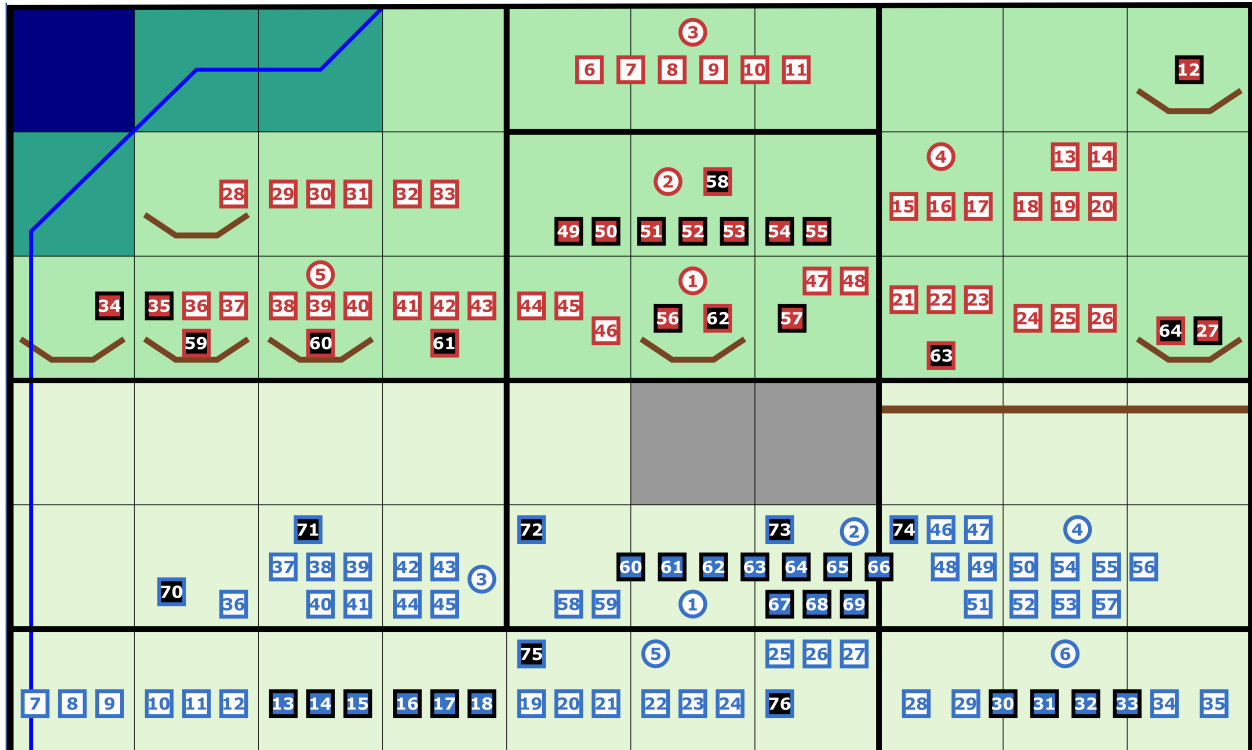


The Battle of Allerheim – 1645

Scenario conditions: ZF = 3, 12 Turns, Side 1 first move, Darkness on Turns 11-12, Side 1 victorious if draw



TERRAIN KEY

	Open		Shoreline
	Hill		River
	Woods		Stream
	Marsh		Ditch
	Village		Hedgerows
	Camp		Field Fortifications
	Impassable		Wing Boundary

UNIT KEY

		Commander
		Foot
		Horse
		Ordnance
		Elephants

Side 1: Bavarians and Imperial allies

Wing 1: A1:C4

Wing 2: B5:C7

Reserve 1: A5:C7

Wing 4: A8:C10

1. Field Marshal Franz von Mercy	2/2	33. Holstein Imperial Horse Rgt.	RH
2. Maj. Gen. Klaus Dietrich Sperreuter	1/1	34. Mandelslohe Imperial Foot Rgt.	RF/
3. Gen. Gil de Haas	1/1	35. Blettenberg Imperial Foot Rgt.	RF/
4. Gen. Jean de Werth	1/2	36. Alt-Kolb Horse Rgt.	VH
5. Field Marshal Gottfried von Geleen	1/0	37. Alt-Kolb Horse Rgt.	VH
6. Free Company Arquebusiers	RH<	38. Cosalkhi Arquebusier Rgt.	TH<
7. Free Company Arquebusiers	RH<	39. Cosalkhi Arquebusier Rgt.	TH<
8. Gil de Haas Arquebusier Rgt.	VH<	40. Gayling Horse Rgt.	VH
9. Jung-Kolb Arquebusier Rgt.	TH<	41. Gayling Horse Rgt.	VH
10. Jung-Kolb Arquebusier Rgt.	TH<	42. Hiller Imperial Horse Rgt.	RH
11. Salis Arquebusier Rgt.	TH<	43. Hiller Imperial Horse Rgt.	RH
12. Marimont Foot Rgt.	TF/	44. Holstein Imperial Horse Rgt.	RH
13. Kolb Dragoons	TH<	45. Holstein Imperial Horse Rgt.	RH
14. Kreuz Dragoons	TH<	46. Gouschnetz Croat Rgt.	TH”<
15. de Werth Arquebusier Rgt.	VH<	47. de Werth Arquebusier Rgt.	VH<
16. Salis Arquebusier Rgt.	TH<	48. de Werth Arquebusier Rgt.	VH<
17. Salis Arquebusier Rgt.	TH<	49. Henning Foot Rgt.	RF/
18. Fleckenstein Horse Rgt.	TH	50. Gorr Foot Rgt.	TF/
19. Sporck Arquebusier Rgt.	TH<	51. Mercy Foot Rgt.	VF/
20. Sporck Arquebusier Rgt.	TH<	52. Goldt Foot Rgt.	TF/
21. Fleckenstein Horse Rgt.	VH	53. Holtz Foot Rgt.	TF/
22. Fleckenstein Horse Rgt.	VH	54. Cobb Foot Rgt.	TF/
23. Sporck Arquebusier Rgt.	VH<	55. Royer Foot Rgt.	TF/
24. Sporck Arquebusier Rgt.	VH<	56. von Winterscheidt Foot Rgt.	VF/
25. LaPierre Horse Rgt.	VH	57. Ruischenberg Foot Rgt.	VF/
26. LaPierre Horse Rgt.	VH	58. Medium Artillery	MO
27. von Puech Foot Rgt.	TF/	59. Heavy Artillery	HO
28. Alt-Kolb Horse Rgt.	TH	60. Light Artillery	LO
29. Stahl Arquebusier Rgt.	TH<	61. Light Artillery	LO
30. Stahl Arquebusier Rgt.	TH<	62. Medium Artillery	MO
31. Gayling Horse Rgt.	TH	63. Medium Artillery	MO
32. Hiller Imperial Horse Rgt.	RH	64. Heavy Artillery	HO

Side 2: French and Hessians

Wing 1: D1:E4

Wing 2: D5 E7

Reserve 1: F1: F7

Wing 3: D8:E10

Reserve 2: F8:F10

1. Louis de Bourbon, duc d'Enghien	2/2	40. Tracy Horse Rgt.	VH
2. Jean-Gaspard-Ferdinand, de Marchin	1/1	41. Turenne Horse Rgt.	VH
3. Henri de la Tour, vicomte de Turenne	2/2	42. Neu-Rosen Horse Rgt.	VH
4. Antoine, duc de Gramont	1/0	43. Fleckenstein Horse Rgt.	VH
5. Maj. Gen. Johann von Geiss	1/1	44. Kanoffsky Horse Rgt.	VH
6. Le comte de Chabot	0/1	45. Kanoffsky Horse Rgt.	VH
7. Oehm Horse Rgt.	VH	46. Enghien & Gramont Garde	VH
8. Betz Horse Rgt.	VH	47. Carabins	TH<
9. Rauchhaupt Horse Rgt.	RH	48. Gramont Horse Rgt.	TH
10. Rauchhaupt Horse Rgt.	RH	49. Mazarin Horse Rgt.	TH
11. Schwert Horse Rgt.	RH	50. Mazarin Horse Rgt.	TH
12. Schwert Horse Rgt.	RH	51. Enghien Horse Rgt.	TH
13. Franc Foot Rgt.	RF/	52. Enghien Horse Rgt.	TH
14. Lopetz Foot Rgt.	RF/	53. Enghien Horse Rgt.	TH
15. Uffel Foot Rgt.	RF/	54. Gramont Horse Rgt.	TH
16. Vrede Foot Rgt.	RF/	55. Chambre Horse Rgt.	RH
17. Staufer Foot Rgt.	RF/	56. Boury Horse Rgt.	RH
18. Kotz Foot Rgt.	RF/	57. La Claviere Horse Rgt.	RH
19. Beaucourt Horse Rgt.	RH	58. Oysonville Horse Rgt.	VH
20. Beaucourt Horse Rgt.	RH	59. Beauveau Horse Rgt.	VH
21. Groote Horse Rgt.	RH	60. Bellanaue Foot Rgt.	TF/
22. Groote Horse Rgt.	RH	61. Oysonville Foot Rgt.	TF/
23. Geiss leib Rgt.	RH	62. Mazarin French Foot Rgt.	TF/
24. Geiss leib Rgt.	RH	63. Mazarin Italian Foot Rgt.	TF/
25. Gendarmes	VH	64. Conti Foot Rgt.	TF/
26. Gendarmes	VH	65. Enghien Foot Rgt.	TF/
27. Gendarmes	VH	66. Persans Foot Rgt.	TF/
28. Neu-Rosen Horse Rgt.	TH	67. Gramont Foot Rgt.	TF/
29. Neu-Rosen Horse Rgt.	TH	68. Le Havre Foot Rgt.	RF/
30. Truchess Foot Rgt.	TF/	69. Montausier Foot Rgt.	RF/
31. de Wall's Irish Foot Rgt.	TF/	70. Medium Artillery	MO
32. Fabert Foot Rgt.	RF/	71. Light Artillery	LO
33. 'Garrison' composite foot battalion	RF/	72. Medium Artillery	MO
34. Marchin Horse Rgt.	RH	73. Medium Artillery	MO
35. Marchin Horse Rgt.	RH	74. Medium Artillery	MO
36. Neu-Rosen Dragoons	TH<	75. Medium Artillery	MO
37. Rossworm Horse Rgt.	VH	76. Heavy Artillery	HO
38. Mazarin Horse Rgt.	TH		
39. Taupadel Horse Rgt.	VH		

Design notes:

This scenario is based on a variety of sources. The *Theatrum Europeaum* engraving by Merian was cross referenced with an equally detailed engraving by Beaulieu (an eyewitness), as well as the Marburg Archive OOB and a less detailed engraving in the Český Šternberk collection (No. 353/282). These agree substantially on the order of battle, although the deployments vary somewhat. Merian's engraving of the Battle of Herbsthausem, fought by the same armies earlier in the summer of 1645, was a useful OOB supplement, as was Ben Hull's *Under the Lily Banners* (GMT Games). *The Bavarian Army of the Thirty Years War, 1618-1648* by Laurence Spring (Helion, 2017) was helpful in tracking the histories and name changes of individual units.

Turns represent ~20 minutes, zones represent ~240 m. Foot regiments have a strength of ~500-600 foot, horse squadrons are ~250-300 men. The battle begins at 4 pm.

The artwork seen in the header and examples of play is a minimally modified version of the *Theatrum Europaeum* engraving by Merian. While full of character, this engraving distorts the battlefield topography, most notably in showing a steep and continuous ridge running to the east of Allerheim. In reality, while the Wennenberg and Schlossberg anchoring the right and left of the Bavarian line respectively are significant hills, the "ridge" connecting them is a gentle slope that could easily be depicted as flat terrain. The default scenario depicts, even more than usual, *perceptual* reality – for a Frenchman ascending the slope under fire from the entrenched Bavarians, it must have felt like a steep uphill climb. The hill labelled the Hunnenberg (now the Steineberg) is also further from the battlefield than shown here. Players looking for a more strictly realistic version can use **Optional Variant 6**. The engraving by Beaulieu would make a good basis for a more realistic board.

Names of units also follow Merian, who tries to give the commander on the day of the battle, even where he distorts or confuses names – the Kolb commanding an infantry unit is a colonel named Cobb, not either of the Kolbs commanding Bavarian cavalry. Bucher seems to be a distortion of Puech, while Halir or Hahr can only be Holtz, which may have been confused by 17th c. handwriting rather than word of mouth. The Govo or Gorr battalion is probably the old Schmidt regiment, led in this period by Geleen, who was busy commanding the right cavalry wing.

Horse are depicted at squadron scale. This maintains a 1:2 ratio with the small infantry battalions of the era and avoids the problem of large Bavarian cavalry regiments being split among multiple lines and wings. The distinction between arquebusiers and cuirassiers had largely broken down in this period, and no units are depicted with heavy armor. Arquebusiers, carabins, and mounted dragoons have the < attribute, adding some shooting power at the expense of the charge. Only Croats are depicted as light.

This battle featured many of the best commanders of the era on the same field. Enghien and Turenne are rated as 2/2. I have chosen to give Mercy the same rating – while less well known, he was probably the best commander on the Imperial side of the late Thirty Years War. Werth is rated 1/2 as a hard-charging cavalry general. Gramont was an experienced commander, though this was far from his best day.

The battle of Allerheim was a bloodbath for the French, and arguably only a Pyrrhic victory. It was redeemed by the Bavarian retreat allowing Turenne to capture Nordlingen (albeit only temporarily). If the French fail to drive the Bavarians out of their position before nightfall, they lose the battle and their casualties have fallen in vain.

Artwork, Optional Units, and Gil de Haas:

Early modern battle engravings are often *diachronous*, showing multiple phases of the battle, and as a result sometimes depicting the same formations more than once. The Merian engraving shows several unlabeled formations fighting in Allerheim village – in addition to the loose infantry firing from windows, there are two full Bavarian infantry battalions with pikes, two French infantry battalions, and if one looks closely, two Bavarian cavalry squadrons flanking the road. Is this just a vignette of the haphazard fighting in the village, or should these units be included in the OOB?

The Beaulieu and Český Šternberk engravings show 13 named infantry battalions on the Bavarian side, and regimental histories identify 13 foot regiments present (actually 14, but we will revisit the de Haas regiment below). A simple count of the foot battalions in the Merian engraving suggests that the two battalions advanced into the village need to be counted towards the total, and so are included in the default OOB.

What about the French? Here most of the sources agree on 7 frontline French foot battalions, which would suggest that the two in the village are duplicates and should *not* be included. However, a number of small foot regiments are known to have been present that are not depicted in the engravings, including those commanded by Enghien and Turenne. Might these small units have been consolidated into the two assault battalions sent into Allerheim village ahead of the main infantry line? We rate this as less likely than 13 Bavarian battalions being present, but do make the two extra TF/ available to the French as **Optional Variant 1**.

Which brings us to the two Bavarian cavalry squadrons. Who are they?

Gil de Haas (de Haes, de Hasi) was a true soldier of fortune who fought for armies across Europe. In 1640, de Haas raised an infantry regiment for Bavarian service. By 1645 this regiment was under the command of Goldt, and is labelled as such in the standard OOB.

Some sources have de Haas raising another regiment in 1644 – which may have been present among the foot at Jankau, though the Bavarian state records (i.e., those of de Haas' employer) do not place them there. A de Haas unit of 300 men is described as fighting bravely in Allerheim village. Is it possible this second de Haas unit was a cavalry unit? 300 men would be a very small foot battalion, but might describe a single cavalry squadron.

All of the engravings consulted (Merian, Beaulieu, Český Šternberk, Marburg) show one squadron of Gil de Haas cavalry among the Bavarian reserve. A source from September 1645 describes the international character of de Haas' polyglot regiment, and shortly after Allerheim he was seeking employment in Venice with ~1000 men, far too many for a single cavalry squadron, but the perfect number for three (one in reserve, two fighting in Allerheim). **Optional Variant 2** accepts this inference, and adds 2 extra squadrons of trained arquebusiers from the de Haas regiment to contest the slopes above Allerheim village.

Optional Variants:

1. Add two TF/ units (Enghien and Turenne consolidated infantry battalions) to the French center wing (Zones E6 and E7)
2. Add two TH< units (de Haas' arquebusier squadrons) to the Bavarian center wing (One straddling zones C6/C7, one in C7)
3. The Bavarian army was experimenting in this period with pre-packaged ammunition for cannons, increasing their rate of fire. Treat all Bavarian MO units (but not HO or LO) as having the shooting-heavy attribute.
4. Imperial infantry formations often included attached battalion guns. Treat the Mandelslohe and Blettenberg infantry units as having the battalion guns attribute.
5. Some sources, such as the Beaulieu engraving, show the Kolb squadron in zone B2 as a dragoon unit. Give this unit the shooting-heavy attribute.
6. The Merian engraving that is the basis for this scenario greatly exaggerates the prominence of the ridge between the Schlossberg and Wennenberg. For a more naturalistic scenario, ignore all Hill terrain except in zones C1:C3, B2, and C10.

Sources:

Spring, Laurence. The Bavarian Army During the Thirty Years War, 1618-1648: The Backbone of the Catholic League. United States: Helion.