

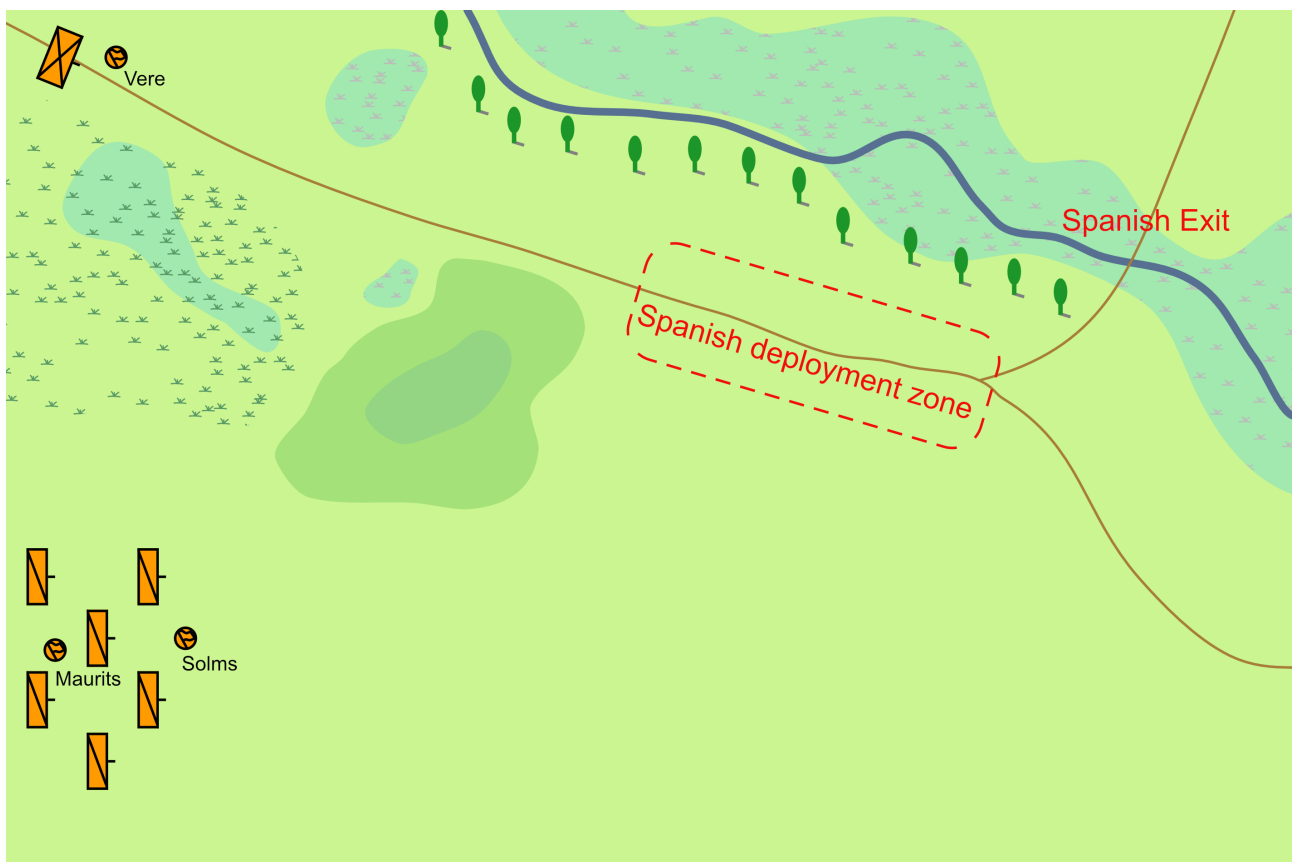
What if Turnhout - 1597

On 21 January 1597 Maurits left the Hague. He had ordered a force of 6000 men to concentrate at Geertruidenberg. His aim was to strike a Spanish force under the Earl of Varax that was stationed at Turnhout.

Prelude

Maurits arrived at Geertruidenberg on the 22nd. The next day he moved his force towards Ravel, a village just north of Turnhout. There he allowed the men to rest. Varax had by now learned of the presence of the Dutch forces close to his. He had some hard choices to make and decided not to wait for Maurits to strike. The baggage was sent towards Herenthals during the night. The rest of the army followed early in the morning of the 24th. What followed can, in a way, best be described as a highway pursuit. Maurits ordered his cavalry to speed ahead and cutoff the Spanish. Close to the hamlet of Tielen the Dutch saw an opportunity to strike. Any later and the Spanish would escape via a small road through a marsh.

In this *What if* scenario it is assumed that the Spanish did have just enough time to properly deploy.



Situation

Varax has successfully deployed his units in the area indicated with Spanish deployment zone. The Dutch cavalry has just entered the field of battle. The bulk of the Dutch infantry is still off table. On the road used by the Spanish is a single unit of skirmishing Dutch musketeers commanded by Francis Vere.

the MATRIX

The following keywords are added to the MATRIX:

The Spanish

Victory conditions: Escape to Herenthals via the exit point marked with "Spanish Exit"

Player control dice: 7D6.

Commanders:

Commander in Chief: Earl of Varax. Competent, Trusted.

Bataille: Earl of Varax

Spanish cuirassiers: UNIT SIZE (100), CUIRASSIERS

Spanish cuirassiers: UNIT SIZE (100), CUIRASSIERS

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Spanish cuirassiers: UNIT SIZE (100), CUIRASSIERS

Spanish regiment: TERCIO

Pike block: UNIT SIZE (500), CUADRO DE GENTE

First bastion: UNIT SIZE (125), SHOT

Second bastion: UNIT SIZE (125), SHOT

Third bastion: UNIT SIZE (125), SHOT

Fourth bastion: UNIT SIZE (125), SHOT

Spanish regiment: TERCIO

Pike block: UNIT SIZE (500), CUADRO DE GENTE

First bastion: UNIT SIZE (125), SHOT

Second bastion: UNIT SIZE (125), SHOT

Third bastion: UNIT SIZE (125), SHOT

Fourth bastion: UNIT SIZE (125), SHOT

Spanish regiment: TERCIO

Pike block: UNIT SIZE (500), CUADRO DE GENTE

First bastion: UNIT SIZE (125), SHOT

Second bastion: UNIT SIZE (125), SHOT

Third bastion: UNIT SIZE (125), SHOT

Fourth bastion: UNIT SIZE (125), SHOT

Spanish regiment: TERCIO

Pike block: UNIT SIZE (500), CUADRO DE GENTE

First bastion: UNIT SIZE (125), SHOT

Second bastion: UNIT SIZE (125), SHOT

Third bastion: UNIT SIZE (125), SHOT

Fourth bastion: UNIT SIZE (125), SHOT

The Dutch

Victory conditions: destroy the Spanish force

Player control dice: 9D6.

Commanders:

Commander in Chief: Prince Maurits. Gifted, Trusted.

Sub-commander: Francis Vere. Competent, Trusted.

Sub-commander: Earl of Solms. Competent, Trusted.

Avant-garde: Earl of Solms

Dutch cuirassiers: UNIT SIZE (150), CUIRASSIER, DRILLED, SINCKROER

Dutch cuirassiers: UNIT SIZE (150), CUIRASSIER, DRILLED, SINCKROER

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Dutch cuirassiers: UNIT SIZE (150), CUIRASSIER, DRILLED, SINCKROER

Dutch cuirassiers: UNIT SIZE (150), CUIRASSIER, DRILLED, SINCKROER

Dutch cuirassiers: UNIT SIZE (150), CUIRASSIER, DRILLED, SINCKROER

Bataille: Prince Maurits (already on-table)

Dutch infantry regiment: REGIMENT

Pike block: UNIT SIZE (250), PIKES, DRILLED

Musketeers: UNIT SIZE (250), SHOT, DRILLED

Musketeers: UNIT SIZE (250), SHOT, DRILLED

Dutch infantry regiment: REGIMENT

Pike block: UNIT SIZE (250), PIKES, DRILLED

Musketeers: UNIT SIZE (250), SHOT, DRILLED

Musketeers: UNIT SIZE (250), SHOT, DRILLED

Dutch infantry regiment: REGIMENT

Pike block: UNIT SIZE (250), PIKES, DRILLED

Musketeers: UNIT SIZE (250), SHOT, DRILLED

Musketeers: UNIT SIZE (250), SHOT, DRILLED

Dutch infantry regiment: REGIMENT

Pike block: UNIT SIZE (250), PIKES, DRILLED

Musketeers: UNIT SIZE (250), SHOT, DRILLED

Musketeers: UNIT SIZE (250), SHOT, DRILLED

Dutch infantry regiment: REGIMENT

Pike block: UNIT SIZE (250), PIKES, DRILLED

Musketeers: UNIT SIZE (250), SHOT, DRILLED

Musketeers: UNIT SIZE (250), SHOT, DRILLED

Dutch infantry regiment: REGIMENT

Pike block: UNIT SIZE (250), PIKES, DRILLED

Musketeers: UNIT SIZE (250), SHOT, DRILLED

Musketeers: UNIT SIZE (250), SHOT, DRILLED

Arrière-garde: Francis Vere

Dutch musketeers: UNIT SIZE (250), SHOT, DRILLED, SKIRMISHERS

Notes and References

For the description of the keywords added to the MATRIX, except SINCKROER, the reader is referred to Der Söldner, chapter SELECTED HISTORIC BATTLES, section Keywords added to the MATRIX for the scenarios.

SINCKROER: The Dutch cavalry was equipped for the first time with a heavy type of pistol named a Sinckroer. To the unpleasant surprise to the Spanish these carried a heavy punch.

The overall command of the Dutch cavalry is not fully clear. However, the Earls of Hohenlohe and Solms were the first on the scene. I have simply selected Solms.