



# NO TURKEYS



# 7

## 1 Complete Game Inside

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Nota: No Turkeys (niente tacchini!) è un modo di dire statunitense come No Bozos! Il suo significato è più o meno "niente schifezze!" intese come Simulazioni noiose o ingiocabili.

## 24-25 SETT 2011

# VALCON

### Game

# WALCHEREN 1809



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Siamo ancora qui

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## Battaglie Medievali



**Siamo ancora qua ...**



*Tre grandi designers a garanzia di un evento: Andrea, Federico, NoTurkeys ... manca solo Dan all'appello.*

Eh già  
sembrava la fine del mondo  
ma siamo ancora qua  
ci vuole abilità  
eh, già  
il freddo quando arriva poi va via  
il tempo di inventarsi un'altra diavoleria  
col cuore che batte più forte  
la vita che va e non va  
al diavolo non si vende  
si regala ...

### **ValCon 2011, si farà!!**

E' stata una stagione difficile per tutti, con troppe cose che non hanno girato per il verso giusto e che hanno fatto pensare più volte al peggio. Qualcuno ha pensato di mollare compreso chi scrive, qualcuno lo ha fatto, qualcuno non lo avrebbe fatto mai e non a caso chi salva questa CON da anni è sempre il gruppo storico che dovrebbe fare le fondamenta ad inesistenti giovani. Già non ci sono ragazzi che seguono questo nobile hobby, sempre più simile ad una nicchia d'élite culturale.

Che ci volete fare il mondo va così. Se chiedete in giro lumi sulla "battaglia dei tre Monti (Asiago 1918)" vi rispondono che quel nostro Ministro dell'Economia è un pdm. Se parlate dell'Operazione Overlord vi chiedono se è un film di James Bond, se parlate di Rivoli vi rispondono che è un bar di Valdagno. Che importa! I giovani li facciamo noi, con lo spirito e trascinando le panze provate dal desco.

Mica solo i giovani però. Il manager strapagato che incita a vincere come fece Napoleone a Wa-

terloo, l'avvocato che scrive "l'addove", il politico secondo cui Darfur è il dialetto per dire

"sbrigati". La nostra classe dirigente è composta da mostri? La ben più dura realtà è che non sono più ignoranti della media. Questo clamoroso fallimento culturale ha un colpevole: la scuola. Per ogni persona che non capisce o non si fa capire c'è infatti un professore senza prospettive, un laboratorio senza apparecchiature, un preside senza portafoglio e una sfilza di ministri che hanno accumulato riforme sempre più inutili. Non può pretendere di avere un futuro un Paese in cui non si rispetta l'istituzione che forma i cittadini. In cui si guadagna meno a insegnare che a pulire i pavimenti, e i bravi docenti vengono ricompensati con carriere immobili. Vi consiglio un interessante saggio di Giovanni Floris "La fabbrica degli ignoranti. La disfatta della scuola italiana.". Si parla di tutto: dall'asilo di Napoli che non apre perché mancano i bidelli fino all'istituto friulano che ogni anno cambia l'intero corpo docente (precario). La nostra vecchia scuola, di nobile tradizione, è piombata in un Medioevo di strutture fatiscenti e insegnanti girovaghi come braccianti. A chi volete che freggi della Storia e delle Simulazioni. Ma noi non vogliamo cedere le armi.

1- accoglieremo a braccia aperte i tavoli di miniature, dal momento che molti curiosi venivano a dare un'occhiata solo a quello, per omaggiare la bellezza delle pitture microscopiche e l'arte del grande levantino.

2 - accoglieremo gli Eurogames non più come fratelli sfortunati, ma come mezzi di aggregazione e sviluppo. Magari per poi passare ai nostri Wargames ?

Devo proprio ringraziare chi ha continuato a credere a questo nostro incontro annuale ed al Comune di Valdagno, che alla fine ha saputo venirci incontro; e magari in futuro prenderà le redini dell'organizzazione.

Siamo in un periodo di crisi economica; dato assolutamente innegabile e che coinvolge ogni ambito.

Tuttavia, quando irrompe la crisi economica e vengono meno contributi e sponsor l'evento si organizza lo stesso tagliando di qua e di là.

Quest'anno toccherà ai viveri ahinoi. Lo zoccolo duro dei Master (ci piace chiamarci così io, Sandro, Mimmo I, Mimmo II, Riccardo, Michele, Andrea e Daniele)! E si potrebbe far pagare un quota? Negativo, si paga per un servizio, quando invece vorremmo dare un'emozione ... come tale sempre impagabile!

Il tempo e l'amore per questo genere di divertimento ci ha fatto conoscere tanti nuovi amici sparsi un pò ovunque in tutta Italia, e sono state proprio queste amicizie sincere che ci hanno fatto capire che forse non stavamo sbagliando coltivando questo hobby che per i più può sembrare infantile.



### **Due parole sulla ACIES**

Gli amici della Acies sono sempre più attivi e dinamici nel mondo del Wargame. La produzione di Boardgames, se non vado errato, nasce nel 1999 con Sa Battalla, simulazione emersa dalla volontà di alcuni giocatori sardi di rivivere questa importante, ma poco conosciuta battaglia, in occasione del suo sesto centenario (1409-2009). Il sistema di gioco utilizzato era quello di Guelphs and Ghibellines pubblicato dalla Europa Simulazioni dell'amico Federico Piergennaro, neo papà di Sveva (speriamo non cresca come le mie figlie o si troverà a giocare Winx e D&D).

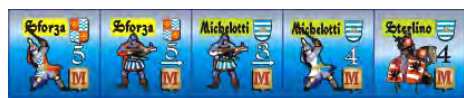
ACIES Edizioni propone anche miniature da 15 mm, come suo primo range l'esercito Imperiale della guerra dei Trent'Anni. È il periodo in cui gli eserciti cominciano a cambiare sia in qualità che in composizione e le armi da fuoco conquistano definitivamente il loro posto sui campi di battaglia. La ACIES distribuisce anche i colori della Abbiati Wargames (acrilici), basta vedere sul sito:

<http://www.aciesedizioni.it>

gestito dall'impareggiabile Giulia Tinti. La produzione dei Boardgames della "lancia lombarda" quest'anno sembra travolgente. Per gli amanti del sistema Guelphs&Ghibellines

segnaliamo la produzione dell'epopea braccese. Braccio da Montone sarà in campo contro la Coalizione all'Aquila (1424) e poi a Sant'Egidio (12 luglio 1416) contro i perfidi perugini.

Chi acquisterà i bi-game avrà in omaggio anche un mini game sulla "Disfida di Barletta", dove italiani e francesi se le daranno di santa ragione.



Gli appassionati di guerre napoleoniche potranno finalmente vedere sul tavolo una battaglia decisiva delle Guerre repubblicane: Loano 1795. Il gioco, che vuol celebrare l'affermazione del più grande generale napoleonico (a mio avviso), ovvero di André Masséna, ricrea nelle regole il modo di combattere del periodo repubblicano, ben diverso dall'epoca imperiale (che ispira tutti i sistemi napoleonici in commercio, soprattutto americani).

Vi segnaliamo una mappa curiosa, dove voi generali dovrete calcolare il costo del terreno direttamente osservandola.



La vittoria di Loano permise ai Francesi di impossessarsi di ingenti approvvigionamenti e fornì loro un importante punto d'appoggio nelle Alpi Liguri, che sarebbe stato successivamente sfruttato, nell'aprile 1796, da Napoleone Bonaparte nella battaglia di Montenotte.

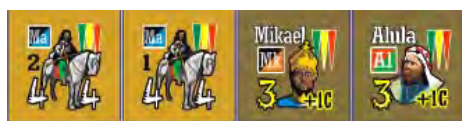
Tipografie permettendo il gioco dovrebbe essere sui tavoli alla VALCOM il 24-25 settembre.

Altro coinvolgente progetto è rappresentato dal quadrigame di Marco Campari sulle guerre d'Africa del tardo '800.

Saranno simulate le battaglie di Agordat (I e II), Coatit e Amba Alagi.

Il quadrigame si chiamerà ASCARI! e racconterà l'epopea della prima colonia italiana, l'Eritrea.

Il sistema si basa su un livello per compagnie (Ascarì) e orde per i loro avversari (dervisci, mahdisti, abissini ecc.). Sarà il seguito e l'affinamento del sistema introdotto con Agordat nel 2010 su questa fanzine.



## Perplexità

Un'indagine, condotta dalla società di consulenza Lynn Taylor Consulting per addentrarsi nei meandri dei rapporti di lavoro e svelare tutti gli aspetti segreti nelle relazioni capo-dipendenti, ha portato a un risultato curioso: in media, ogni settimana, i dipendenti trascorrono quasi 20 ore del proprio tempo a interrogarsi su ciò che il capo dice e pensa. Da tale groviglio di riflessioni non si salva neppure il weekend, che, anzi, sembra essere il periodo migliore per arrovelarsi intorno a quanto avviene in ufficio.

Così il nostro gruppo continua a scervellarsi sulla resistenza del nostro capo storico: Sandro. Qualcuna esce con il classico "dura minga" nel senso che aooare stufo e rinchiuso in se ASL stesso. Ma poi l'ottimismo torna a regnare.



Il capo è il pilastro dell'associazione, se perde animo la struttura scricchiola ed appaiono le crepe.

Quindi è gioia ed interesse di tutti sostenere il capo, anche quando sembra scoraggiato (noi diremmo smonato): forza Sandro, siamo tuttii ancora qui!

## Arte grafica

Il nuovo gioco di Vae Victis, con i counters già montati, è *Les victoires du Maréchal de Saxe : Fontenoy 1745 - Lauffeld 1747*. Ovviamente parla delle due grandi battaglie vinte dall'armata di Francia contro gli anglo-olandesi di Cumberland. Il duca dell'armata francese era Maurizio di Sassonia (de Saxe appunto). Qui un esempio della grafica dei counters



Anche il nostro gruppo si è cimentato nella ricostruzione delle celebri "Lace Wars" con Parma 1734, al tempo della guerra di Successione Polacca. Ecco la grafica comparata.



Chi volesse playtestare Parma e fare una scrematura delle regole basta che si faccia vivo.

Cosa invece giunge dalla fertile terra del radicchio e dell'asparago? In preparazione la Sequel di Custoza con lo stesso sistema di gioco, ovvero la *Battaglia del Volturno*. Il designer Andrea Brusati, nella foto con Eurosimo Contardi (che ha dato alle stampe la *Strafexpedition*), si dice estremamente convinto dal sistema risorgimentale di Daniele Paravant & Andrea Brusati. Tutto questo discorso introduttivo solo per esprimere grazie a chi ha tenuto la bandiera del Valgame, agli amici del gruppo e a quanti ci onoreranno con la loro presenza alla VALCON 2011.



**Volturno 1860, Il Destino di due Regni**

di **Andrea Brusati**

Dopo essersi ritirato da Napoli e Caserta, l'esercito Napoletano si era attestato tra la piazzaforte di Capua e la riva destra del Volturno, ormai con le spalle al muro di fronte al sopraggiungere delle forze Garibaldine, e all'insorgere della Capitale.

L'ultima possibilità di Francesco II di Borbone di recuperare il suo trono stava nello sconfiggere sonoramente l'armata di Garibaldi, rientrare in Caserta, e poi Napoli, da trionfatore, dimostrando così ai suoi sudditi che era ancora lui il sovrano del regno.

Cacciatori 14° II	Cacciatori 2° II	Cacciatori 15° II	C.W. 11°
3 2 6	3 2 6	3 2 6	5 6
Ruiz	Afan De Rivera	Tabacchi	Ritucci
Ruiz	C.W.	R.W.	OC
(1) 8	(1) 8	(2) 8	[2] 10

Perse però le occasioni di cogliere l'esercito Garibaldino sbilanciato nella sua marcia di avvicinamento, riusciva a concentrare buona parte del suo esercito (circa 25.000 soldati) solo alla fine di Settembre, e il 1 Ottobre ad attaccare un esercito Garibaldino, di poco inferiore di numero, ma su posizioni consolidate, e disposte con una forte riserva centrale, in grado di reagire rapidamente.

Eng III	Bas III	Cas III
1 6	3 2 6	3 2 6
Mil X	Bro II	Sga II
5 4 6	1 1 6	1 1 6

La battaglia si protrasse tutto il giorno, con alterne fortune. Fu la lentezza dei comandi Napoletani, e la prontezza di reazione di Garibaldi e dei suoi generali a fare la differenza. Al tramonto l'esercito Borbonico era sconfitto, e ripiegava sulle sue posizioni, con l'esclusione di un contingente penetrato fino a Caserta Vecchia.

Il 2 gli scontri ripresero, ma la battaglia era praticamente terminata il giorno precedente. Ormai anche l'esercito Piemontese, al comando di Vittorio Emanuele II, Re di Sardegna, giungeva in Campania, e non c'erano più speranze di rivincita per Francesco II.

17° Div B	18° Bixio	Ussari Ungheresi	Dum I
4 6	(3) 8	1 1 8	- 6
1 2 4 ε	1 2 4 ε	1 2 4 ε	1 2 4 ε

*Vecchi amici tornano ... i Pollard markers!!*

Il suo regno si concluse con l'assedio e la caduta della sua ultima fortezza, Gaeta, dove si era in ultimo rifugiato.



Ma forse è più giusto dire che si era concluso quel 1 ottobre 1860, con l'esito della Battaglia del Volturno, dopo la quale Garibaldi consegnò lo stato meridionale a Vittorio Emanuele, perché divenisse Re d'Italia.



"Volturno 1860, il Destino di Due Regni" è un gioco di simulazione che ricostruisce quell'evento storico, utilizzando il sistema di gioco "Risorgimento 1848-1866", di cui fanno parte altre simulazioni in fase di sviluppo sul periodo storico considerato. (Uno dei giochi del sistema, Custoza, fu giocato alla Valcon 2010 NdT).



Il sistema, a livello di reggimento e battaglione, non si sofferma sulle formazioni e le tattiche del periodo, ma si concentra sul sistema e sulle capacità di comando, e sull'incertezza delle posizioni e delle intenzioni del nemico, mantenendo la complessità del gioco a un livello intermedio, e cercando di raccontare un po' della

nostra storia, come è accaduta, o come sarebbe potuta accadere..

**Dal rapporto di Bixio**

... Credo debito mio chiederle ricompensa per coloro che in particolar modo si distinsero, e punizione per quegli che al momento della lotta vigliaccamente abbandonarono il loro posto. In ultimo è dover mio dirle che i battaglioni 1ª brigata che caricarono alla bajonetta i vecchi soldati della Germania venuti a puntellare la tirannide di Francesco Borbone, sono formati quasi interamente di giovani siciliani; solo i quadri compongono dei nostri continentali sbarcati in Sicilia colla prima spedizione; gli ufficiali quasi tutti provengono dai cacciatori della Alpi del 1859. Dire la parte gloriosa presa da ciascuno di essi al combattimento sarebbe lungo troppo; sono gli stessi di Calatafimi di Palermo e di Reggio. Quando dei corpi saran comandati da uffi

ciali come Dezza, Piva, Taddei, Spinazzi ed avranno a capo di stato maggiore un ufficiale come Gherzi, se la vittoria non coronerà sempre i loro sforzi, certo sapranno incontrare ai loro posti una morte gloriosa....

Il giorno che la S. V. mi affidava il comando delle posizioni di Maddaloni dopo d'aver indicato i lavori fortificatori ch'io vi feci eseguire, Ella disse a me ed all'ufficialità presente «Ricordatevi ch'io considero Maddaloni come punto d'estrema importanza: voi lo difendete; e occorrendo eccovi il punto dove si muore gloriosamente, conto sopra di voi». Noi abbiamo fatto il debito nostro e speriamo di combattere le ultime battaglie sulle Alpi e con Lei. Unitamente al presente rapporto le trasmetto le proposte di avanzamento per coloro che maggiormente si distinsero, in una colla lista di quegli Ufficiali che si resero immeritevoli del grado.

**Il maggior Generale Comandante la Divisione Firm. Nino Bixio**



**Battaglie medievali – parte I**

**di Federigo di Capri**

Gli Americani non sono mai stati particolarmente interessati al Medioevo e infatti, quando il mercato dei wargame era monopolio di case statunitensi, il numero di giochi su battaglie medievali era veramente ridotto: vale la pena di ricordare soltanto due giochi della SPI; il quadrigame Great Medieval Battles (in realtà un trigame, perché la quarta battaglia simulava lo scontro tra re Artù e Mordred) e Agincourt, splendida simulazione ed esempio lampante che su certe battaglie non si dovrebbe fare un gioco.

In seguito vennero i quadrigame di Robert G. Markham; la 3W ne pubblicò 6 (più 3 di battaglie della Guerra Civile Inglese e 2 Rinascimentali con lo stesso sistema) per un totale di 24 battaglie simulate solo per il periodo medievale. Questi giochi ebbero un discreto successo di vendite, nonostante avessero diversi problemi di regolamento e una scarsa e poco accurata ricerca storica, a cui si deve aggiungere la notoria incapacità della casa produttrice, dimostrando comunque che c'era un mercato per l'argomento.

Con la nuova generazione di disegnatori, la cui percentuale di non Americani (soprattutto europei) è decisamente in aumento, si è avuta una "esplosione" di uscite di giochi su battaglie medievali; dal 2000 ad oggi sono usciti 26 titoli sull'argomento e entro la fine dell'anno dovrebbero uscirne altri 3 (Braccio da Montone per la Acies, Right Fierce & Terrible sull'Against the Odds 34 e Flowers of the forest nel Battle Magazine 9).

In questo articolo voglio esaminare in breve quelli che ritengo i tre principali sistemi di gioco attualmente sul mercato: quello di Richard Berg (Men of Iron, infidel etc.), di Frédéric Bey (Le lion & l'épée, Au fil de l'épée etc.) ed il mio (Guelphs and Ghibellines, Sa Battalla). Bey utilizza un regolamento unico che si può utilizza

re per tutti i giochi della serie, mentre gli altri hanno un regolamento specifico (con piccole differenze) in ogni pubblicazione. Io per la descrizione dei sistemi utilizzerò Au fil de l'épée (da ora in poi AFdE), Men of Iron (da ora in poi MoI) e Sa Battalla (da ora in poi SB). Essendo parte in causa non intendo esprimere giudizi di merito sui tre sistemi, ma limitarmi ad esaminare le meccaniche di gioco.

La scala di gioco è 100 metri per esagono in MoI e SB e 200 metri in AFdE. In AFdE ci sono 7 tipi di truppe (Cavalleria, Sergenti - a piedi o a cavallo-, Cavalleria leggera, Arcieri, balestrieri, Milizia), in MoI 8 (vedi immagine in seconda pagina), in SB 5 (Cavalleria, Fanteria, Arcieri, balestrieri, Milizia). In MoI e SB le unità hanno tutte lo stesso valore di combattimento mentre in AFdE hanno un combat strenght; una pedina rappresenta circa 250 uomini in MoI, 150/200 cavalieri, 500 (fanteria) o 1000 (milizia) uomini a piedi in SB.

In AFdE ogni punto forza rappresenta 100 uomini. MoI e SB non hanno turni di gioco al contrario di AFdE. SB utilizza due dadi a sei facce, gli altri due un dado da 10.

Il fronte della pedina di Capitano riporta il **Modificatore al combattimento** (in basso a sinistra) e il suo **Raggio di comando** (in basso a destra).

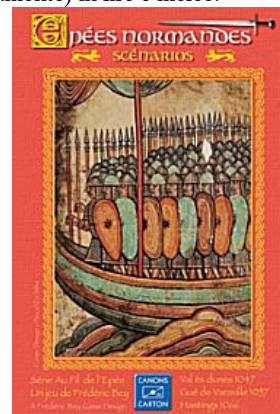
Il fronte delle unità di combattimento mostra la **Qualità** (la cifra in alto) e la **Classe d'armatura** (una lettera nel riquadro).

**Unité**

**Chef d'armée**

Tutti e tre i sistemi vedono gli eserciti divisi in battaglie, comandate da un proprio leader e queste battaglie vengono attivate una alla volta. In MoI e SB le battaglie vengono attivate con tiri di dado senza una sequenza definita, ma in SB i leader si esauriscono durante la battaglia e ogni tentativo di attivarli è più difficile del precedente mentre in MoI l'unica limitazione è che un leader non può essere attivato due volte di seguito. AFdE ha un sistema mutuato dalla serie GBoH e tutti i leader vengono attivati ogni turno.

Lo stacking è una pedina per esagono per tutti e tre i sistemi, le regole sul movimento, il facing e la Zoc sono abbastanza classiche (anche se in AFdE non c'è Zoc) mentre i vari sistemi si differenziano alquanto nel combattimento, diverso (ovviamente) in fire e melee.



**Il combattimento**

Nel fire per prima cosa possiamo notare la differente opinione dei disegnatori riguardo al raggio delle armi da lancio: in AFdE archi e balestre possono tirare fino a 3 esagoni (600 metri); anche in MoI archi e balestre tirano a 3 esagoni (ma qui sono 300 metri) mentre in SB le balestre tirano a 3 esagoni (300 metri) e gli archi a 2. Riguardo al danno provocalo supponiamo che un balestriere (da 4 punti forza in AFdE, di qualità 4 in SB) tiri contro un fante e contro un cavaliere a 2 esagoni di distanza: In AFdE avrà il 30% di probabilità di ottenere un Discourage contro l'unità a piedi e 20% contro il cavaliere, in MoI 50% di dare un Disordered al fante e 20% di Disordered e 30% Unhorsed al cavaliere, in SB il balestriere per colpire un fante o un cavaliere con classe d'armatura Media deve tirare 8 o più con 2d6, ogni centro risulta in una disorganizzazione del bersaglio.

La seconda parte del combattimento è il corpo a corpo: in tutti e tre i sistemi c'è una tabella con il modificatore per i tipi di unità (i modificatori sono abbastanza simili nelle tre tabelle, insomma sono tutti d'accordo che non è bello essere un arciero quando la cavalleria carica), tutti e tre i sistemi danno dei bonus se si include

il leader nello scontro e dei malus alle unità attaccate su fianco o retro o se l'unità che combatte è: Discourage (AFdE), Disordered (MoI) o Disorganizzata (SB). Nelle tabelle di combattimento ci sono le maggiori differenze tra i sistemi di gioco: AFdE e MoI hanno una tabella con un'unica colonna e la risoluzione dei combattimenti si basa soprattutto sui modificatori al dado; in AFdE le unità, come già detto, hanno combat strength e qualità, quindi c'è anche un modificatore dovuto al rapporto di forza e alla differenza di qualità. Il tiro di dado può andare da -7 a 16, tira il dado l'attaccante ma ci sono due colonne per i risultati: una che riguarda l'attaccante e l'altra il difensore; per esempio con un tiro medio (5) il difensore subisce Retreat e l'attaccante Fatigued + Obligatory advance.



# Sa Battalla



te il mio intento di esaminare i sistemi senza commentarli qui voglio fare una eccezione alla regola che mi ero imposto: personalmente non capisco perché si calcoli soltanto il modificatore del difensore, come se essere caricati dalla formidabile cavalleria del re di Francia o dalla pessima cavalleria scozzese sia uguale, l'unica cosa che conta è il valore del difensore.

la carica deve essere dichiarata durante la fase di combattimento, l'unità deve essere a due o tre esagoni dal nemico e utilizza la Charge Results Table con un bonus al dado.

*Personalmente non capisco perché ci sia un modificatore al dado per i MAA che caricano dal momento che esiste una tabella solo per loro, il modificatore avrebbe dovuto essere inserito direttamente nella tabella.*

**Sample Leader**

Name: Edward III  
 Activation: 5  
 Command Range: 4  
 Movement Allowance: 8

There are eight different types of combat units: Missile Infantry, Pike Infantry, Axe Infantry, Mounted men-at-Arms, Unhorsed Men-at-Arms, Dismounted Men-at-Arms, Hobilars and Genitors.

**Sample Combat Unit (Missile Infantry)**

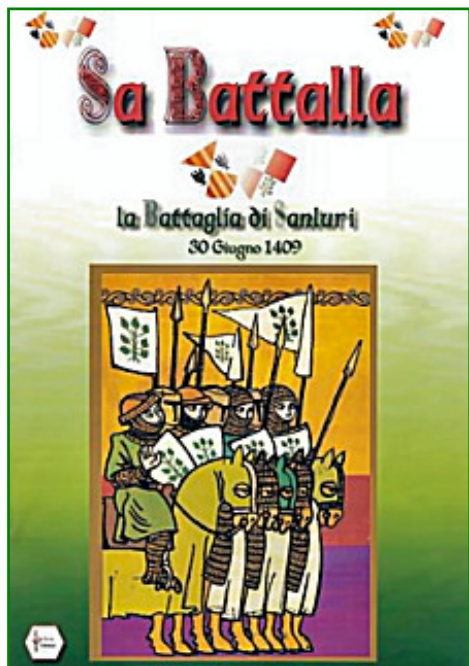
Front

Unit ID Number: 9  
 Shock DRM: 1  
 Command Stripe: 1  
 LB = Longbow  
 Movement Allowance: 6

In SB le unità confrontano la qualità e la classe d'armatura. I modificatori possono essere al dado (come negli altri due sistemi) oppure di colonna e la tabella (che parte sempre dalla colonna 0) può andare da -5 a +5. Un tiro di dado medio (in questo caso 7) sulla colonna 0 ha come risultato D/D: entrambi subiscono una Disorganizzazione.

Entrambi i sistemi prevedono che l'unità di cavalleria vittoriosa possano (o debbano) proseguire il combattimento contro altre unità nemiche adiacenti (In alcuni casi è possibile che questo avvenga anche se non ci sono unità in carica). In SB una unità di cavalleria per caricare deve semplicemente andare diritta di un esagono senza cambiare facing e ogni unità in cari-

In MoI invece sono presenti due tabelle una per lo shock combat e una per la Charge, queste tabelle a loro volta hanno due colonne, una se il difensore è Normal e l'altra (molto più letale) se è Disordered. I giocatori devono aggiungere lo Shock DRM del difensore al tiro di dado. Il solito tiro di 5 contro una unità "normal" darebbe No Result in shock e Defender Disordered and Retreat one hex in Charge Table, mentre sarebbe devastante contro una unità Disordered (rispettivamente Retired e Eliminated). Nonostan-



me viene simulata la carica della cavalleria, d'altronde siamo nella "Age of Chivalry": In AFdE l'unità durante la sua fase di movimento deve dichiarare la carica, muovere diritta da un minimo di 1 ad un massimo di 4 esagoni e con la carica riceve un bonus al dado. In MoI invece

ca assegna una colonna di vantaggio all'attaccante sulla tabella di combattimento. Tutti e tre i sistemi prevedono anche la possibilità di contro carica da parte delle cavallerie nemiche.

Federico Piergennaro



# WALCHEREN 1809

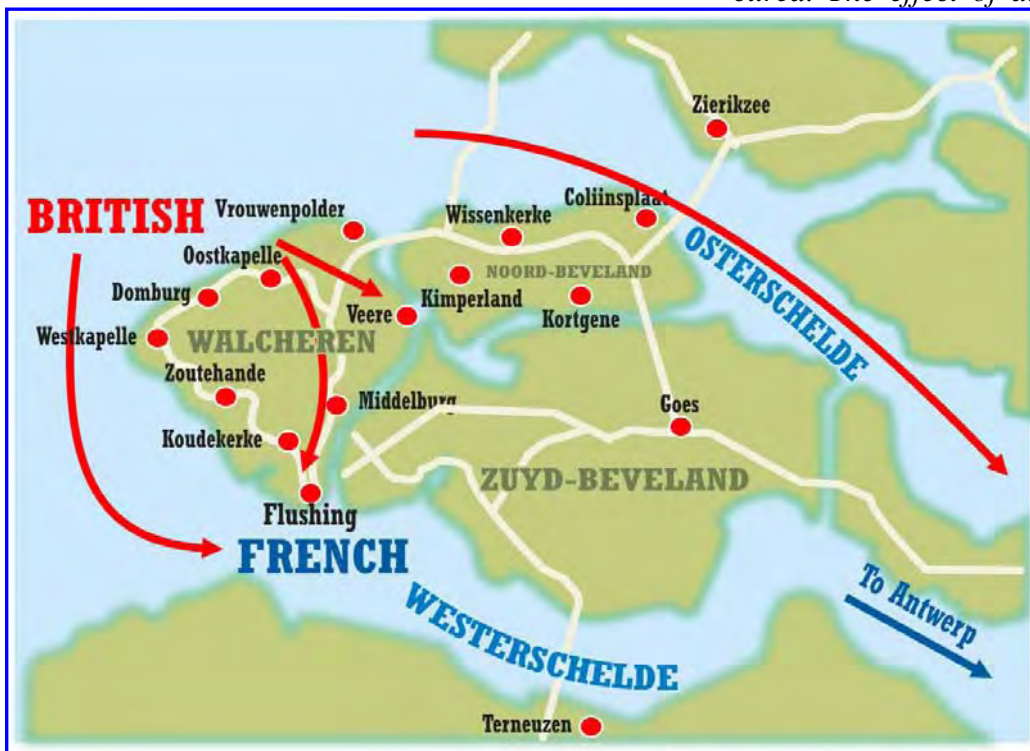
## A MEDICAL TRAGEDY

By Dr. Martin R Howard, consultant haematologist  
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In July 1809 the largest British expeditionary force ever assembled weighed anchor off the Kent coast and sailed for the island of Walcheren in the Scheldt estuary. French naval activity at Antwerp had made the Dutch coast “a pistol held at the head of England,” and the government was keen to strike a decisive blow at Napoleon's ambitions. In the event, the preparation of the expedition was ponderous and its strategic aim was redundant before its execution. Napoleon had consolidated his grip on the continent by defeating the Austrians at Wagram earlier in the month.

The potential success of the venture was also compromised by the appointment of senior military and naval staff who appear, almost 200 years later, like characters from a pantomime. The overall commander, Lord Chatham, was elder brother to the late Mr Pitt and was himself nicknamed “the late earl” because of his difficulty in rising from bed in the morning. He was accompanied to Walcheren by his pet turtles. Commodore Sir Home Popham was described by a fellow officer, perhaps unfairly, as being like a hippopotamus—“an amfiberos hanimal, wot cannot live on the land, and wot dies in the water.” His immediate naval superior, Rear-Admiral Sir Richard Strachan, was somewhat more competent but also out of his depth in the shallow waters of the Scheldt.



### Onset of fever

At first the expedition achieved its objectives. The army disembarked on the neighbouring islands of Walcheren and South Beveland, meeting little French resistance, and reduced the siege of the city of Flushing on the south coast of Walcheren. Attempts by the enemy to flood the islands by breaching the dykes were only partly successful, and an air of optimism prevailed. Both soldiers and doctors have left memoirs of their Walcheren experiences, and these reflect a sudden change of mood towards the end of August. Accounts of military achievement and of the local landscape and population are replaced by anguished and unbelieving descriptions of an appalling epidemic of disease. An epidemic which, although catastrophic, was not unpredictable.

The contemporary descriptions of Walcheren seem to describe two different countries. When the troops first landed they saw a “flat fen turned into a garden.” William Keep of the 77th Regiment wrote home, “The more I see of this country the better I am pleased with it.... Here we frequently spread our table under the shade of luxuriant fruit trees, and enjoy all the pleasures of rustic life.” Another officer thought the capital, Middelburg, one of the most delightful towns he had ever seen. However, a British expedition to the region in 1747 had been largely destroyed by an illness well described by the respected military surgeon John Pringle. John Webbe, an inspector of hospitals, perceived this darker side of Walcheren in a letter of September 1809:

*“The bottom of every canal that has direct communication with the sea is thickly covered with an ooze which, when the tide is out, emits a most offensive effluvia. Each ditch is filled with water which is loaded with animal and vegetable substances in a state of putrefaction, and the whole island is so flat and near the sea that a large proportion of it is little better than a swamp, and there is scarcely a place where water of tolerably good quality can be procured. The effect of all these causes of disease is*

*strongly marked in the inhabitants, the greater part of whom are pale and listless”.*

Particularly annoying to the troops were the unexpected swarms of mosquitoes, which bit them until their faces swelled. The medical officers were not overly concerned by these insects, however, one commenting, “the buzzing noise they make is more alarming than the harm they inflict.”

The progress of “Walcheren fever” or “Flushing sickness” was relentless. In early August there were fewer than 700 men sick, but by 3 September over 8000 were in hospital. In

late October the 9000 troops sick on Walcheren easily outnumbered those fit for duty. Hospitals were set up in houses, churches, and warehouses, and conditions were appalling. Men were “packed together in hovels, such as would be thought unfit for dogs, exposed to the noxious night airs, and in some cases with only damp straw to lie on.” When General William Dyott, second in command of the force, inspected the barracks at Flushing he found 12 ill soldiers in one room with only a couple of blankets between them. The sick died almost by the minute, and all burials were ordered to be by night without candles or torches. Even those fortunate enough to be evacuated to England were left lying on the beaches in their own filth. The hospitals at home were overwhelmed by the sudden influx of patients, and some were little improvement on the facilities in Walcheren.

By the time the expedition ended in February 1810 the fever had caused the death of 60 officers and 3900 soldiers. Over 40% of the force had been struck down by disease, and six months later around 11 000 men were still registered sick. This compared with only 100 killed in the sporadic fighting of what had become an irrelevant military adventure. Many of those who survived the disease were left permanently debilitated. It was common knowledge in the subsequent campaigning of the Peninsular war that the Walcheren regiments were always the first to fall ill.

The Walcheren Campaign was an unsuccessful British expedition to the Netherlands in 1809, intended to open another front in the Austrian Empire’s struggle against France during the war of the Fifth Coalition against Napoleon. This “formidable expedition,” as it was described at the time, consisted of 40,000 men, 15,000 horses together with field artillery and two siege trains, 39 ships of the line, 36 frigates, gunboats, ‘bomb-vessels’ and other craft, which crossed the North Sea and landed at Walcheren on July 30, 1809. The objective was to first take Flushing and then destroy the French ships, arsenals and dockyards at Antwerp. It was the largest British expedition of that year, larger than the army serving in the Peninsular War in Portugal. The Walcheren Campaign involved little fighting, but heavy losses were sustained from the sickness popularly dubbed “Walcheren Fever,” which is a form of malaria. Over 4,000 British troops died (only 106 in combat) and the rest withdrew on 9 December 1809.

Benjamin Harris one of the soldiers with a Rifle Brigade in the British lines, sailed to South Beveland and wrote of his experiences (from *Recollections of Rifleman Harris* 1848):

*“...A fair wind soon carried us off Flushing, where one part of the expedition disembarked; the other made for South Beveland, among which latter I myself was. The five companies of Rifles immediately occupied a very pretty village, with rows of trees on either side of its principal streets, where we had*

*plenty of leisure to listen to the cannonading going on amongst the companies we had left at Flushing. The appearance of the country (such as it was) was extremely pleasant, and for a few days the men enjoyed themselves much.*

*But at the expiration of (I think) less time than a week, an awful visitation came suddenly upon us. The first I observed of it was one day as I sat in my billet, when I beheld whole parties of our Riflemen in the street shaking with a sort of ague, to such a degree that they could hardly walk; strong and fine young men who had been but a short time in the service seemed suddenly reduced in strength to infants, unable to stand upright—so great a shaking had seized upon their whole bodies from head to heel. The company I belonged to was quartered in a barn, and I quickly perceived that hardly a man there had stomach for the bread that was served out to him, or even to taste his grog, although each man had an allowance of half-a-pint of gin per day. In fact I should say that about three weeks from the day we landed, I and two others were the only individuals who could stand upon our legs. They lay groaning in rows in the barn, amongst the heaps of lumpy black bread they were unable to eat.*

*This awful spectacle considerably alarmed the officers, who were also many of them attacked. The naval doctors came on shore to assist the regimental surgeons, who, indeed, had more upon their hands than they could manage; Dr. Ridgeway of the Rifles, and his assistant, having nearly five hundred patients prostrate at the same moment. In short, except myself and three or four others, the whole concern was completely floored.”*



**What was Walcheren fever?**

The nomenclature of disease in the early 19th century now seems obscure, and the retrospective identification of diseases can be difficult. Fevers were commonly divided into four basic types: typhus, intermittent, simple continued, and remittent. Typhus is the disease we know today Intermittent fever was malaria, and simple continued and remittent fevers were probably a mixture of infectious diseases including malaria, typhoid, relapsing fever, and dysentery. The cause of these diseases was unknown. Some believed that contagion had a role, but most army doctors held



the longstanding view that “miasmata,” vapours arising from putrid organic matter, were the cause of common fevers. This was easy to believe in the low lying swamps of Walcheren. Treatment was designed to remove these impurities from the blood. The typical “antiphlogistic” regimen included drugs such as laxatives and emetics combined with other treatments such as venesection, blistering, and dousing with cold water. Alcohol and tobacco were regarded as panaceas.

There are three general sources of information that allow an intelligent guess about the nature of Walcheren fever: accounts by the soldiers affected by the epidemic, descriptions of disease by the regimental medical officers, and more specialised medical accounts by senior doctors, which include details of the pathology of disease. William Keep gives a typical soldier's view of an attack of Walcheren fever:

*“This disease comes on with a cold shivering, so great that the patient feels no benefit from the clothes piled upon him in bed, but continues to shiver still, as if enclosed in ice, the teeth chattering and cheeks blanched. This lasts some time, and is followed by the opposite extremes of heat, so that the pulse rises to 100 in a small space. The face is then flushed and eyes dilated, but with little thirst. It subsides, and then is succeeded by another paroxysm, and so on until the patient's strength is quite reduced, and he sinks into the arms of death.”*

The object of the expedition was to destroy the French fleet, which the Allies thought to be moored at the port of Flushing, and then proceed to Antwerp. It was also meant to be a diversion for the Austrians who were directly under attack by Napoleon's armies. However, before the Walcheren expedition had gotten under way the Austrians had already been badly defeated at the battle of Wagram. Nevertheless the campaign proceeded, hoping to capture Flushing and at least neutralize Antwerp. The British army was commanded by the elder brother of the Prime Minister, John Pitt, second Earl of Chatham, and the navy by Sir Richard Strahan. In order to surround the port of Flushing, the army landed on Walcheren and marched inland. 18,000 British troops were unloaded in Flushing harbor on July 31. But no sooner had the British seized the two islands of Walcheren and South Beveland, marshy and swampy territory infested with mosquitoes, an epidemic of malaria broke out among the troops. Within a month of seizing the island there were over eight thousand cases.

Splenomegaly was a common physical sign. Rifleman John Harris's spleen was so enlarged that he carried an “extra paunch” for many years. Another key characteristic of the disease was its propensity to relapse. William Dyott was well when he returned from Walcheren to England, but he then had an attack of fever lasting 14 days. Of 130 members of a light infantry company of the Scots Guards which left England,

only 40 marched back into London, and all except two subsequently developed fever.



(Credit: BRITISH LIBRARY)

Winding up of the medical report of Walcheren expedition, Thomas Rowlandson, March 1810. The two victims in the pillory are Physician-General Lucas Pepys and Surgeon-General Thomas Keate. “A Jack-Son” is Dr Robert Jackson, a severe critic of the army medical board. The barrels are inscribed “TK” as Thomas Keate was accused of misappropriating luxuries, and the case of “oak bark” is an allusion to the shortage of real bark on Walcheren. The public house “A Goose Cured Here” is presumably a hospital (“agues cured here”).

These soldiers' accounts are of a relapsing fever associated with splenomegaly occurring in swamps infested by mosquitoes. Some historians have understandably attributed Walcheren fever to malaria alone. However, there are problems with this hypothesis. The high mortality in such a short period is not compatible with the types of malaria known to have affected the Netherlands at this time. Only virulent falciparum malaria could have caused such decimation, and this was restricted to the tropics.

There is enough evidence to implicate malaria as a major component of Walcheren fever, but a more thorough review of all sources, including the primary medical accounts, suggests that other diseases were present. There are frequent references to dysentery in both military and medical memoirs. English authorities on the fever, including the physicians John Bunnell Davis and Thomas Wright and the surgeon George Pearson Dawson, all stress that the intermittent fever often terminated in dysentery and diarrhoea. The postmortem findings, mostly recounted by Davis, were predominantly of generalised oedema, hepatosplenomegaly, and ulcerated and inflamed intestines. The valuable first hand account of Walcheren by assistant surgeon George Hargrove implies the presence of further infectious diseases. He describes both a type of fever and the presence of signs, including petechiae, which are compatible with typhoid and typhus. Notably, Hargrove says that these syndromes mainly affected the troops living in crowded and dirty conditions.

Another “statistical” account of the fever states that the remittent fever often transformed to a continued or “typhoid” form with symptoms of severe head

ache, coated tongue, anorexia, and delirium.<sup>12</sup> French sources also support the presence of multiple infections. The clinician Jean-Baptiste Tresal concluded that whereas strangers to the islands were primarily affected by malaria, the inhabitants contracted other diseases. That some soldiers had immunity to disease, presumably malaria, is implied in a report by three British army doctors, who noted that men who had been recruited from “dry mountainous districts” were more likely to fall victim than those from “flat and fenny countries.”

Taken as a whole, the available sources suggest that Walcheren fever was not a newly discovered killer disease but a lethal combination of old diseases—malaria, typhus, typhoid, and dysentery—acting together in a group of men already debilitated by previous campaigning and a life of poverty and drunkenness in the lower reaches of society. The reduced mortality in officers compared with the troops (only 3% compared with over 10%) was probably as much due to their better general health as to the more attentive care they undoubtedly received.

By August 15, 1809, the British had captured the port of Vlissingen (Flushing) and the city of Middelburg, as well as the surrounding country. But this success had the effect of pushing the French army under Bernadotte south to Antwerp, which was reinforced and made impregnable. Thus, with its main goal out of reach, the British expedition was called off early in September. Around 12,000 troops stayed on Walcheren, but by October only 5,500 remained fit for duty. The British had spent almost £8 million on the campaign. Along with the 4,066 men that died during the campaign, 11,513 officers and men were still ill by February 1810 and many others remained permanently weakened. In London, the expedition was compared to that of the Duke of York in Flanders, ten years earlier and equally unsuccessful, which was pilloried by the famous rhyme:

*The grand old Duke of York,  
He had ten thousand men.  
He marched them up the hill, and then  
He marched them down again.*

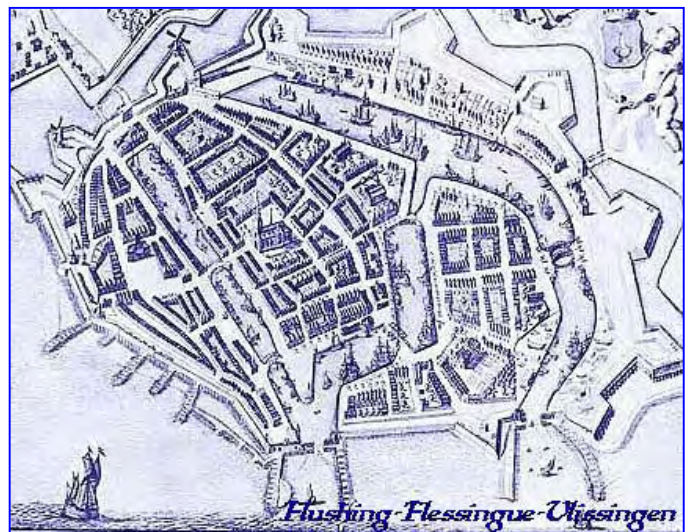
*And when they were up, they were up.  
And when they were down, they were down.  
And when they were only halfway up,  
They were neither up nor down.*

**Aftermath**

Walcheren is little remembered now. Unsurprisingly, British military historians have given more attention to Wellington's Peninsular and Waterloo campaigns. However, in early 1810 there was public consternation at the debacle and a parliamentary inquiry was held. Remarkably, the army medical department had not been informed of the expedition's destination before its departure. Some of the medical men emerged with credit, but the most senior men in the medical

department were in the firing line as much as the government and military officers. The medical arrangements were complacent. There were too few doctors, inadequate hospital provision, not enough transport for the sick, and a shortage of vital drugs and supplies. Peruvian bark, one of the few drugs with real efficacy, had to be commandeered from a passing American vessel. The physician general, Sir Lucas Pepys, seemed as much a caricature as his military peers. When asked why he had not attended the sick in Walcheren, he arrogantly replied that he had no personal experience of military medicine. The surgeon general, Thomas Keate, was quick to point out that he was not the appropriate person to visit Walcheren as the matter was “entirely medical.” The old army medical board had proved itself incompetent, divided, and overly preoccupied with private practice. Its demise and replacement by an improved “new medical board” was predictable after the disaster of Walcheren, but an earlier inquiry had already suggested it be scrapped.

The Napoleonic soldier had far more to fear from disease than from the enemy, even when campaigning close to home. It has been estimated that in all theatres of war between 1793 and 1815 the total British losses were in the region of 240,000 men, with probably less than 30,000 of these deaths being caused by wounds.



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### La Spedizione su Walcheren 1809

La Spedizione Walcheren (30 luglio - 10 dicembre 1809), fu una operazione militare dell'Impero britannico durante le Guerre napoleoniche, costituita dall'ultima di una serie di operazioni in Fiandra (attuale Belgio). La spedizione puntava ad attaccare la base navale di Anversa del Primo Impero francese e realizzare una diversione per alleviare l'alta pressione che gravava sull'esercito austriaco.

L'attacco venne pianificato in un momento in cui il grosso dell'esercito del Regno d'Olanda era impiegato nella campagna di Spagna, e la guarnigione francese di Anversa e Flessinga grandemente ridotta, a causa della concentrazione della Grande Armata nella campagna sul Danubio, successivamente alla mezza vittoria austriaca di Aspern-Essling.

Nella più grande spedizione di quell'anno, più di 100 vascelli da guerra e da trasporto, 40.000 soldati, 15.000 cavalli e l'artiglieria da campo, al comando di Lord Chatham (Esercito) e Sir Richard Strachan (Marina), attraversarono il Mare del Nord.

Come prima mossa, i britannici presero la paludosa isola di Walcheren alla foce del fiume Schelda così come l'isola di South Beveland: entrambe situate nell'attuale Olanda ma che controllavano lo sbocco del porto di Anversa. Le truppe britanniche cominciarono presto ad ammalarsi di malaria; dopo un mese dalla conquista dell'isola avevano 8.000 casi di febbre malarica ed i provvedimenti medici si rivelarono assolutamente inadeguati. Lord Chatham aveva una reputazione di comandante estremamente prudente e diede alle operazioni un ritmo lentissimo. Mentre le truppe britanniche erano state dirottate alla conquista delle isole olandesi, il 15 agosto, il nemico rinforzava fortemente le difese di Anversa, con un forte contributo del Regno d'Olanda, organizzato dal locale sovrano Luigi Buonaparte, fratello minore dell'Imperatore.

Con l'obiettivo principale fuori di portata, giunse al campo notizia della decisiva sconfitta austriaca a Wagram. La spedizione venne cancellata agli inizi di settembre. Di circa 12.000 uomini sbarcati su Walcheren, in ottobre ne erano rimasti solamente 5.500. Era stato riportato molto ironicamente che un esercito francese, alcuni anni prima, aveva perso l'ottanta per cento dei suoi effettivi a causa di una malattia.

In complesso, il governo inglese aveva speso quasi otto milioni di sterline nella spedizione e 4.067 uomini erano morti (soltanto 106 in battaglia). Quasi 12.000 erano ancora ammalati nel febbraio del 1810 e molti altri rimasero invalidi.

# WALCHEREN 1809

## GAME RULES

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<http://noturkeys.noob.it> or, in alternative, send E-mails to this address: [info@valgame.eu](mailto:info@valgame.eu) . Thanks.

## 1.0 GAME SYSTEM

### 1.1 Game Components

Walcheren 1809 contains the following components [you need one six-sided dice (d6) - not included].

- One A3 DIN shape map
- One Rulebook
- One sheet of playing pieces

### 1.2 The Map

The map scale is about 1:83,000. Each 18 mm hex is about 800 meters from side to side.

Each hex has a four-digit code printed on it, used for setting up the units prior to play (see Initial Set Up in the Scenario Information for the actual locations). The map represents the Southern part of the Walcheren Island and the fortress of Flushing (Flessingue or Vlissingen), the theatre of the battle.

### 1.3 The Playing Pieces

The playing pieces are of three types: infantry, artillery pieces and leaders (double side counters). The game utilizes also some markers (single sided).

#### 1.31 Leaders

Leaders are color-coded for nationality, display their name may give some Bonuses to the operations with their **Leader Value** (LV). Two Stars indicate a Lieutenant-General (Division commander), one Star a Brigadier (Major General) and no Star a Garrison Commander. In a circle (top right of the counter) is the **Command Range** (in # of hexes).

#### 1.311 British Leaders

There are four British Leaders, each commanding a Field Column and representing the Right, Left Flanks, the Centre and the Reserve of the Order of Battle.

#### 1.312 What the Leaders do?

They Command a Force (a Column) and have a Command Range, the distance in hexes from the Leader and a unit, which is considered to be in command. Leaders have a weaker side (verso), which



comes in play when a Leader is wounded or ill. All units which are in the Leader's Command Range may utilize some Bonus from its leader. Units which are out of the Command Range cannot have Bonuses.

**Exception:** artillery batteries must have leader stacked in order to receive the bonus.

**Clarification:** a leader may add his bonus only to a Combat per turn. Indicate his commitment with a marker. A leader always adds (subtracts) his Bonus in every Wellness Check).

#### 1.313 The disbelieving General Monnet

General Monnet, Louis Claude Monnet de Lorbeau, acts as French Supreme and exclusive commander. He has a Command Range and a Bonus like other leaders. His backside, however, is different from other leaders, and shows a punctuation mark.



This is the "hesitant" side of the old general. At the beginning of each game-turn (the first daylight turn), the French player must throw a die (1d6).

- If the obtained result is 1-2 or 3, general Monnet plays with his faithful front-side (recto),
- if the die gives a 4-5-6 the general flips to his backside (verso).
- Whenever a British units comes at a distance of 3 hexes (or less) from one of the four Flushing hexes (2608-2609-2708-2709), the French player must add 1 to his die-roll.
- the British Player can force the surrender of the fortress of Flushing only if general Monnet is currently in his back-mode (see Victory Rules).
- the French Player **may move** Monnet himself and **may begin dams demolitions** attempts only if general Monnet plays with his front-side (see Logistics).

#### 1.314 Leaders casualties

Leaders move like an infantry unit, **must always move stacked with friendly units**. If they remain alone in an hex, they must reach the nearest friendly unit and attach to it.

Leaders can be targeted and hit in combat or suffer a disease status. In this case the counter flips on his back side.

Leaders can be hit in combat or suffer a disease status while playing with their back-sides. In this case they are removed from play.

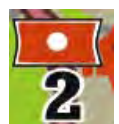
**Exception:** The later occurrence does not apply to general Monnet. He cannot abandon the play, but he will play in his back-mode for the rest of the game.

**Clarification:** a leader remains alone in an hex when all friendly units have just left the map after a check, a bombardment or a melée.

The leader involved will retreat up to the next friendly stack following the retreats' general rules.

#### 1.32 Fortress Gun batteries and Guns

Fortresses batteries are indicated by a map symbol on some fortress' hexes, with their Bombardment Range value (which indicates also their strength). The Fortress can suffer up to two Levels of damage.



Mark the first damage done on a battery-hex with a 1st Level Damage marker and considered the battery gunnery strength as having a **-1 Die roll Modifier**. By the second damage suffered put a Second Level of Damage Marker; and considered the battery gunnery strength as having a **-2 Die roll Modifier**.



### 1.321 Artillery units.

Artillery units represent batteries, half batteries or rockets-sections, which can be moved and may combat (bombard).

Artillery units move:

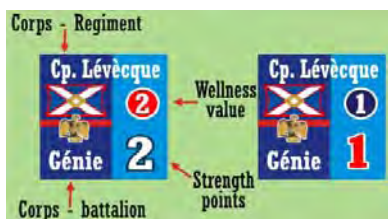
- 3 hexes on a road-trail;
- 1 hex in clear terrain.



The artillery counters have the historical name of the unit or a generic denomination; the range in hexes is the number in the lower left corner; the strength of the unit is the number in the lower right corner. The number in the Circle is the common "Wellness" value, which all units do have.

### 1.33 Infantry Units

Infantry units represent group of soldiers and/or Militia of around 100 men per strength point. Units have their historical names of names of their regiments and battalions.



They issue the National colours (Blue for France, Red for Britain and White for Holland or Batavian Republic). The lower value is the Strength

of the unit and the value in the circle is its "Wellness value", which means fitness, wealth, training and morale.

### 1.34 The Wellness Value

The "Wellness value" does mean fitness, wealth, training and morale. It also is the defensive value of units.

Units have a back-side which generally is weaker in Strength Points, in order to indicate a loss of strength. The Wellness value of some particular units can be better on the back-side.

This indicates a better defense value due to the veteran status (British) of troops now free from soldiers weakened by some diseases like Malaria. French generally have weaker Wellness Values on their backsides, because they were units gathered with prisoners, deserters and civilians .. not élite.

The backside checks, however, are encouraging the French, who better managed the territory.

### 1.35 Markers

Markers are placed on the map to indicate the status of units; they are depicted in the rules where their use is explained.

## 1.4 Tracks and Logs

Some tracks help the players to record the game events. They can be found in map. On the game map there are:

- the Turn Record Track which helps to record the game-turns (days) of the battle.

## 2.0 SEQUENCE OF PLAY

### 2.1 Game-Turns

Each Day represents a Game-Turn. Each Day is divided into

- two daylight Rounds,
- which are divided into Phases.

The Turn ends at the end of each single day. The Rounds end with the Combat Phase.

Some Phases will occur only at the beginning of a Day (Game-Turn – first Round) or at its end (second Round of a Game Turn end of the Day). These special Phases have a blue background.

### 2.2 Game Sequence

**1 – GENERAL MONNET** Determine the day-mood of general Monnet throwing a die as per 1.313.

#### 1 – FRENCH LOGISTICS.

Begin Demolition-Construction tasks as needed. Check the Wellness as appropriate for workers and for French units in EZOC.

**2 – MOVEMENT** Phase. British player (first) moves all units he wants to move and checks their wellness after each move.

French player (after) moves all units he wants to move and do not check any wellness at this point.

**3 – BOMBARDMENT** Phase. British Player (First) may conduct artillery attacks. Then the French player will do the same.

**4 – GROUND COMBAT** Phase. French player (first) may conduct fire/melée attacks or order retreats as appropriate. British player, then, may conduct fire/melée attacks but cannot order retreats.

**5 – END TURN and VICTORY** Check Phase. The British Player may try to recover the ill units at the turn which ends a day of the campaign. Both Players check in the Fortress surrenders.

### 3.0 TERRAIN

Walcheren was a swampy island of at the mouth of river Scheldt as well as South Beveland island, both in the present-day Netherlands. In the game there are essentially two kinds of terrain:

- Roads and trails
- Fields (mostly swampy and cut by many water channels)

The “costs” of the terrains in term of Movement Points are respectively 1 for Road/Trails and 2 for Fields.



#### 3.1 Map Elements

##### 3.11 Dams (dykes)

The Netherlands has about two thirds of the country vulnerable to flooding. Natural sand dunes and man made dykes, dams and floodgates provide defense against storm surges from the sea. River dykes prevent flooding from water flowing into the country by the major rivers, while a complicated system of drainage ditches, canals and pumping stations (historically: windmills) keep the low lying parts dry for habitation and agriculture.

Dams do not provide any Bonus/Malus in terms of Combat/Movement activities. Simply ignore them.



##### 3.12 Flushing Fortress Dams System

The Fortress was protected by a system of dams and sand dykes, which could have been broken, at some points, in order to generate a flooding area, able to protect the town. When an explosive charge destroyed that points, the river water went into the fields, hardly hampering the operations against the Fortress. The mined points are localized (in map) by a Red Arrow. In the case the French would be able to explode mine charges (Logistic Phase), the terrain around Flushing will be considered as flooded.

During the set-up the French Player puts the three Dyke Markers on the red arrows to indicate the dykes are unbroken.

An explosion marker will be put on a Red Arrow by the French Player to record the destruction, fulfilling the appropriate procedure. The explosions can flood their respective areas.

The “eventually to-be-flooded” terrain is divided in a right and in a left sectors, by the major road to Middelburg, being the Fortress in the center.



To flood the left sector is enough a single charge explosion on the left red arrow. To flood the right sector it will be necessary to produce two explosions on the two red arrows, right of Flushing.



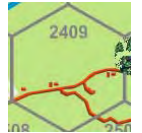
The “costs” of the flooded terrains in term of Movement Points will be respectively 2 for Road/Trails and 3 for Fields.

##### 3.13 Woods and Villages

There are some sparse wood in the map and some small villages. They are both only chrome and must be ignored. Treat them as Field terrain.

##### 3.14 Field Fortifications

Red lines in map indicate the hex as fortified (together with the two fortresses towns of Middelburg and Flushing). These terrains, along with hexes bearing the Entrenchments or Fleches markers grant some defensive bonuses in combat for the French player (only).



##### 3.15 Entry Areas

British units and French reinforcements enter the map in special hexes called Entry Areas. The British EA are on the top of the map (North) and are named by the Commander of the incoming Column. They point on a connecting road.

The French EA is a **Blue Arrow** which is practically the port of Flushing (French troops did come by boats). It points directly inside the Fortress.



## 4.0 LOGISTICS

#### 4.1 French Pioneers and Engineers

The French Player has some Pioneers and Engineers units, They act as a normal units, moving and fighting if necessary. They, however, can refuse to move in order to build or demolish something on the battlefield.

**Exception:** the Colonial French battalion is to be considered an engineers unit. See NOTE in the Set-up.

##### 4.11 Building Field Fortifications

One Pioneer or Engineer unit may stop in an hex for a whole game-day, without moving, in order to build/destroy something.

a – works begin always during the first of the two day rounds. Put a general Work 1 marker on the unit.

b – in order to begin works a French

Pioneer or Engineer unit must check its Wellness.

c – during the second of the Day turn a second Wellness check is required.

After having passed the two check and if the unit did not move (abandon the works) for a whole day, the task will be completed.



**4.12 Entrenchments or Fleches**

A Fleche was an earthwork consisting of two berms forming an angle with an open gorge, able to cover defending troops.



A Pioneer or Engineer unit which builds a Fleche, after two complete turns puts its markers on the hex. This hex, for the rest of the game till its eventual demolition, will act as a fortification for French player (only).

The effect of a Fleche on combats is:

- defender unit is doubled

**4.13 Bridges**



Every road which crosses a waterchannel is considered to be a bridge; those bridges allow units to continue their road moves. Bridges can be destroyed and repaired by Pioneer or Engineer French units.

**Note:** All British units cannot destroy bridges, but may repair them.

- To build/destroy a bridge a unit must stop in an hex for a whole game-day, then putting on map the appropriate bridge marker.

**4.2 Demolition Tasks**

Pioneer or Engineer French units may destroy bridges and may try to break dams in order to create a flood area around Flushing. They may also repair holes in dykes if appropriate. They could even destroy Fleches, but it would be a stupid thing to do.



**Note:** All British units may repair bridges but not dykes. They however may destroy Fleches.

- to destroy a bridge/dam a unit must stop in an hex for a whole game-day, then putting on map the appropriate bridge/dam marker
- the French Player can begin dams demolitions attempts only if general Monnet is in his front-side during the turn in which the demolition order is issued.
- a bridge destroyed creates a road interruption (the hex becomes a Field terrain hex).
- a bridge repaired removes the road block.
- a dam destroyed generates a flooded area (see 3.12). A dam repaired allows the flooded area to return dry.

**4.21 British mining**

All British units may repair bridges but not dykes. They however may destroy Fleches and damage fortresses walls.

A common British unit (not leader) must stay in an hex which contains or is adjacent to the building to destroy/repair for a whole day, resisting to enemy attacks.

To do so the British player chooses an unit and puts an appropriate marker on it during the first daylight Round of the turn.

At the end of the second daylight Round of the turn, if the chosen unit is always in its work-place, the repair/destruction is operative.

**4.211 Damaging walls**

Walls are never destroyed. The first mining operation cause a 1st Level damage, a second one can add a 2nd Level of damage. (see after).

**4.22 Attacks against Workers**

**4.221 Defence of the logistics**

French Pioneers or Engineers may be attacked by enemies only if they are alone in the building/destroying hex. In every other occurrence only the other stacked friendly unit (and leader if present) does suffer the attack.

British units can be attacked normally.

**4.222 Abandoning works**

The current logistic work must be abandoned only if the Pioneers or Engineers unit is forced to leave the map, and not if it flips on its backside.

**4.3 Wellness Checks**

**4.31 French Checks**

During the French Logistic Phase all French units must check their Wellness (Morale) being:

- pinned in works tasks (building or destroying something) see 4.11
- adjacent to enemy units (in EZOC).

French do check also when retreating after a combat result (see after) and after bombardment/combat results.

**4.301 French units in EZOC**

French/Batavian units adjacent to enemy units must check their wellness during the Logistic Phase in order to evaluate if they will perform the order to withstand the enemy or if they will be tempted to desert. If the Check fails the French unit is turned on its backside (or eliminated if it doesn't have it).

**4.302 French do not check when ...**

- moving (movement phase)
- retreating before combat (combat phase)

**4.32 French Wellness Check Procedure**

For each unit involved:

a -- The French player rolls a die;  
b – **adds** his Leader Bonus to the result if the unit is in command

c – matches the result with unit's Wellness Value

d – **if the modified die roll is higher** than the Wellness Value there is no effect.

e - **if the modified die roll is lower (or equal to)** than the Wellness Value the unit must flip on its back-side (and sometimes must also retreat).

Flipping on the back-side do not force units to abandon logistic tasks, but weakens them.

**Note:** a unit already acting with its back-side, which fails the Wellness Check, must abandon the map (deserters). It is eliminated.

### 4.33 British Wellness Check

British units must check their Wellness:

- when marching (see Attrition)
- when working (as per French)
- when suffering a bombardment/combat result
- and/or when retreating after combat result

They haven't to check their Wellness if in EZOC before the movement phase..

### 4.34 British Check Procedure

For each unit involved:

- The British player rolls a die;
- adds** eventual Leader Bonus to the result
- matches the result with unit's Wellness Value
- if the modified die roll is higher than the Wellness Value there is no effect.
- if the modified die roll is lower (or equal to) than the Wellness Value the unit must flip on its back-side.

**Note:** a unit in map with its back-side, which fails the Wellness Check, must abandon the map. It is eliminated.

## 5.0 MOVEMENT PHASE

### 5.1 Moving units

All kinds of infantry units (leaders too) can move :

- up to 5 hexes by **road**.
- Artillery moves 3 hexes in road/trail.

Water channels can be crossed only at bridges.

The "costs" of the terrains in term of Movement Points are respectively 1 for Road/ Trails/ Woods/ Villages/ Forts and 2 for **open Fields**.

- So all kinds of infantry units (leaders too) can move up to 2 hexes in open fields.
- Artillery moves 1 hex in open Field.

The "costs" of the **flooded terrains** in term of Movement Points are respectively 2 for Road/Trails and 3 for Fields. So all kinds of infantry units (leaders too) can move

- up to 2 hexes in flooded roads.
- Artillery moves 1 hex in flooded roads.

If moving a unit becomes adjacent to an enemy unit, it must stop the movement. Their movements may end with an attack or no combats.

### 5.2 Zone of Control (ZOCs)

All six hexes adjacent to a combat unit (not leaders) are considered Zone of Control of the unit. A water-channel on the hexside do not block ZOCs.

#### 5.21 Village and Forts

Unit's ZOCs do not extend inside Forts, Fleches or Fortresses. They do extend themselves inside villages and towns.

#### 5.211 Fortresses

Single infantry units in Forts are not affected by enemy ZOCs and **cannot be bombarded**. They are never required to attack, but have normal ZOCs and can be attacked **if the fortress has some damage**. They do not retreat after a combat result.

### 5.22 Leaders and ZOCs

A leader does not have any ZOC. He may not enter alone an EZOC but a leader may move and retreat after combat from EZOC to EZOC if each hex is occupied by friendly combat units.

### 5.23 EZOCs

EZOCs are Enemy ZOCs. The presence of a friendly unit in an EZOC does not negate the EZOC effect. Units that start moving in EZOCs can only leave it by advance after combat and retreats. They cannot leave them by normal movement.

### 5.3 Stacking limits

Players may stack **up to (2) two** friendly combat units per road/trail and open Field hex. Stacking limits are checked at the end of each Movement. Leaders do not count for stacking.

#### 5.31 Fortresses and stacking

Players may stack **up to (4) four** friendly combat units per Fortress hex. In the game the Fortress hexes are the four Flushing hexes (2608-2609-2708-2709), and the two Middelburg hexes (1612-1711). Leaders do not count for stacking.

#### 5.32 Fortification, Fleches stacking

Players may stack **up to (1) one** friendly combat units per Fleches/Fortification hex. Leaders do not count for stacking.

#### 5.33 Reinforcements and Stacking

When more than one combat unit is scheduled to arrive at the same entry hex in the same turn, they may arrive stacked as long as they do not violate the stacking limit.

French reinforcements may not violate the stacking limits of Flushing hexes or their arrive must be delayed.

### 5.4 March Attrition

*The Walcheren Expedition of 1809 was arguably the single worst disaster to befall Britain during the entire French Revolutionary and Napoleonic wars. Conceived by Britain's Foreign Secretary Lord Castlereagh as a way of supporting Britain's embattled European allies against Napoleon, the expedition saw an army of 40,000 land on the inhospitable and marshy Dutch terrain around Flushing. There was fighting with the French, but the worst casualties were inflicted by disease. Dysentery and other infectious illnesses arising from the unhealthy swampland killed thousands and incapacitated many more, causing the abandonment of the inglorious expedition. The British lost over 4,000 men to a disease called "Walcheren Fever", thought to be a combination of malaria and typhus.*

#### 5.41 March Attrition

British troops must check their Wellness Status at the end of their movement if they moved for:

- 3-4-5 hexes in normal Road/Trail movement. 3 hexes for artillery.
- 2 hexes in open Field movement. 1 hex for artillery.



- 2 hexes in flooded Road mode. 1 hex for artillery. British units adjacent to enemy units must not check their Wellness if they have not moved as described above. The same rules do apply also for leaders. Each unit must check the Wellness also if stacked.

**5.42 Checking Procedure**

For each unit involved:

- a -- The British player rolls a die;
- b – adds eventual Leader Bonus to the result
- c – matches the result with unit’s Wellness Value
- d – if the modified die roll is higher than the Wellness Value there is no effect.
- e -- if the modified die roll is lower (or equal to) than the Wellness Value the unit must flip on its back-side.
- f – unit is immediately transferred to the British Convalescence Area map box in which it will remain till the end of the second turn of the day.**

**Note:** a unit in map with its back-side, which fails the Wellness Check, must abandon the map. It is eliminated.

**5.43 Rescuing units**

The British Player may try to recover the ill units at the turn which ends a day of the campaign.

To do so he checks again the Wellness Value:

- a – if the die roll is higher than the Wellness Value the unit will return in play with its back-side during the following movement Phase. Put the recovered unit near its column’s entry area to act as a reinforcement during the following morning.
- b -- if the die roll is lower (or equal to) than the Wellness Value the unit must enter the “no return” area, the map box with crossed bones, hoping in some future improvements of British Medicine. It is eliminated.

**6.0 BOMBARDMENT**

During the Bombardment Phase the two players may fire with artillery units and fortresses.

**6.011 Gun Range and LOS**

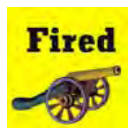
They may fire to adjacent targets or to targets which are in range (value on lower left corner). There are no LOS rules in the game. Intervening obstacles are considered not so disturbing and players can fire also with howitzers.

**Exception:** Fortress fixed batteries MUST fire inside their Arc of Fires, which begin with the two frontal hexes (imagine the battery oriented towards the hex angle and not the hex side of its hex). Note the central battery in Flushing can choose two Arcs of Fire.

**6.012 Movement and Fire**

All artillery units can fire, also if they have moved in the previous Phase.

**Note:** French artillery units which have fired, in Bombardment Phase, cannot retreat before Combat during the following Combat Phase



**6.013 British effectiveness**

French batteries took great advantage having fixed positions, while moving British gunners did not show same effectiveness.



A British unit is allowed to delay its fire procedure, and a marker will indicate that it had not fired during the bombardment phase. Keep the marker till the following bombardment phase. Now the artillery unit can:

- Fire with a Gunnery value doubled or
- Fire with a Gunnery value tripled if it has a Leader stacked with.

If in the following turn the artillery unit moves it loses the markers. Remember also to remove the markers after the bombardment. This procedure will be repeated every time the British player desires it.

**Clarification:** Practically if an artillery unit won't move anymore for the rest of the game, it doesn't mean that it will be always authorized to shoot with double or triple values. The marker is lost after a move or after a bombardment and can be issued again during the following bombardment Phase.

**6.1 Artillery Fire procedure**

- a -- Check the unit Strength (Gunnery) (the lower right value) or add more units strength
- b – Roll a d6 and add the eventual Leader Bonus if stacked with the battery. Then add eventual Point Blank Fire Bonuses (if adjacent targets).
- c – check the results on the Artillery table.

die	Artillery Table					Leader
	1-2	3-4	5	6	7+	
1	•	•	•	Ch	Ch	DRM + #
2	•	•	Ch	Ch	F	
3-4	•	Ch	Ch	F	E	
5-6 +	Ch	Ch	F	E	E	
Gunnery						
<b>Distance in hexes Effects</b>						
1	point-blank fire +1 DRM					
2	No modifier					

**6.111 Results**

• = no effect, unuseful shooting.

**Ch** = Wellness Check if the target is a unit. No effect if the target is a Fortress. Apply to the topmost if enemy in stack.

**F** = Flip the counter on its back-side. If it has no back-side, eliminate it. Apply to the topmost if enemy in stack. If the target is a Fortress assign 1 LEVEL OF DAMAGE.

**E** = Eliminate the unit. Apply to the topmost if enemy in stack. If the target is a Fortress assign ONE GUN LOSS.

**6.2 Fortress Gun batteries and Guns**

Fortress batteries are indicated by a map symbol on some fortress' hexes, with their Bombardment Range value (which indicates also their strength).

When you attack a Fortress with guns consider that:

- Troops in fortress are never affected by enemy fire. They can be attacked only by infantry units when the Fortress has a damaged hex.

Put the Fixed Gun Markers in the Fortress, one marker for each strength point of the hex (ex. 2 for 2709 ecc.) . Each hex which loses all its Fixed Gun Markers cannot fire.



**Important:** Fortresses batteries can fire only during the Bombardment Phase (no Combat Phase allowed).

**6.22 Fortress Walls**

It is possible to conduct bombardment attacks or mining operations against fortresses' walls instead of batteries. In this case each hit scored will indicate a walls' damage, not a guns' damage.

**Note:** an undamaged Fortress cannot be attacked by Infantry.

**6.221 Assigning hits**

The Fortress can suffer up to two Levels of damage. Mark the first damage done on a wall (a fortress hex) or a battery-hex with a **1st Level Damage marker** and considered the battery gunnery strength as having a -1 Die roll Modifier.

**Note:** a Fortress with One Damage Level can be assaulted by enemies but the Defender in the hex is Doubled.

By the second damage suffered put a **2nd Level of Damage marker** on a wall (a fortress hex) or a battery-hex and consider the battery gunnery strength as having a -2 Die roll Modifier..

**Note:** a Fortress with Two Damage Levels can be assaulted by enemies and the Defender loses any Fortress' Bonus.

**Clarification:** all levels of damage, scored against fortresses' walls or against batteries can never be repaired.



**7.0 GROUND COMBATS**

**7.21 Infantry Combat**

Infantry units can stop in an hex adjacent to the enemy in order to attack the opponents, but combat is never mandatory. Artillery can fire but only in the Bombardment Phase, so it is significantly exposed in the case of an infantry attack.

Infantry units can stop in an hex adjacent to the enemy in order to attack the opponents, but combat is never mandatory. Artillery can fire but only in the Bombardment Phase, so it is significantly exposed in the case of an infantry attack.

- During the Ground Combat Phase the French (who goes first) may refuse the combat and

retreat up to 2 hexes without checking Vs. Wellness. Each attack made by a single unit must be checked separately. Each attack made by a single unit or stack must be checked separately.

**7.22 Ground Combat Procedure**

**7.221 Who attacks and how**

Always consider attacks as coming from one single hex. I.e. is not possible combine several forces in different hexes to create a single large attacking group.

**Note:** the terrain characteristics did not allow the use of cavalry or the organization of synchronized flank attacks.

**7.222 Attacking with a stack**

Attacks may be conducted combining a stack (in a single hex) as a single strike force. Simply add their strength values and use the total.

**7.223 Attacking with single units**

Attacks may also be conducted attacking with single units and resolving them in sequence, one by one.

- he (only if French) may refuse the combat and retreat up to 2 hexes without checking Vs. Wellness.

Each attack made by a single unit must be checked separately.

**7.224 Targets**

The attacks' targets are always single units, not stacks or hexes. The attacker player must declare which unit wants to attack.

**Exception:** see 4.321 for Pioneers and Engineers at work.

**7.23 Attack Sequence**

- 1 – Attacker declares his target unit.
- 2 – Attacker counts the Strength points involved (more than one unit may attack as a stack)
- 3 – Add the Leader/Terrain value modifier to the sum of the Strength points .
- 4 – Now the defender counts the Wellness points of the target unit involved.

Number of Dice modifiers	unit
Commanding leader (attacker adds) (defender leader subtracts)	± LV
defender in Fortification	- 2
defender in Fleche-Fortress with One Damage Level	doubled

LV = Leader Value.

All these values are cumulative.

6 – The attacking player gets his Modified Strength Value and subtracts the Modified Defender's Wellness.

- if the difference is zero the attack has no effect;
- if the difference is negative the defender wins and the attacker retreats two hexes away;
- if the difference is positive the attacker wins and checks effects;

**7.24 Combat Results**

If the attacker is the winner he will throw one die for

each point of difference beyond the defender's sum (Ex. attacker = 8 and defender = 4; 8-4 = 4, attacker wins and will throw the die 4 times or 4 dice).

Here a defender in Command can add his Leader Value as a negative DRM (ex. leader with 2 – rolling a 5 it becomes a 3. Meaning 5-2=3).

- Every result of 4-5 will cause a Wellness check and a one hex retreat
- Every result of 6 will cause losses (flip the counter on its back-side or eliminate it if already flipped) and a two hex retreat if applicable.

#### 7.231 Advance after combat.

All attackers who force a defender's retreat may advance after combat inside the vacated hex.

### 7.25 Retreats

#### 7.251 Directions of Retreat

The French must retreat towards the southern map edge (Flushing). The British must retreat towards the northern map edge or entry areas.

#### 7.252 Limits of Retreats

Units may retreat inside any kind of hex, all but sea hexes. However they cannot go beyond stacking limits, when doing retreats.

#### 7.253 Impossible Retreats

Units cannot retreat in hexes occupied by the enemy units. They can retreat across EZOCs if these are shared with friendly units.

Units cannot retreat or cross hexes occupied by friendly units if the stacking limits are surpassed during the retreat.

#### 7.254 Surrender

Only units which are not able to retreat after a combat result (not after having chosen a voluntary retreat) surrender and are eliminated.

**Note:** units which choose a voluntary retreat realizing to be unable to retreat simply stay pinned and are not forced to combat.

#### 7.255 Attrition of retreats

As for the march Attrition all units (French too) which retreat 2 hexes in open field must control their Wellness mode.

### 7.26 Infantry Vs. Artillery batteries

Artillery batteries attacked by enemy infantry defend with their Wellness value as any other unit.

If forced to retreat or if they remain alone in a hex from where a supporting infantry unit in stack was forced to retreat, they surrender.

### 7.27 Infantry against fortresses

An undamaged Fortress cannot be attacked by Infantry.

- a Fortress with One Damage Level can be assaulted by enemies but the Defender in the hex is Doubled.
- a Fortress with Two Damage Levels can be assaulted by enemies and the Defender loses any Fortress' Bonus.

## 8.0 HOW TO WIN

Victory is assigned to the British player by controlling the fortress of Flushing. The French player wins if in the Eliminated Units Box (in map) there are at least 10 British units (leaders excluded) and if he has the control of Flushing. Any other outcome is a draw.

### 8.1 Negotiation for the surrender

The surrender of the Fortress is automatic if:

- general Monnet is currently in his back-mode.
- a British leader is present (he is adjacent to a fortress hex)
- the French Garrison of Flushing (all fortress' hexes) is equal or inferior to a British force which is partially adjacent to the fortress hexes (mandatory condition. hexes 2507-2508-2509-2610-2710) and partially in hexes 2506-2408-2410 and 2611.

These conditions are checked at the End Turn Phase. The surrender of the Fortress is also automatic if it is attacked and seized by British troops.

### 8.11 Negotiation with no British Leaders

They are possible if:

- general Monnet is currently in his back-mode.
- the French Garrison of Flushing (all fortress' hexes) is equal or inferior to a British force which is partially adjacent to the fortress hexes (mandatory condition. hexes 2507-2508-2509-2610-2710) and partially in hexes 2506-2408-2410 and 2611.

General Monnet checks Vs his current Wellness Value with a Die Roll Modifier of + 2. If he fails, the Fortress surrenders.

This modifier applies only if all Fortress hex are free from Level 2 Damage markers.

## 9.0 CREDITS

### CREDITS:

Original Rules : 2011, Enrico Acerbi  
 graphics: Enrico Acerbi  
 development: Federico Piergennaro  
 errata and FAQs: <http://noturkeys.noob.it>  
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**9.0 INITIAL SET-UP**

**Garrison July 1809 – FRENCH (set-up first)**

Flushing Garrison	unit 1 - Str	unit 2 - Str
1e bat. Irish Legion	2409	2609
2e bat. Reg. de Prusse	2708	2708
3e bat. Reg. de Prusse	2507	2709
<b>General Monnet</b>	<b>2608</b>	
1e bat. Coloniale *	2007	2205
Lévêque Company Engin.	2509	
Pioneers	2011	1906
Pioneers	1612	
Artillery battery – Str 1	1711	1612
3e bat. 65th Line (Ligne)	2608	2608
4e bat. 8e Demi-Brigade	2609	2609
Position battery markers 2	2708 – 2609 - 2709	
<b>Zeeland Legion (5 Batave)</b>	<b>1711</b>	
1st bat. 5th Line Regiment Lieutenant-general Bruce (Holland)		
National Guard - Veere	1413	
National Guard - Middelburg	1612	
National Guard - Vlissingen (Flushing)	1711	2104

\* NOTE: 1e bat. Coloniale is a Pioneer battalion.

<b>French Reinforcements from Rampon, Chambarlhac and Rousseau In Map from 4th August</b>	
Combined Reserve bat.	2710
4e bat. 48e Line (Ligne)	2006
Artillery – Str 2	2006
<b>Entry Hexes: 2708 – 2709 (Port)</b>	
2e bat. 8e Demi-Brigade	August 9th - AM
1e bat. 8e Demi-Brigade	August 9th - PM
Combined 48e Line (Ligne)	August 10th - AM
<b>total 6996 m and 17 horses</b>	

**100 CREDITS**

Original Rules : 2011 - Enrico Acerbi  
Development: Piernennaro Federico  
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**British Expeditionary Force – 9 August 1809**

<b>Commander: Lord Chatham (John Pitt) Second-in-Command: Sir Eyre Coote Chief-of-Staff: Sir Robert Brownrigg</b>	
<b>Right Wing: Major General Graham</b>	
<b>Colonel Day's Brigade</b>	
Stacks	enter in this order from 1202 on August 9 AM in normal Road movement
3/1st The Royal Regiment	
1/5th Northumberland General Graham	
2/35th Sussex	
1/68th Durham Light Congreve Rockets Section	
Webber-Smith battery	
<b>Centre: Lieutenant General Lord Paget</b>	
<b>Brigadier General Rottenburg's Light Infantry Brigade</b>	
1/68th Durham Light (II unit)	enter in this order from 1206 on August 9 AM in normal Road movement
85th Light Bucks Volunteers	
Comp. 2/95th Rifles Light - 2	
Massey battery	
<b>Brigadier General Browne's Brigade</b>	
2/23rd Royal Welch Fusiliers	enter in this order from 1206 on August 9 PM in normal Road movement
1/26th Cameron Highland General Paget	
1/32nd Cornwall	
2/81st Loyal Lincoln Volunt.	
<b>Left Wing: Lieutenant General McKenzie Fraser</b>	
<b>Major General Picton's Brigade</b>	
1/71st Glasgow Highland Light	enter in this order from 1214 on August 10 AM in normal Road movement
General Fraser	
77th East Middlesex	
1/36th Herefordshire	
March battery	enter in this order from 1214 on August 10 PM in normal Road movement
2/63rd West Suffolk	
Battalion of Detachments	
Congreve Rockets Section	
<b>Reserve: Brigadier Houston's Brigade</b>	
2/14th Buckinghamshire	enter in this order from 1211 on August 11 AM in normal Road movement
2/51st II Yorkshire W.Riding	
1/82nd Prince of Wales' Volunt	
Adye Heavy battery (from Grosvenor division)	

## 11.0 APPENDIX

## Martial Court Trial for general Monnet

Rapport rendu le 25 novembre 1809 par le Conseil d'enquête :

« *Considérant qu'antérieurement au 15 mars 1807, S. M. l'empereur et roi a donné elle-même des instructions détaillées au général de division Monnet, pour mettre la place de Flessingue et l'île de Walcheren à l'abri de tout événement militaire ;*

*Considérant que, le 22 avril 1809, le ministre de la guerre a écrit à ce général, qu'un armement considérable se préparait en Angleterre, et lui a commandé de faire les dispositions nécessaires pour mettre cette place à l'abri des entreprises des Anglais ;*

*Et que ce général a répondu que toutes les dispositions et précautions étaient prises pour défendre le plus vigoureusement possible la place de Flessingue; que toutes ses batteries étaient en bon état et approvisionnées, et qu'il avait des approvisionnements suffisants en munitions et vivres de siège ;*

*Considérant que, le 30 juillet suivant, à cinq heures du soir, l'ennemi a effectué un débarquement entre le fort de Haak et le Polder ; que sa force présumée était d'environ dix-huit mille hommes ; que le 2 août il était devant Flessingue, et avait pris position :*

*1° au Nolle, à environ huit cents mètres de la flèche de Platendick ;*

*2° un peu à gauche du chemin qui mène à Middelbourg, dans l'endroit dit le Chemin des Dames, à environ huit cents mètres du sail-lant du bastion n° 4 ;*

*3° au nouveau fort établi entre Flessingue et le fort de Ramekens, à environ cent mètres de la place de Ramekens ; que la flèche de Platendick et celle du côté de Ramekens sont éloignées du corps de la place d'environ cent dix mètres, et que l'ennemi est resté dans ces positions jusqu'au moment de la capitulation, sauf quelques attaques d'avant-postes ;*

*Considérant que le général Monnet a rendu compte, le 31 juillet dernier, au ministre de la guerre, des mouvements et de la position de l'ennemi, et que Son Excellence lui a rappelé le 2 août suivant les ordres et les instructions qui lui avaient été donnés par Sa Majesté, sur la conduite qu'il devait tenir dans une circonstance semblable, pour empêcher l'ennemi de prendre position dans l'île de Walcheren. Que les instructions de Sa Majesté ordonnaient à ce général, s'il se trouvait pressé par l'ennemi, de couper les digues plutôt que de rendre la place ;*

*Que ce général a accusé au ministre de la guerre la réception de sa lettre du 2 août, et a répondu le 5 du même mois, à M. le général et sénateur Rampon, qu'il était inutile de lui rappeler ses devoirs et les fermes intentions de Sa Majesté impériale et royale; qu'il saurait, dans tous les temps et dans toutes les circonstances, remplir les uns et se soumettre aux autres;*

*Que cependant le général Monnet, pressé dans Flessingue par une force supérieure, a hésité à couper les digues; qu'il n'en a fait percer qu'une du côté de Ramekens, l'a fait reboucher pendant vingt-quatre heures, et l'a fait rouvrir ensuite ; que cette ouverture n'a produit que peu d'effet, parce que le point où elle a été faite n'avait pas été bien choisi ; qu'il aurait fallu la faire cinquante mètres plus loin, du côté de Ramekens, et en outre percer la digue à côté du vieux Flessingue, où on aurait eu sur-le-champ une inondation suffisante ;*

*Considérant que, suivant l'état dressé par le général Monnet, le 15 juillet 1809, la garnison de Flessingue était composée de quatre mille quatre cent quatre-vingt-un hommes et dix-sept chevaux, dont trois mille huit cent cinquante-trois hommes et dix-sept chevaux présents ; Que les généraux Rampon, Chambarlhac et Rousseau ont fait passer dans Flessingue, du 1er août jusqu'au 6 du même mois, trois mille*

*cent quarante-trois hommes, savoir :.. six cent soixante hommes du 3e bataillon du 65e régiment ; ... mille trois hommes, dont six cent huit du 4e bataillon de la 8e demi-brigade de réserve, trois cent soixante-quinze provenant des 25e, 72e, et 108e régiments, et vingt canonniers;... trois cent vingt hommes du 4e bataillon du 48e régiment ; ... mille cent soixante hommes, dont cinq cent cinquante de la 8e demi-brigade, quatre cent vingt du 48e régiment, et cent quatre vingt-dix du régiment de Prusse, ce qui forme un total de six mille neuf cent quatre-vingt-seize hommes et dix-sept chevaux ;*

*Et que d'après les lettres écrites au ministre de la guerre, par le général Monnet, y compris celle datée de Lichfield, le 8 octobre dernier, il n'y aurait eu que mille neuf cent soixante trois hommes tués, blessés ou faits prisonniers ;*

*Considérant qu'au moment où l'ennemi s'est présenté devant la place, elle avait des approvisionnements, en cas de siège, pour quatre mille hommes et cent chevaux pendant quatre-vingt-dix jours ;*

*Que le général Monnet, dans sa lettre précitée, datée de Lichfield, annonce que le feu de l'ennemi a consumé quatre principaux magasins des vivres ;*

*Qu'il a été déclaré,*

*Par le sieur Dourster, garde du génie, qu'il n'avait rien appris à cet égard ;*

*Par le sieur Korlowski, commandant du 1er bataillon irlandais, que le feu de l'ennemi n'avait détruit ni vivres, ni approvisionnements de siège ;*

*Et par M. le maire de Flessingue, qu'il n'avait brûlé que deux magasins de fourrages.*

*Considérant que la place n'a essuyé qu'un bombardement d'environ trente-six heures, les 13, 14 et 15 août ; que ce bombardement, ainsi que le canon de l'ennemi, n'a fait aucun dommage notable au corps de la place ;*

*Qu'au moment de la capitulation, il n'y avait point de brèche au rempart, et que la place a été rendue sans que l'ennemi ait exécuté le passage du fossé, sans qu'elle eût soutenu d'assaut, et lorsque nos troupes occupaient encore les dehors ;*

*Considérant que cette capitulation, qui a été signée dans la nuit du 15 août, a excité le mécontentement et même l'indignation de la garnison ;*

*Considérant enfin, qu'il résulte des déclarations de plusieurs personnes, que le général Monnet a perçu et fait percevoir à son profit, depuis 1803 jusqu'en 1806, sans donner ni faire donner de quittance aux parties intéressées, un droit de dix sous hollandais, ou vingt-deux sous tournois, par demi-ancre de genièvre exporté, et que la seule maison de madame Wecks, à Flessingue, a payé pour son compte, de 50 à 80 mille florins, dans l'espace d'environ trois ans.*

*Le conseil d'enquête déclare :*

*Que le général Monnet n'a point exécuté, comme il aurait dû le faire l'ordre de Sa Majesté l'Empereur et Roi, de couper les digues s'il était pressé par l'ennemi, plutôt que de rendre la place ;*

*Qu'il a rendu la place lorsqu'elle n'avait encore essuyé qu'un bombardement d'environ trente-six heures, ayant plus de quatre mille hommes de garnison, l'ennemi n'ayant pas exécuté le passage du fossé, n'ayant point donné d'assaut, et le rempart étant sans brèche, et lorsque l'ennemi était encore à huit cents mètres de la place, et que nos troupes en occupaient les dehors ; par conséquent, sans qu'il y ait eu de siège ;*

*Que ce général est coupable, et que l'on ne peut attribuer sa conduite qu'à la lâcheté ou à la trahison;*

*Le conseil déclare en outre que ce général a exercé des concussion, en percevant et faisant percevoir à son profit, depuis 1803 jusqu'en 1806, un droit de dix sous hollandais, ou vingt-deux sous tournois, par demi-ancre de genièvre exporté. »*

FRONT

Irish Legion 3 1st Bn 3	Irish Legion 3 1st Bn 3	Rg. de Prusse 3 2nd Bn 3	Rg. de Prusse 3 Combined 2	Rg. de Prusse 3 3rd Bn 3	Rg. de Prusse 3 3rd Bn 3	Coloniales 1 1st Bn 2	Pioneers Génie 1 Génie 1	Cp. Lévêque Génie 2 Génie 2
Pioneers Génie 1 Génie 1	Pioneers Génie 1 Génie 1	Monnet 4 +2	Nat. Guard Viissingen 3 Viissingen 3	Nat. Guard Middelburg 3 Middelburg 3	Nat. Guard Viissingen 3 Viissingen 3	Coloniales 1 1st Bn 2	Artillerie 2 2 1	Artillerie 2 1 1
5e Batave Ln. 3 1st Bn 3	Nat. Guard Veere 3 Veere 3	48e Ligne 3 Combined 4	48e Ligne 3 4th Bn 3	Artillerie 2 2 2	Combined Reserve 4 Reserve 4	8e DB Res. 2 2nd Bn 2	8e DB Res. 2 4th Bn 3	8e DB Res. 2 4th Bn 3
MINE	MINE	MINE	MINE	MINE	Turn	65e Ligne 3 3rd Bn 3	65e Ligne 3 3rd Bn 3	8e DB Res. 2 1st Bn 3
Fraser 3 +1	Graham 3 +1	Paget 2 +1	Houston 1 +1	5th Norths 3 1st Bn. 4	5th Norths 3 1st Bn. 3	1st Royal Foot 4 3rd Bn. 4	1st Royal Foot 4 3rd Bn. 2	68th Durham 3 1st Bn. 3
35th Sussex 3 2nd Bn. 4	35th Sussex 3 2nd Bn. 3	Congreve Rockets 1 1st Sec. 1	Webber-Smith 3 1 2	23rd Royal Welch 3 2nd Bn. 4	23rd Royal Welch 3 2nd Bn. 3	26th Cameronians 4 1st Bn. 5	32nd Cornwall 3 1st Bn. 4	32nd Cornwall 3 1st Bn. 4
81st Loyal Lincoln 3 2nd Bn. 2	81st Loyal Lincoln 3 2nd Bn. 3	68th Durham 3 1st Bn. 3	68th Durham 3 1st Bn. 3	85th Bucks 3 Detach 4	95th Rifles 3 2nd Bn. 2	Massey 3 1 2	71st Glasgow 4 1st Bn. 3	71st Glasgow 4 1st Bn. 3
36th Hereford 3 1st Bn. 5	63rd W.Suffolk 3 2nd Bn. 5	77th E.Middlesex 3 Detach 3	77th E.Middlesex 3 Detach 3	Combined Batt.n 3 Detach 4	Congreve Rockets 1 1st Sec. 1	March 3 1 2	95th Rifles 3 2nd Bn. 1	Adye 2 1 3
82nd P.Wales 2 Volunteers 4	14th Buckingham 3 2nd Bn. 2	14th Buckingham 3 2nd Bn. 3	51st W.Riding 3 2nd Bn. 3	51st W.Riding 3 2nd Bn. 3	Cannon	Cannon	Cannon	Cannon
Cannon Damage Level 1	Cannon Damage Level 1	Cannon Damage Level 1	Cannon 1	Cannon 1	Cannon 1	Cannon 1	Cannon 1	Cannon 1
Working 1 Working 1	Working 1 Working 1	Working 1 Working 1	Working 1 Working 1	Working 1 Working 1	Working 1 Working 1	Working 1 Working 1	Working 1 Working 1	Position
Cannon Damage Level 1	Cannon Damage Level 1	Cannon Damage Level 1	Cannon Damage Level 1	Cannon Damage Level 1	Cannon Damage Level 1	Cannon Position	Cannon Position	Cannon Position
Acting General	Acting General	Acting General	Acting General	Acting General	Repaired Bridge	Repaired Bridge	Repaired Bridge	Repaired Bridge

BACK

Cp. Lévêque Génie 1 Génie 1		Coloniales 1 1st Bn 1	Rg. de Prusse 2 3rd Bn 2	Rg. de Prusse 2 3rd Bn 2	Rg. de Prusse 2 Combined 1	Rg. de Prusse 2 2nd Bn 2	Irish Legion 2 1st Bn 1	Irish Legion 2 1st Bn 1
		Coloniales 1 1st Bn 1	Nat. Guard Viissingen 1 Viissingen 1	Nat. Guard Middelburg 1 Middelburg 1	Nat. Guard Viissingen 1 Viissingen 1	Monnet 2 +1		
8e DB Res. 1 4th Bn 1	8e DB Res. 1 4th Bn 1	8e DB Res. 1 2nd Bn 1	Combined Reserve 2 Reserve 2	Artillerie 2 2 1	48e Ligne 2 4th Bn 2	48e Ligne 2 Combined 2	Nat. Guard Veere 1 Veere 1	5e Batave Ln. 2 1st Bn 2
8e DB Res. 1 1st Bn 2	65e Ligne 2 3rd Bn 2	65e Ligne 2 3rd Bn 2	Turn			DIKE	DIKE	DIKE
68th Durham 4 1st Bn. 1	1st Royal Foot 5 3rd Bn. 1	1st Royal Foot 5 3rd Bn. 2	5th Norths 4 1st Bn. 1	5th Norths 4 1st Bn. 2	Houston 0 0	Paget 1 0	Graham 2 0	Fraser 2 0
32nd Cornwall 4 1st Bn. 2	32nd Cornwall 4 1st Bn. 2	26th Cameronians 5 1st Bn. 3	23rd Royal Welch 4 2nd Bn. 1	23rd Royal Welch 4 2nd Bn. 2	Webber-Smith 4 1 1		35th Sussex 4 2nd Bn. 1	35th Sussex 4 2nd Bn. 2
71st Glasgow 5 1st Bn. 1	71st Glasgow 5 1st Bn. 2	Massey 4 1 1	95th Rifles 4 2nd Bn. 1	85th Bucks 4 Detach 2	68th Durham 4 1st Bn. 1	68th Durham 4 1st Bn. 1	81st Loyal Lincoln 4 2nd Bn. 2	81st Loyal Lincoln 4 2nd Bn. 1
Adye 3 1 2		March 4 1 1		Combined Batt.n 4 Detach 2	77th E.Middlesex 4 Detach 1	77th E.Middlesex 4 Detach 1	63rd W.Suffolk 4 2nd Bn. 3	36th Hereford 4 1st Bn. 2
Cannon	Cannon	Cannon	Cannon	Cannon	Cannon	Cannon	Cannon	Cannon
Cannon Fired	Cannon Fired	Cannon Fired	Cannon Fired	Cannon Fired	Cannon Fired	Cannon Fired	Cannon Damage Level 2	Cannon Damage Level 2
Cannon Fired	Working 2 Working 2	Working 2 Working 2	Working 2 Working 2	Working 2 Working 2	Working 2 Working 2	Working 2 Working 2	Working 2 Working 2	Working 2 Working 2
Cannon Fired	Cannon Fired	Cannon Fired	Cannon Damage Level 2	Cannon Damage Level 2	Cannon Damage Level 2	Cannon Damage Level 2	Cannon Damage Level 2	Cannon Damage Level 2
Burnt Bridge	Burnt Bridge	Burnt Bridge	Burnt Bridge					

WALCHEREN 1809

9 Aug	9 Aug.	10 Aug.	10 Aug.	11 Aug.	11 Aug.	12 Aug.	12 Aug.	13 Aug.	13 Aug.	14 Aug.	14 Aug.	15 Aug.
1809				TURN RECORD TRACK								

British Convalescence Area   Eliminated Units 



**WALCHEREN**  
1809

 NO TURKEYS  COMPLETE GAMETTE