

Tourism at the siege of Breda - 1624

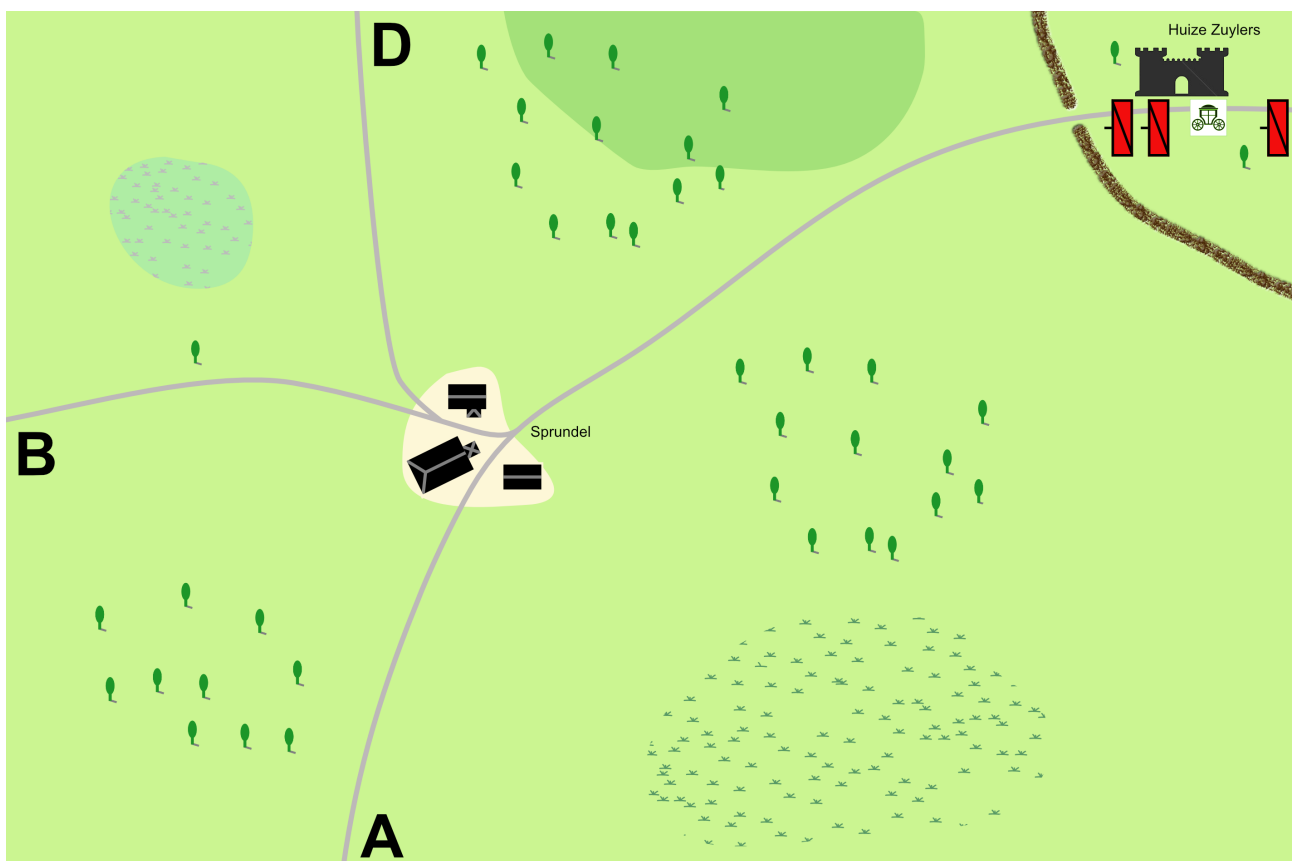
In August 1624 the Spanish army under Ambrogio Spinola laid siege to Breda. Besides the attention of the Dutch, the siege also attracted several spectators.

This is a what-if scenario, loosely based on the historic record, on what might have happened had the Dutch acted where historically they did not.

Prelude

In September 1624 the Polish Prince Wladyslaw IV Wasa, when visiting Brussels, indicated his interest to his host Isabella of Austria. She immediately ordered Spinola to detach cavalry units to meet him at Antwerp and then accompany the prince and ensure his safety to and while touring the siege works, and escort him back to Antwerp. Spinola reluctantly obeyed as this could impact the siege and offer an opportunity to the Dutch.

In this scenario the Dutch have learned of the Polish tourist and decided to try to capture him on his way back. They do not know when he returns, nor where he has spend the night. Mounted units are roaming the most likely routes.



Situation

It is late September 1624. The weather is fair. Prince Wladyslaw IV Wasa finished his tour, spend the night at Huize Zuylers, that lies within the lines of circumvallation, and is about

to go back to Antwerp. It is still early in the day. A carriage and a mounted escort are waiting for him. They have strict orders to follow the road to the village of Sprundel. When at the village they are to decide which of two possible roads to take.

Additional Spanish troops under the Duke of Isenburg are stationed at a redoubt some 250 paces from Huize Zuyler. Further units are located in other fieldworks some 1500 to 2000 paces away to the east and west from Huize Zuylers. Spinola, with further troops, is at the village of Ginneken, more than 5000 paces away.

The closest Dutch unit is a regiment of cavalry at 150 paces from point D.

The army lists provide per unit the distance to the battlefield (see below).

the MATRIX

The following keywords are added to the MATRIX: PUBLIC RELATIONS, CARRIAGE.

The Spanish

Victory conditions: Ensure the safe passage of Prince Wladyslaw to Antwerp. When the Prince exits the table unharmed via either exit point A or B the Spanish have fulfilled their mission. In case the Prince has to return to Huize Zuylers or is harmed in anyway the Spanish suffer a major PR defeat and a blow to their reputation. Spinola will have to answer directly to Isabella of Austria and, likely, the Spanish King.

Player control dice: 6D6 at start, 9D6 once the first Dutch unit is spotted.

Commanders:

Commander in Chief: Duke of Isenburg. Competent, trusted.

Escort of Prince Wladislaw: none

Regiment of cavalry: UNIT SIZE (3 squadrons of cuirassiers)

Carriage: UNIT SIZE (1 carriage with passenger)

Bataille: Duke of Isenburg

Regiment of cavalry: UNIT SIZE (3 squadrons of cuirassiers), DISTANCE (250 paces)

Regiment of cavalry: UNIT SIZE (3 squadrons of cuirassiers), DISTANCE (250 paces)

Regiment of infantry: DISTANCE (250 paces)

Pike block: UNIT SIZE (250 men)

Sleeve of shot: UNIT SIZE (250 men)

Sleeve of shot: UNIT SIZE (250 men)

Other units: none

Regiment of infantry: DISTANCE (1500 paces)

Pike block: UNIT SIZE (250 men)
Sleeve of shot: UNIT SIZE (250 men)
Sleeve of shot: UNIT SIZE (250 men)
Regiment of infantry: DISTANCE (2000 paces)
Pike block: UNIT SIZE (250 men)
Sleeve of shot: UNIT SIZE (250 men)
Sleeve of shot: UNIT SIZE (250 men)
Regiment of cavalry: UNIT SIZE (3 squadrons of cuirassiers), DISTANCE (2000 paces)

The Dutch

Victory conditions: Capture Prince Wladyslaw unharmed and then escort him to the Hague to meet the State General. He is to be treated with all regards due to him being a Prince of the blood. If he is harmed in any way the Dutch suffer a major PR defeat. If he is forced to return to Huize Zuylers the Dutch fail in their mission.

Player control dice: 9D6.

Commanders:

Commander in Chief: Casimir van Nassau. Competent, trusted. DISTANCE (250 paces to D)

Avant-garde: none

Regiment of cavalry: UNIT SIZE (3 squadrons of cuirassiers), DISTANCE (150 paces to D)

Other units:

Regiment of cavalry: UNIT SIZE (3 squadrons of cuirassiers), DISTANCE (250 paces to D)

Regiment of cavalry: UNIT SIZE (3 squadrons of cuirassiers), DISTANCE (500 paces to D)

Regiment of infantry: DISTANCE (500 paces to D)

Pike block: UNIT SIZE (250 men)

Sleeve of shot: UNIT SIZE (250 men)

Sleeve of shot: UNIT SIZE (250 men)

Notes and References

Prince Wladyslaw is regarded as a non-commanding commander. He cannot give any orders to units or act heroically. He is, however, exposed to the same risk as other commanders when near a combat. He can give orders to the driver of his carriage.

The escort of the Prince will automatically start moving once he has entered the carriage. From there on it moves at normal close infantry speed as a continuous ongoing event. Only Spanish commanders can order it to do otherwise. Officers of units cannot.

The mounted escort may act on their officers initiative against Dutch units when these get near, as judged by the game-master.

At the village of Sprundel the game-master indicates how the escort decides which road to take towards one of the exit points.

All Dutch units enter the battlefield at point D.

PUBLIC RELATIONS: is not further described and any effects are as judged by the game-master.

CARRIAGE: the carriage in which Prince Wladislaw is traveling moves at normal infantry speed of ± 75 paces/min. It may trot or gallop as heavy cavalry if needed. However, when doing so the horses get blown very quickly and need to recuperate. The Prince may give orders to the driver of the carriage, and for this is considered slow witted.

All units have the keyword REGIMENT. All Dutch units also have the keyword DRILLED.

