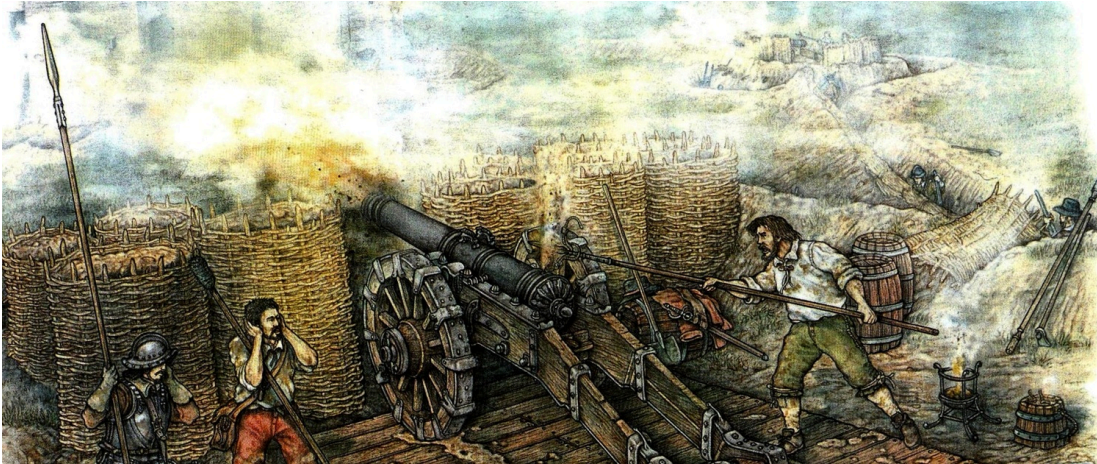


The Second Assault: Frankenthal, 1621

A Scenario for *While the Devil Rules*



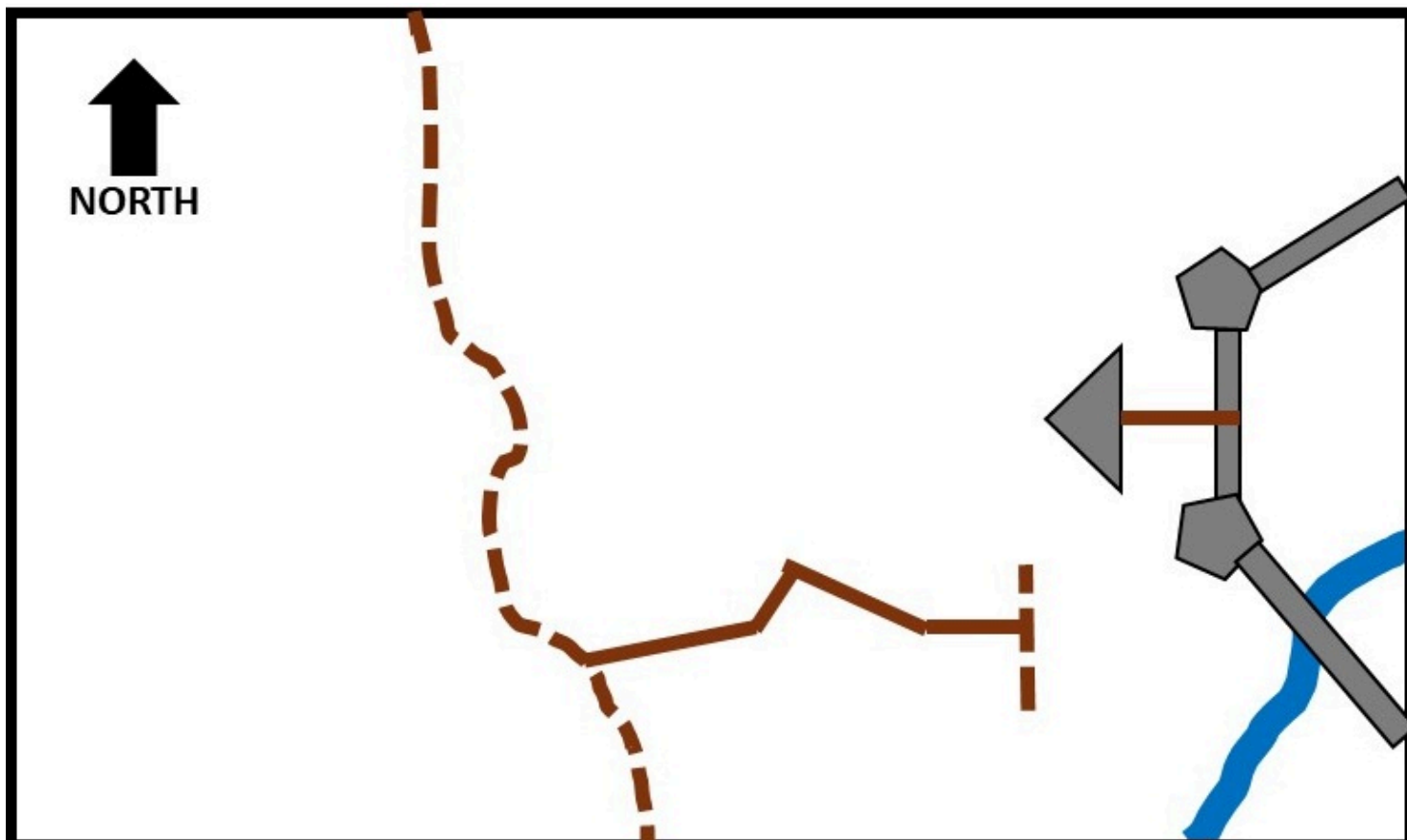
Background

In the siege of Frankenthal by Cordoba and the Catholic League army, an attempt has already been made to storm an outwork which has been making the approach to the western walls of the city difficult. Although repulsed by the British garrison on the first attempt, it has been determined that a second assault must be conducted. In part, this is because rumors tell of hunger and disease inside the fortress, so presumably the defenders are weakened. Ultimately, it is because the Emperor has demanded that the siege be concluded more rapidly. Regardless, the Catholic forces have assembled another large force - even stronger than in the first attempt - to see if they can take the demi-lune and make it easier to position the breaching batteries in reach of the town walls.

This scenario is part of a mapless campaign being conducted using the [Siege!](#) system, but can be played as a stand-alone scenario, too. The progress of the siege can be seen at <https://www.monadnockwargamers.org/SiegeOfFrankenthal/SiegeOfFrankenthal.htm>.

The Tabletop

The map below shows a 4 foot x 6 foot table. The brown dotted lines are gabions (hard cover) while the connecting trench only provides soft cover. The city wall, bastions, and demi-lune are all fortifications. The river cannot be crossed outside the city wall - inside, it is bridged and offers no barrier to movement.



The Catholic League must set up the Work Detail and the Wagons in the approach trenches, and may set up any Artillery associated with that Wing there as well. The Cavalry may go anywhere behind the Catholic siege lines. All other Catholic units must set up behind the siege lines. Protestants may set up anywhere in their own fortifications. Only one unit may occupy the demi-lune, but another unit may be deployed between it and the main wall. Set-up should be simultaneous and blind.

Orders of Battle

Catholic League (Breakpoint 45)

To be assigned as desired:

4 Field Batteries: Each 1 base Heavy Artillery

Gonzalo Fernández de Córdoba (Overall Commander, +1)

Spanish Veterans: 6-base Veteran Tercio

Spanish Sword & Bucklermen: 2 bases

Commanded Shot: 2 bases

Regimental Guns: 1 base Light Artillery

Count of Tilly (Wing Commander, +1)

Franken Infantry: 6-base Tercio

Styrian Infantry: 6-base Veteran Tercio

2 Regimental Guns: Each 1 base Light Artillery

Tommaso Caracciolo (Wing Commander)**1 Cuirassier Squadron:** 2 bases**2 Harquebusier Squadrons:** Each 2 bases**Work Detail:** 1 base Skirmish infantry**Light Artillery:** 1 base**Wagons:** Moves 3 inches per turn, will be targeted as Light Artillery but may not fire. See Special Rules, below.**Palatine (Breakpoint 21)****John Borres** (Overall Commander)**Scottish Shotte:** 2 bases Forlorn Hope**German Foote:** 3-base Dutch Battalion**Heavy Guns:** 1 base heavy Artillery**Sir Ralph Hopton** (Wing Commander, +1)**Scottish Foot:** 3-base Veteran Dutch Battalion**Regimental Guns:** 2 bases Light Artillery**Heavy Guns:** 1 base Heavy Artillery**Sydnam Poyntz** (Wing Commander)**English Demilancers:** 2 bases Lancers**Scottish Shotte:** 2 bases Forlorn Hope**Flemish Horse:** 2 bases Harquebusier**Walloon Foote:** 3-base Dutch Battalion**Victory Conditions**

The game should be played until one side or the other breaks. For game purposes, the Wagons count as 6 points against the army breakpoint, even though they are not a unit per se (they represent the forces working on the approach trenches, and the League forces will be demoralized if these are destroyed.) The wagon may not leave the approach trenches, however, or it will incur a penalty of 3 break points to the Catholic League.

If the Catholic League have any units inside the demi-lune when the Palatine army breaks - even if there is still fighting going on - then it is a victory for them. Otherwise, it is a Palatine victory.

An assault on the main wall is not contemplated, but if a Leaguer unit gets through the main wall, then 2 additional Dutch Battalions will appear anywhere from inside the city's perimeter, raising the Palatine breakpoint by 6. The Palatine units may freely pass through their own walls to venture outside if they dare.