

# Battle on the Hardenbergerheide

(17-jun-1580)

## briefing Dutch Union army

The battle on the Hardenbergerheide determined the fate of the northern parts of the Netherlands for 14 years. Only when Prince Maurits took the city of Groningen in 1594 was the north finally secured for the Dutch.

### *Prelude*

On 3 March 1580 George van Lalaing (Earl of Rennenberg) stadholder of Groningen, Friesland, Drenthe and Overijssel changed sides to the Spanish. Known as the treason of Rennenberg. The Dutch feared that as a result the northern parts of the Netherlands would be lost for the rebellion. To prevent this they laid siege to the city of Groningen and aimed to get all the support they could muster. Filips von Hohenlohe, located at Oldenzaal, was ordered to join the Union troops. He set out for Groningen but when he was passing Coevorden he got word that a Spanish force under Maarten Schenk was on its way from Lingen to Zwolle, where only two days ago an uprising against the Spanish had started. Hohenlohe decided to turn back and confront Maarten Schenk. They met just east of Hardenberg near the hamlet of Venebrugge.

### *Situation report*

It is the afternoon of 17 June 1580. The Dutch army is facing east-southeast and has its avant-garde deployed, with the Bataille close behind. The battlefield is open and relatively flat with a few scattered lonely trees as well as the various settlements of the hamlet of Venebrugge. Towards the southeast behind the Spanish army there are some low gentle hills.

The guns are just firing their first shot, marking an ongoing event.

### *Victory conditions*

Force the Spanish army into retreat towards Lingen.

### *Commander in Chief: Filips von Hohenlohe-Neuenstein*

A German commander in service of the Dutch republic. Married to Maria van Oranje the oldest daughter of Willem van Oranje. He was successful, but suffered setbacks as well. Known as brave but reckless and a heavy drinker.

### *Player control dice*

Player with C-in-C: 9D6. Player with avant-garde commander: 7D6

## Avant-garde

Commander: Filips von Hohenlohe-Neuenstein (C-in-C)

Coup d'ceil: Capable

Charisma: Trusted

Unit	Size (men)	WEAPON	KEYWORDS
Reiters	400 In 20 ranks	Pistols, sword 3/4 plate armour	REITER CARACOLE
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Harquebusiers	200 In 10 ranks	Arquebus, side arm lightly armored	MTD ARQUEBUSIERS CARACOLE SKIRMISHING
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Artillery	5 guns	medium guns	FIELD ARTILLERY

## Bataille

Commander: Papa Voorwaards

Coup d'ceil: Capable

Charisma: Trusted

Unit	Size (men)	WEAPON	KEYWORDS
Mercenary Pikemen	800 In 28 ranks	Pike Halve armored Halve unarmored	CUADRO DE GENTE
Arquebusiers	250 In 8 to10 ranks	Arquebus	ARQUEBUSIERS SKIRMISHING
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