended. Osprey offer a 'one-stop shop' with an overview of the campaign or battle alongside glorious colour plates of the armies involved.

There is no shortage of books on the Duke of Marlborough the most recent being:

Marlborough: Britain's Greatest General by Richard Holmes

Also highly recommended:

Redcoat by Richard Holmes

As an excellent overview of the campaign, I recommend:

Blenheim: The Battle for Europe by Charles Spencer

There is an increasing amount of material on the Great Northern War being published in English such as:

The Battle That Shook Europe: Poltava and the Birth of the Russian Empire by Peter Englund

The conflict is very well supported on the internet. Try searching 'wargaming the Great Northern War' and revel in the number of sites available.

For uniforms and standards try:

The Great Northern War 1700-1721: Colours and Uniforms by Lars-Eric Hoglund.

For a general overview of the Austro Turkish conflict, try:

Enemy at the Gate by Andrew Wheatcroft

Information on Turkish uniforms and organisation is hard to come by in English, but if you can get hold of it try:

The Ottoman Empire in the Napoleonic Wars by Johnson and Bell

THE book on the Austrian army (but is hard to get) is:

Instrument of War by Christopher Duffy

The best account so far of the Battle of Fontenoy:

Fontenoy and Britain's part in the War of the Austrian Succession by Francis Skrine

Some very worthwhile reads:

Dettingen by Orr

The Battle of Fontenoy by Charles Grant

Wargaming in History Volume 2: The War of the Austrian Succession by Charles S. Grant and Phil Olley

An overview of the war can be obtained from:

The War of the Austrian Succession by Reed Browning

When researching the Highland rebellions anything by Stuart Reid is recommended. There are hundreds of books about the rebellion and the battle at Culloden, and even more information on-line. For a new look at the Highland armies, try:

Culloden by Tony Pollard

The Myth of the Jacobite Clans by Murray Pittock

An overview of the Seven Years' War can be gained from:

The Seven Years' War in Europe: 1756-1763 (Modern Wars In Perspective) by Franz A.J. Szabo

The best book on the Prussian army is:

The Army of Frederick the Great by Christopher Duffy

I would also recommend:

Armies and Uniforms of the Seven Years' War by James Woods

Wargaming in History Volume 1: The Seven Years' War by Charles S. Grant and Phil Olley

The wars in the colonies are covered by a number of books:

With Wolfe to Quebec by Oliver Warner

Musket and Tomahawk: A Military History of the French and Indian War, 1753-1760 by Francis Parkman

And more recently:

Death or Victory: The Battle for Quebec and the Birth of Empire by Dan Snow

For the conflict in India, you might like to try:

Clive of India: The Life and Death of a British Emperor by Robert Harvey

The Honourable Company: History of the English East India Company by John Keay

For the raids and attempted invasions I turned to a number of different local sources, for which I am extremely grateful:

Campaigns of King William and Queen Anne by Richard Kane (published by the Naval and Military Press)

The best account of the invasion of Ulster (although there are further accounts on the Library Ireland website):

The French are Landing by Charles McConnell

John Barratt's article 'Never Surrender' (Military Illustrated 262) inspired the account of the invasion of Jersey, although information can also be found on the Jersey Tourist website and in local publications.

Ample information on all of the above subjects can be found on the internet, and anyone with an interest in the period should visit and support 'The Seven Years' War Project' which is an invaluable on-line source of information on uniforms, organisation and colours.

For wargamers, this is a period amply supplied with figures, uniform and campaign information. Hours of reading and research await you. Enjoy!



PRUSSIAN FUSILIERS

August Wilhelm, Duke of Brunswick-Bevern, found his Prussian infantry retreating at the Battle of Lobositz in 1756 as they had run out of ammunition. He is alleged to have led them back, shouting, "Ja habt ihr denn keine Bajonetts, stecht die Hunde todt!" (Don't you have bayonets? Kill those dogs!)



FRENCH INFANTRY AT BLENHEIM

"And everybody praised the Duke, who this great fight did win. 'But what good came of it at last?' quoth little Peterkin. 'Why that I cannot tell,' said he. 'But 'twas a famous victory.'"

Robert Southey
The Battle of Blenheim



THE BRITISH LINE HOLDS STEADY

Credits

This book is dedicated to Sarah and Ciara, for putting up with me and to my Aunt Renee, my biggest fan. Thanks to John Stallard and everyone at Warlord Games for giving me the opportunity to write this book, and to Alessio Cavatore and Dylan Owen for all their hard work.

Miniatures provided/painted by: *Tim Adcock, Andrés Amián Fernández, Artmaster Studio, Bruno Allanson, Ernie Baker, Pete Brown, Paul Cubbin, Anthony Epworth, Andrés Amián Fernández, Front Rank Figurines, Charles S. Grant, Aly Morrison, Alan Perry, Michael Perry, Brian Phillips, Rick Priestley, Adrian Shepherd, Kelly Sherwood, Brian Sweeney, Stephen Thomson, Bart Vettors and Dale Yates. Thanks to Dean West for supplying the photos of Charles S. Grant's miniatures collection.*

Playtesting: *Many thanks to Andy, Dave, Paul, John, Clive, Jerry, Ian, Phil, Jon, Nathan, Martin, Kelly, Ed and everyone at Worcester Wargames Club for their patience and advice. Special thanks to Dave Watson for his help.*

Terrain & scenics by: *Bruno Allanson, Ernie Baker, Front Rank Figurines, Grand Manner Ltd, Alan Perry, Michael Perry, Brian Phillips, Stephen Thomson and Bart Vettors.*

Military artefacts from the collection of: *James Gunn.*

Painting (page 2): *The Battle of Fontenoy by Felix Philippoteaux (1815-1884).*



The following companies produce miniatures or terrain for the period covered in this book:

Warlord Games

www.warlordgames.com
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Holger Eriksson Figures

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www.mindenminis.blogspot.com

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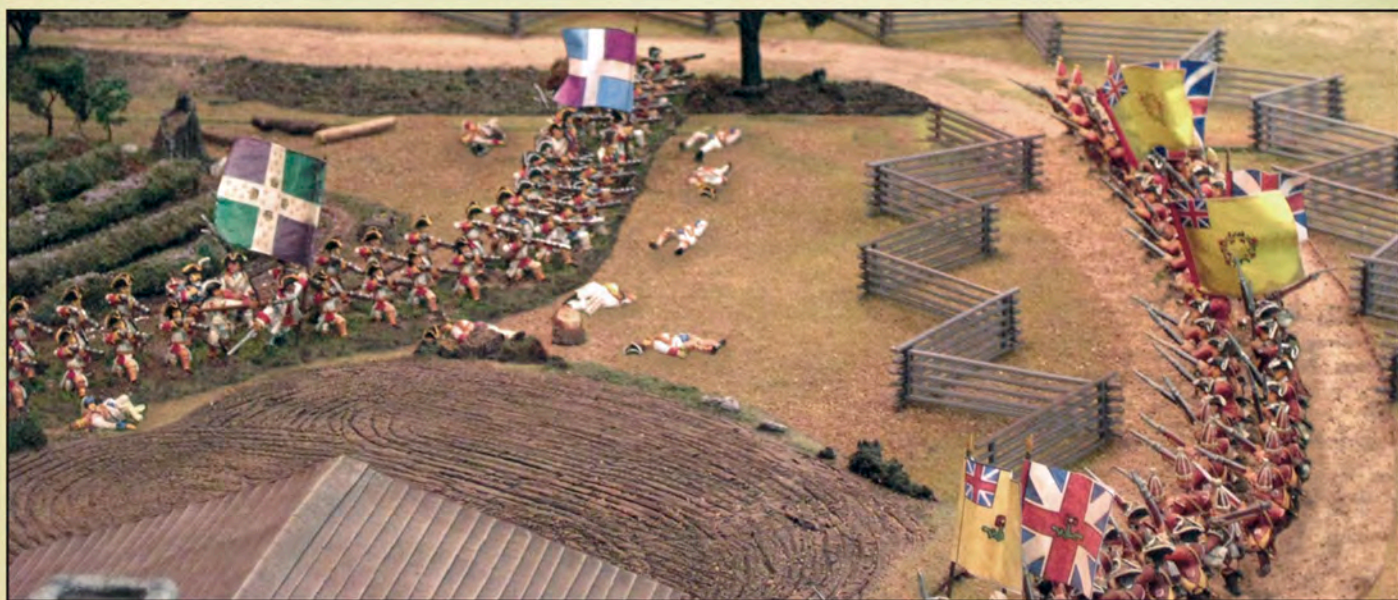
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AN ALLIED BATTLE LINE AT BLENHEIM



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