

Turnhout - 1597

It is 09:00, 24 January 1597. You are the Earl of Varax. You and your men are in winter quarters at Turnhout. The frontline is not far to the north. All is well.

Your orders are to keep watch, and above all to keep your troops intact. The nearest fortified town is Herenthals, one day march away.

Unit types:

- Tercio:
 - Pikes: CUADRO DE GENTE
 - First Bastion: SHOT, SKIRMISHERS
 - Second Bastion: SHOT, SKIRMISHERS
 - Third Bastion: SHOT, SKIRMISHERS
 - Fourth Bastion: SHOT, SKIRMISHERS
- Spanish lancers: CABALLOS LIGEROS
- Mercenary horse: REITERS

Player control dice: 9D6

Commanders

Commander in Chief: Earl of Varax, Competent, Trusted

Bataille: Earl of Varax

- Tercio Germans under the Earl Sulms. 500 pikes and 4 x 125 shot
- Tercio of La Motte, now under the Lord of Aschicourt: 500 pikes and 4 x 125 shot
- Tercio of la Barlotte: 500 pikes and 4 x 125 shot
- Tercio Napolitanians under the Marquis of Trevieq: 500 pikes and 4 x 125 shot
- Eskadron of Nicloaes Basta: 100 Spanish lancers
- Eskadron of Don Juan de Cordua: 100 Spanish lancers
- Eskadron of Alonzo Dragon: 100 Spanish lancers
- Eskadron of Gusman: 100 mercenary horse
- Eskadron of Grobbendonck: 100 mercenary horse
- 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.

