

THE DEFENCE OF DUDLEY

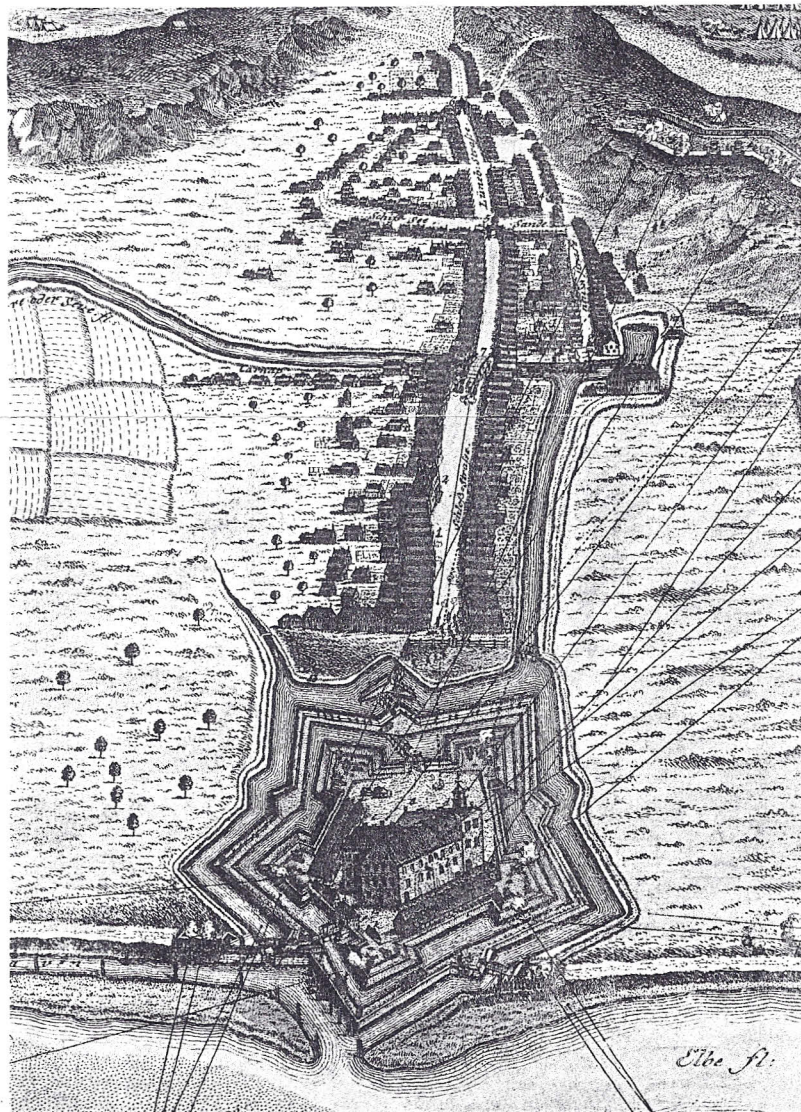
26 i 1642 AD

The stranger pulled up the stool and Oliver could smell the odor of stale sweat and 17th century English dental hygiene. "So Ye be one of them foreign mercenaries be Ye" the Stranger enquired. "Indeed mein Freund" Oliver replied, gauging the man and adding cautiously "you would not be for his majesties cause I pray." "Nay my Liege" spat the stranger "I be joining Oliver Cromwell's Model Army bairn't I. We could be doing with some brave foreign soldiers like you as we are marching north from London here which we control and going to the Midlands to Dudley, the castle held by the mighty Marquis of Montrose the best General in Christendom. He has a strong defensive position and within his stout walls it is rumoured lies great treasure and a fair Turkish Princess."

All this was too much for Oliver who like his country man prince Rupert of the Rhine had left his estates and travelled NW to Merrie olde Englande in search of 'a little sport' as the ad in 'Das Bild' proclaimed. The risks were great he mused but he thought of the empty coffers following the Thirty Years War and the debts due to the fat Bishop of Mainz. A wench could be good ransom as he had not forgiven the Princesses's grandfather for the hardship which his own grandfather had suffered at St Elmo during the great Siege of Malta. Yes indeed the risks were high and he must not lose his head as this is what fate he would befall if he fell foul of Montrose.

"We meet at dawn in the King's Tavern (since renamed the Jolly Roundhead) should you be with us. I will give you more details then". The stranger got up and left.

The next morning was damp with a London fog swirling up from the Thames, Oliver made his way carefully trying not to look out of place in his Peek & Cloppenburg tunic and Hertie Hose. A creaking sign heralded the meeting place, where a small group had gathered. His stranger friend from the previous night came forward and introduced himself as Sir Simon Sainsbury a disenchanted noble and merchantman. who gave Oliver a piece of paper on which was drawn a general outline of Dudley Castle. The other members of the group were the twins Marks and Spencer, The Earl of Gateway and Oliver's faithful standard bearer Herr Aldi. "We march at once for Dudley as Cromwell's forces will be there on the 26th of January. " Sainsbury added. As they marched out past St Pauls and on through Ludgate and skirted the Tower Oliver shivered as he considered his own fate. Soon they were in the countryside and Oliver's famous military mind began to form a battle plan.....



Dudley Castle
A.D. 26. 1. 1642

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- **Battle scene - Dudley Castle Stronghold of Montrose , a Royalist**
- **Conflict - Roundheads v Royalists v Hulya**
- **Objectives - 1) enter/resist entry of castle 2) Free Hulya if she wishes 3) find treasure .**
- **Points a) attackers - capture castle 100, capture Montrose 90, capture Hulya if she wishes 50, capture treasure if Hulya tells you 60.**
- **Points b) Defenders - Hold out 100, Capture Prince Oliver of the Main 90. Keep Hula 50, keep treasure 60**
- **Chance dice thrown to see if attackers spotted or not 1-3 4-6.**
- **Chance dice thrown to see if Hulya wishes to be freed 1-3 yes, 4-6 no. if unwilling**
- **Chance dice thrown to see if Hulya knows of treasure 1-3 yes, 4-6 no .If no attacker must find it. The location will not be revealed to attacker if Hulya is ignorant. Treasure is only worth 30 points in this case due to time spent trying to find it.**
- **Hulya's location is a secret unless you capture a defender who tells you dice 1-3 yes, 4-6 no then normal fighting rules apply.**
- **Normal rules of fire, battle engagement and movement apply.**
- **As the castle is on a river boats may be used only on dice 1-3, 4-6 means that the river is frozen (it is January) with thin and dangerous ice (a crossing of the ice results in death by drowning)**
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- **The players should enjoy the game and try and keep their heads at all times!**

Oliver 160 Total victory
Neal 50

The Players

The Marquis of Montrose (Royalist) is the top military mind in Europe of the time (fact). He controls the Midlands and the strategic Northern and Welsh Marches. His Grandfather fought as a member of the Scottish League of Knights of the order of St John at the Battle of St Elmo during the Great Siege of Malta and loves siege warfare.

Hulya the Magnificent, Princess of Constantinople is the beloved daughter of Sulyman the Pale whose grandfather lead the ill fated siege of Malta. She is held for ransom and as a political pawn to check the advancement of the Ottoman Empire in the Balkans.

Prince Oliver of the Main, is a soldier of fortune who owns great tracts of land in Nassau as well as founding the Nassauer Sparkasse in the nearby free trading City of Frankfurt on the Main. He has fought with Gustavus Adolphus of Sweden during the Thirty Years War (1630-2) and then following the latter's death changing sides to that of the German cause until the Peace of Prague in 1635. It is now 1642 and like his country man Prince Rupert of the Rhine he lands in Parliamentarian held London to try his luck (and his English) in the much threatened English Civil War. He also owes the fat Bishop Of Mainz 300 ducats of gold in gambling debts.

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ENGLISH CIVIL WAR

BATTLE SIMULATION RULES

1. Movement distance

Terrain Troop type	Open plain / Road	Forest	Traversing fences or walls
Infantry	20 cm	10 cm	10cm
Cavalry	30 cm	15 cm	not possible
Artillery	10cm (field gun / mortar only on carriage) 20cm (Ribaldequin / Frame gun)	field gun / mortar not possible. 10 cm Ribaldequin / Frame gun	not possible

2. Firing Handguns and Artillery

Range Type of gun	Effective range	Long range	Saving throw
Bow or crossbow	20 cm (hit on group 5,6 / on individual 6 required)	not possible	5,6 for hard cover (wall / x2 loop-hole) 5,6 for shield 5,6 for armor
Pistol	10 cm (hit see above)	not possible	5,6 for hard cover
Musket	20 cm (hit see above)	not possible	5,6 for hard cover
Field gun	50 cm for grape shot (% dice) 50 cm for solid shot (% dice - max. drift 10 cm in front/behind)	50-100 cm solid shot (% dice - max. drift 15 cm to NW, NE, SW or SE.) →	5,6 for grape shot. 5,6 for hard cover Direct hit or ricochet destroys gun. To destroy wall or barricade with solid shot 5,6 required
Mortar	not possible	50-100 cm (% dice - max. drift 15 cm to NW, NE, SW or SE.)	Ø 0-4 cm no saving throw, gun, wall or barricades destroyed. Roof set on fire. Ø 4-6 cm 5,6 saving throw. To destroy gun, wall or barricade 5,6 required. 6 to set roof on fire.

Ribaldequin (Organ gun)	< 30 cm hit with 4,5 and 6. 30 - 50 cm hit with 5,6 (4 shots at a time)	not possible	Anti-personnel gun 5,6 for hard cover
Frame gun	same as Ribaldequin (1 shot at a time) 30 cm for grape shot (average dice)	not possible	Anti-personnel gun 5,6 for hard cover 5,6 for grape shot
Hand thrown grenade	max. 10 cm (determined by adding 2 average dice)	not possible	Ø 4 cm explosion 5,6 saving throw

Field gun / Mortar / Ribaldequin / Frame gun - must be handled by two men of which at least one must be a gunner in order to fire or move gun. Changing firing direction (beyond 70° firing arc) requires one move.

Maximum 6 shots per game (for above guns / indicated by dice)
Pistols and muskets unlimited. 3 hand thrown grenades per game.

3. Combat status

Troop type	Permanent Points	Attack
Officer / Sergeant	+ 1	Additional +1 if attacking enemy who has fired during round
Cavalry	+ 1	Additional +1 (if attacking enemy in flank +2 / rear +3)
Long arms (pikes, halberds, double-handed swords)	+ 1 (however only for first combat round, not when interlocked in same fight during second combat round)	Additional +1 if attacking enemy who has fired during round
Elite / Grenadiers	+ 1	Additional +1 if attacking enemy who has fired during round
Regular troops / gunners	0	Additional +1 if attacking enemy who has fired during round

4. Miscellaneous

To open defended doors (1,3,5) one man entering per move if door remains open.
To open defended gates (1,6) three man entering per move if door remains open.
Setting fire to buildings (see separate fire rules)