

Conquest of the Palatinate A Thirty Years War Campaign



Frederick V of the Palatinate

By GAJO Games



Historical Background:

The Thirty Years' War began in 1618 with the Bohemian Revolt. When the authorities offered their throne to the Protestant Frederick V of the Palatinate they initiated a conflict between the Protestant Union and the House of Habsburg.

Catholic powers coalesced more quickly than their Protestant foes, and soon Frederick was isolated and Spain joined the conflict.

In September of 1620 Spanish forces under Spinola invaded the Lower Palatinate, taking Kreuznach and Oppenheim. They then took Bacharach, severing the link from the electorate and their Dutch Allies.

Simultaneously, Count Tilly and the army of the Catholic League, along with the other Spanish army under Córdoba, entered the Palatinate from the south. After a series of conflicts, Heidelberg and Mannheim, the two leading cities in the Lower Palatinate, fell to the Spanish-Imperial army.

This campaign saw a collection of Dutch, English and Protestant German forces face off against a varied force of Spanish and Imperialists. The Imperial victory marked the end of the first phase of the 30 Years War.

Objective:

The campaign is played by 3 or more players – one commanding the invaders from the Spanish Netherlands, one commanding the invaders from Bavaria and the other commanding the mixed Protestant forces attempting to defend the territory.

Frederick V is fighting for his life against a very formidable foe. Historically his forces were comprehensively outmaneuvered and defeated, and he was forced into exile. But there were several strategic mistakes by the Catholic commanders, and the battles in the campaign were hard fought and close, so it could have turned out quite differently.

There are five objective areas on the campaign map, representing the critical locations for controlling the Palatinate. Each side will maneuver and fight in order to control them.

Duration:

The campaign lasts eight turns, from the fall of 1620 through the fall of 1622. The turns are shown below:

Fall, 1620		Fall, 1621	
Winter, 1621 [r]		Winter, 1622	
Spring, 1621 [r]		Spring, 1622	
Summer, 1621		Summer, 1622	

[r] = Catholic reinforcements arrive

Sequence of Play:

Each campaign turn is split into 3 phases –

1. Orders Phase
2. Battles Phase
3. Administrative Phase

Orders Phase:

During the Orders Phase, leaders may be ordered to move. Orders are submitted to the campaign organizer, and must specify the leader, the areas you intend them to enter, and any units they will bring with them.

Orders must be submitted to the campaign organizer by the order deadline, or the leader will remain in place.

Only leaders may be given orders, and they may move any or all of the units in the areas they enter along with them. All other forces are considered garrisons which do not move but will defend their area.

Each leader may be given one order per campaign turn. A leader with an order may move up to 2 areas from their starting area, but must stop if they enter an enemy controlled area.

Any or all of the units in an area may move with the leader as it moves. Likewise, the leader may pick up, and/or drop off, friendly forces in any area they enter. A force may never move with more than a single leader in any given turn.

Battles Phase:

Once all moves are completed, the campaign organizer will notify the players of any battles that need to be resolved.

Whenever a leader enters an enemy controlled area a battle is triggered. Battles are meant to be fought out on the tabletop using the Pike & Shotte tabletop rules. The winner of the battle will gain (or retain) control of the area.

To fight out a battle, each side selects their forces based on the leader(s) and special units present in the area (see Determining Army List and Force Selection).

Battles follow the normal rules in Pike & Shotte, with the side winning the battle as determined below.

1. Determining Army List:

Determine the base army list(s) for a tabletop action as follows:

- If no leader is present in the area for that side use the default army list –
 - Protestant – Protestant Union
 - Catholic – German Imperial
- If only one leader is present in the area use the army list associated with that leader
- If more than one leader is present in the area then any army list associated with a leader who is present may be used, OR the allowed points may be divided in half and two allied forces formed from any 2 of the allowed lists.

2. Force Selection:

Forces for a tabletop action are selected as follows:

- Each side starts out with a 1,000 point force drawn from their army list.
- In addition, they receive the following troops as well:
 - The character figure for any leader figure present
 - A bodyguard unit for each leader present – a free cuirassier unit (or equivalent for their list)
 - Units as specified for any special units present in the area (see Special Units)
 - Note that these special and free units do not count against any limits in the army list being used

3. Setting Up The Table:

Once the opposing forces are selected and ready to fight, they need a tabletop to fight over.

Determine Attacker –

The attacker is the force not currently in control of the area being fought over. The other player is the defender.

Table Size –

Each battle is designed to be played out on a 4' by 6' tabletop between two participants.

3. Setting Up the Table (continued):

Alternatively, if a larger battle with additional players is desired, increase the table size to 6' by 8', and field two standard 1,000 point forces, and double the special units (but not leaders and their bodyguard), on each side.

Terrain –

Each battle should be fought over terrain typical for this region.

Basic terrain table:

Roll for one random feature for every 2' by 2' section of table (6 rolls for a 4' by 6' table)

Terrain Table	
<u>Terrain</u>	<u>Die Roll</u>
None	1-2
Meadow	3
Enclosed field	4
Gentle hill	5
Wooded area	6

If a terrain feature is indicated, one should be placed by the defender anywhere within that section of the table.

Terrain features should be at least 8" and no more than 16" in length and width, and may cover no more than ¼ of the surface area of that section of the table.

3. Setting Up The Table (continued):

Additional Terrain:

After the basic terrain is placed, the defender may attempt to place one piece of additional terrain. He may choose between the following options:

- Village – on a d6 roll of 3+ the defender may place a village on any long board edge. A village is represented by 3 buildings, which must be within 6” of each other.
- Stream – on a d6 roll of 5+ the defender may place a stream. The stream must run from one table edge to the opposite edge, and no part of it may be more than 12” from a table edge. The attacker may then place one or two bridges at any point along the stream.

Terrain Definitions:

Basic terrain is treated as follows in Pike & Shotte –

- Meadow – a low area of clear, open ground. Treat it as rough (soggy) ground in winter or spring turns.
- Enclosed field – an area of crops surrounded by a hedge. The hedge is an obstacle, the field is rough (soggy) terrain in spring turns.
- Gentle hill – as per the rules
- Wooded area – as per the rules
- Buildings – as per the rules
- Stream – treated as an obstacle, impassable except at a bridge during a spring turn.

3. Setting Up the Table (continued):

Choose Baselines:

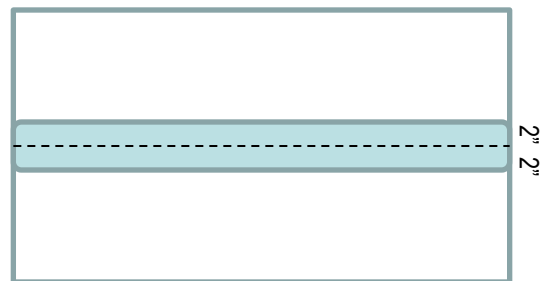
After all terrain has been placed, the attacker chooses one long table side to be his baseline. The defender’s baseline is the opposite long table edge.

Objectives –

Once the table is set up and baselines selected, the objectives are placed.

Each player places one objective marker, starting with the attacker.

Objectives must be placed within 2” of the table centerline, and no closer than 8” to a table edge – see diagram below:



Objective Placement

Deployment:

The defender now deploys his forces, anywhere within 18” of his baseline.

Finally the attacker deploys his forces, anywhere within 12” of his baseline. The attacker takes the first turn.

4. Outcome of Battles:

Ending the Game –

The game ends immediately if either force is broken (via ½ or more of its battalions being broken). If neither side is broken after 6 full turns, then game ends at that point.

Control of Objectives –

At the end of the game determine control for each objective. An objective is controlled by a player who has one or more unshaken units (not commanders) within 6" of the objective, while his opponent has none. If neither side meets these conditions the objective is contested.

There are three possible outcomes of a tabletop action.

Decisive Victory –

If one side's army is broken (via ½ or more of its battalions being broken), its opponent has won a decisive victory.

A force winning a decisive victory gains control of that area if it was not previously controlled. The opposing side's surviving forces must then retreat.

The losing force suffers a penalty when rolling on the casualty table.

4. Outcome of Battles (continued):

Tactical Victory –

If neither side's army is broken during the tabletop action, the side which has managed to control both tabletop objectives has secured a tactical victory.

If neither side has managed to secure both objectives, then total up the points value of every unit that has been lost.

If either army has inflicted 1.5 times or more losses than it suffered then it has won a tactical victory.

The victorious side gains (or retains) control of the area, and the defeated side must retreat. Neither force suffers a penalty when rolling on the casualty table.

Draw –

Any other result is considered a draw. The attacking force may elect to retreat, or they may remain in place.

If the attacking force elects to retreat they suffer no penalty on the Casualty Table for being in a continuing engagement, but surrender control of that area to their opponents.

If the attacking force elects to remain in place, control of the area does not change, and the forces will fight again the following turn if neither is ordered to move away. Both forces take the penalty for being in a continuing engagement when rolling on the casualty table.

5. Retreats:

A force may be required to retreat as a result of combat results.

A retreating force may move to any adjacent friendly controlled area. If there is no adjacent friendly controlled area available, the force is instead eliminated and removed from the campaign.

6. Losses:

Regardless of the outcome, after a tabletop battle is resolved both sides roll for each special unit present, and for each leader wounded during the game, on the Casualty Table. The die roll is adjusted based on the modifiers listed:

CASUALTY TABLE:	
<u>Units</u>	
Die Roll	Outcome
1-4	No effect
5+	Eliminated
+1 if lost decisively or in a continuing engagement	
<u>Leaders</u>	
1-4	Full recovery
5-6	Remain stationary next turn while recovering
7+	Permanently removed from the campaign
+1 if lost decisively or in a continuing engagement	

6. Losses (continued):

Special units that are eliminated are removed from the campaign, although they may be replaced at some point in the future if appropriate monetary resources are available.

Leaders who are recovering may not move, unless forced to retreat, in which case they follow the normal retreat rules.

Leaders who are eliminated may not be replaced.



Palatinate Coat of Arms

Gold:

Gold may be used to replace special units which have been eliminated as a result of battles. This represents recruitment of mercenaries from a side's war chest.

Each side starts the campaign with a treasury containing 1 gold. The Protestant treasury is controlled by the Mansfeld player, while the Imperial treasury is controlled by the Tilly player.

Gold is added to the treasury each time the following happens:

- Capture an enemy controlled area (+1 gold)
- Capture an enemy held objective area (+2 gold)
- Donation from other Protestant princes (+1 gold per turn, Protestant side only)

Each turn before movement, a side may spend gold to hire replacements if any are available. Each special unit replaced costs 2 gold, which is removed from that side's treasury.

The replacement unit may be placed with any leader of that side, and may move normally that turn.

Random Events:

Starting on the second campaign turn, at the start of each campaign turn the Protestant player rolls 1d6. On a roll of 6 a random event has occurred. If there is a random event he rolls another d6 and checks the table below:

RANDOM EVENT TABLE:	
Die Roll	Event
1	Paymaster – Protestant
2	Paymaster – Catholic
3	Disease
4	Disease
5	Dynastic Crisis
6	Mutiny

Paymaster – the player may immediately add 2 gold to their treasury

Disease – select a leader at random and roll 1d6 for each special unit

Dynastic Crisis – One randomly determined leader is distracted by court politics, and may not move this turn

Mutiny – no Spanish leaders may move this turn. In addition, roll 1d6 for each special unit in the same area as a Spanish leader, on a 6 the unit is caught up in the mutiny and disbanded.

Special Rules:

Logistics –

Although this was early in the 30 Years War, the countryside in the Palatinate could not support an unlimited number of troops.

Therefore, the maximum number of special units from one side that may end their turn in an area is 3. If there are more than 3 friendly special units in an area, roll 1d6 for each unit and it is eliminated through starvation and desertion on a roll of 4+.

Note that leaders are leaders, and do not count as special units.

Imperial Coordination –

The Spanish forces did not always coordinate well with the other Imperial forces during this campaign.

To reflect this Spanish leaders may not be present with other Imperial leaders in the same area at any time.

Winning the Game:

The goal of the campaign was control over the Upper and Lower Palatinate.

There are five objective areas shown on the campaign map. The side that controls the majority of them at the end of the campaign has won.

The level of victory is as follows:

Objective Areas Controlled	Result
0	Annihilated
1	Crushing Defeat
2	Narrow Defeat
3	Narrow Victory
4	Solid Victory
5	Crushing Victory



Flag of the Catholic League

Conquest of the Palatinate – Army Lists



Frederick V of the Palatinate

For use with Pike & Shotte
from Warlord Games



Thirty Years War German Protestant Union (Early):

Unit	Unit Type	Weapons	HTH	Shoot	Morale	Stamina	Special	Pts
Leaders:								
Overall Commander (roll d6, 1= 7, 2-5 = 8, 6 = 9)								40
Infantry / Artillery Commander (Command Rating 8)								40
Cavalry Commander (Command Rating 8)								40
Cuirassiers	Hvy Horse	Sword, pistol	8	1	3+	4	Caracole; Hvy Cav +1	53
<i>Maximum of 2 units</i>								
Reiters	Horse	Sword, pistols	6	2	3+	3	Caracole; Mercenary	37
Dragoons	Horse / Foot Skirmishers	Firelocks	3	2	5+	3	Fire & Evade; Marauder	34
German Pikemen	Foot Pike Block	Pike	5	-	4+	4	Hedgehog; Mercenary	31
<i>0-1 unit may be upgraded to Elite 4+</i>								+6
German Musketeer	Foot Battle Line	Matchlk Muskets	3	2	5+	3	Mercenary	27
<i>0-2 units per pike unit</i>								
Commanded Musketeers	Foot Battle Line	Matchlk Muskets	3	3	4+	3	First fire	34
<i>0-2 units allowed</i>								
Artillery	Ordnance	Med Gun	1	3-2-1	5+	2		21
<i>Up to ½ may be upgraded to Heavy</i>								+4
Siege Arty	Ordnance	Mortar	1	2	5+	2		25
<i>0-1 unit</i>								

Thirty Years War English / Scottish Mercenary (Early):

Unit	Unit Type	Weapons	HTH	Shoot	Morale	Stamina	Special	Pts
Leaders:								
Overall Commander (roll d6, 1= 7, 2-5 = 8, 6 = 9)								40
Infantry / Artillery Commander (Command Rating 8)								40
Cavalry Commander (Command Rating 8)								40
English Horse	Hvy Horse	Sword, pistol	7	1	3+	4	Caracole; Hvy Cav +1	48
<i>0-2 units may be given carbines as Harquebusiers</i>								+1
Scots Horse	Horse	Lance, sword, pistols	6	1	5+	3		38
Dragoons	Horse / Foot Skirmishers	Firelocks	3	2	5+	3	Fire & Evade; Marauder	34
English or Scots Pikemen	Foot Pike Block	Pike	6	-	4+	4	Hedgehog, mercenary	34
<i>0-3 units may be large</i>								+6
<i>Any Scot units may be upgraded to stubborn</i>								+5
<i>Any unit may be downgraded to small</i>								-6
English or Scots Musketeer	Foot Battle Line	Matchlk Muskets	3	2	5+	3	Mercenary	27
<i>0-2 units per pike unit</i>								
<i>Any unit may be downgraded to small</i>								-8
Commanded Musketeers	Foot Battle Line	Matchlk Muskets	3	3	4+	3	First fire	34
<i>0-2 units allowed</i>								
Storming Party	Foot	Firelocks	4	2	4+	3	First fire	34
<i>0-1 unit</i>								
<i>May be upgraded to elite 4+</i>								+6
Artillery	Ordnance	Med Gun	1	3-2-1	5+	2		21
<i>Up to ½ may be upgraded to Heavy</i>								+4
Siege Arty	Ordnance	Mortar	1	2	5+	2		25
<i>0-1 unit</i>								

Thirty Years War Dutch (Early):

Unit	Unit Type	Weapons	HTH	Shoot	Morale	Stamina	Special	Pts
Leaders:								
Overall Commander (roll d6, 1= 7, 2-5 = 8, 6 = 9)								40
Infantry / Artillery Commander (Command Rating 8)								40
Cavalry Commander (Command Rating 8)								40
Cuirassiers	Hvy Horse	Sword, pistol	8	1	3+	4	Caracole; Hvy Cav +1	53
<i>Maximum of 2 units</i>								+1
Reiters	Horse	Sword, pistols	6	2	3+	3	Caracole; Mercenary	37
Dragoons	Horse / Foot Skirmishers	Firelocks	3	2	5+	3	Fire & Evade; Marauder	34
Dutch Pikemen	Foot Pike Block	Pike	5	-	3+	4	Hedgehog; Elite 5+	41
<i>0-1 unit may be elite 4+</i>								+6
Dutch Musketeers	Foot Battle Line	Matchk Muskets	3	2	4+	3	Elite 5+	30
<i>0-2 units per pike unit</i>								
Commanded Musketeers	Foot Battle Line	Matchk Muskets	3	3	4+	3	First fire	34
<i>0-2 units allowed</i>								
Artillery	Ordnance	Med Gun	1	3-2-1	5+	2		21
<i>Up to ½ may be upgraded to Heavy</i>								+4
Siege Arty	Ordnance	Mortar	1	2	5+	2		25
<i>0-1 unit</i>								

Thirty Years War German Imperial / Catholic League (Early):

Unit	Unit Type	Weapons	HTH	Shoot	Morale	Stamina	Special	Pts
Leaders:								
Overall Commander (roll d6, 1= 7, 2-5 = 8, 6 = 9)								40
Infantry / Artillery Commander (Command Rating 8)								40
Cavalry Commander (Command Rating 8)								40
Lifeguard	Hvy Horse	Lance, sword, pistol	9	1	3+	4	Elite 4+ Hvy Cav +1	57
<i>maximum one unit, German Imperial only</i>								
Cuirassiers	Hvy Horse	Sword, pistol	8	1	3+	4	Caracole; Hvy Cav +1	53
<i>two units maximum per army (Imperial), no maximum if Catholic League</i>								
Reiters	Horse	Sword, pistols	6	2	3+	3	Caracole; Mercenary	37
Harque-Busiers	Horse	Carbine, pistol	7	1	4+	3	Caracole	39
Dragoons	Horse / Foot Skirmishers	Firelocks	3	2	5+	3	Fire & Evade; Marauder	34
Imperial Pikemen	Foot Pike Block	Pike	6	-	4+	4	Hedgehog; Mercenary	34
<i>0-1 unit may be upgraded to Elite 4+</i>								+6
Imperial Musketeers	Foot Battle Line	Matchlk Muskets	3	2	5+	3	Mercenary	27
<i>0-2 units per pike unit</i>								
Swordsmen	Foot Battle Line	Sword & shield	6	-	4+	3	Swordsmen	34
<i>0-2 units allowed</i>								
Commanded Musketeers	Foot Battle Line	Matchlk Muskets	3	3	4+	3	First fire	34
<i>0-2 units allowed</i>								
Artillery	Ordnance	Med Gun	1	3-2-1	5+	2		21
<i>Up to ½ may be upgraded to Heavy</i>								+4
Siege Arty	Ordnance	Mortar	1	2	5+	2		25
<i>0-1 unit</i>								

Thirty Years War Spanish (Early):

Unit	Unit Type	Weapons	HTH	Shoot	Morale	Stamina	Special	Pts
Leaders:								
Overall Commander (roll d6, 1= 7, 2-5 = 8, 6 = 9)								40
Infantry / Artillery Commander (Command Rating 9)								60
Cavalry Commander (Command Rating 8)								40
Caballos Ligeros	Hvy Horse	Lance, sword	8	-	3+	4	Hvy Cavalry +1	57
<i>maximum two units</i>								
Reiters / Herrerueros	Horse	Sword, pistols	6	2	3+	3	Caracole; Mercenary	37
Harque-Busiers	Horse	Carbine, pistol	7	1	4+	3	Caracole	39
Dragoons	Horse / Foot Skirmishers	Firelocks	3	2	5+	3	Fire & Evade; Marauder	34
Spanish Pikemen	Foot Pike Block - Lg	Pike	7	-	3+	4	Hedgehog, Elite 4+	58
Spanish Musketeers	Foot Battle Line	Arquebus	3	2	5+	3	First Fire	30
<i>0-2 units per pike unit pike units are large, shot units should be standard</i>								
Swordsmen	Foot Battle Line	Sword & shield	6	-	4+	3	Swordsmen	34
<i>0-2 units allowed</i>								
Commanded Musketeers	Foot Battle Line	Matchlk Muskets	3	3	4+	3	First fire	34
<i>0-2 units allowed</i>								
Artillery	Ordnance	Med Gun	1	3-2-1	5+	2		21
<i>Up to ½ may be upgraded to Heavy</i>								+4
Siege Arty	Ordnance	Mortar	1	2	5+	2		25
<i>0-1 unit</i>								

Special Units:

Mercenary Horse:

Unit	Unit Type	Weapon	HTH	Shoot	Morale	Stamina	Special	Pts
Reiters	Horse	Sword, pistols	6	2	3+	3	Caracole; Mercenary	n/a

Lifeguard:

Unit	Unit Type	Weapon	HTH	Shoot	Morale	Stamina	Special	Pts
Cuirassiers	Hvy Horse	Sword, pistol	8	1	3+	4	Caracole; Hvy Cav +d3	n/a

Mercenary Foot::

Unit	Unit Type	Weapon	HTH	Shoot	Morale	Stamina	Special	Pts
Mercenary Pikemen	Foot Pike Block	Pike	6	-	5+	4	Hedgehog; Mercenary	n/a
Mercenary Musketeers	Foot Battle Line	Matchlk Muskets	3	2	6	3	Mercenary	n/a

- one pike and two musketeer units

Guard Foot::

Unit	Unit Type	Weapon	HTH	Shoot	Morale	Stamina	Special	Pts
Guard Pikemen	Foot Pike Block	Pike	6	-	4+	4	Hedgehog; Elite 4+	n/a
Guard Musketeers	Foot Battle Line	Matchlk Muskets	3	2	4+	3	Elite 4+	n/a

- one pike and two musketeer units

Seige Train:

Unit	Unit Type	Weapon	HTH	Shoot	Morale	Stamina	Special	Pts
Artillery	Ordnance	Hvy Gun	1	3-2-1	6	2		n/a
Siege Arty	Ordnance	Mortar	1	2	6	2		n/a

- 2 heavy guns and one mortar

Named Leaders:

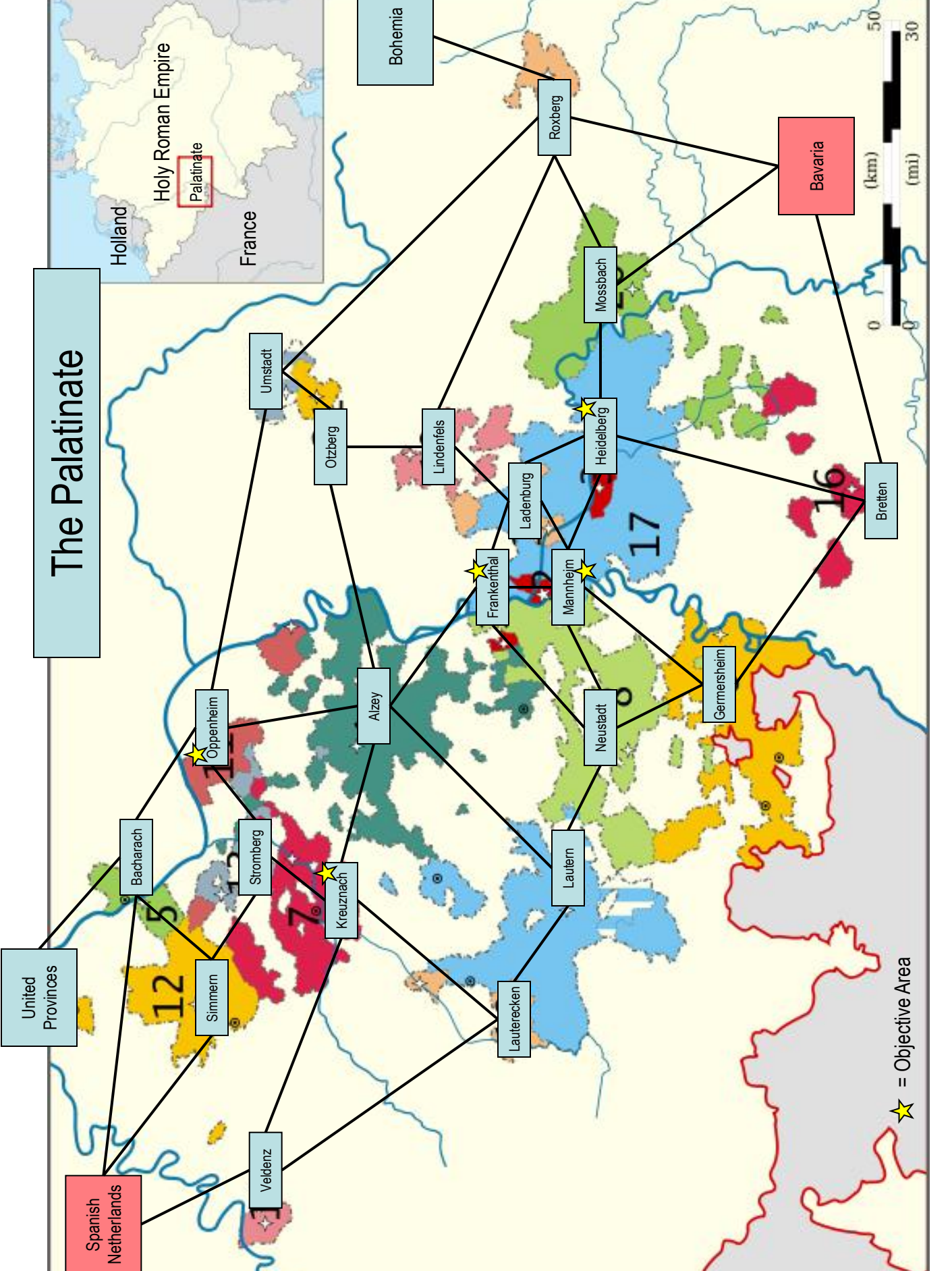
Catholic:

Leader	Command Rating	Army List	Special Rule
Count Tilly	9	TYW German Imperial (Early)	Fathy Tilly – see Pike & Shotte
Spinola	9	TYW Spanish (Early)	
Cordoba	8	TYW Spanish (Early)	
Maximillian of Bavaria	8	TYW Catholic League (Early)	

Protestant:

Leader	Command Rating	Army List	Special Rule
Mansfeld	8	TYW Protestant Union (Early)	Warchest – see Pike & Shotte
Maurice of Nassau	10	TYW Dutch (Early)	
De Vere	8	TYW English Mercenary	
Christian of Brunswick	9	TYW Protestant Union (Early)	+2 to combat value of a horse unit he is leading, no bonus with other units
Grey	8	TYW Scots Mercenary	

The Palatinate



★ = Objective Area

Forces:

Starting Deployment:

Catholic –

Area	Forces
Spanish Netherlands	Spinola, 1x Lifeguard, 2x Mercenary Foot, 1x storm party
Bavaria	Tilly, 1x Lifeguard, 2x Mercenary Horse, 1x Mercenary Foot, 1x Siege Train, 1x storm party
Bavaria (Turn 2)	Cordoba, 1x Lifeguard, 2x Mercenary Foot
Bavaria (Turn 3)	Maximilian, 2x Mercenary Horse, 1x Guard Foot

Protestant –

Area	Forces
United Provinces	Maurice, 1x Lifeguard, 1x Guard Foot, 1x Siege Train
Roxberg	Mansfeldt, 2x Mercenary Horse, 2x Mercenary Foot, 1x storm party
Frankenthal	Gray, 1x Mercenary Foot
Mannheim	De Vere, 1x Mercenary Foot, 1x storm party
Umstadt	Christian, 2x Mercenary Foot, 1x Mercenary Horse

Forces:

Special Units:

Each type of special unit provides a bonus unit for any tabletop battle in the area they are present in.

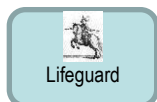
Special units allow the controlling player to add forces beyond those bought for points to his force for a tabletop action.

Their effects are summarized below. If there are multiples of a given special unit present with a force each one will provide the bonus forces listed.

Special Unit Types –

- Lifeguard – may field 1 unit of elite cuirassiers
- Mercenary Horse – may field 1 standard sized unit of Reiters
- Guard foot – may field 1 standard sized guard pike block and 2 standard sized units of guard shot
- Mercenary foot – may field 1 standard sized mercenary pike block and 2 standard sized units of mercenary shot
- Siege Train – may field 2 heavy guns and 1 mortar
- Storming Party – may field 1 storming party, elite 4+, with a petard and grenades

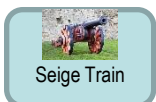
Special Unit and Leader Counters:



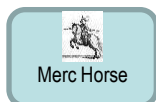
Lifeguard



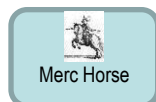
Guard Foot



Seige Train



Merc Horse



Merc Horse



Merc Foot



Merc Foot



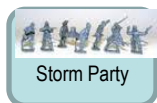
Storm Party



Merc Foot



Merc Foot



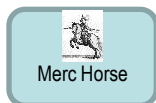
Storm Party



Merc Foot



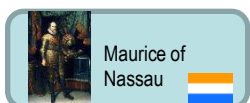
Merc Foot



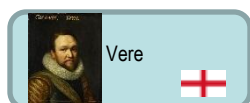
Merc Horse



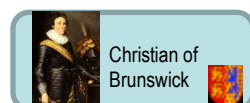
Mansfeld



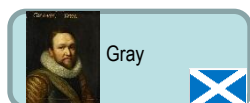
Maurice of Nassau



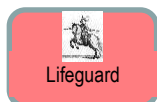
Vere



Christian of Brunswick



Gray



Lifeguard



Merc Foot



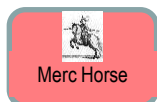
Merc Foot



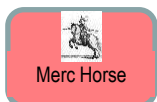
Storm Party



Lifeguard



Merc Horse




Merc Horse



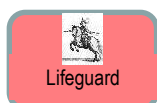
Merc Foot



Seige Train



Storm Party



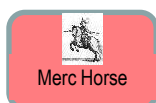
Lifeguard



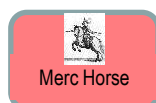
Merc Foot



Merc Foot



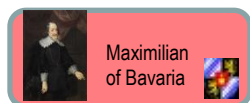
Merc Horse



Merc Horse



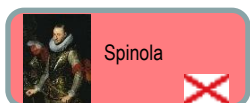
Guard Foot



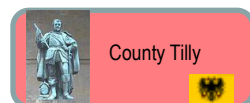
Maximilian of Bavaria



Cordoba



Spinola



County Tilly