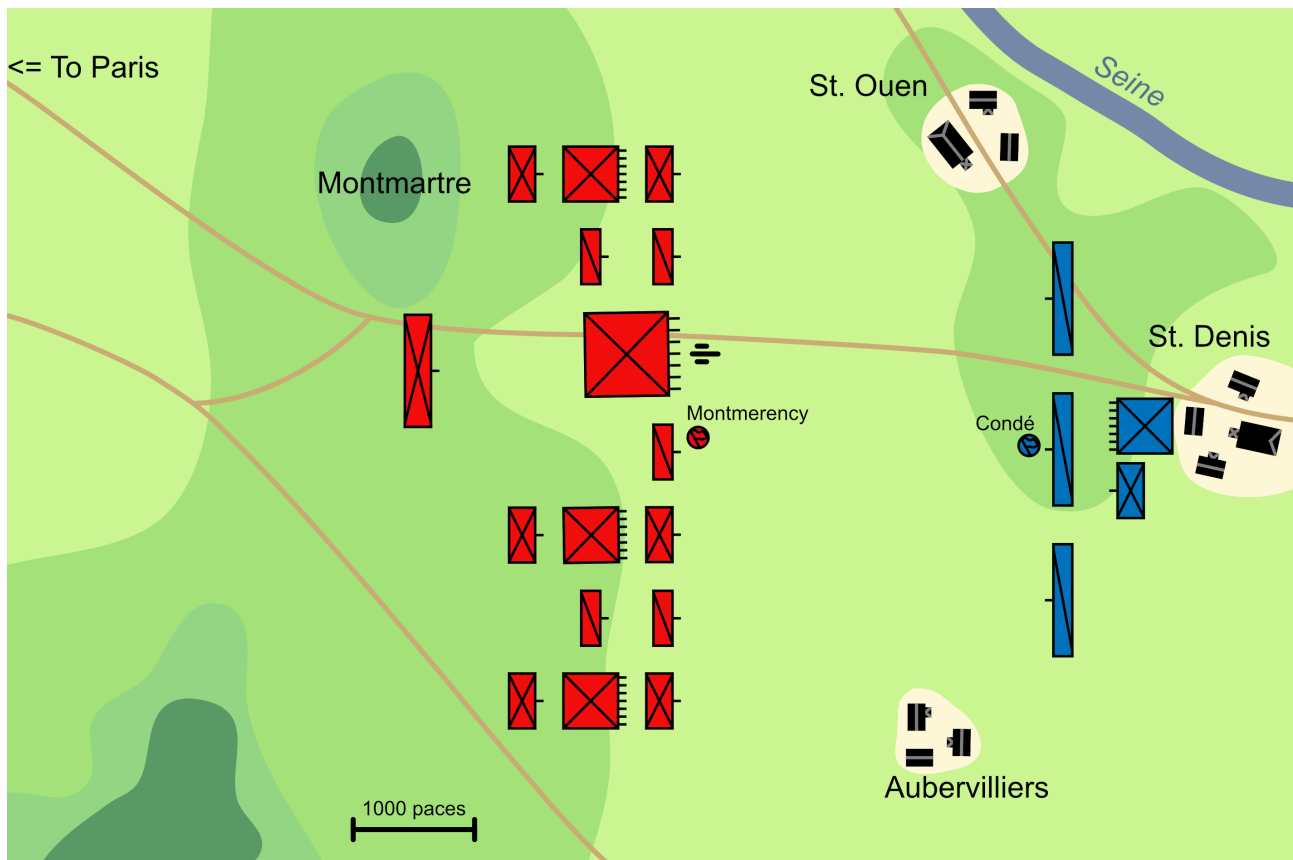


The Battle of Saint Dennis - 1567

The peace in France after the treaty of Ambiose in 1563 was ostensible. The troubles ended but concessions made were imperfectly observed. Then a 10,000 men strong Spanish army under the Duke of Alva marched north. Passing the French border along what would be known as the Spanish road to the Low Countries. It proved the final spark for a second Huguenot uprising.

Prelude

After a failed plot to kidnap King Charles IX the Huguenot's concentrated their main army under the Prince de Condé in front of Paris. In early October they setup their headquarters at Saint Denis and waited for reinforcements. The Elector of Palatine recruiting a large contingent of German reiters. The Royalists under the Constable Anne de Montmerency in Paris likewise waited for Spanish reinforcement from Flanders. Weeks passed until Condé detached substantial forces to distances from which they could not easily be recalled. This did not went unnoticed.



Situation

It is 10 November 1567. The Royalist force has marched out of the Porte de St. Denis to confront the Huguenots. It took time to get out of Paris and deploy. The Huguenots responded and deployed too, but there was not enough time to recall the detachments.

By the time battle starts around 16:30 dusk (17:15) is near. The weather is fair. The game starts when the armies are about to be given their final orders just before the commanders join their units to fight alongside their men. Neither army can give pre-battle orders.

the MATRIX

The following keywords are added to the MATRIX: EMBUSCADE, NOBLESSE OBLIGE, EN HAYE

The Huguenots

Victory conditions: Avoid total defeat. Aim to push back the Royalists into Paris.

Player control dice: 9D6.

Unit & defining keywords:

- Gendarmes: GENDARMES, EN HAYE
- Huguenot pikemen: GEWALTHAUFEN, OLD BANDS
- Huguenot arquebusiers: ARQUEBUSIERS, SKIRMISHERS, EMBUSCADE

Commanders:

Commander in Chief: Prince de Condé, reckless (see keyword RECKLESS PHILIP), trusted

Bataille: Prince de Condé

- 3 units of 500 Gendarmes
- 1 unit of 1,000 Huguenot pikemen
- 3 units of 400 Huguenot arquebusiers

The Royalists

Victory conditions: Destroy the Huguenot army and force them to sue for peace.

Player control dice: 9D6.

Unit & defining keywords:

- Company d'Ordonnance: COMPANY D'ORDONNANCE
- Swiss pikemen: EXPERIENCE(high), GEWALTHAUFEN
- French pikemen: GEWALTHAUFEN, OLD BANDS
- French arquebusiers: ARQUEBUSIERS, SKIRMISHERS
- Paris militia: WEAPONS(various), MORALE(fragile), EXPERIENCE(little)

Commanders:

Commander in Chief: Constable Anne de Montmerency, slow witted, trusted

Bataille: Montmerency

- 5 units of 500 Company d'Ordonnance
- 3 units of 1000 French pikemen
- 6 units of 400 French arquebusiers
- 1 unit of 5,000 Swiss pikemen
- 1 unit of unknown Paris militia

Artillery train:

- 5 medium guns

Notes and References

EMBUSCADE: the Huguenots have placed 2 units of arquebusiers in ambush in ditches. One near St. Ouen and one near Aubervilliers. Units placed in ambush are kept off table until the ambush is sprung. Springing the ambush is a separate event and can be proposed by any player or the game-master. It cannot be done as part of a group action. Each ambush being sprung is a separate event. It can be done as a reaction as part of an argument or alternative as part of a counterargument.

The location of the ambushes are not noted. When sprung the Huguenot player may place them within effective range of any Royalist unit near St. Ouen or Aubervilliers.

NOBLESSE OBLIGE: The French nobility was still expected to lead from the front. Even the now 70 year old constable led his men in the charge. Condé too joined his men.

EN HAYE: Lancers deployed in a shallow line. Typically three ranks or so. However, because of their smaller numbers the Huguenots gendarmes deployed in a very shallow line. One or two perhaps. For that reason the units are depicted as wider in the battle-map shown above, yet they are of similar strength as the Royalist units.

GENDARMES: Lance armed, operating in relatively shallow formations and charging at the gallop. Using the lance effectively took practise and perfect timing in order to hit the enemy at the gallop while preventing the horses being worn out prematurely. Units must start a charge at sufficient distance in order increase speed and keep formation. Any reference value given for close combat refers to the situation in which they hit the enemy at the gallop. Not being able to do so greatly impacts their effectiveness in combat.

The French Gendarmes were regarded as the best men-at-arms available, pressing on with determination in any engagement. Most nobles joined the Huguenots and their cavalry time and again greatly outclassed that of the Royalists. At least at first contact.

COMPANY D'ORDONNANCE: When the country split the Catholics got hold of most of the still existing companies d'ordonnance. However, most of the nobility's true gendarmes had joined the Huguenots. This impacted the quality difference between Catholic gendarme units and those of the Huguenots, with the latter being distinctly superior.

GEWALTHAUFEN: A gewalthaufen has as many ranks as files. This formation is a direct descendant/copy of the pike-armed formations used with great success by the Swiss during the late medieval/early renaissance period. Such units of pikemen cannot voluntarily fall back or step aside. Any wheel is done at 1/2 movement rate and misaligns the formation. It may, however, form an all-round defensive formation (Igelstellung) when stationary. The men on the flanks quickly make a quarter turn, those in the rear half a turn. 2D6 for a time check.

A gewalthaufen can absorb casualties more so than others and is resistant to pushback. It will only disentangle where other units fall back.

ARQUEBUSIERS: Typically deployed in a close order, deep formations, with a little more room per man to account for the handling of their weapon. The depth of the formation was often related to the reloading speed and shooting was by a rotary system, likely a generic, unstructured form of countermarch. There is little information on rates of fire, but 16th century arquebusiers reputedly managed 40 shots per hour, i.e. 1 shot per 1.5 minutes.

Such units are not inclined to charge into contact under nearly all conditions, and are able to skirmish.

SWISS, LANDSKNECHT & OLD BANDS: The Landsknecht were created to counter, and in imitation of, the Swiss that dominated the late medieval battlefield. They Landsknecht became the mainstay mercenary soldier of many rulers. Their loyalty varied, often depending on how well wages were forthcoming. France tried to follow suit and created the so-called old bands.

Like the Swiss the landsknecht were mostly pike-armed and supported by crossbowmen, that were later replaced by arquebusiers. The Swiss were not honoured by the imitation. No quarter was given, nor expected, when Swiss and landsknecht met in combat.

Other nations also created similar pike units. Most notably the Spanish when first introducing the colunela and then the famous tercio. Quality-wise the Swiss were regarded as the best, followed by the landsknecht and then the rest, with the Spanish, however, catching up quickly. None were ever really impressed by the French old bands.

FIELD ARTILLERY: Covers all types and calibers of guns used in the field.

Field artillery is moved into position, unlimbered and then the limbers, carriages, etc. send to the rear. Once deployed they cannot move, but can still pivot.

Artillery reference values are for 4 to 5 guns firing. Long range was regarded as that up to which targets might be hit without elevating the barrel, but artillery was already inaccurate beyond a few hundred paces. Extreme range is the maximum distance artillery shot may reach. The probability of having any effect on targets at such ranges is next to zero, but the men would note being in range of something.

After firing artillery must first reload before being able to fire again. This took a lot of time and when enemy units got close a crew might also withdraw to safety rather than firing that last point blank shot. Reloading is initiated by the unit itself and a time check is used to determine if indeed the guns have been reloaded. If the unit has time left this may also be attempted in the closing step of a ROSE.

Round Of (near) Simultaneous Events (ROSE)

- 1) Mark ongoing events
- 2) **Select dice for next narrator**
 - 2.1) Highest D6 = narrator
1st roll sets minutes
 - 2.2) Propose event
 - 2.2.1) **If disputed**
 - 2.2.2) Resolve argument(s)
 - 2.2.3) **Loop to 2.2.1**
 - 2.3) Event happens, scope is fixed
- 3) **Loop to 2, unless all dice spend**
- 4) Closing step.

Resolving disputed (sub-)events
probability of success **3D6** Score

Dead certain, but...	DC	4+
Nearly certain	NC	6+
Very likely	VL	8+
Likely	L	10+
50-50	50-50	11+
Unlikely	U	12+
Very unlikely	VU	14+
Nearly impossible	NI	16+
A daring attempt	DA	18+

Battlefield & tactical situation

Unit quality & condition

Leadership & others

TERRAIN	OPEN FLANK/ REAR	MERCENARY
VISIBILITY	CHARGING	MORALE
WEATHER	SKIRMISHING	COHESION
TIME OF DAY	DISTANCE	FATIGUE
OUTNUMBERED	DURATION	SURPRISED

EXPERIENCE	ORDERED	PREV. COMBAT
FORMATION	HEROIC	PREV. ACTION
WEAPON	OPPORTUNITY	THE BIG PICTURE
ARMOUR	THREAT	WILDCARD
UNIT SIZE		

references for wars of religion

Movement (100 paces)	Time Check (TC)
Infantry	3D6
Cavalry walk	2D6
Cavalry trotting	1D6
Cavalry galloping 50 paces	1D6
Reforming	Time Check (TC)
Misaligned	1D6
Disturbed	2D6
Disturbed pikers/reiters	3D6
Unformed inf./reiters	2+1D6/100 men
Unformed other cavalry	3D6
Panic stricken	Reference: VU
Combat	Time Check (TC)
Inf. & Cav. shooting	3D6
Inf. muskets shooting	4D6
Field artillery reloading	6D6

Engaging unit	Eff. range	Lancers	Reiters	Light cav.	Pikes	Other inf.	Artillery
Gendarmes	--	50-50	VL	NC	VU	VL	NC
"Light" lancers	--	U	L	NC	VU	VL	NC
Reiters	--	VU	50-50	NC	VU	L	NC
Stradiots/Ginites	--	NI	VU	VL	NI	U	NC
Mtd. arquebusiers	--	NI	NI	50-50	NI	VU	NC
Pikes	--	n.a.	n.a.	n.a.	50-50	VL	NC
Other infantry	--	n.a.	n.a.	n.a.	VU	50-50	NC
Shooting unit							
Inf. arquebusiers	75	L	L	L	U	50-50	U
Inf. muskets	100	VL	VL	L	U	L	U
Mtd. arquebusiers	50	L	U	50-50	VU	U	U
Reiters (pistols)	25	L	50-50	L	U	U	U
Field artillery*	200	VL	VL	L	VL	L	U
All skirmishers	as above	VU	VU	VU	VU	VU	VU

*Field artillery Extreme range = 1500 paces.

the MATRIX

Risk to commanders	Captured	Wounded	Killed
Result of nearest friendly unit	(Hth only)		
MP, Di, FU or Pu	16	17	18
FB	14	15 - 16	17 - 18
FL	12 - 13	14 - 16	17 - 18

Combat result	If unit loses it must.	If unit wins it will.
Net score 3D6	Shooting	Close combat***
Equal	Eff. long	Cav. Inf. Art.
D1*	--	FB Di FL
1 Diff.	Di*	--
2 to 3 Diff.	FB Di	FB FB FL
4+ Diff.	FL**	FB FL FL
		Pu Pu Pu MP

*Cav: Di => FB. **Skirmishers: FL => FB
***Keyword FATIGUE: Di => FB, FB => FL when both sides exhausted

outcomes & orders

Coup d'oeil	Number of D6	MP
Hawk eyed	0D6	Maintain position. Disturbed in combat
Gifted	1D6	Di Disentangle. Disturbed
Competent	2D6	FB Fall Back. Unformed
Slow witted	4D6	FU Follow Up. Disturbed
Incompetent	8D6	FL Flee. Panic stricken
Has other talents	16D6	Pu Pursue. Unformed

Note any additional scenario specific keywords

Giving orders: D6 = coup d'oeil + recipients/distance (+D6/action)