

The Perfect Captain presents:



Spanish
Fury: Battle

-or-

PISTOLADO!



BATTLE SCENARIOS I
2011

Spanish Fury, Battle! or, PISTOLADO SCENARIO SET I

Welcome to the first set of scenarios specifically designed for Spanish Fury: Pistolado II.

The Wars of Religion is generally under-represented period in gaming, and information is usually difficult to find. With our 'Spanish Fury' series we have tried to provide a comprehensive system that is well researched and allows those interested to get a real feel for the era. These scenarios have been provided to give players an opportunity to re-fight some of the more famous engagements of the late 16th century as well as introduce new players to the rules with ready made clear-cut battles. Most importantly they are meant to showcase our rules by showing that they can produce historical results with many period touches while making for an enjoyable afternoon.

We tried to use as many of the original sources as possible for each scenario, with an emphasis on eyewitness accounts. Such accounts however can be contradictory; numbers for the participants can vary, positions of regiments can be on opposite sides of the field, and officers mentioned as killed or wounded can in other accounts be miles away from the action! That said, most come quite close to agreement and our scenarios are presented in this light.

When setting up their forces for a scenario, players need not use the historical deployment shown. Further, as per the rules, regiments may be restructured as the players see fit; shot may be detached from one regiment and attached to another, or deployed as Enfants Perdus or Commanded Shot, while Petronels can be attached to mounted regiments as Skirmishing Horse.

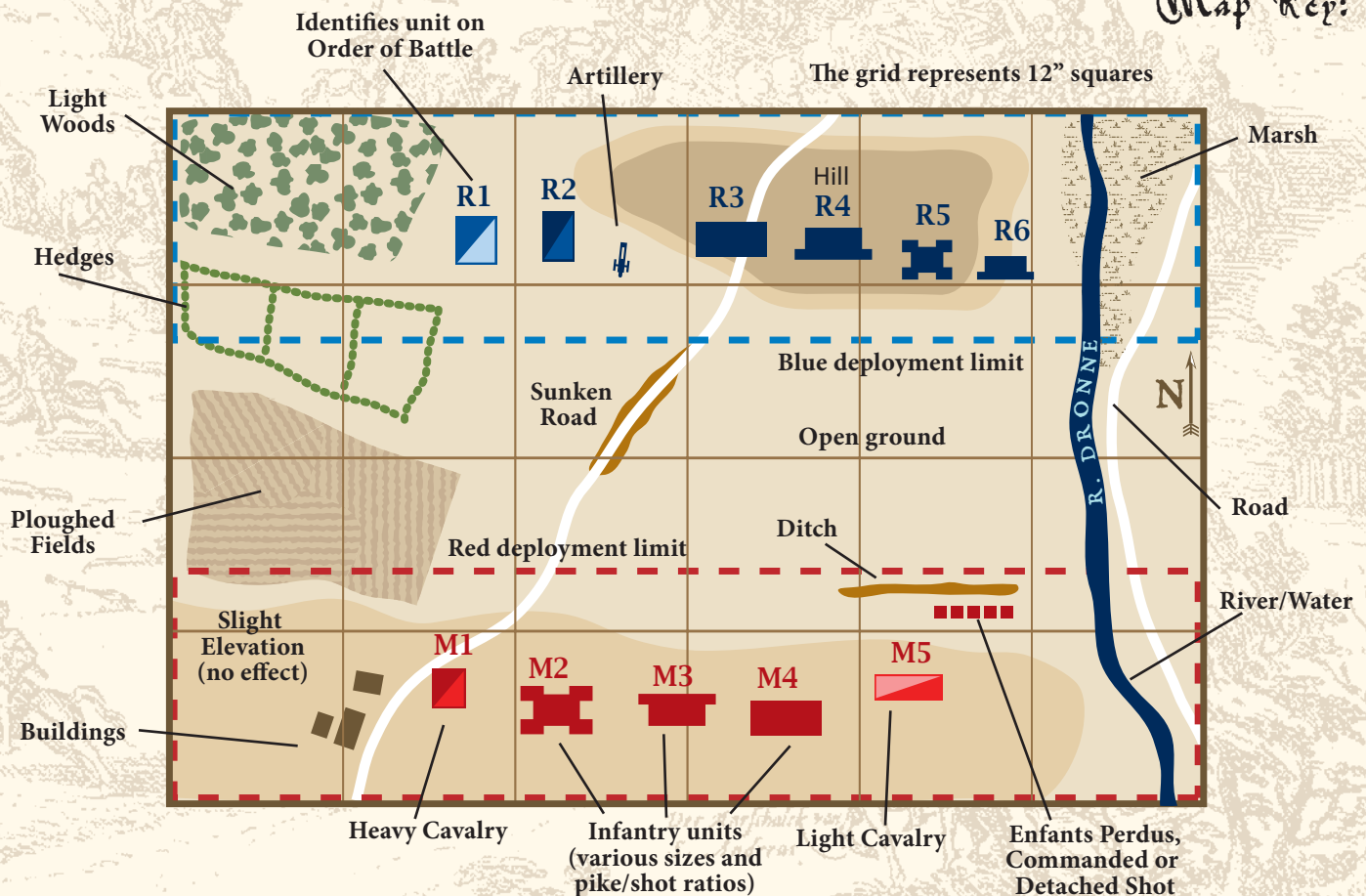
Try 'em out- and write us a battle report when you can! http://games.groups.yahoo.com/group/perfect_captain/

Let the games begin!

Enjoy,

The Perfect Captain

Map Key:



Spanish Fury, Battle! or, P I S T O L A D O -Scenario I

LANGSIDE

A BATTLE OF THE SCOTTISH CIVIL WARS

Order of Battle

THE REGENT'S ARMY

Generalissimo:

James Stuart, Earl of Moray

Officers:

Kilkaldy Morton
Drumlanrig Hume
Lindsay

Horse:

Douglas (Drumlanrig)
1x Border Horse (4)- R1

Infantry:

East March, Lothian, Glasgow citizens
2x Scots Retainers (8/2)- R2,3
1x Scots Retainers (6/0)- R4
Barony of Renfrew
1x Scots Levy (10/0)- R5
Lennox
1x Highlanders (8/4)- R6
Royal Archers
1x Detached Shot (2)- R7
Artillery:
2x Sakers

THE MARIAN ARMY

Generalissimo:

Archibald Campbell,
Earl of Argyll

Officers:

Arbroath Herries
C.Hamilton

Horse:

Maxwell (Herries)
1x Border Horse (6)- M1

Infantry:

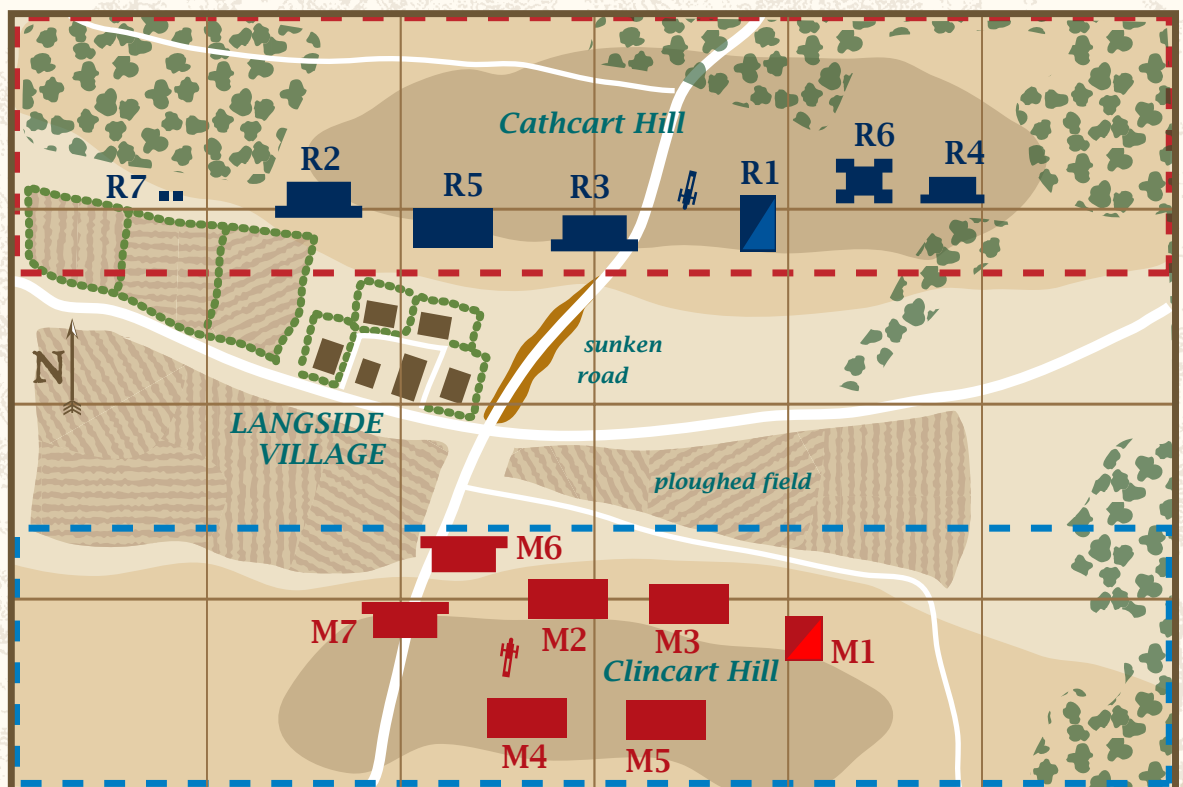
Mostly Hamiltons and some Campbells
4x Scots Levy (10/0)- M2,3,4,5
2x Scots Retainers (10/1)- M6,7
Artillery:
2x Sakers

Near Glasgow, Scotland - May 13th, 1568:

Queen Mary Stuart's marriage to James Hepburn, Earl of Bothwell, turned her people against her. While Bothwell was able and had a large following, it was common knowledge that he had arranged the murder of Mary's second husband and consort, Henry, Lord Darnley, with a mind to supplant him on the throne. This, coupled with Mary's attachment to Catholicism in a nation rapidly turning to the Reformed faith brought matters to a head (along with the general weakness of her reign, and attachment to France). The Protestant Lords of the Congregation rebelled against her, leading to the showdown at Carberry Hill in 1567 which ended with Mary their prisoner and Bothwell in exile (never to return). Mary was shut up in Loch Leven castle and forced to abdicate in favor of her infant son James, who was now under the care of the Regent James Stuart, Earl of Moray (Mary's half-brother). As much as her erratic behavior scandalized the nation, the forced abdication did not sit well with many of her people. In May of 1568 she escaped captivity and raised a large following of nobles of both religions, declaring herself Queen again and her enemies outlaws. Gathering forces in the east, she then marched west toward the stronghold of Dumbarton Castle, using it as a base to pull in more supporters. The Regent meanwhile was not idle. From among the 'Rebel' nobility (who saw themselves as the legitimate government), Moray raised 4000 men (to counter Mary's 6000) and riding hard, managed to get astride Mary's route at the little village of Langside, just south of Glasgow.

Notes

1. The Regent's forces' Confidence is at Equiposed.
2. Marian forces' Confidence is at Uncertain.
3. The game last 20 turns. The Marians must drive the Regent's forces past the 'Hopeless' confidence level. Any other result is a win for the Regent.



Spanish Fury, Battle! or, P I S T O L A D O -Scenario II (a)

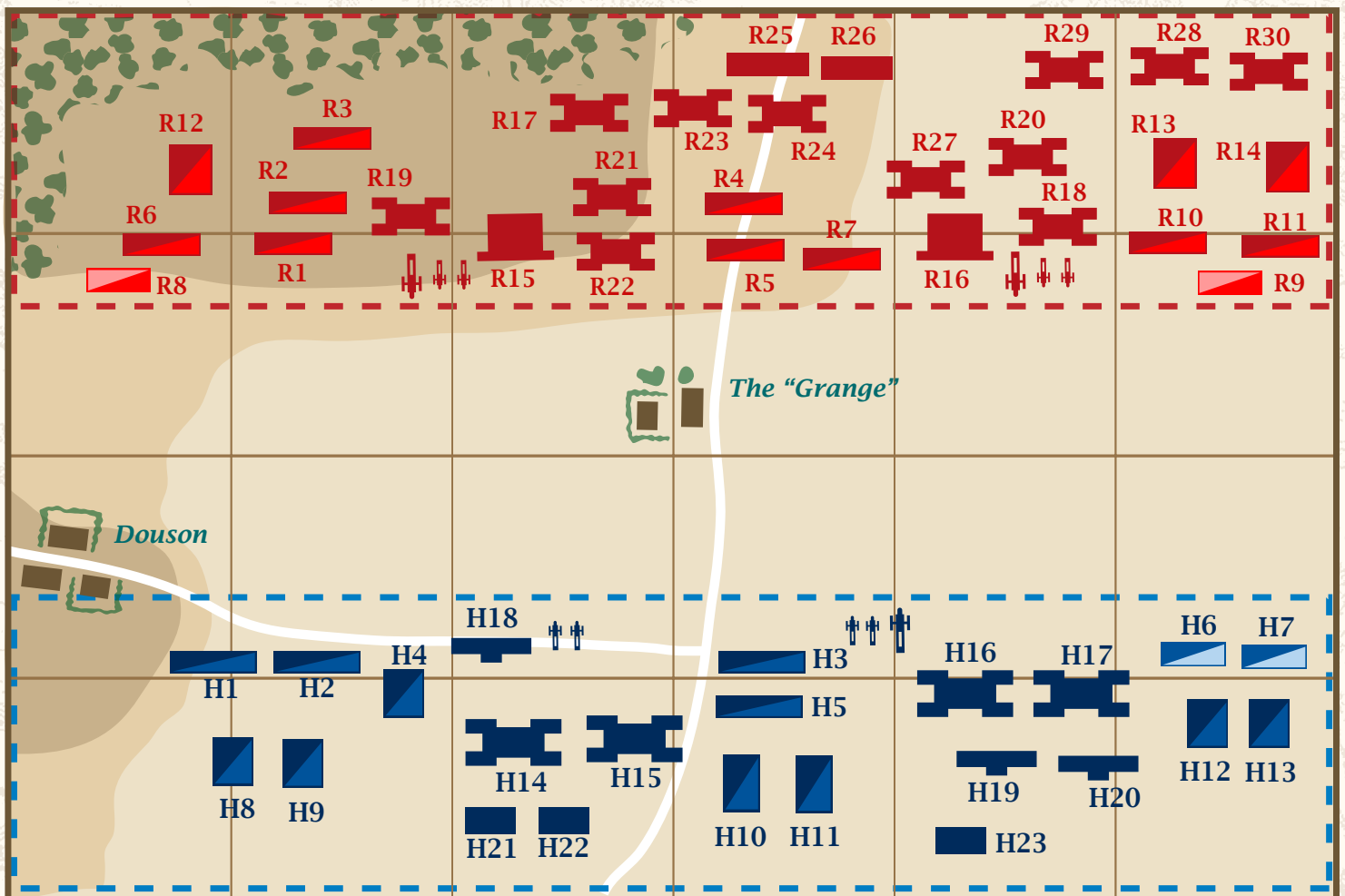
MONCONTOUR

A BATTLE OF THE FRENCH WARS OF RELIGION

Nienne, France - October 3rd, 1569:

The Third Civil War in France broke out in August 1568, only a few months after the treaty concluding the previous war. Queen Catherine de Medici, ruling France in the name of her son Charles IX had acted in bad faith. Not only had she not disbanded her forces, but she plotted to capture the leaders of the Huguenot party on their estates. The attempt failed, and both the Prince de Conde and Admiral Gaspard de Coligny managed to arrive safely at the Protestant stronghold of La Rochelle, gather their strength for another military showdown. Unlike the last war where the Protestant chose the theatre of operations, the Catholics had the initiative, the fighting revolving around the Huguenot heartlands of Poitou and Saintonge.

After much maneuvering the Protestants were caught off guard at Jarnac (March 1569); while their defeat was not decisive, the Prince of Conde was killed, leaving command to the Admiral, and the titular leadership of the party to his nephew Henri de Navarre and his own son Henri de Bourbon. Regrouping, the Protestants rendezvoused with a German mercenary army under Wolfrad von Mansfeld and siezed the initiative. The Royal Catholic army under the Duc D'Anjou (heir to the throne) could only stand by while the Admiral laid siege to the strategic town of Poitier. With reinforcements arriving the Royal army threatened the town of Chatelherault, the enemy headquarters and supply base. This forced the Admiral to give up his siege to relieve the town. By now, both sides had been in the field for over a year, and the troops on both sides were demanding their leaders end the fighting with one decisive engagement. With his mercenaries on the verge of mutiny, the Admiral reluctantly sought a favorable piece of ground to make a stand near the Rvier Dive. The Catholic Marshall Tavannes (the true mind behind the Royal army and chief of staff of Anjou) outmaneuvered the Protestants and forced them to fight before they were ready. With the two largest armies yet to be gathered in the wars, including troops from Spain, Switzerland, the Pope, various German princes and even some Dutch rebels, and end to the war seemed at hand.



Der Anführer von
S. Andreas

Spanish Fury, Battle! or, P I S T O L A D O -Scenario II (b)

Moncontour - Order of Battle

THE HUGUENOTS

Generalissimo:

Admiral Gaspard de Coligny

Officers:

L. Nassau	W. Mansfeld	La Noue
De Mouy	Granvillars	Acier
Teligny	Renel	

Horse:

Western, Southern and Dutch war veterans

3x Early Millers (6)- **H1, 2, 3**

1x Pistoliers (5)- **H4**

1x Chevaux-Leger- **H5**

2 x Petronels (4)- **H6,7**

German Mercenaries

6 x Reiter Reg't (8)- **H8, 9, 10, 11, 12, 13**

Infantry:

German Mercenaries

4x Landsknecht Reg't (12/6)- **H14, 15, 16, 17**

Piles, Saint-Megrin, Puy-Greffier, Acier, Rouvray, Alais Reg'ts

3x Vet. Huguenot (12/2)- **H18, 19, 20**

3x Levy Reg't (12/0)- **H21, 22, 23**

Artillery:

1x Demi-Culverin

4x Sakers

FRENCH ROYAL CATHOLICS

Generalissimo:

Henri Duc d'Anjou (Tavannes*)

Officers:

Martigues	Montpensier	Pfyffer
M. Baden	Biron	Cosse
S. Fiore	Aumale	E. Mansfeld

Horse:

Anjou's Guard, Northern, Breton, Burgundian

5x French Gendarmes (6)- **R1, 2, 3, 4, 5,**

2x Chevaux-Leger (6)- **R6, 7**

2x Petronels (6)- **R8, 9**

Italians & Walloons

2x Spanish Emp. Reg't (6)- **R10, 11**

German Mercenaries

3x Reiters (10)- **R12, 13, 14**

Infantry:

Pfyffer, Clery

2x Swiss Reg't (14/12)- **R15, 16**

Piedmont, Garde Francaise

2x Vieille Bandes (10/6)- **R17, 18**

Martigues, Rieux

2x French Legion (12/6)- **R19, 20**

Santa Fiore, Montalto, Tosinghi, Del Monte

2x Italian Reg't (12/6)- **R21, 22**

Lisle, Escars, La Vouguyon, Vezins, Mailly, Vastans

2x French Catholic (8/4)- **R23, 24**

2x Levy Reg't (8/0)- **R25, 26**

Walloons & Spaniards

1x Walloon Reg't (12/4)- **R27**

German Mercenaries

3x Landsknecht Reg't (12/6)- **R28, 29, 30**

Artillery:

2x Demi-Culverins

5x Sakers

Notes

1. Huguenot Confidence is at Equipoised.

2. Royal Catholic Confidence is at Equipoised.

3. The Catholic player may use either Tavannes or Anjou as Generalissimo; the one not used is removed from play.

4. The Huguenots may deploy an Enfants Perdus.

5. The game last 20 turns. Both sides must drive their enemies past the Hopless Confidence level to win. Otherwise both sides lose.

Spanish Fury, Battle! or, P I S T O L A D O -Scenario III

MOOKERHEYDE

A BATTLE OF THE EIGHTY YEARS WAR

Order of Battle

THE REBELS

Generalissimo:

Count Louis of Nassau

Officers:

H. Nassau D. Christoph
G. Fregoso

Horse:

German Mercenaries
4x Reiters (5)- R1-4

Foot:

German Mercenaries
2x Landsknechts (14/6)- R5,6
Dutch Levies
1x Levy Reg't (10/0)- R7
French Mercenaries
2x Seasoned Det. Shot (6)- R8,9

Artillery:

1x Sakers

SPANISH

Generalissimo:

Sancho de Avila

Officers:

Mendoza Schenck
F. Toledo Braccamonte
Mondragon Hierges

Horse:

German Mercenaries
1x Reiters (3)- S1
Spanish & Walloon
1x Herguteliers (3)- S2
2x Spanish Gendarmes (3)- S3,4

Foot:

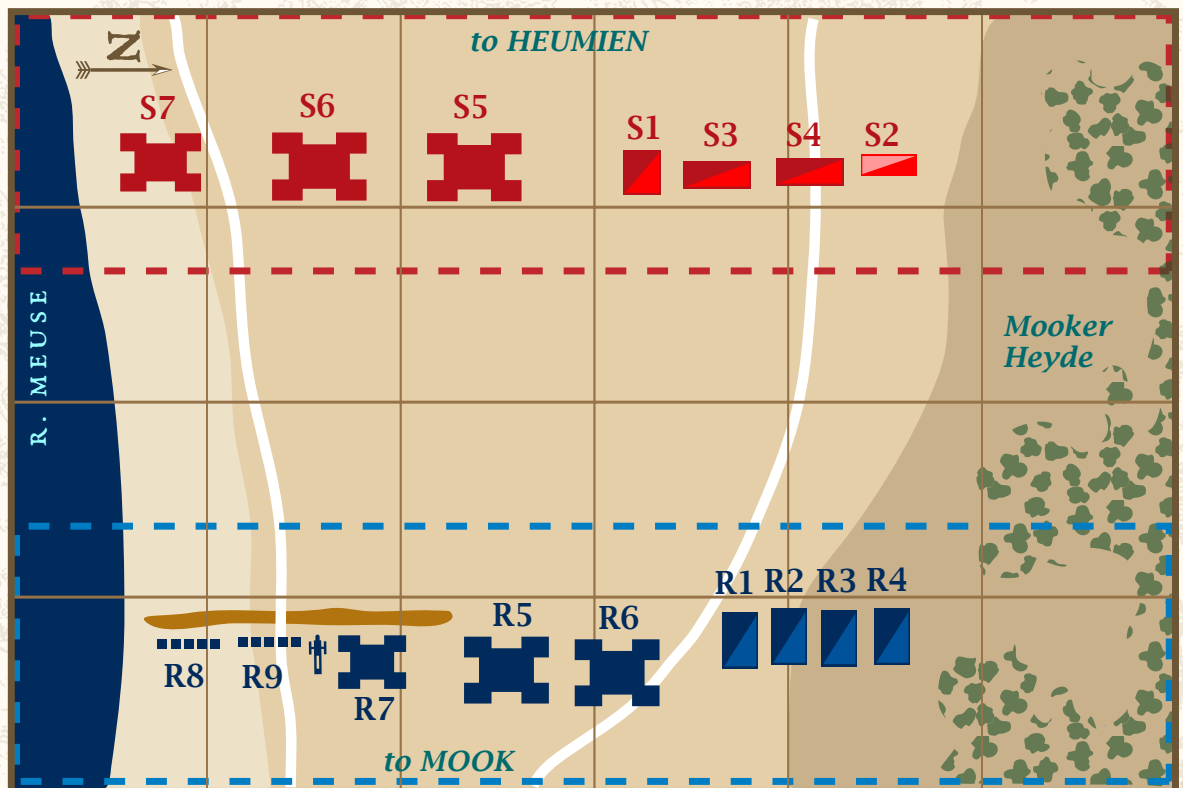
Spanish & Italian Tercios
2x Spanish Reg't (14/8)- S5,6
Walloon Tercio
1x Walloon Reg't (12/4)- S7

Village of Mook, Limburg - April 14th, 1574:

With the capture of den Briel by the Sea-Beggars in April 1572, the Dutch rebellion against the Spanish entered a new phase. From this solid foothold the rebellion spread rapidly, with several towns refusing Spanish garrisons and others actively pleading with William of Orange (leader of the revolt, now in exile in Germany) to provide them with garrisons of his own troops. The Spanish reconquest of Holland, at first successful (and brutal) bogged down in front of the town of Alkmaar in 1573. Don Luis de Requesens, the Duke of Alba's replacement as head of the government, prosecuted the siege of Leyden, in the heart of Rebel territory, splitting the southern Rebel held areas from the north. Meanwhile in Germany William and his brother Louis of Nassau struggled to raise funds to finance an army for the relief of the town. The plan was to raise two armies that would enter the province of Limburg from different points to divide enemy efforts to contain them. They were to join together again near Nijmegen and force their way through to Leyden. Louis' army (composed mostly of Germans with a number of Dutch exiles as well as French Protestant refugees that escaped the St. Bartholomew's Day Massacre) entered Limburg near Kleves and was almost immediately set upon by a force led by Sancho de Avila that had marched furiously south from the siege of Leyden (which was temporarily lifted). Frequent attacks that developed into large skirmishes forced Louis away from his Brother's army and into the village of Mook near the Maas river. Here the Rebels made their stand.

Notes

1. The Rebels Confidence is at Equiposed.
2. The Spanish force's Confidence is at Equiposed
3. The game last 20 turns. The Spanish must drive the Rebel forces past the 'Hopeless' confidence level. Any other result is a win for the Rebels.



Spanish Fury, Battle! or, P I S T O L A D O -Scenario IV

COUTRAS

A BATTLE OF THE FRENCH WARS OF RELIGION

Order of Battle

HUGUENOTS

Generalissimo:
Henri of Navarre

Officers:
Turenne H. Conde
Tremouille Soissons
Neuvi Favas

Horse:
Gascon, Troupe Royal, Poitvin
3 x Late Miller (4)- H1-3
2 x Petronels (4)- H4,5

Foot:
Charbonniere, Borie, Neuvi
3x Vet. Huguenot (10/2)- H6-8

Artillery:
1x Demi-Cannon

ROYAL CATHOLICS

Generalissimo:
Duc de Jouyeuse

Officers:
Lavardin Vivans
Mercurio Montigny
Cluseaux Tiercellin

Horse:
4 x French Gendarmes (6)- R1-4
2 x Petronels (5)- R5,6
1x Stradiots (4)- R7

Foot:
Picardy
1x French Legion (12/6)-R8
Tiercellin
1x French Legion (12/6)- R9
Cluseaux
1x French Legion (10/6)- R10
1x Seasoned Enfants Perdus (6)

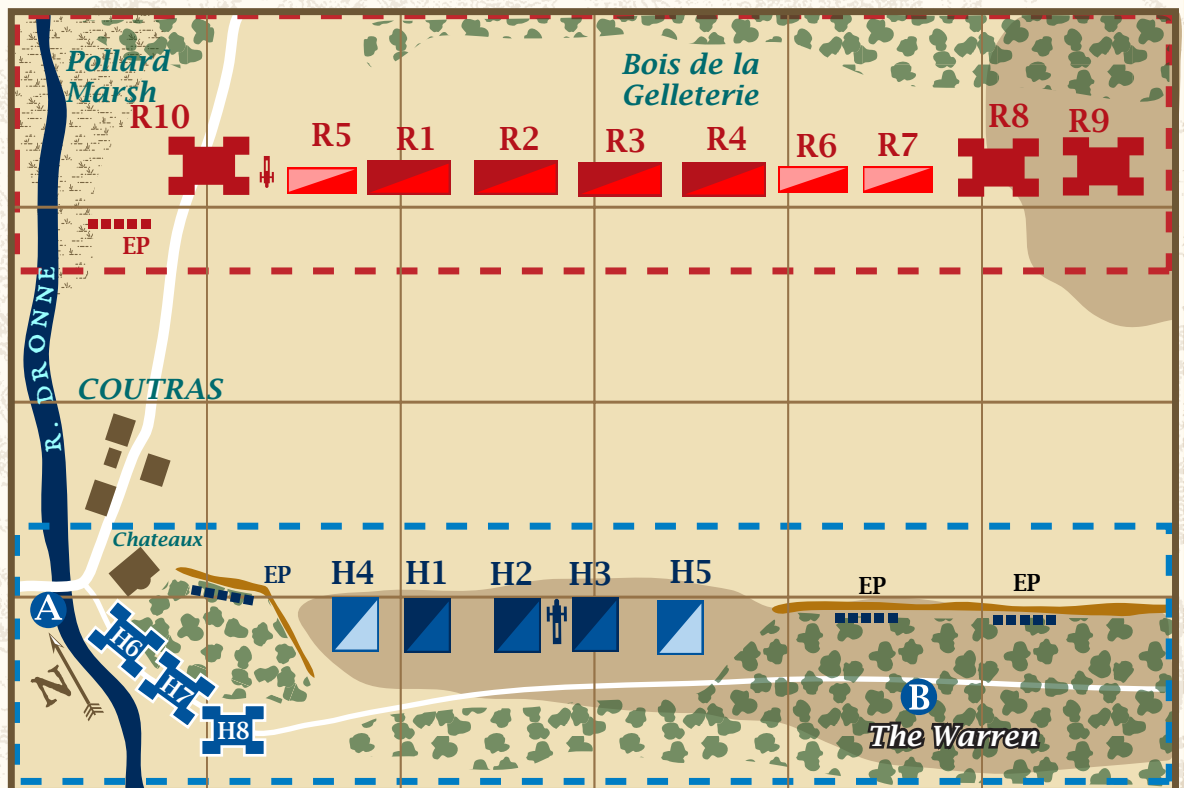
Artillery:
1x Sakers

Supenne, France - October 20th, 1587:

King Henri III of Valois ruled a nation torn in pieces by factionalism. In the south and west, the Huguenots and their leaders, King Henri of Navarre and the Prince of Conde fighting for toleration of the Protestant faith; to the east, the Catholic League, led by the popular Henri of Guise, demanding the strengthening of traditional Catholicism and the extirpation of heresy. In various regions the remnant of the Politique party, locked out of power by the King's minions, or favorites. These favorites intrigued and fought each other for preeminence with the King. Allying himself alternately with the Leaguers and then the Huguenots, Henri III had thus isolated himself from all parties and was hated by all. In an effort to win favour with the radical preachers in the pulpits of Paris (who had great influence with the people), he took on the mantle of Defender of the Faithful, and declared open war with Navarre. In 1586 the Duke of Joyeuse led an army through the west, taking several small Protestant towns, achieving little at great expense. The King, though bankrupt, somehow raised another army for his favorite to lead again in 1587. The campaign followed a similar pattern to the previous years', but added a number of atrocities to its list of achievements, with several garrisons being put to the sword after surrendering. By the end of the summer the army was exhausted and rife with sickness. Henri of Navarre had not been idle in the meantime. He gathered together as many troops as he could from local garrisons, and called in magnates from several distant provinces, including the (effectively independent) army of Conde. His plan was to clear up a few enemy outposts in the west before marching to meet an army of German mercenaries (paid for by Queen Elizabeth of England) to the east. Surmising his plan, Joyeuse put in a great effort and managed to surprise Navarre as he was crossing a small river at the town of Coutras. Half of the Huguenot army was already across the river when the warning came that the Catholics were but a few hours away. Fearing disaster if he retreated, Navarre turned the army around as quickly as he could and prepared to defend a position from which there could be no escape. Defeat meant the extermination of the Protestant party. Nevertheless, while the Catholics were exhausted by a long night march, the Huguenots were in high spirits.

Notes

1. Huguenot Confidence is at Resolute.
2. Royal Catholic Confidence is at Uncertain.
3. The river is impassable except at the ford (A).
4. Protestant baggage is in the town of Coutras
5. The Warren (B) is fronted by a ditch which is a major obstacle, but does not count as an entrenchment or cover.
6. Huguenot infantry must set up within 6" of the ford. They may create up to three units of Detached Shot or Enfants Perdue which may set up as other forces. They may also deploy as Commanded Shot.
7. The game last 20 turns. The Royal Catholics must drive the Huguenots past the Hopless Confidence level to win. Otherwise the Huguenots win.



Spanish Fury, Battle! or, P I S T O L A D O ~Scenario V

NIEUWPOORT

A BATTLE OF THE EIGHTY YEARS WAR

Order of Battle

THE DUTCH

Generalissimo:

Prince Maurice of Nassau

Officers:

Solms E. Nassau
Bacx Vere
LG. Nassau Tympel

Horse:

Dutch Horse
3x Cuirassiers (6)- D1, 2, 3
English Horse
1x Demi-lancers (3)- D4

Infantry:

Vere Brothers
2x Dutch Refm. Reg't (12/6)- D5,6
Frisians (Hertinga)
2x Dutch Refm. Reg't (8/4)- D7,8
Walloon Deserters
1x Dutch Refm. Reg't (14/6)- D9
Huguenots (Domerville)
1x Dutch Refm. Reg't (10/4)-D10

Artillery:

3x Sakers

THE SPANISH

Generalissimo:

Archduke Albert of Austria

Officers:

Zapena Aragon La Berlotta
D'Aquino Villar Bucquoy

Horse:

Mutineer Horse
1x Spanish Gendarmes (5)- S1
Spanish Horse
1x Spanish Gendarmes (5)- S2
German Mercenaries
1x Reiters (6)- S3

Infantry:

Mutineers
1x Spanish Reg't (10/6)- S4
Italians (Avila)
1x Spanish Reg't (10/6)- S5
Spanish (Zapena, Villar, Monroy)
3x Spanish Reg't (10/6)- S6,7,8
Anglo-Irish (Bostock)
1x Spanish Reg't (10/6)- S9
Walloons (Bucquoy, Barlotte)
2x Walloon Reg't (10/4)- S10,11

Artillery:

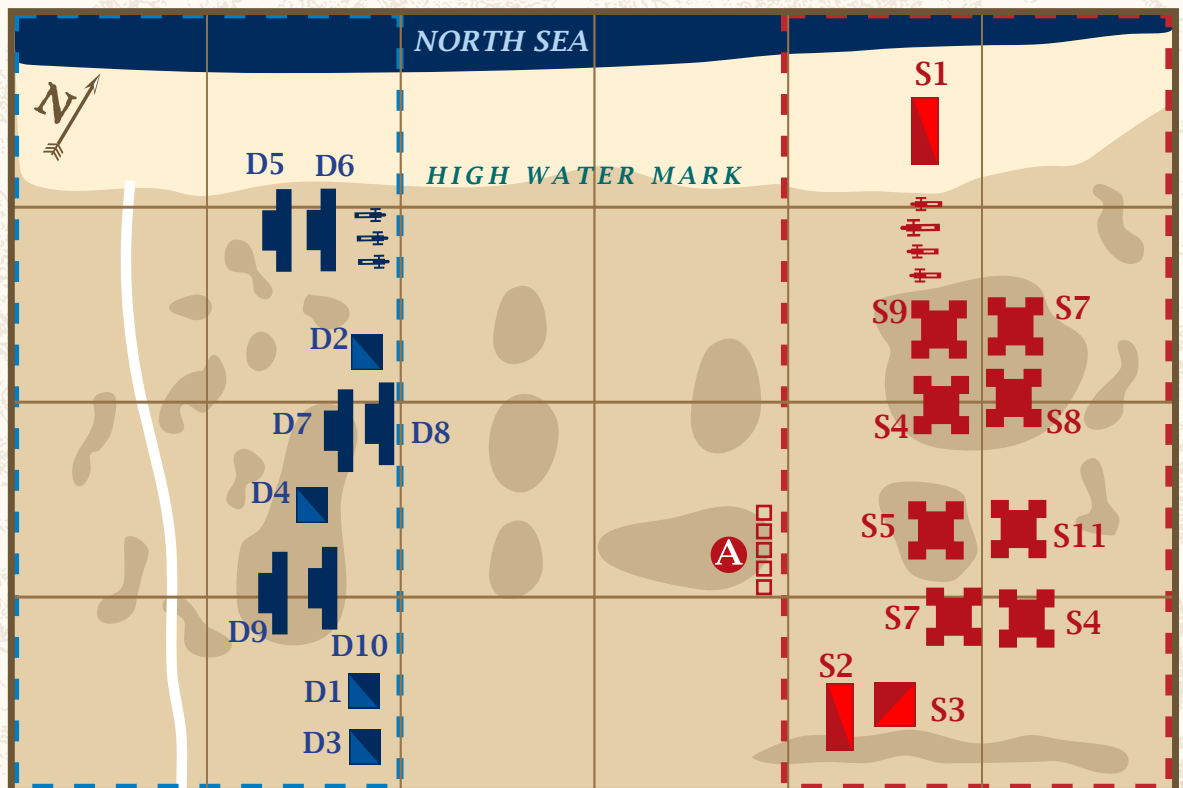
3x Sakers 1x Demi-Culverin

Flanders, Low Countries - July 2nd, 1600:

Prince Maurice and his English allies under Sir Francis Vere were on the offensive, by order of the States General. Hoping to expand their control of the Flemish coast from their base at Ostend, the army advanced on the town of Nieuport and opened a siege supported by their navy. The terrain in the area was composed of wind-swept dunes and low grass, not suitable to siege warfare and worse, the besiegers had their backs to the sea. This was not considered a source of worry since the main Spanish army was nowhere near the Dutch army. This was far from true, as Archduke Albert had rushed his veteran soldiers to Ostend, cutting off the Princes army. Faulty intelligence caused the Dutch to underestimate enemy strength. Under three thousand men were sent to see the enemy off, and these were overwhelmed and cut to pieces in short order. The situation was now critical for Dutch- before them was the town of Nieuport with its enemy garrison; to the east, the Spanish army. To the west and north, the sea. The geography did give them an important advantage- the dunes themselves. Hills ranging up to forty feet high and near 200 yards wide with shifting sands for slopes, each one was a small fort. They were needed- There could be no retreat.

Notes

1. The Spanish Confidence is at Equiposed.
2. The Dutch Confidence is at Equiposed.
3. Dunes (dark tan) count as major obstacles to any units moving uphill. The beach (light beige) counts as a minor area obstacle.
4. Any units forced to rout or retire into the sea are considered scattered and are removed from play immediately
5. Any units leaving any board edge may not return to play.
6. Spanish may create and deploy commanded foot at point "A" at start.



S. Andreas