

# The Western Approach: Frankenthal, 1621

## A Scenario for *While the Devil Rules*



### Background

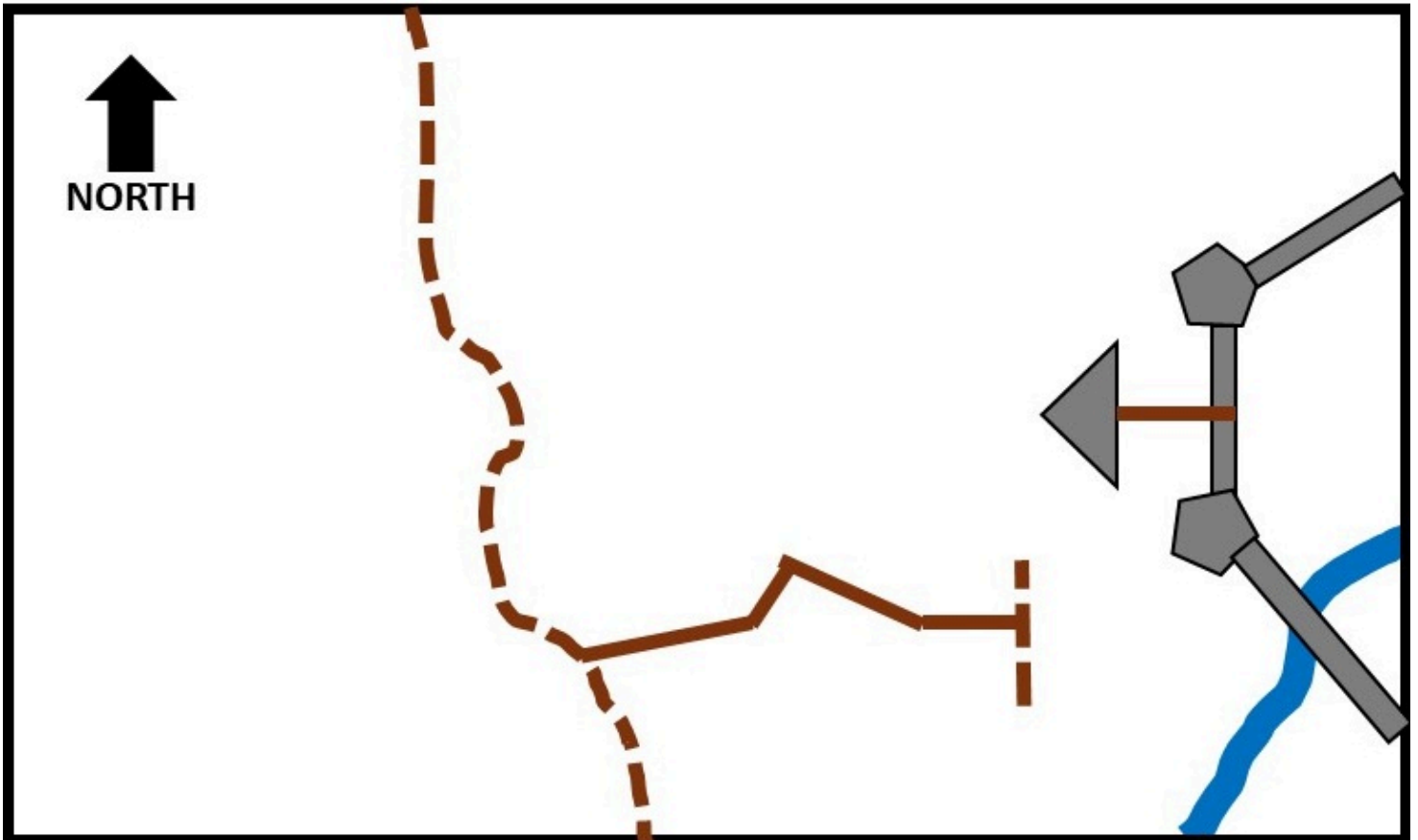
Cordoba and Catholic League army is besieging Frankenthal, one of the most important cities in the Palatinate. It is currently occupied by an English army supplemented by other Protestants from Germany and nearby areas, under the command of the Englishman John Borres. The city is strong, and the defenders are confident they can hold it. Regardless, the League forces have surrounded it, and are now pushing trenches toward the city walls from the West. Here, an outwork provides the [protestant defenders with an excellent platform from which to bombard their Catholic foes as they labour in the dirt. Cordoba has decided it is time to eliminate this annoyance.

A veteran Spanish *tercio* is deployed, with support from two more made up of Imperialist forces from Bavaria and Franconia. A storming party of elite sword and bucklermen is assembled, and some additional shot troops readied. The work is straightforward: bombard the outwork and then storm it. Cordoba has a contempt for the English which is perhaps not deserved, but he is sure that he can carry the demi-lune easily. Many of his enemies are veteran Scotsmen, and it seems unlikely that they will be so easily vanquished!

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 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 the Light 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 39)

**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

**2 Field Batteries:** Each 1 base Heavy Artillery

**Count of Tilly** (Wing Commander, +1)

**Franconian Infantry:** 6-base Tercio

**Bavarian Infantry:** 6-base Tercio

**2 Regimental Guns:** Each 1 base Light Artillery

**Field Battery:** 1 base Heavy 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 27)****John Borres** (Overall Commander)**Scottish Shotte:** 2 bases Forlorn Hope**German Foote:** 3-base Dutch Battalion**Falconets:** 1 base Light Artillery**Heavy Guns:** 1 base heavy Artillery**Sir Ralph Hopton** (Wing Commander, +1)**Scottish Shotte:** 2 bases Forlorn Hope**Scottish Foot:** 3-base Veteran Dutch Battalion**Regimental Guns:** 1 base Light Artillery**Heavy Guns:** 1 base Heavy Artillery**Sydnam Poyntz** (Wing Commander)**English Demilancers:** 2 bases Lancers**Border Horse:** 3 bases Irregular Light Horse**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 victort 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.