

Armies of the Dutch revolt 1568 - 1609

Being a collection of army lists for use with the Pike & Shotte wargame rules.

These lists cover the period from the start of the war to the 12 years truce. For the period after the truce (1621 - 1648) the reader is referred to the Pike & Shotte supplement The Devil's Playground.

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Introduction

On May 23rd 1568 Dutch rebels successfully ambushed a Spanish force under count Aremberg. He was told to wait for reinforcements, but advanced nonetheless. Losing his army and life while doing so.

The 80 years' war following the battle of Heiligerlee is typically described as one of many sieges, and that single pitched battle. A pity because the decades preceding Nieuwpoort contain many battles between forces numbering only a few thousand men. Perfect for a good game of Pike & Shotte, where the "real" battles are too big to handle for most wargamer's collection.

The first part of that war also sees rebel provinces looking and learning ways to raise and maintain an armed force. One that is able to match and better the largest, best and most professional force of its time: the Spanish Tercios. The first of those forces is best seen as a warlord's army paid by Willem van Oranje and his family fortune. Then and over the years that followed many lessons were learned the hard way. For example, early muster rolls show that most of the men in Dutch, and also English, units were armed with arquebuses with only about 20% being pikemen. The experiences in the field led to the conclusion that more German's should be hired. They being mostly pikemen. Another one was the biggest problem of all with mercenary armies: money! Or put better the lack of it and the consequential risk of mutinies.

Towards the end of 16th century, in the 1590's, the Dutch army was finally coming into its own. Today that army, led by Prince Maurits, is denoted as a military revolution. Maybe it is, but perhaps its most important revolution was the financial system supporting it. This above all ensured the troops were paid.

In marked contrast the Spanish army in Flanders remained conceptually more or less the same: an infantry force based on the rock solid tercio. Consisting of hardened, but often poorly paid, veterans these could push all before them, but only when willing to go out and do it. Over the period between 1573 and 1607 no less than 45 mutinies occurred, some lasting as long as a few years. Still, if you are looking for a list that gives your opponent something to really think about, think hard and long, than this is it.

List Development Considerations

In developing these lists I of course used the information available and aimed to get as close as possible to the real armies. This means making interpretations that may differ from those of others. I also considered very much the feel and flavor of the stage of development an army represents. This is also reflected in the order of the troops within a list. I have added and/or extended some troop types compared to other Pike & Shotte lists, while keeping a close eye on the spirit of the rules.

Allow me to explain.

German Reiters. Initially these deployed in very deep formations, if numbers allowed, while being as wide as other cavalry. Some contemporaries note that in close combat at most the first 3 or so ranks would be able to do anything. To represent a full sized deep Reiter unit I therefore kept the hand to hand factor of other cavalry units, but increased the shooting factor and stamina. As to the shooting factor, however, I assume that the short range of pistols does not allow the unit to bring its full firepower to bear on a charging unit.

The unit does not get the denotation Large. The amount of officers and their placement made these units less controllable than others. Because Large allows you to swap a disorder for a hit, and thus keep control, I consider this a good option for reflecting that lower level of control.

On the wargaming table I represent these units by adding a third rank of horsemen.

The Spanish tercio. There are a number of issues. First the number of contemporary engravings of Spanish units in the Low Countries that I could find depicting the "classic" tercio is 0, as in zero. But there is the battle of Nieuwpoort. We see 4 big composite pike blocks. One consisting of Spanish mutineers. All the shot are deployed to the front of the pikes. Representing the pike blocks as Large units does not provide a good match against the 16 Dutch units opposing them. Even deploying the composite units as large may not give a close enough fight, which it was. I therefore provide 2 options for the Spanish foot. In option I the Square Formation is introduced. For pikemen it is sized as 2 standard units fighting in one large square. Since one of the reasons for Maurits reducing the ranks in his pike blocks was the inefficient usage of manpower in combat I put the hand to hand dice at "only" 10. The shot is the same size as a Foot Battle Line, but deployed in a square block. The Shooting value of 1+1 indicates it can fire 1 dice per side, any side, up to a total of 2 dice for the unit.

I leave it fully up to the players to decide which option to use. Note, however, that most of the smaller battles were likely fought with Spanish troops being deployed in formations best represented by the already available formations in Pike & Shotte.

The Dutch cavalry. This also saw great improvements. Throughout the recent years in wargaming history this has been interpreted as departing the caracole and starting "real" charges. I follow, however, the line already set out with similar units in the other lists of Pike & Shotte. Upgrading the Dutch cavalry to Reliable and adding Maurits's command rating of 9 should provide sufficient options for players to use them more offensively.

Lancers. At the beginning of the war the old Burgundian Band d'Ordnance organization still existed. These have likely been used by the rebels. The Spanish didn't trust them much, relying more on their own so-called light cavalry. The latter would, however, still be well armored. The term light might, for example, refer to how they related to the heavily armored Gente d'Armas. I found no indications of these light cavalry troops being skirmishers, at least not in this period of the war.

The rebels also continued to raise and use lancers for some time. These probably operated like the Spanish lancers. However, often the remark is made that the Spanish cavalry was lighter than the Dutch. In some of the lists I therefor offer two options for lancers: Light Horse (note the increased move distance) with a decent morale save or Heavy Cavalry +1.

The slightly increased portion of lancers in the State's army is not a typo. Maurits initially increased their numbers in the early 1590's, only to disband them in 1597.

Arquebus to musket. Over the course of this period the arquebus was largely, or even completely, superseded by matchlock muskets. Not on a per unit basis but in fractions per unit. Dutch pike and shot formations, for example, would have sleeves of shot consisting of 50% arquebusiers and 50% musketeers, roughly and in some units very roughly.

The partial upgrade in the State's Army and Spanish lists means that a unit with a Shooting Value of 2 will have one dice for ranges up to 18" and two for ranges up to 12". A unit with a Shooting Value of 1 can only get muskets by a full upgrade.

The 1590 starting year is somewhat arbitrarily chosen. Muskets were already in use at the start of the war, but at levels too low to be meaningful at the level of our game. No exact date at which, for example, the 50% level was reached can be determined.

Nassau Brothers Armies:1568

After the first outbursts of violence Willem van Oranje left the Low Countries in 1567 for his family estate in Germany and started planning. Being a prince he could declare war on Spain. This he did. Using his personal fortune, selling the family silver and borrowing heavily a, mostly mercenary, army was brought together, with French Huguenots suggesting support.

Willem planned to invade the Low countries at three points. Himself in Brabant aiming to bring Alva to battle. Villiers and Merode would target Roermond and Maastricht, while his brothers Lodewijk and Adolph would invade the north aiming at Groningen. Only Lodewijk met with success, being able to ambush a Spanish force under Aremberg at the battle of Heiligerlee where Adolph was killed, only to be defeated weeks later by Alva himself at Jemmingen. Villiers and Merode were surprised and soundly beaten at Dalem (Rheindalen) by only 1400 Spaniards. By then Willem had still done nothing with the main body. Realizing his money was running out he decided to move despite the other setbacks. The army had been paid for, so he'd better do something with it. Alva fully realized the financial weakness of Willem and exploited it to the max, avoiding any battle and soon Willem's army disintegrated due to lack of funding.

Suggested Battles: Dalem, Heiligerlee, Jemmingen

Command Ratings

Overall Commander: Random Command Rating 30 points

Roll D6 for Rating: 1-3: Command Rating 7, 4-6: Command Rating 8

Infantry/Cavalry/Artillery Commander: Command Rating 8 40 points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Full sized Reiters unit	Horse	Sword, Pistols	8	2(1)	4+	4	Caracole, Mercenary	43

- Only Willem van Oranje.
- The shooting value of (1) applies only when being charged.

Reiters	Horse	Sword, Pistols	8	1	4+	3	Caracole, Mercenary	38
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- All except Willem van Orange: Maximum of two units.

Harquebusiers	Light Skirmisher Horse	Sword, Arquebus, Pistol	7	1	5+	3	Mercenary	28
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- Maximum of one unit per unit of Reiters.

Ordnance Lancers	Heavy Horse	Lance, Pistol	8	1	4+	3	Heavy Cavalry +1	50
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- Maximum of one in five units of Horse.

The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Dutch Arquebusiers	Foot Battle Line	Arquebus	3	2	5+	3		25

- Maximum of 4 units.
- Downgrade any unit to Freshly Raised @ -3 points.

Dutch Pikemen	Foot Pike Block	Pike	6	-	4+	4	Hedgehog	34
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- Maximum of one unit per four units of Dutch Arquebusiers.
- Downgrade any unit to Freshly Raised @ -3 points.

Landsknecht Pikemen	Foot Pike Block	Pike	8	-	4+	5	Mercenary, Hedgehog, Large	37
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- Any unit can be downgraded to normal size @ -6 points.

Landsknecht Arquebusiers	Foot Battle Line	Arquebus	3	2	5+	3	Mercenary	22
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- Maximum of one per two units of Landsknecht Pikemen.
- Any unit can be replaced by two small units @ +10 points.

Huguenot Arquebusiers	Foot Battle Line	Arquebus	3	2	5+	3		25
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- Only Willem van Oranje.
- Maximum of two units.

The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Artillery	Ordnance	Medium Guns	1	3-2-1	5+	2		21

- Maximum of one gun per battalia.

Dramatis Personae

Willem van Oranje. Command Rating 7 20 Points
 Special rule: **Father of the Fatherland.** When present Willem van Orange must be Commander in Chief.

Lodewijk van Nassau. Command Rating 8 30 Points

Adolph van Nassau. Command Rating 7 20 Points
 Special rule: **Rash.** If Adolph attaches himself to a cavalry unit he must order a charge if that unit is able to do so.

Sea Beggars: 1569 - 1574

The Watergeuzen (Sea Beggars) have been glorified in traditional Dutch history. Today's view pictures them more as a mixed bag of privateers, pirates, adventurers, and some religious fanatics. Mostly operating at sea the years 1569 to 1572 also saw many raids on land (landgangen). The most famous one being the capture of Brielle in 1572 by Lumey. Although by accident rather by design this proved to be the first toehold and start of the rebellion. After 1572 the Dutch Rebels established admiralties for coordinating and organizing their fleets and naval strategy, gradually amalgamating and superseding the Sea Beggars.

Note that this army consists of only one battalia.

Command Ratings

Overall Commander: Random Command Rating 35 points
 Roll D6 for Rating: 1-2: Command Rating 7, 3-5: Command Rating 8

The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Sea Beggar Arquebusiers	Foot Battle Line	Arquebus	3	2	5+	3		25

- Maximum of four units.
- Until 1572: Upgrade halve of the units to fanatics as protestant zealots @ +5 points.

Sea Beggar Pikemen	Foot Pike Block	Short Pike	5	-	4+	3	Hedgehog	29
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- Maximum of two units.
- Until 1572: Upgrade halve of the units to fanatics as protestant zealots @ +5 points.
- Pikes were used at sea, but a shorter version. Pike related combat resolution modifiers are reduced by 1.

The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Artillery	Ordnance	Medium Guns	1	3-2-1	5+	2		21

- Maximum of one gun.

Naval Support	Converted Merchant Ship	Medium Guns	-	1	1+	5		34
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- Off-shore naval guns only shoot at long range, hence the single shooting value of 1. The long range part is measured starting from the waterfront closest to the ship.
- Only enemy medium or heavier artillery can engage ships off-shore, and do so at long range. All artillery save modifiers apply. If a ship is shaken it is assumed to be too damaged and will retire. It is removed from the game.

Dramatis Personae

Lumey. Command Rating 8 35 Points
Special rule: **In the name of Orange open that gate.** If standing within 6” before the gate of a defended walled Build up Area Lumey may shout “ IN NAAM VAN ORANJE DOE OPEN DIE POORT”. The defender must make a break test. If the defenders break they open the gate and surrender to Lumey, who may then occupy the Build up Area. All other results of the break test are ignored.

Dutch Rebel Armies: 1572 - 1578

After the capture of Brielle by the Watergeuzen many cities, but not all, declared for the Willem van Oranje. The Spanish replied by a brutal campaign of capturing and massacring Mechelen, Zutphen, Naarden and after a long siege Haarlem. Twice the rebels tried relief this siege, but both were defeated in a battle at Manpad. In 1573 the siege of Alkmaar failed, as did the siege of Leiden in 1574. During the latter the Spanish temporarily broke off the siege to face an army lead by Lodewijk and Hendrik van Nassau, and defeat it in the battle at Mokerheide, where both the Nassau brothers were killed. At the siege of Alkmaar and Leiden inundations were used at a large scale by the rebels. In the case of Leiden even to the extent that the flooding was deep enough to allow Sea Beggar ships filled with herrings and white bread to reach and relief the city. The Spanish did not await the oncoming flood and abruptly abandoned the siege, leaving even a pot full of hutspot on the fire behind. To this day hutspot is a classic Dutch winter dish.

Mercenaries were mostly local people, but also included English, Scottish, Wallonians and even Scandinavians. The big problem with mercenaries was the risk of mutinies resulting from backlogs in payment. To mitigate this risk the rebels disbanded regimental mercenary units and raised new ones on a per company basis. This would result in smaller mutineer groups that could be better managed by local militias. The downside was that it also lowered the esprit d'corps, thus making these troops less effective in battle.

The Citizen Militia represent sorties from a besieged city in coordination with a relief force. Typically the coordination failed.

Suggested Battles: Manpad I, Manpad II, Mokerheide, Gembloux

Command Ratings

Overall Commander: Random Command Rating 30 points
 Roll D6 for Rating: 1-3: Command Rating 7, 4-6: Command Rating 8

Infantry/Cavalry/Artillery Commander: Command Rating 8 40 points

City or Garrison Commander: Command Rating 7 20 points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Full sized Reiters unit	Horse	Sword, Pistols	8	2(1)	4+	4	Caracole, Mercenary	43

- The shooting value of (1) applies only when being charged.

Reiters	Horse	Sword, Pistols	8	1	4+	3	Caracole, Mercenary	38
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Harquebusiers	Light Skirmisher Horse	Sword, Arquebus, Pistol	7	1	5+	3	Mercenary	28
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- Maximum of one unit per unit of Reiters.

Cuirassiers	Heavy Horse	Sword, Pistols	8	1	3+	4	Caracole, Heavy Cavalry +1	53
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- Maximum of one unit per unit of Reiters.

Ordnance Lancers	Heavy Horse	Lance, Pistol	8	1	4+	3	Heavy Cavalry +1	50
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- Maximum of one in five units of Horse.

The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Mercenary Arquebusiers	Foot Battle Line	Arquebus	3	2	5+	3	Mercenary	22

- After 1576: reduce stamina by 1 PiP @ -4 points.

Mercenary Pikemen	Foot Pike Block	Pike	6	-	4+	4	Hedgehog, Mercenary	31
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- Maximum of one unit per four units of Mercenary Arquebusiers.
- After 1576: reduce stamina by 1 PiP @ -4 points.

Landsknecht Pikemen	Foot Pike Block	Pike	8	-	4+	5	Mercenary, Hedgehog, Large	37
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- Maximum of two units.
- Any unit can be downgraded to normal size @ -6 points.
- After 1576: reduce stamina by 1 PiP @ -4 points.

Landsknecht Arquebusiers	Foot Battle Line	Arquebus	3	2	5+	3	Mercenary	22
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- Maximum of one unit per two units of Landsknecht Pikemen.
- Any unit can be replaced by two small units @ +10 points.
- After 1576: reduce stamina by 1 PiP @ -4 points.

Citizen Militia	Warband	Mixed, Arquebus	2	1	6+	2	Militia	12
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- Must all be in the same battalia that may contain other troops but not more than Citizen Militia units. This battalia must be commanded by a city or garrison commander, always starts the battle off table and enters the table on the side opposite the relief army on a successful command roll.

The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Artillery	Ordnance	Medium Guns	1	3-2-1	5+	2		21

- Maximum of one gun per battalia.

Sea Beggars Relief Force

- Use the Sea Beggars list.

- Maximum of one battalia commanded by their own commander.
- If the Sea Beggars are used the Dutch player divides the table, 2 by 3, into six sections. Per section one D6 is thrown. A score of 6 indicates that halve that section, starting at a table edge, has been successfully inundated and is now impassible to any troops except ships. The edges of inundations are considered waterfronts. The Sea Beggars battalia enters the table on any waterfront after a successful command roll. If no section is inundated the Sea Beggars cannot reach the battlefield and will not be able to enter the table in anyway.

Dramatis Personae

Lodewijk van Nassau. Command Rating 8 40 Points

Hendrik van Nassau. Command Rating 7 20 Points

Kenau Simonsdochter Hasselaer. Command Rating NA 10 Points

Kenau is always integral to a unit of Citizen Militia. This unit gains +2 Hand to Hand dice. All Citizen Militia units charging into a mutually supporting combat containing Kenau gain the ferocious charge special rule. Every time the unit containing Kenau receives any hits 2D6 are thrown modified by a +1 per hit. A result of 12+ indicates that Kenau is hit. All special rules are forfeited from then on.

The Union Army: 1579 - 1587

The pacification of Gent in 1576 aimed to end the troubles and bring back peace to the Low Countries. This did not materialize. In 1579 two unions were formed. In the south the union of Atrecht with allegiance to the King of Spain. The union of Utrecht (this list) in the north continued independently, in 1581 with the plakaat van verlatenhe formally denouncing the King of Spain as their sovereign lord.

Already starting in 1578 the army was restructured. Several officer-ranks were abandoned and others created, such as the sergeant-major who oversaw the troops at regimental level, where previously the veltweyfel had done so at company level. This also meant the reintroduction of regimental structures. In order to avoid the risks posed by mutinies the appointments of captains and above was laid into the hands of the commander in chief, i.e. Willem van Oranje, thus ensuring the selection of trustworthy people. Willem also reorganized to composition of the infantry by increasing the number of pikemen.

Suggested Battles: Hardenberg, Noordhorn, Amerongen

Command Ratings

Overall Commander: Random Command Rating 40 points

Roll D6 for Rating: 1: Command Rating 7, 2-5: Command Rating 8

Infantry/Cavalry/Artillery Commander: Command Rating 8 40 points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Cuirassiers	Heavy Horse	Sword, Pistols	8	1	3+	4	Caracole, Mercenary, Heavy Cavalry +1	50
Reiters	Horse	Sword, Pistols	8	1	4+	3	Caracole, Mercenary	38
Harquebusiers	Light Skirmisher Horse	Sword, Arquebus, Pistol	7	1	5+	3	Mercenary	28
Lancers	Heavy Horse	Lance, Pistol	8	1	4+	3	Heavy Cavalry +1	50

- Maximum of one in five units of Horse.
- Deploy as Light Horse, removing Heavy Cavalry +1 @ -4 points.

The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Mercenary Pikemen	Foot Pike Block	Pike	6	-	4+	4	Hedgehog, Mercenary	31

Mercenary Arquebusiers	Foot Battle Line	Arquebus	3	2	5+	3	Mercenary	22
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- Maximum of two units per unit of Mercenary Pikemen.

Landsknecht Pikemen	Foot Pike Block	Pike	8	-	4+	5	Mercenary, Hedgehog, Large	37
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- Any unit can be downgraded to normal size @ -6 points.

Landsknecht Arquebusiers	Foot Battle Line	Arquebus	3	2	5+	3	Mercenary	22
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- Maximum of one unit per unit of Landsknecht Pikemen.

The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Artillery	Ordnance	Medium Guns	1	3-2-1	5+	2		21

- Maximum of one gun per battalia.

Dramatis Personae

Willem Lodewijk van Nassau. Command Rating 8 50 Points
 Special rule: **Us Heit.** Being the stadholder of Friesland Willem Lodewijk is there better known as Us Heit (our Father). He ensured timely pay and was a strict disciplinarian. He was a nephew of Maurits and together with him the architect of the army reforms that would shape the State's army from 1592 onwards. Any mercenary unit under his command may forfeit the mercenary special rule.

John Norreys. Command Rating 8 40 Points

The State's Army: 1588 - 1609

In 1588 the Staten Generaal introduced the so-called repartition system in order to improve the financing of the army. An important link in this system was the solliciteur militair. These were private entrepreneurs that advanced the payments to the troops in return for an interest rate. Although this system had its limits, it greatly improved the regularity of payments to the troops, effectively removing the risk of mutinies.

In the early 1590's Maurits reorganized the army based on his readings of the classics. He did not do this all by himself. His nephew, and stadholder of Friesland, Willem Lodewijk van Nassau also being an important architect of what is today referred to as a military revolution. July 1592 can be regarded as the starting point. On the 5th of that month, after having taken Steenwijk, Maurits and Lodewijk Willem exercised their troops based on their new insights.

This list does not subdivide the infantry into the various individual nationalities. Some lists, for example, downgrade Wallonian troops. These were indeed less trusted - they were, for example, asked for their loyalty just before Nieuwpoort commenced- but fought well in practice. I prefer to follow battlefield performance.

Suggested Battles: Turnhout, Nieuwpoort

Command Ratings

Overall Commander: Random Command Rating 40 points
 Roll D6 for Rating: 1: Command Rating 7, 2-5: Command Rating 8, 6: Command Rating 9

Infantry/Cavalry/Artillery Commander: Command Rating 8 40 points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Cuirassiers	Heavy Horse	Sword, Pistols	8	1	3+	4	Caracole, Heavy Cavalry +1	53

- Upgrade any unit as hardened veterans to Tough Fighters @ +2 points.
- After 1592: upgrade any unit to Reliable @ +4 points.

Harquebusiers	Light Skirmisher Horse	Sword, Arquebus, Pistol	7	1	5+	3		35
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- After 1592: upgrade any unit to Reliable @ +4 points.

Lancers	Heavy Horse	Lance, Pistol	8	1	4+	3	Heavy Cavalry +1	50
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- Only until 1597: Maximum of one in four units of Horse.
- Deploy as Light Horse, removing Heavy Cavalry +1 @ -4 points.

The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Pikemen	Foot Pike Block	Pike	6	-	4+	4	Hedgehog	34

- Upgrade any unit as veterans to Elite 4+ @ +6 points.
- After 1592: upgrade any unit to Superbly Drilled @ +5 points.

Arquebusiers	Foot Battle Line	Arquebus	3	2	5+	3		25
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- Maximum of two units per unit of Pikemen.
- Upgrade any unit as veterans to Elite 4+ @ +6 points.
- After 1590: replace halve of the arquebuses per unit with muskets @ +1 point.
- After 1592: upgrade any unit to Superbly Drilled @ +5 points.
- After 1605: replace all arquebuses with muskets @ +2 points.

The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Artillery	Ordnance	Medium Guns	1	3-2-1	5+	2		21

- Maximum of one gun per batallia.

Heavy Artillery	Ordnance	Heavy Guns	1	3-2-1	5+	2		25
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- Maximum of one gun per army.

Naval Support	Converted Merchant Ship	Medium Guns	-	1	1+	5		34
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- Off-shore naval guns only shoot at long range, hence the single shooting value of 1. The long range part is measured starting from the waterfront closest to the ship.
- Only enemy medium or heavier artillery can engage ships off-shore, and do so at long range. All artillery save modifiers apply. If a ship is shaken it is assumed to be too damaged and will retire. It is removed from the game.

Dramatis Personae

Prince Maurits. Command Rating 9 60 Points

Willem Lodewijk van Nassau. Command Rating 8 40 Points

Sir Francis Vere. Command Rating 8 40 Points

Spanish Army in Flanders: 1568 - 1609

The Spanish army of the mid 16th century was the largest and most professional force of its time. It was build on the solid infantry Tercio.

At first the Duke of Alva was send to the Low Countries with some of the oldest and best Tercios with many hardened veterans in them. Later newly recruited units were moved from Italy to the Low Countries over the so-called Spanish road, or raised locally. Over the years the Spanish units were supplemented with Italians, Wallonians and even English, Scottish and Irish troops. In addition many German Landsknechts and Reiters were hired.

After the outbreak of the 80 years war the Spanish empire quickly became strategically overstretched. Many times other more pressing priorities lowered the attention and efforts spent on the rebellious Low Countries. As a direct consequence the necessary fundings were not forthcoming, which resulted in many mutinies by the Spanish troops, or the troops were diverted to fight elsewhere, for example in France, or preparing for the invasion of England by means of the Armade.

This list contains two options for the foot. Only one can be used.

Command Ratings

- Overall Commander:** Random Command Rating 40 points
 Roll D6 for Rating: 1: Command Rating 7, 2-5: Command Rating 8, 6: Command Rating 9
- Infantry/Cavalry/Artillery Commander:** Command Rating 8 40 points

The Foot - Option I

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Tercio Pikemen	Square Formation	Pike	10	-	4+	8	Hedgehog, Large	54

- Up to one unit can be upgraded as Spanish or Italian to Reliable @ +5 points.
- Any Spanish unit can be upgraded to Tough Fighters @ +1 point.
- Any unit can be upgraded as veterans to Elite 4+ @ +6 points.
- Add a musket garrison with a Shooting Value of 1 @ 2 points.
- Any unit may be downgraded as pacified mutineers to Mercenary @ -3 points. Such units cannot be Reliable.

Tercio Arquebusiers	Square Formation	Arquebus	3	1+1	5+	3		25
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- Maximum of four units per Pike Square.
- Deploy as Foot Battle Line having a Shooting Value of 2 @ 0 points.
- Up to four units can be upgraded as Spanish or Italian to Reliable @ +5 points.
- Any unit can be upgraded as veterans to Elite 4+ @ +6 points.
- Any unit may be downgraded as pacified mutineers to Mercenary @ -3 points. Such units cannot be Reliable.
- After 1590: replace halve of the arquebuses per unit with muskets @ +1 point.

Landsknecht Pikemen	Foot Pike Block	Pike	8	-	4+	5	Mercenary, Hedgehog, Large	37
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- Any unit can be downgraded to normal size @ -6 points.

Landsknecht Arquebusiers	Foot Battle Line	Arquebus	3	2	5+	3	Mercenary	22
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- Maximum of one per two units of Landsknecht Pikemen.
- Any unit can be replaced by two small units @ +10 points.

The Foot - Option II

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Tercio Pikemen	Foot Pike Block	Pike	8	-	4+	5	Hedgehog, Large	40

- Any unit may be reduced to normal size @ - 6 points.
- Up to two units can be upgraded as Spanish or Italian to Reliable @ +5 points.
- Any Spanish unit can be upgraded to Tough Fighters @ +1 point.
- Any unit can be upgraded as veterans to Elite 4+ @ +6 points.
- Any unit may be downgraded as pacified mutineers to Mercenary @ -3 points. Such units cannot be Reliable.

Tercio Arquebusiers	Foot Battle Line	Arquebus	3	2	5+	3		25
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- Maximum of two units per Pike Block.
- After 1590: replace half of the arquebuses per unit with muskets @ +1 point.
- Replace any unit with two small units @ +10 points.
- Up to four units can be upgraded as Spanish or Italian to Reliable @ +5 points.
- Any unit can be upgraded as veterans to Elite 4+ @ +6 points.
- Any unit may be downgraded as pacified mutineers to Mercenary @ -3 points. Such units cannot be Reliable.

Landsknecht Pikemen	Foot Pike Block	Pike	8	-	4+	5	Mercenary, Hedgehog, Large	37
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- Any unit can be downgraded to normal size @ -6 points.

Landsknecht Arquebusiers	Foot Battle Line	Arquebus	3	2	5+	3	Mercenary	22
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- Maximum of one per two units of Landsknecht Pikemen.
- Any unit can be replaced by two small units @ +10 points.

The Horse (Maximum of one unit per pike unit)

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Gente d'armas	Heavy Horse	Lance, pistol	8	1	3+	4	Heavy Cavalry +D3	62

- Maximum of one unit.
- Downsize to small unit @ -9 points.

Caballos Ligeros	Light Horse	Lance, Pistol	8	1	4+	3		41
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- Any unit may be downgraded as pacified mutineers to Mercenary @ -3 points.
- Deploy as Heavy Cavalry +1 @ +4 points.

Herguletiers	Light Skirmisher Horse	Sword, Arquebus, Pistol	7	1	5+	3		35
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- Any unit may be downgraded as pacified mutineers to Mercenary @ -3 points.

Full sized Reiters unit	Horse	Sword, Pistols	8	2(1)	4+	4	Caracole, Mercenary	43
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- The shooting value of (1) applies only when being charged.

Reiters	Horse	Sword, Pistols	8	1	4+	3	Caracole, Mercenary	38
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Stradiots	Light Skirmisher Horse	Spears, Sword, Pistol	7	1	5+	3	Marauder	40
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The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Artillery	Ordnance	Medium Guns	1	3-2-1	5+	2		21

- Maximum of one gun per batallia.

Heavy Artillery	Ordnance	Heavy Guns	1	3-2-1	5+	2		25
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- Maximum of one gun per army.

Dramatis Personae

The Duke of Alva (1568 - 1573). Command Rating 9 70 Points
 Special rule: **Money Talks.** Alva knew and exploited the biggest weakness of mercenary armies to the max: money. Skillfully he avoided battle which typically resulted in no battle at all because the enemy's army disintegrated once the fundings dried up. In a battle against Alva if the opposing army attempts to rally a mercenary unit a score of one less than the command rating is needed for success.

Count Aremberg (1568). Command Rating 7 20 Points
 Special rule: **Rash.** Aremberg receives a +1 command modifier when ordering a charge.

The Duke of Parma (1578 - 1592). Command Rating 9 60 Point
 Special rule: **Il Duca Italiano.** The treatment of the various units in the Spanish army was not evenhanded. Parma took care of his troops and, in particular, his fellow Italian countrymen. Any Italian unit under his command cannot be downgraded to pacified mutineers. In addition, any Italian Pike unit may be upgraded to Tough Fighters @ + 1 points.

Francisco Verdugo (1581 - 1594). Command Rating 8 40 Points
Archduke Albrecht of Austria (1596 - 1621). Command Rating 7 20 Points

Suggested Reading

Boom Publishers

De Tachtigjarige oorlog. Van opstand naar geregelde oorlog. 1568 - 1648 (2013)
ISBN 978 94 6105 4753

F. Hogenberg

De 80-jarige oorlog in prenten (1977, reproduction of the originals from the 16th century)
ISBN 90 00 02481 1

J.J. Orlers & H. v. Haestens

Den Nassauschen Lauren - Crans (1979, reproduction of the original from 1610)
ISBN 90 222 0247 X

L. Panhuysen & R. v. Stipriaan

Oogetuigen van de tachtigjarige oorlog. Van ruzie tot het laatste kanonschot (2018)
ISBN 978 90 214 1538 3

C.E.H.J. Verhoef

Nieuwpoort 1600. De bekendste slag uit de tachtigjarige oorlog (2001, 2nd edition)
ISBN 90 75323 86 7

J.W. Wijn

Het beleg van Haarlem (1982)
ISBN 90 247 9087 5

Geoffrey Parker

The Dutch revolt (1988, revised edition)
ISBN 0 14 055233 2

Geoffrey Parker

Spain and the Netherlands (1990, revised edition)
ISBN 0 00 6862201 2

Geoffrey Parker

The army of Flanders and the Spanish road 1567 - 1659 (2004, 2nd edition)
ISBN 978 0 521 54392 7

I. & I. Notario Lopez

MAA - 481. The Spanish tercios 1536 - 1704 (2012)
ISBN 978 1 78096 873 5

B. de Groot

MAA - 510. Dutch armies of the 80 years' war 1568 - 1648(1) (2017)
ISBN 978 1 47281 913 0

B. de Groot

MAA - 513. Dutch armies of the 80 years' war 1568 - 1648(2) (2017)
ISBN 978 1 47281 916 1

K. Roberts

Pike and Shot Tactics 1590 - 1660 (2010)
ISBN 978 1 78096 784 4