

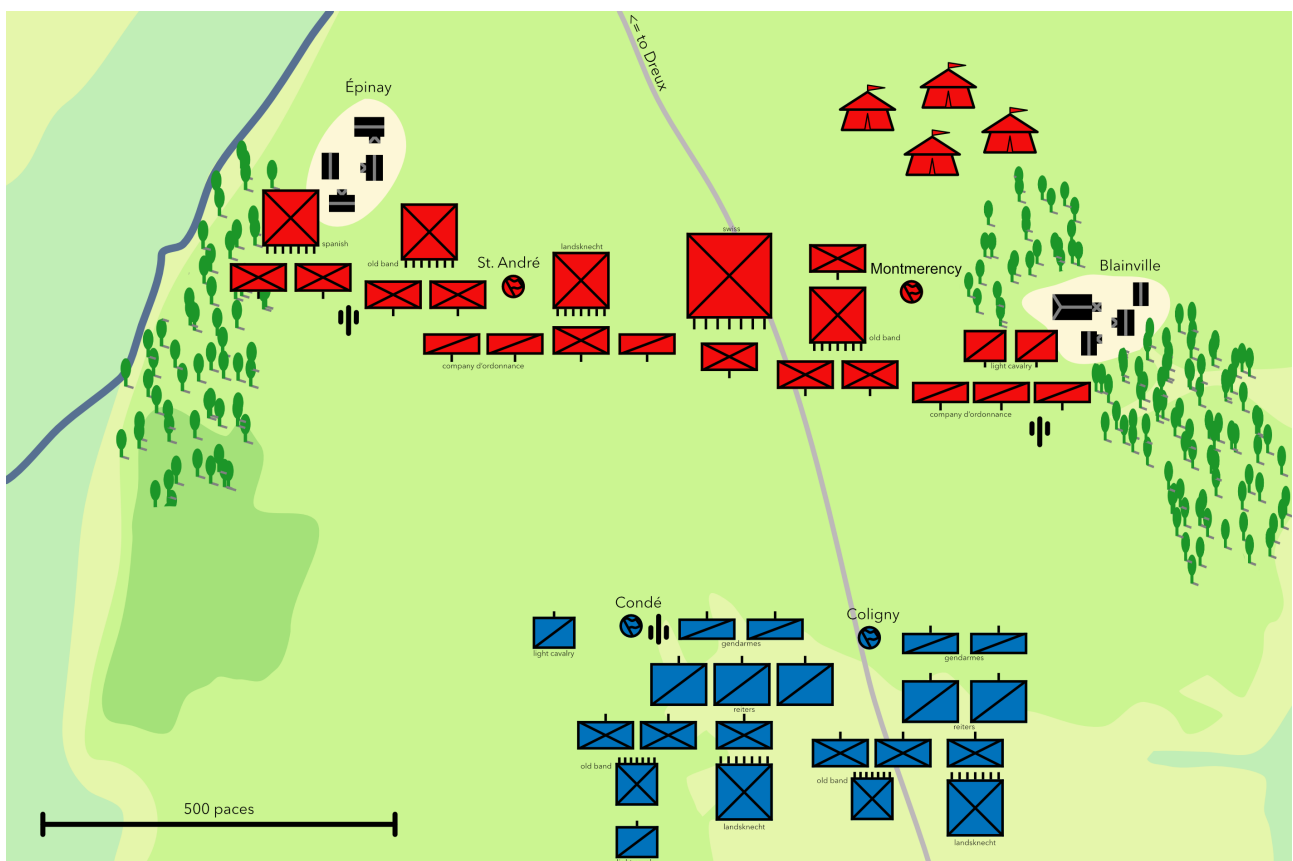
## Dreux - 1562

The battle of Dreux was the first major battle of the French wars of religion, with many non-religious factors at play as well.

In April 1562 the Huguenots seized Orleans and send words of appeal to their co-religionist throughout France. Sporadic uprisings followed. Lyons, Rouen and Bourges fell into Huguenots hand. And all accompanied by gross vandalism and destruction of shrines, relics and even the monument of Jeanne d'arc being tossed into the Loire. The Catholics were infuriated. Months of insincere negotiations followed, but war broke out on July 4 when Huguenots stormed Beaugency.

### *Prelude*

After several months of irregular fighting, that gave the Catholics the upper hand, the Huguenots had good reasons to be optimistic. They had been able to hire many German Reiters and Landsknecht, and had struck a deal with Queen Elizabeth of England: 3000 English troops and £100,000 in gold were shipped to le Havre.



In early November the German mercenaries arrived. The Huguenots now felt strong enough to march on Paris and offer battle, but the Catholics wouldn't budge.

On December 9 the Huguenots abandoned their futile demonstration against Paris, and decided to move towards le Havre and the English reinforcements and subsidies. On December 19 they were on the Chartres-Dreux-Rouen road. Ignoring scouting ahead they were unaware that a large Catholic force barred their way just in front of Dreux.

### ***Situation***

The Huguenots became aware of the Catholic army when the latter's artillery fired some long-range shots at the head of their column. The Huguenots deployed for battle. A period of two hours followed during which both sides observed the other contemplating what to do. The Catholics in a strong position waiting for the Huguenots to attack. The Huguenots trying to decide between a head-on attack or avoiding battle by retracing their steps, then move westwards and go around Dreux via the Treon road.

After two hours, about noon, the Huguenots concluded that the Catholics would not get out of their position. They decided to avoid battle. The order was given and the baggage send on its way to the Treon road. However, soon after the Catholic army was seen to advance. Real or perceived, immediately the orders were recalled and replaced by a general attack.

The scenario starts just after the Huguenots have given their army the order to attack. The Catholics are still on the defensive and have orders accordingly. The artillery of both sides has been firing long range bombardments at a slow rate. All batteries are considered empty and must reload before shooting.

### ***the MATRIX***

The following keywords are added to the MATRIX: GENDARMES, COMPANY D'ORDONNANCE, REITERS, MTD ARQUEBUSIERS, GEWALTHAUFEN, ARQUEBUSIERS, SWISS, LANDSKNECHT, OLD BANDS, ARTILLERY, DUC DE GUISE

### ***The Huguenots***

Victory conditions: Advance to beyond Dreux and reach le Havre.

Player control dice: 9D6.

### ***Commanders:***

Commander in Chief: Prince de Condé. Competent, Trusted

Commander: Admiral Coligny, Competent, Trusted

### ***Avant-garde: Admiral Coligny***

Gendarmes: UNIT SIZE (250), GENDARMES

Gendarmes: UNIT SIZE (250), GENDARMES

Reiters: UNIT SIZE (500), REITERS

Reiters: UNIT SIZE (500), REITERS

French pikemen: UNIT SIZE (500), GEWALTHAUFEN, OLD BANDS

French arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, OLD BANDS, SKIRMISHERS

French arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, OLD BANDS, SKIRMISHERS

Landsknecht pikemen: UNIT SIZE (1500), GEWALTHAUFEN, LANDSKNECHT

Landsknecht arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, LANDSKNECHT, SKIRMISHERS

### ***Bataille: Prince de Condé***

Gendarmes: UNIT SIZE (300), GENDARMES

Gendarmes: UNIT SIZE (300), GENDARMES

Reiters: UNIT SIZE (500), REITERS

Reiters: UNIT SIZE (500), REITERS

Reiters: UNIT SIZE (500), REITERS

Light cavalry: UNIT SIZE (250), MTD ARQUEBUSIERS, SKIRMISHERS

Light cavalry: UNIT SIZE (250), MTD ARQUEBUSIERS, SKIRMISHERS

French pikemen: UNIT SIZE (500), GEWALTHAUFEN, OLD BANDS

French arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, OLD BANDS, SKIRMISHERS

French arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, OLD BANDS, SKIRMISHERS

Landsknecht pikemen: UNIT SIZE (1500), GEWALTHAUFEN, LANDSKNECHT

Landsknecht arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, LANDSKNECHT, SKIRMISHERS

Artillery: UNIT SIZE (5 guns), FIELD ARTILLERY

### ***The Catholics***

Victory conditions: Prevent the Huguenots from advancing to le Havre.

Player control dice: 8D6.

### ***Commanders:***

Commander in Chief: Anne de Montmerency. Slow Witted, Trusted.

Commander: Marchal St. André, Competent, Trusted.

### ***Avant-garde: Marchal St. André***

Gendarmes: UNIT SIZE (300), COMPANY D'ORDONNANCE

Gendarmes: UNIT SIZE (300), COMPANY D'ORDONNANCE

Gendarmes: UNIT SIZE (300), COMPANY D'ORDONNANCE

French pikemen: UNIT SIZE (3000), GEWALTHAUFEN, OLD BANDS

French arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, OLD BANDS, SKIRMISHERS

French arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, OLD BANDS, SKIRMISHERS

Spanish pikemen: UNIT SIZE (2500), GEWALTHAUFEN

Spanish arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, SKIRMISHERS

Spanish arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, SKIRMISHERS

Landsknecht pikemen: UNIT SIZE (2000), GEWALTHAUFEN, LANDSKNECHT

Landsknecht arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, LANDSKNECHT, SKIRMISHERS

Artillery: UNIT SIZE (14 guns), FIELD ARTILLERY

### ***Bataille: Anne de Montmerency***

Gendarmes: UNIT SIZE (300), COMPANY D'ORDONNANCE

Gendarmes: UNIT SIZE (300), COMPANY D'ORDONNANCE

Gendarmes: UNIT SIZE (300), COMPANY D'ORDONNANCE, DUC DE GUISE

Light cavalry: UNIT SIZE (250), MTD ARQUEBUSIERS, SKIRMISHERS

Light cavalry: UNIT SIZE (250), MTD ARQUEBUSIERS, SKIRMISHERS

Swiss pikemen: UNIT SIZE (5000), GEWALTHAUFEN, SWISS

Swiss arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, SWISS, SKIRMISHERS

French pikemen: UNIT SIZE (4000), GEWALTHAUFEN, OLD BANDS

French arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, OLD BANDS, SKIRMISHERS

French arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, OLD BANDS, SKIRMISHERS

French arquebusiers: UNIT SIZE (500), ARQUEBUSIERS, OLD BANDS, SKIRMISHERS

Artillery: UNIT SIZE (8 guns), FIELD ARTILLERY

### ***Notes, References and keyword descriptions***

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.

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

REITERS: The most common mercenary cavalry of the 16th century. First appearing in 1534 and eventually being replaced by cuirassiers. Wearing 3/4 plate armour, or at least breast & backplate, their most important weapon was a set of pistols that would be fired from the saddle whilst operating the so-called caracole. Reiters formed up in a close order formation with as many ranks as files and preferred to engage their opponents shooting, charging home once their fire had impacted the formation of the opposing units. Reiters would not go beyond a trot, even when charging, in order to preserve the order and tightness of their formation.

MTD ARQUEBUSIERS: Lightly armoured, if at all, and carrying an arquebus or light crossbow as their main weapon. Like reiters using the caracole to engage the enemy shooting from the saddle. Unlike reiters also being able to skirmish. In battle mostly used in a supporting role. They will not engage in any close combat unless under the most opportune conditions.

Some sources suggest the possibility to fight dismounted as skirmishers.

GEWALTHAUFEN: A gewalthaufen has as many ranks as files. This formation is a direct descendant/copy of the formations used with great success by the Swiss during the late medieval/early renaissance period. 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 halve 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 formation, 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 may be 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 became Landsknecht 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.

**DUC DE GUISE:** François de Lorraine, Duc de Guise, Prince de Joinville et Duc de Aumale was one of three in the Catholic "Triumvirate" that had taken control of the French Royal family. Together with the other two, St. André and Montmerency, he was present at the battle and the better military commander of the three. However, he refused to take command for political and personal reasons, and instead took the role of captain of his own company d'ordonnance. He is considered gifted and inspiring in case...