

The Dutch Revolt

1566 - 1609

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PAX HISPANICA

Since Roman times, the Dutch have kept quietly to themselves, intensively farming their land and battling the encroaching sea. Their location at the mouth of the Rhine, the crossroads of Northern Europe, made the Low Countries a center of trade and a battleground for larger neighbors. During the Middle Ages the area gradually came under the dominance of the Dukes of Burgundy.

Early in the 16th Century, an accident of inheritance joined the Low Countries to the sprawling Habsburg Empire. The local governments disliked threats to their traditions of self-rule, and heavy taxes to support foreign wars. At the same time the Protestant Reformation, which was sweeping Europe, found ready acceptance among the affluent, literate Dutch. There was little enough to bind the independent-minded Dutch to the distant Habsburg possessions in Spain and Austria, but the devout Catholicism of the Emperors and their Inquisition now made war inevitable. When the rebellion commenced in 1566, neither side foresaw either the decades of bloody civil war or the formation of an independent Dutch State.

1.0 INTRODUCTION

The Dutch Revolt is a simulation of this conflict. One player commands the Catholic forces of the Habsburg Empire under King Philip II of Spain. The other player commands the Dutch Protestant forces under William of Orange. Conflict occurs simultaneously in four dimensions: economic, religious, military, and political. The 11"x17" map represents the Low Countries divided into 20 provinces. Each province is classified as rural, developed, or urban, having an effect on logistics and combat. There are 40 annual turns spanning the historical length of the war. Treasury points are collected and spent annually in millions of Florins. The units represent land forces in strength points of 1000 men each, naval flotillas of approximately 10 ships, and special units such as missionaries. The Political Track records political points earned by the Dutch rebels and is used to determine termination of the game. The Religious Alignment Sheet records changes in this characteristic for each of the 20 provinces. Special events determined by random chit draws include waves of refugees, foreign intervention, plague, floods, mutinies, etc. Degree of victory is determined by the amount of territory controlled by each player at game's end.

Note: The war was characterized by long, slow siege operations and frequent truces, mutinies and disbandments. This game is definitely not for *blitzkrieg* types, although the annual turn scale should keep things moving.

2.0 GAME COMPONENTS

Included in each game of *The Dutch Revolt* are the following:

- one rules booklet,
- one 11" x 17" game map,
- one sheet of 196 playing counters,
- two religious alignment sheets.

One ten-sided die is required for the generation of random numbers 0 to 9 for various purposes.

2.1 The Rules Booklet

The rules booklet contains all the rules required for play. They have been structured to approximately follow the sequence of play (see 4.0). Players should keep the rules booklet at hand during play for quick reference.

2.2 The Game Map

The map is a graphic representation of the Low Countries (Belgium, the Netherlands, and Luxembourg) as they appeared in the Sixteenth Century. The scale is 12.5 kilometres per centimetre. The area is divided into territories representing the various provinces of the Low Countries (or parts of provinces, in the case of the larger provinces). Each territory has a name and a graphic image indicating whether it is urban (townhouses), developed (a windmill), or rural (a tree). Each territory also has a number indicating its treasury value. The gray areas of the map are foreign countries (France and the Holy Roman Empire) and are not played on during the game.

2.2.1 Coastal Territories: The blue areas of the map are water, and all territories that border on the water are assumed to be coastal and accessible by sea movement (at this time, the Zuider Zee was open to the North Sea, and all territories bordering it are considered coastal). Also, the Rebel player has a defence bonus during siege combat (see 9.3).

2.2.2 The Spanish Road: The line in the southeast (lower right) corner of the map is the Spanish Road, through which Spanish reinforcements arrived. The Spanish player has a defence bonus during siege combat (see 9.4).


2.2.3 The Archbishopric of Liege: The isolated gray area is the Archbishopric of Liege, which at this time in history was an ecclesiastic neutral territory ruled by an Archbishop. Liege may never be occupied by either side and does not count towards victory. Treat it as an enclave of the non-playable area of the map.

2.2.4 The Port City of Antwerp: The territory of Antwerp was a major commercial port in Western Europe, which accounts for its high economic value. It has access to the sea through the Scheldt

Estuary (the blue line that runs through Zeeland.) Treat Antwerp as a coastal territory for all game purposes, including sea movement and siege combat.


2.2.5 Political Points Track: The length of the game is determined by the Rebel player's ability to collect political points at the end of each turn. At the start of the game, the political points markers are placed on the zero square. The game ends after any turn the political point total finishes at or above 400.

The political point total may never be less than zero. If, early in the game, an event would cause the political point total to be negative, it remains at zero.

 **2.2.6 Turn Record Track:** The Turn Record Track is marked in years, beginning in 1566, the historical year of the beginning of the Dutch Revolt. There are sufficient spaces to record 40 years of continuous conflict, the maximum allowed for game purposes.

2.3 The Counters

The counters represent all the military and religious units used in the game, as well as random event chits and track markers for political points, religious alignment, and game turns.

 ~~All playing pieces used on the map are coloured in Royal Purple on one side and Protestant Orange on the other side.~~ The number present is an intentional limit but there should be more than enough to represent all forces that may possibly occupy the map at any one time.

Garrison markers are immobile, and have one strength point which is only counted in defence. Every territory always has one garrison marker on it, indicating the owner of that territory for all game purposes. A territory may only change sides during siege combat.

Pikemen, cavalry, and flotilla units are represented by a pikeman, horse, and ship, respectively. These are the only units that move, and only during the movement phase. Each unit has two numbers printed on it: the number on the left is the strength points in thousands of men or tens of ships, and the number on the right is the movement allowance indicating that the unit may move one or two territories in a turn (flotillas have a star, indicating that they use sea movement).

Note: before play, the owner must prepare the counters. Glue the counter sheet onto Bristol board or heavy cardstock and cut out the individual counters. Poster board is usually too thin (but is fine if doubled up) and corrugated cardboard is too thick. Also, a paper cutter can be helpful at producing sharp, square units.

2.4 Religious Alignment Record Sheets

Each territory has a religious alignment which is affected by random events and religious conversion. A territory's religious alignment in turn has an effect on siege combat. A territory may be in one of five alignment states: strongly Catholic, moderately Catholic, divided, moderately Protestant, and strongly Protestant. There are 20 religious alignment markers, one for each territory's alignment track.

3.0 SETUP

Determine which player will be the Spanish player and which will be the Rebel player. Lie the map flat on a table. Place the twenty garrison markers one on each territory, according to whom owns each territory at startup (designated by the small coloured circles on the map). Place the religious alignment markers one on each

track at their designated startup positions (designated by asterisks). Place the turn record marker at 1566 and the political points marker at zero.

4.0 SEQUENCE OF PLAY

Each turn comprises one year of campaign time and always proceeds in the following order. Both players act in the same phase, with a first player acting and completing all actions allowed in that phase, followed by the second player.

4.1 Initiative Phase

At the beginning of the turn, first the Spanish player rolls his treasury die roll, then the Rebel player rolls the initiative die roll. This is compared to the treasury roll (unmodified, before the effects of events are considered.) As follows:

- If the initiative roll is greater than the treasury roll, the Rebel player phase comes second in the turn after the Spanish phase.
- If the initiative roll is less than or equal to the treasury roll, the Spanish player phase comes second in the turn after the Rebel phase.

4.2 Event Draw Phase

Each player secretly draws three chits.

4.3 Treasury Phase

Each player determines his treasury total and then spends it as he sees fit.

4.4 Religious Conversion Phase

Each player applies all event chits he wishes that pertain to this phase, then each player conducts religious conversion.

4.5 Movement Phase

Each player applies all event chits he wishes that pertain to this phase, then each player conducts movement.

4.6 Siege Combat Phase


Each player applies all event chits he wishes that pertain to this phase, then each player conducts siege combat.

4.7 Political Phase

The Rebel player determines the political value of all the territories he controls.

Note: any desired event chits must be played at the beginning of each phase prior to conducting further actions (see 5.0).

5.0 EVENT DRAW PHASE

 All the event chits are placed in an opaque container and thoroughly mixed at the start of the game. At the start of each turn, the Spanish player draws three chits, then the Rebel player draws three chits. Players keep their chits face down in front of them to hide their identity until used. During the turn, each player may use a maximum of three of the chits in his possession. Unused chits may be saved for use in a later turn, or to deny their use to the other player. There is no requirement to use all chits held by a player before the game's end.

Events marked with a star may only be played once during a game. All other events are returned to the container after use and

mixed so they might be drawn again. Events apply to the beginning of a designated turn phase and are marked with a capital letter identifying the turn phase in which they apply:

- **T** = Treasury Phase
- **R** = Religious Conversion Phase
- **M** = Movement Phase
- **S** = Siege Combat Phase
- **P** = Political Phase

The effects of the various events are explained as follows:

Atrocities (P): Enemy mercenaries have committed excessive pillaging and civilian massacres. Choose an enemy held territory and move its religious alignment one step in your favor. Move the political points total 5 points in your favor. [3]

Crusade (hypothetical) (T*): King Philip persuades the Pope to declare a "Crusade" against the Dutch heretics. Although most of Europe chooses to ignore this call, some nobles in Germany and Eastern Europe provide troops. Roll a 10-sided die (0 to 9) and add that number of strength points in pikemen to the Spanish forces for this turn only. Since this event is not historical, both players may agree to remove it from play before the beginning of the game.

Defection (M): The enemy has been unable to pay some of his mercenaries, and your side picks up the tab. Replace two strength points of enemy pikemen with your own, and place them in your territory under your command at no extra cost. They may come from different territories.

English Expedition (T): The English Crown sends an expeditionary force to aid its fellow Protestants. For one turn, award the Rebel player a free bonus of 5 strength points of pikemen and one flotilla.

Flood (S): The Dutch people open the dikes on their enemy. The Rebel player chooses a Rebel-controlled territory that has been invaded and eliminates all Spanish units, so it may not change hands this turn through siege combat. Rebel units are unharmed. This event may not be used on Namur or Luxembourg, which are too high and dry.

French Intervention (T*): France declares war on Spain and intervenes in the Low Countries. For this turn only, award the Rebel player a free bonus of 10 strength points of pikemen. Subtract 5 political points for receiving aid from a Catholic power.

Huguenots (R): French Protestant refugees arrive seeking freedom from oppression. The Rebel player chooses 3 territories (owned by either player) and moves their religious alignments one step in the Protestant direction. If less than 3 territories have room to change in their alignment, ignore the unused steps.

Iconoclasm (R): Protestant mobs destroy Catholic relics in a religious frenzy. The Rebel player chooses two territories he controls and moves their religious alignments one step in the Protestant direction.

Inquisition (R): A Spanish territory is subjected to an intensive heretic hunt. The Spanish player chooses a territory he controls and moves its religious alignment one step in the Catholic direction. Add 2 political points to the total because of the damage done to the Spanish reputation by the violence of the Inquisition. [3]

Local Revolt (S): Choose an enemy territory whose religious alignment is strongly in your side's favor and unoccupied by its own side's military forces, and replace its garrison your own. Treat this territory as your own, beginning in the following political phase, just as if it was won in combat. If no such territory presents itself, do not use this event.

Militia (S): Citizens rise up in defence of their homes. In the siege combat phase, choose one of your territories which is being attacked and add 2 strength points of pikemen to its defence free of charge. These units may not move or attack another territory.

Mutiny (M): The enemy is unable to pay some of his mercenaries, and they go home. Remove two strength points of enemy pikemen from the map. They may come from different territories. [3]

No Event: This is a non-event designed to reduce the rate of events in the game. You may hang on to it in order to enrich the future event draws, or you may return it to the container after both players have drawn in the hope that your opponent draws it in a future turn. [2]

Plague (M): Disease ravages the ranks of the soldiers. Choose an enemy-controlled territory with enemy forces in it and roll a die. On an even roll, remove one strength point of pikemen. On an odd roll, remove 2 points of pikemen or one point of cavalry. Missionaries and garrisons are unaffected. This event should not be played after a truce event (unless you are trying for a local revolt). [3]

Refugees (R): Local populations migrate to friendly areas in search of relative safety. Choose an enemy held territory which is not strongly aligned to that side, and move its religious alignment marker one step in that side's favor. Choose a friendly held territory which is not strongly aligned to your side, and move its religious alignment marker one step in your side's favor. If one side or the other does not own a territory that meets the requirement, ignore the change for that side. [2]

Sea Beggars (T): A group of privateers and disgruntled merchantmen, collectively labeled the "Sea Beggars" by the Spanish Crown, register their displeasure at high tariffs by offering their service to the Rebels. For one turn, award the Rebel player a free flotilla. [3]

Spanish Armada (T*): Roll a 10-sided die. Since its effects last for the rest of the game, both players may wish to keep this event chit in sight as a reminder.

On an even roll: The Spanish Army has landed in England and installed a Catholic monarch. Subtract 10 political points from the total. Add 1 to Spanish Treasury die rolls for this turn and the rest of the game, reflecting the absence of English privateers. Withdraw the English Expedition if it has been launched this turn, and ignore it in the future (treat as a No Event). Ignore the treasure fleet intercepted event for this turn and the rest of the game.

On an odd roll: The Spanish Armada has been destroyed at great expense to the Spanish Crown. Add 10 political points to the total. Subtract 1 from Spanish treasury die rolls for this turn and the rest of the game (if negative, treat the modified die roll as zero).

Tax Revolt (T): An enemy held territory protests heavy taxation to support the war effort. Choose an enemy-controlled territory and cut its treasury point contribution in half for this turn, rounding fractions up. [2]

The Tenth Penny (T*): The Empire imposes a massive ten percent sales tax. For this turn only, award the Spanish player 5 treasury points, but move the religious alignment slider of each urban territory (owned by either side) one step in favor of Protestantism. For each urban territory that was already strongly Protestant, award the Rebel player 2 political points.

Treasure Fleet Intercepted (T*): Sir Francis Drake has captured and plundered the Spanish Treasure Fleet. The Spanish player receives no treasury die roll for this turn only.

Truce (T): Both sides agree to a truce for the entire turn. No movement or siege combat may take place. Religious conversion may still take place, and missionaries may be bought up to the maximum five per player. Siege combat units may be bought and deployed in order to prevent a local revolt event. Any unused treasury points are simply lost. [2]

War with Turkey (T): Spain is at war with the Ottoman Empire. Cut this year's treasury die roll in half, rounding fractions up, to help pay for the war on the Southern Front.

6.0 TREASURY PHASE

In the treasury phase, first the Spanish player determines his treasury total, then spends it as he sees fit. Then the Rebel player does the same. Money is represented as treasury points, one point being roughly equal to one million Florins, the popular currency of the time.

6.1 Treasury Totals

Before players spend their treasure, they should use all event chits they hold and wish to use that affect the treasury total.

Each territory on the map has a number showing the treasury points provided by that territory in a single turn. Treasure is collected from each territory only once in a turn, by the side whose colour is face up on that territory's garrison marker at the start of the turn. The treasury point total for a side must all be spent in the current treasury phase and no points may be saved for another turn.

6.1.1 Spanish Treasury: In addition to the territory treasury points, the Spanish player rolls a 10-sided die (0 to 9) and adds this number to his treasury for the turn. This number represents the uncertainty of the Spanish budget, which must be spent on many other things besides the Dutch Revolt.

6.1.2 Dutch Patriots: Due to the increasing Spanish war-weariness, inflation and financial difficulties, and improvements in the Rebel fighting capability as the years passed, Spanish economic power became less relevant. To reflect this, the Rebel player has a Patriot allowance initially set low, steadily increasing in five-year increments:

- 1566-1570 1 TP
- 1571-1575 2
- 1576-1580 3
- 1581-1585 4
- 1586-1590 5
- 1591-1595 6
- 1595-1600 7
- 1601-1605 8

~~The Rebel player receives in addition to his territories a flat bonus of 5 treasury points per turn, representing the hard core of Dutch Protestants always loyal to the cause.~~



6.2 Treasury Spending

The treasure is spent on military and religious units, according to the following schedule:

- **Pikemen:** 1 TP
- **Cavalry:** 2 TP
- **Flotilla:** 3 TP
- **Missionary:** 2 TP

In addition, the following restrictions apply:



- units may only be placed in a player's own territories,
- each side may only own up to 5 Missionary units per turn,
- flotillas may only be placed in coastal territories (and Antwerp).

All units are mercenary, which means that all units must be paid for at the start of each turn. The treasure is spent exactly as if all military units (except garrisons) were removed from the map and freshly bought. A player is free to redistribute forces in this phase, at any density in any of his territories, and replace any unit type with any other, observing the above restrictions, and not exceeding his treasury total for the turn. Note that the strength 2 and 5 pikemen units are exactly the same as two or five individual strength 1 pikemen, costing 2 and 5 treasury points respectively, and may be broken up as necessary during movement and siege combat.

Units received for free as the result of an event do not require treasury points. Players should keep these separate until the other units have been bought and deployed.

7.0 RELIGIOUS CONVERSION PHASE

This is the only phase during which a territory's religious alignment may change. First, each player applies all event chits he wishes that pertain to this phase, then each player conducts religious conversion.

Each player may have up to five missionary units deployed in his own territories, attempting to win the souls of the local populace. More than one missionary may be located in a territory, increasing the chance that territory will convert. For each territory with at least one missionary unit, consult the Conversion Table and roll one ten-sided die (0 to 9). If a C result is rolled, then a successful mass conversion has taken place. The player moves that territory's religious alignment marker one step in his favour.



Note that if all five Missionaries are placed in one territory, the conversion is guaranteed success, making the die roll unnecessary. At the end of this phase, all missionary units should be removed from the map or ignored, since this is the only phase in which they have an effect.

8.0 MOVEMENT PHASE

This is the only phase during which units may move into and invade enemy territories. First, each player applies all event chits he wishes that pertain to this phase, then each player conducts movement. Only mobile units (pikemen, cavalry, and flotillas) may

move. They may move into enemy territories for conquest, or reinforce friendly territories the owner believes are about to be invaded.

Each pikemen unit may remain where it is, board a flotilla (if available) or be moved into exactly one neighboring territory, connected by land to its starting territory. A pikemen unit worth 2 or 5 strength points may be broken up into two or five smaller units so that each may march in a different direction, board a flotilla, or stay behind.

Each cavalry unit may remain where it is, board a flotilla (if available) or march overland to any territory one or two territories away. If it moves two territories away, it does not matter whether the first territory it passes through is friendly controlled. This gives both sides a limited ability to conduct deep penetrating operations behind enemy lines.

Each flotilla may move from its starting territory to any other coastal territory (including Antwerp) and carry with it 1 or 2 strength points worth of pikemen or 1 strength point of cavalry. This gives both sides a limited ability to conduct amphibious operations.

9.0 SIEGE COMBAT PHASE

This is the only phase during which a territory may change hands. First, each player applies all event chits he wishes that pertain to this phase, then each player conducts siege combat. The player whose turn it is performs the procedure once for each enemy territory he has invaded. Total the strength points of all units participating in the invasion of the territory, and look up the appropriate column on the Combat Results Table. Roll a 10-sided die (0 to 9) and look up the appropriate row on the Combat Results Table. Modify the attack strength column or die roll as follows.



9.1 Terrain Effects

Built-up terrain favors the defender as follows:

- **Rural:** there is no adjustment.
- **Developed:** subtract 1 from the die roll in favor of the defender.
- **Urban:** subtract 2 from the die roll in favor of the defender.

9.2 Religious Alignment Effects

Depending on the religious leaning of the defending territory, local partisans may help or hinder one side or the other as follows:

- **Strongly Catholic:** shift 2 attack strength columns in favor of the Spanish player.
- **Moderately Catholic:** shift 1 attack strength column in favor of the Spanish player.
- **Divided:** there is no effect.
- **Moderately Protestant:** shift 1 attack strength column in favor of the Rebel player.
- **Strongly Protestant:** shift 2 attack strength columns in favor of the Rebel player.



9.3 Rebel Coastal Defence Bonus

The Dutch rebels had superior command of the water, allowing them to keep besieged fortifications in supply. Whenever the Spanish player attacks a coastal territory (or Antwerp) owned by the Rebel player during siege combat, subtract 1 from the die roll in favor of the defender.

9.4 “Spanish Road” Defence Bonus

The red line in the southeast (lower right) corner of the map is the Spanish Road, through which Spanish reinforcements arrived. On turns that begin with the Spanish player controlling Luxembourg, it and all Spanish territories contiguously joined to it by Spanish-controlled territory are considered to be supplied. Whenever the Rebel player attacks a supplied territory owned by the Spanish player during siege combat, subtract 1 from the die roll in favor of the defender. There is no defence bonus in Spanish territories that began the turn isolated from the Spanish Road by Rebel-controlled territories.

9.5 Combat Resolution

The number in the table is the number of defending strength points that have surrendered. Remove them from the map. For combat purposes, the territory's garrison is considered to possess one strength point. The garrison is always the last unit destroyed. If the total defending strength points surrendered from the Combat Results Table is less than or equal to the number of mobile units defending the territory, then the territory does not change hands. If the defending strength point loss exceeds the total strength for the defending mobile units, then the defending garrison is destroyed and the territory changes hands. Replace the garrison unit with the opposite colour.

With the exception of the local revolt event, an enemy population friendly to your side may not launch an attack on its owner without your units invading and leading the attack.

Regardless of whether a territory is won or lost, all mobile units should be removed from a territory to remind both players that combat in that territory is over for this turn. The player who owns the territory may decide to leave his forces there until the start of the next turn in order to save time, as long as the restrictions of the following treasury phase are observed.

Note: Only the invading player rolls on the Combat Results Table. Either the attack succeeds (no remaining defenders) or fails (the defender retains control) then mobile units are removed.

EXAMPLE 1: The Rebel player has invaded the Spanish territory of Antwerp. The total attacking strength is 6 strength points. The total defending strength is 2 strength points. The religious alignment is divided, resulting in no column shift. The territory is urban, resulting in a die roll modification of -2. The Rebel player rolls a 5, which is modified to 3. The attack strength 6-7 column of the Siege Combat Table is consulted and the defender surrenders 2 strength points. Since this exactly equals the defending strength, the garrison is not eliminated and the territory does not change hands.

EXAMPLE 2: The Spanish player has invaded the Rebel territory of Overijssel. The total attacking strength is 3 strength points. The total defending strength is 2 strength points. The religious alignment is moderately Catholic, resulting in a column shift of 1 to the right (in the Spanish player's favor.) The territory is rural, resulting in no die roll modification. The territory is coastal, so the Rebel player receives a die roll modification of -1. The Spanish player rolls an 8, which is modified to 7. The attack strength 4 column of the Siege Combat Table is consulted and the defender surrenders 3 strength points. Since this exceeds the defending strength, the garrison is eliminated and the territory changes hands.

10.0 POLITICAL PHASE

The Rebel player now determines the political value of all the territories he controls. All territories whose garrison markers show the orange side are Rebel controlled. Political points (PP) are added up as follows:

- **1 PP** for each **Rural** territory
- **2 PP** for each **Developed** territory
- **3 PP** for each **Urban** territory

The total political points for this turn are added to the total by moving the marker the appropriate number of spaces on the Political Points Track. If the total remains less than 400, advance the turn record marker by one year and play another turn of the game. If the total is greater than or equal to 400, the Union of Utrecht is proclaimed and the Dutch Republic is born. The game ends and victory is determined as in the following rules section.

11.0 VICTORY CONDITIONS

Each player is granted an overwhelming victory if, at the end of any turn, they control all the territories on the map. The Spanish player is granted an overwhelming victory if the Union of Utrecht has not been declared by the end of the 40th turn. Otherwise, degrees of victory are determined as follows, using the political point total for the final turn (for this purpose, ignore political point adjustments from event chits: only political points from physically owned territories may be used here).

- **0 to 7:** The remaining Dutch rebels will soon be crushed, and Protestantism is almost eliminated from Northwest Europe. The Habsburg Empire will dominate a united Germany in the next century. The Spanish player wins a major victory.
- **8 to 15:** A small, weak Dutch Republic survives, unable to participate in the colonial race or significantly influence European history. The Spanish player wins a minor victory.
- **16 to 23:** A medium-sized Dutch Republic emerges, soon to have colonies in America, Africa and the East Indies. The Habsburg Empire retains control of the Catholic half of the Low Countries, which will eventually become Belgium. This is the historical result. The game is a draw.
- **24 to 31:** The Dutch Republic controls most of the Netherlands, with France eventually absorbing the rest. The Dutch colonial empire will rival the British empire in size and wealth. The Rebel player wins a minor victory.
- **32 to 40:** The Dutch Republic rivals France as the most powerful nation in Western Europe. The Spanish forces have been eliminated from the Netherlands and the Habsburg Empire will soon collapse from the incurred debt burden. The Rebel player wins a major victory.

12.0 PLAYER'S NOTES

If it seems to the players that there is a large amount of randomness built into this game, this is because the actual

campaign depended to a great deal on luck. King Philip II and William of Orange probably felt the same way. Prayer was a main weapon in both sides' arsenals. The treasury rolls in particular may be a source of frustration. It is entirely possible that a string of good (or bad) treasury rolls may wipe out one side or the other.

Early in the game, the situation is somewhat fluid. As time goes by, each player will tend to acquire a block of territories of friendly religious alignment, making it harder to trade territories. Therefore, it is important to grab a defensible block of territories early on, with an especially high number of the vital urban territories. However, do not completely ignore the value of the more sparsely settled territories.

Barring a total victory, the territories actually held at the end of the game are the important ones. The Rebel player's goal is to build a strong Dutch state after independence. The Spanish player's goal is to re-establish Habsburg authority as much as possible. It is possible for a player to play well all through the game, only to have victory snatched away at the end by a string of successful conquests by his opponent. Early in the game, both players should concentrate less on conquest and more on Religious conflict, building a loyal core area in the rich Urban territories. In the later turns, the land grab can begin.



To add variety to the game, players can try picking territories or assigning them at random, and using 20 random die rolls (1 to 5) to initialize the Religious Alignment Sheet. Also, players who believe the 40-turn game is too long may wish to condense it to 20 turns, with each turn 2 years in length (1566-67, 1568-69, etc.). The number of Political Points required for the Union of Utrecht should be cut in half from 400 to 200. ~~The Treasury Point allowances for even-numbered years (divisible by 2) become the allowance for the entire turn.~~



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14.0 CREDITS

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