

# Battle of Castricum

October 6<sup>th</sup>, 1799

**Introduction:** The War of the Second Coalition was another by the European monarchs to defeat Revolutionary France. With Napoleon in Egypt, the Coalition initially had some measure of success. Suvorov forced Massena out of the Po Valley and Archduke Charles pushed Jourdan over the Rhine and won several victories in Switzerland. An Anglo-Russian expedition landed in Holland with two objectives in mind, neutralizing the Holland Fleet and trying to promote an uprising against the pro-French government. The invasion force under the Duke of York won several small battles and captured the Batavian Fleet. His army though was not large enough to effectively hold Holland. Large parts of the country had been purposely flooded to deny the Anglo-Russians supplies and bases. York realizing his army was weakening due to lack of food and sickness decided to seek one final battle with the French army in Holland under Brune. The battle was a disorganized mess with little control by either side, and neither general seemed to have an actual plan. After driving back the French outpost the Anglo-Russians pressed on, each division going its own way. The town of Castricum by virtue of being in the center of the battlefield changed hands several times. Both sides were exhausted by late afternoon, a final charge by the Batavian hussars broke York's will to carry on and he ordered a general retreat. Losses were 1,400 for the French and 2,500 for the Allies. While not a serious defeat, York gave up all hope abandoning his wounded and retreating all the way to their original bridgehead.

**Scale:** Each stand represents 320 infantry, 160 cavalry or eight cannons. Ground scale is one inch equals 120 yards. Each turn is 30 minutes real time.

**Players:** Anywhere between 2-5 players.

**Terrain and Weather:** The gaming table is 7 feet by 6 feet. (Despite the battles small size it was fought over a large area) Weather is overcast but dry. Woods and Urban Areas are rough ground for movement. The canals can only be crossed by infantry at half speed. The Atlantic Ocean and the lakes are impassable terrain. Urban areas grant a -2/+2 DRM advantage to defenders for fire and melee. Woods provide a -1/+1 DRM advantage to defenders for Fire and Melee. Units *attacking* through the Dunes have a -1 DRM during the melee phase.

**Playing Time:** The game starts with the 10:00 am turn, and ends on the 4:30 pm turn, for 14 turns total.

**Deployment:** Units set up per the accompanying map, Allies deploy first. The French and Dutch can be deployed in any formation within their set up location. All English and Russians can deploy in any formation with their set up location. Leaders can be with 12" of any unit they command.

**Initiative and Leaders:** Starting turn one, an Initiative roll-off between army commanders at the beginning of each turn will determine which side moves first. For this roll Brune receives a 0 DRM if uncommitted, while Allies similarly receives a -2 DRM, unless the Duke of York joins the battle then it rises to a -1 DRM. There are no charismatic leaders.

**The Armies:** The French are three rank Columnar infantry with skirmishers so noted. The Dutch, English and Russians are Linear infantry with skirmishers so noted.

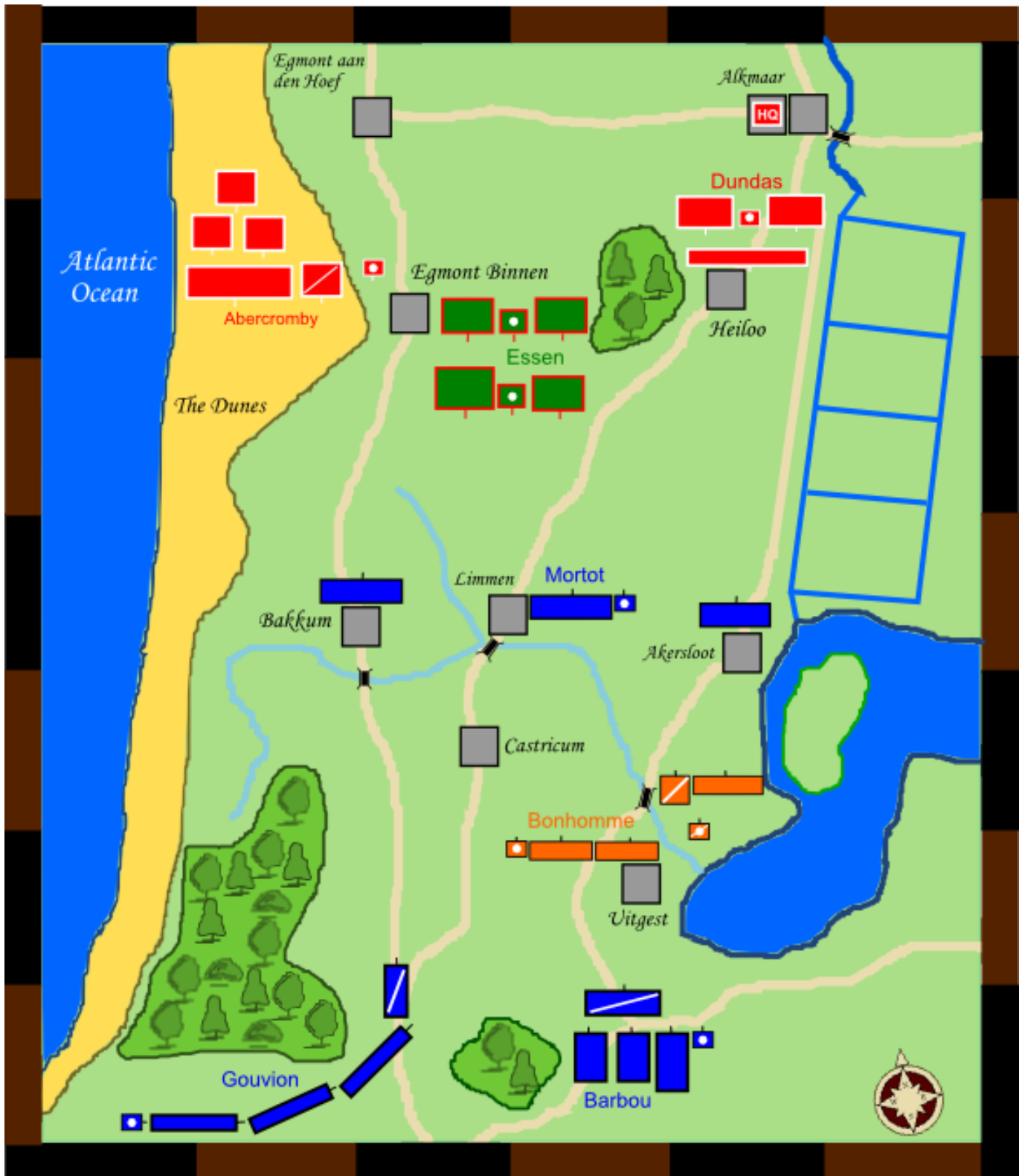
**Reinforcements:** None

**Special Rules *Duke of York having brunch:*** The Duke spent the entire battle at Alkmaar, some say eating the whole time, and did nothing to influence its outcome. The allies are treated as having no CinC until/if the Duke decides to leave his brunch and join the fighting. Starting on Turn 2, roll a d10 on a "10" place the Duke of York stand at Alkmaar and treat him as the allied leader as normal. For every two turns after the first attempt add a +1 to the die roll (i.e. turns 4, 6, 8 etc).

**Special Rules *Russian Impetuosity:*** (The over eager Russians attacking Mortot is the general cause for the battle, more so since York hadn't issued any orders to attack). If moving towards a French or Dutch unit, no Reverse Movement die roll is required of any Russian unit. Tactical Movement rolls are still necessary.

**Special Rules *Raw British Recruits:*** Conscript class British Infantry only fire at 1 FP per stand.

**Victory Conditions:** Use the Casualty Point Chart in the rulebook for VPs.



*Battle of Castricum*

## French & Batavian Army



Gouvion – 42<sup>nd</sup>, 49<sup>th</sup>, 54<sup>th</sup> Demi-Brigades, 4<sup>th</sup>, 10<sup>th</sup> Dragoons



Barbou – 70<sup>th</sup>, 90<sup>th</sup>, 98<sup>th</sup> Demi-brigade, 4<sup>th</sup> Chasseurs

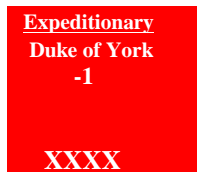


Mortot – 22<sup>nd</sup>, 48<sup>th</sup>, 51<sup>st</sup> Demi-Brigade



Bonhomme – 1<sup>st</sup>, 5<sup>th</sup>, 7<sup>th</sup> Dutch Demi-Brigade, 1<sup>st</sup>, 6<sup>th</sup> Dutch Chasseur Battalion, 1<sup>st</sup> Dutch Dragoon Regiment

## Anglo-Russian Army



D'Oyley – 3/1<sup>st</sup> Foot Guards, Converged Grenadiers  
McDonald – 23<sup>rd</sup>, 55<sup>th</sup> Foot

Moore – 1/1<sup>st</sup>, 25<sup>th</sup>, 49<sup>th</sup>, 79<sup>th</sup>, 92<sup>nd</sup> Foot  
Cavalry – 7<sup>th</sup>, 11<sup>th</sup>, 15<sup>th</sup> Light Dragoons

Cavan – 1/20<sup>th</sup>, 2.20<sup>th</sup>, 63<sup>rd</sup> Foot



1<sup>st</sup> Bde – Benckendorf, Emme, Scherebzov  
4<sup>th</sup> Bde – Converged Grenadier Battalions

2<sup>nd</sup> Bde – Arbenjev, Fersen Musketeers

3<sup>rd</sup> – Sedmorazki Musketeers, Sutgov Jagers



Chatham – 5<sup>th</sup>, 1/35<sup>th</sup> Foot

Coote – 17<sup>th</sup>, 40<sup>th</sup> Foot

Burrard – 9<sup>th</sup>, 56<sup>th</sup> Foot