ſo easily worked. When the ſoldiers have finiſhed the work, a ſubaltern officer must lead them back to the place destined for the infantry.

The ambuſcade being thus made at 100 paces from the road where the enemy are to paſs, they ſhould lead the horſes into it one after another by the bridle, ſo as not to enlarge the entry ; the horſemen to range themſelves stand­ing, and holding the bridles in their hands, with the reins ſlackened on the horſes necks. The officers ſhould be con­tinually employed in viſiting the party, and waking thoſe who ſleep ; and be equally careful to deface all traces of the entry, that none may appear near the ambuſcade.

Ambuſcades may be placed advantageouſly in hollow roads when they open obliquely behind that of the enemy, as the road K (fig. 2.) which enters by an acute angle upon the route F of the enemy ; nor is there greater difficulty in concealing themſelves in the gullies of ſome rivulet G,when the borders are of a ſufficient height, or have shrubs that run parallel with the road of the enemy. It is extreme­ly dangerous to fix there when the road of the enemy ap­proaches towards, or croſſes too near, the ambuſcade, as they cannot fail to diſcover it.

As theſe gullies are not very large, it is necessary to have **a** number of ways to ruſh out quickly on the enemy : We ſuppoſe four, H, H, H, H, by which the cavalry can dart out ſuddenly upon the enemy at F.

It will be proper, before the placing the party, to cauſe the rivulet to be cut ſomewhat higher, to give it a new courſe I, ſo that the horſes feet may be dry in the gullies, and make leſs noiſe ; and the ſhorter way they have to go, they will more certainly ſucceed. The commanding officer will not fail to diſpoſe them in ſuch manner, that the whole can ruſh out at once by the four passages, and pour in great numbers upon the flank of the enemy.

In ſuch sort of ambuſcades, the commanding officer ſhould himſelf be the sentry, leaning upon the edge, and covering himſelf, ſo that he may see every thing without being per­ceived.

In deſerted villages they may fix an ambuſcade in the gar­dens G (fig. I.), or in the barns H. The doors fronting the enemy must be ſhut up, and the passages which are marked by ſmall dots made use of ; for it is a general rule in all ambuscades, to sally forth in ſuch manner as to take the enemy obliquely behind their front.

You ought never to employ infantry in the ambuſcades we have been deſcribing, where the cavalry act, unless to fa­vour their retreat : but when you go at hazard, ſeeking to draw the enemy into an ambuſcade, then the infantry ſhould have their turn. Neither woods, villages, nor any places which are much covered, are proper for them ; however un­skilled an enemy may be, he will not follow a party on the ſkirts of a forest, or in the neighbourhood of ſome covered place : for which reaſon, there are no places fitter for ſucceeding with ambuſcades of infantry, than heaths, hilly countries, hollow roads, corn-fields, ditches at the side of great cauſeways ; provided always that you do not plant them on roads that lead to your army, for then the enemy will take care how he pursues you too far.

When you would place an ambuſcade on a heath, or in a country full of little hills, your infantry must lie down with their bellies on the ground. If there is ſome water near them, it may ſuggest to them to wet their clothes and cover them with dust, to give them the colour of the ground : but that this party ſo laid on the ground may not be cruſhed or trod upon by the enemy’s horſe when hur­ried long with violence, they must preserve the flank of the ambuſcade I, next the enemy, with a bar K, which may be made in a hurry with ſome stakes drove in the ground, at ten feet from one another, and above five or six feet high, held together by croſs pieces tied above five feet from the ground, which can be easily done in the neigh­bourhood of a wood. The time for the infantry to fire is, when the enemy’s cavalry L, passing before the front, stretch their flank the whole length of the ambuſcade ; then your cavalry M must quickly face about and attack the enemy. Their defeat will be ſo much the more certain, as the fire of your infantry happens to have driven their ſquadrons into confusion.

To ambuſh in the ditch of a great cauſeway, you must choose the deepest place, and at the edge of a corn-field which is pretty high, and there place your people fitting or kneeling. You ſhould collect as many ſmall round buſhes as poſſible, which are to be found in plenty in the country, which ſhould be planted, as if naturally, along the side of the road in front of your party, and beyond the ambuſcade on the side you expect the enemy, and here and there ſo open, that the enemy being accustomed to them may paſs without distrust. You ſhould then make the corn lean over to cover the ambuſcade ; but if there is none near enough the ditch, you must have as many ſquares cut in the manner directed above as will cover the edge of the ditch. Some of the corn ſo tranſplanted ſhould be beat down, but to appear as if done by hail or wind.

Mr Jeney ambuſhed in this manner with 50 men, when under the command of Captain Palasti, who advanced with his cavalry upon the cauſeway leading to Straſbourg ; and as ſoon as he was perceived, 400 Bavarian dragoons advan­ced to attack him : he wheeled about, and the dragoons be­lieving themſelves masters of the booty, did not fail to pursue, and arrived before the ambuſcade without ſuſpecting. Mr Jeney let their front paſs, and fired ſuch a deadly fire upon their centre, that he brought to the ground 17 killed or wounded : at the same time, the cavalry who pretended to fly, faced about and attacked the enemy, and would have completed their defeat, if it had not been for the great ſupport of cavalry and infantry hurrying out of Straſbourg to ſustain the dragoons ; nevertheleſs, he carried off more than 50 horſes.

An officer having placed his infantry in ambuſcade, ought to send on the cavalry at day-break, a non-commissioned officer with six of the best mounted horſemen ma­king the advanced guard : they ſhould advance as far be­fore the party as the commanding officer can see. At sight of the enemy, they ſhould begin to retire ſlowly without flying, at leaſt till the enemy comes to purſue with keenness : in that case, the advanced guard makes the rear­guard, and may drop a few ſhot at the enemy, to haraſs them and draw them on, or make pretended delays to ex­cite them to purſue, till they fall by degrees into the am­buſcade.

When you cannot place your infantry in ambuſh without having a village between them and the enemy, the cavalry ſhould not be ſent beyond the village, because the enemy will never expoſe themſelves to cross it in following your party, for fear of falling into ſome ſnare : but instead of go­ing beyond it, your cavalry ſhould enter the village, and de­mand refreſhment for 50 men, if the party are 100 ; then make three or four peaſants carry orders to the magistrates of the villages that are towards the enemy, to come to you, and regulate the delivery of waggons and forage, or ſome other pretence. As the peaſants will not fail to acquaint the enemy, and to deſcribe your strength and situation ac­cording to what they have heard, the enemy will certainly come witn ſuperior force ; and that they may come more ſpeedily, they will bring no infantry.

As soon as the peaſants are gone, you must be careful to