

# The Battle of the Dunes - 4/14<sup>th</sup> June 1658

## The Scenario:

**Map:** The map is 20 BW by 20 BW. With a BW of 60mm this would be 1.2m by 1.2m (4' by 4').

**Terrain:** The Dunes are defensible terrain for Infantry and bad going for cavalry

## Orders of Battle:

<b><u>French:</u></b>	The French player moves first in the turn.
<b>Army Commander:</b>	<b>Viscomte de Turenne (3)</b>
<b>Left Wing:</b>	<b>Le Marquis de Castelnau (1)</b> 3 trained Cavalry (deployed one behind the other)
<b>Centre:</b>	<b>Viscomte de Turenne (3)</b> 1 small trained Artillery
<b>Centre Left</b>	<b>General Lockhart (1)</b>
<b>1<sup>st</sup> Line:</b>	2 trained 'GP' Infantry (English)
<b>2<sup>nd</sup> Line:</b>	1 trained 'GP' Infantry (English)
<b>Centre Right</b>	<b>Lt General, Le M de Gadagne (1)</b>
<b>1<sup>st</sup> Line:</b>	2 trained 'P' Infantry (French)
<b>2<sup>nd</sup> Line:</b>	1 trained 'P' Infantry (French)
<b>In Support:</b>	2 elite Cavalry (Gendarmerie) 1 trained Cavalry
<b>Right Wing:</b>	<b>Lt General Le Marquis de Créqui (1)</b> 3 trained Cavalry (deployed one behind the other)
<b>At Sea:</b>	1 trained Siege Artillery (English Fleet) - this may not move
<b>Unit Ratings:</b>	All infantry are armed with Matchlocks

## Scenario, deployment and Optional

The English Infantry have been classed as 'GP' because of the aggressiveness they displayed during the battle.

## Spanish:

**Army Commander:** Don Juan of Austria (1)  
**Right Wing:** Don Estevan Gamarra, Prince de Ligne (1)  
3 small 'P' Infantry  
**In Support:** Le Prince de Risbourg-d'Espinoy (1)  
2 trained Cavalry \*  
1 trained small Cavalry \*

**Left Wing:** Louis II de Condé (1)  
1 small trained 'P' Infantry  
2 small trained Cavalry \*

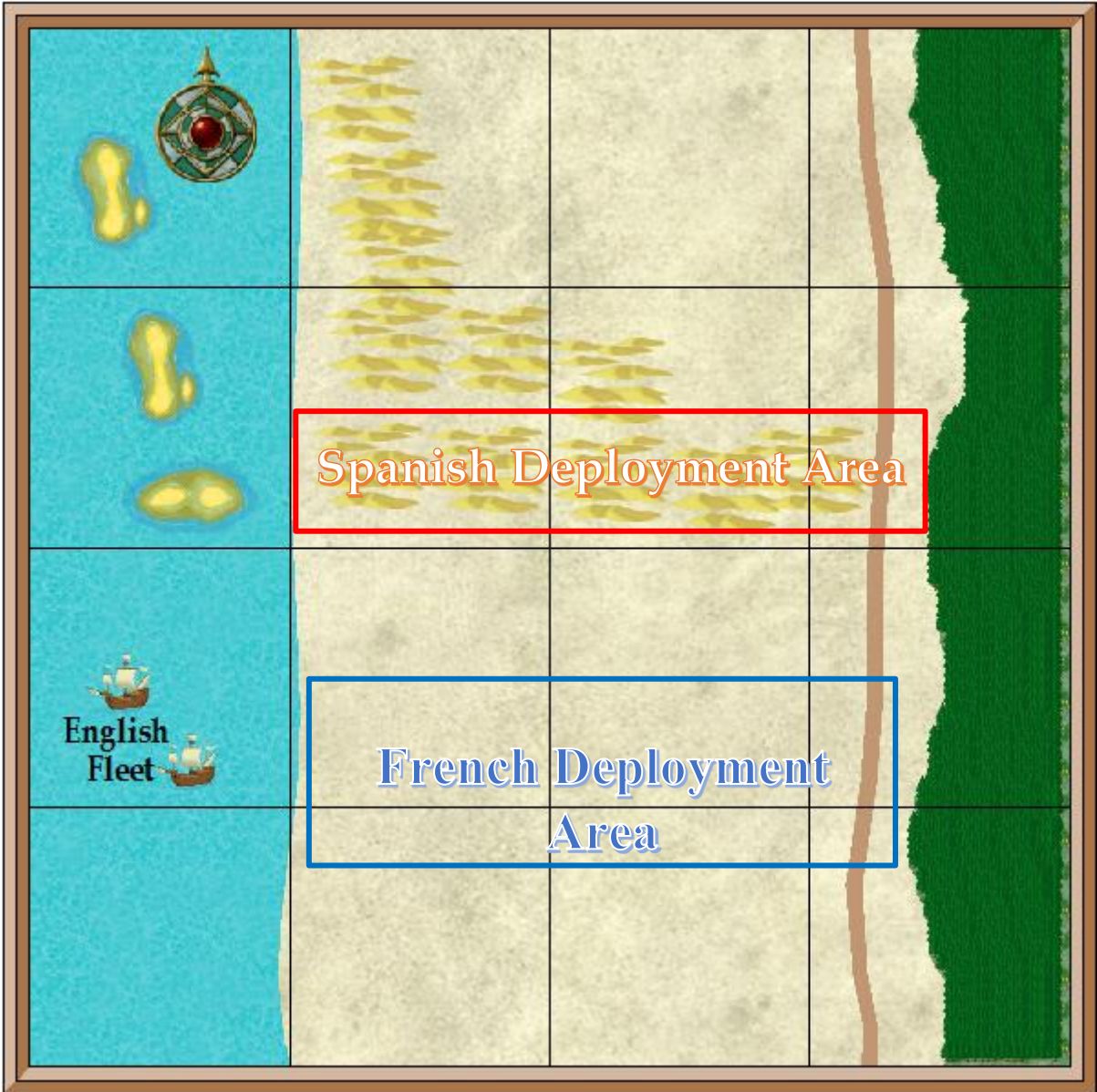
**Unit Ratings:** All infantry are armed with Matchlocks

### **Scenario, deployment and Optional**

The Game is played on the Brigade scale.  
Spanish Foragers recalled in time for the battle - replace \* with  
Right Wing Cavalry - 5 trained Cavalry  
Left Wing Cavalry - 3 trained Cavalry

### **Victory Conditions:**

Automatic Loss - Failure of Army Morale die Roll  
The French must force an Army Morale die Roll on the Spanish within 8 turns  
of the Spanish will be considered to have won a moral victory.



**Deployment**