

## Turnhout - 1597

It is 09:00, 24 January 1597. You are Prince Maurits. Yesterday you left the Hague and now join the troops you ordered to collect at Geertruidenberg. With you are Philip von Hohenlohe, the Earl of Solms and Sir Francis Vere. All tried and trusted commanders, although Philip can sometimes err on the reckless side.

A Spanish force of three or four understrength tercios is located at Turnhout. This puts them relatively far from Herenthals, the nearest fortified city for these troops. The aim is to surprise them and deal a painful blow to the Spanish army. Speed and secrecy is of the essence.

### *Unit types:*

- Infantry regiment:
  - Pikes: PIKES, DRILLED
  - Left sleeve: SHOT, DRILLED, SKIRMISHERS
  - Right sleeve: SHOT, DRILLED, SKIRMISHERS
- Cavalry squadron: CUIRASSIERS
- Halve Kartouw: ARTILLERY (heavy)

### *Player control dice: 9D6*

### *Commanders*

Commander in Chief: Prince Maurits, Gifted, Trusted

Sub-commander: Philip von Hohelohe, Reckless (see keyword reckless Philip in rulebook), Trusted

Sub-commander: Earl of Solms, Competent, Trusted

Sub-commander: Sir Francis Vere, Competent, Trusted

### *Army units: to be divided*

- 6 regiments of infantry: 250 pikes and 2 x 250 shot
- 8 squadrons of cavalry: 150 cuirassiers
- 2 halve Kartouwen
- Baggage train

### *Strategic, operational and tactical level play*

This scenario is played at three levels.

The strategic level uses the map (see below). Players indicate their intention to the game-master. The latter combines the input, judges, adds friction and gives feedback to the players.

Operational level play starts once armies get within one day march. The tabletop is setup. 1 cm represents 100 paces. Every 4+ for time setting and time checks equals 10 minutes. Each independent command is represented by a group of stands. Two for each troop type, independent of the actual number of units of that type, in the command. Players indicates whether all the units in the command are in march column or in battle formation. March column is shown by forming all stands into a single base wide column. Battle formation by placing the stands of each type side by side, but the different types may be behind each other. In march column the command moves as other infantry or cavalry. In battle formation as close order infantry or cavalry. At the operational level a command in march column can form into battle formation and vice versa. This requires a time check for reforming an unformed unit.

Tactical play starts when commands at the operational levels get within 2000 paces of each other. This is played using the full Der Söldner rules.

