

# Battle of Pulovicje, 1621

## A Fictional Scenario for *While the Devil Rules*



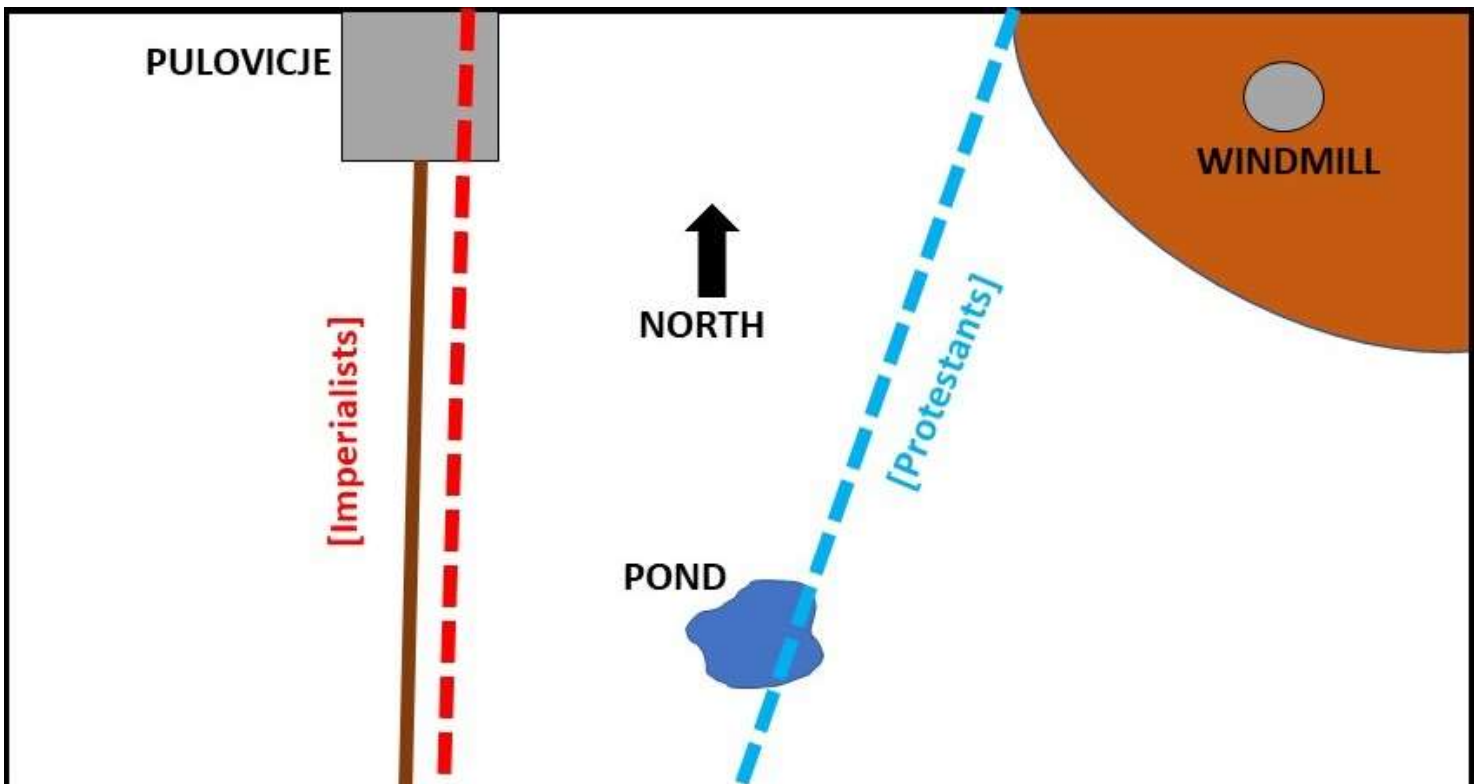
### Background

This is a fictional battle set somewhere in Bohemia during the Palatine Phase of the Thirty Years' War. It features Protestants employing the Dutch battalion formation, against Imperialists who are still using tercio formations. Similarly, the cavalry is cuirassiers or harquebusiers for the most part, as the later-ubiquitous "reiter" has not yet made an appearance.

Here, the Protestants must defeat the Imperialists to take the small town of Pulovicje. Numbers are approximately equal, but the Protestants have an edge in terms of commanders and some veteran infantry (mercenaries from the wars in the Netherlands).

### The Battlefield

The tabletop can be seen below. The village provides soft cover (stone walls, fences) as does the hill, and both count as rough for movement purposes. The pond is impassable to all troops. A single unit of dragoons or forlorn hope may get hard cover from occupying the windmill.



Opposing sides set up on or behind the dotted lines - Imperialists to the west, and Protestants to the east.

## Orders of Battle

Both armies are rated Average.

### Protestant League (Breakpoint 41)

**Center Brigade** (Johann Georg von Brandenburg - Overall Commander +1)

*2 Veteran Dutch Battalions: "Blue" Regiments*

*2 Dutch Battalions: Hessian ("Red:") and "Green" regiments*

*1 Battery Field Guns*

*2 Batteries Regimental Guns*

**Cavalry Brigade** (Georg Frederick von Baden-Durlach +1)

*2 Cuirassier Squadrons*

*2 Harquebusier Squadrons*

*1 Squadron Commanded Shot: 2 bases*

**Reserve Brigade** (General Leslie)

*2 Dutch Battalions: Scots and "Light Green" regiments*

*3 Harquebusier Squadrons*

### **Advance Brigade** (General Capek)

*2 Dragoon Companies*

*1 Forlorn Hope*

*1 Battery Regimental Guns*

### **Imperialists (Breakpoint 42)**

#### **Center Brigade** (Count of Bucquoy - Overall Commander)

*2 Tercios: Each 6 bases, Franconian and Wurttemberger*

*1 Battery Field Guns*

*2 Batteries Regimental Guns*

#### **Cavalry Brigade** (Graf von Gleichen)

*2 Cuirassier Squadrons*

*3 Harquebusier Squadrons*

#### **Reserve Brigade** (Otto Friedrich von Schönburg)

*1 Tercio: 6 bases - Bavarian*

*1 Harquebusier Squadron*

*1 Squadron Sword & Bucklermen: 2 bases*

*1 Battery Regimental Guns*

#### **Advance Brigade** (Colonel Wilhelm von Baumgarten )

*2 Dragoon Companies*

*1 Forlorn Hope: Crabaten grenzer*

*1 Squadron Crabaten Light Horse: 3 bases*

## **Victory Conditions**

The Protestants are the attackers in this scenario. They must take the village. If either army breaks, they will lose the battle - in case of a tie, the side which currently holds exclusive possession of the village is the winner.