

# Sweden Fights On PLAY BOOK

Nördlingen 1634 • Wittstock 1636 • Second Breitenfeld 1642 • Jankau 1645

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Version 2.0



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# 1. INTRODUCTION

This is not a straight reprint of *Sweden Fights On* (SFO). Due to recent scholarship, there are significant updates to Nördlingen, the retrofit of the Croat unit type introduced in *Saints In Armor* (SiA), and incorporation of errata. It also includes separate units for each battle.

# 2. GENERAL INFORMATION

## 2.1. Counters

### 2.1.1. Color Code

Swedish forces have a pale blue background. Scottish forces, allied with the Swedes in this game, have pale green. Imperial forces have pale red. Spanish are pale yellow with a red or green stripe, while Saxons are also pale yellow but with a black stripe. Catholic League/Bavarian forces have a pale gray background. The color stripe behind the unit's name helps identify the wing or contingent of the unit and is detailed in 2.1.2.

### 2.1.2. Counter Notes





1. A generic replacement leader is called an Oberst (German), Överste (Swedish), or Maestre de Campo (Spanish).





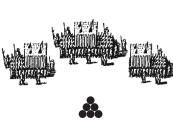

2. Some units have more than one counter with the same name. Each unit has a designation on it indicating in which battle it appears. There are enough artillery units for each battle, but these are not identified as belonging to a specific battle or wing.

3. The battle and wing appear in that order on the lower left of 1-hex units and on the upper left for battle and upper right for wing on 2-hex units. A unit's battle abbreviation is italicized.

4. As a general rule, each unit carries the color combination assigned to its army (background) & wing (stripe). However, to reflect the polyglot nature of these armies, if a unit belongs to a nationality or contingent different from the standard for that army or wing, that unit carries the color combination for that specific nationality or contingent instead.

**Table 1. Unit Types**

<i>Formation Image</i>	<i>Setup Abbreviation</i>	<i>Unit Type</i>
	Arty	Artillery in four classes: 4-8lb batteries, 12-24lb batteries, double 4-8lb batteries, or double 12-24lb batteries
	Arq.	Arquebusiers with Carbine below the type icon
	Crt.	Croats or Croatian style light cavalry
	Cuir.	Cuirassiers

	HI	Heavy Infantry, single hex counter
	HI w/Arty	Heavy Infantry with integrated light guns, single hex counter, with a Cannon Ball icon
	2-hex HI	Heavy Infantry, double sized counter
	2-hex HI w/Arty	Heavy Infantry with integrated light guns, double size counters, with a Cannon Ball icon
	2-hex Swedish Style Brigade w/Arty	Heavy Infantry Brigade in the Swedish formation with integrated light guns, with a Cannon Ball icon
	LI	Light Infantry, dismounted dragoons, or detached/ commanded musketeers

To help distinguish cavalry units from foot units, cavalry units (Arquebusiers, Cuirassiers, and Croats in SFO) have a cavalry slash across them that's slightly darker than their background colors. Another way to distinguish horse from foot is that horse units, except for Croats, have two symbol groups on them, while, except for LI units, foot units have either one or three symbol groups. The symbols used for LI and Croats units show dispersed individuals.

**Table 2. Battle Designations**

<i>Battle</i>	<i>Counter Abbreviation</i>
Nördlingen 1634	<i>N</i>
Wittstock 1636	<i>W</i>
Second Breitenfeld 1642	<i>B</i>
Jankau 1645	<i>J</i>

**Table 3. Wing Designations**

<i>Wing Name</i>	<i>Counter Abbreviation</i>	<i>Battle</i>
Left	L	All
Center	C	All
Right	R	All
Aalbuch Garrison	A	Nördlingen
Croats	Cr	Nördlingen
Right Infantry	RI	Nördlingen
Right Cavalry	RC	Nördlingen
Left Infantry	LI	Nördlingen
Left Cavalry	LC	Nördlingen
Vitzthum's Reserve	V	Wittstock
Palsgreve/Pfalzgraf Karl Gustav	P	2nd Breitenfeld

**Table 4. Swedish Ranks and Abbreviations**

<i>In Swedish</i>	<i>Abbreviation</i>	<i>Modern English</i>	<i>English Abbreviation</i>
Fältmarskalk	Fältm.	Field Marshal	FM
General	Gen.	General	Gen
Generallöjtnant	GenLt.	Lieutenant General	LtGen
Generalmajor	GenMaj.	Major General	MajGen
Överste	Öfv.	Colonel	Col

**Table 5. Imperial Ranks and Abbreviations**

<i>In German</i>	<i>Abbreviation</i>	<i>Modern English</i>	<i>English Abbreviation</i>
Feldmarschall	FM.	Field Marshal	FM
Feldmarschall-leutnant	FMLt.	Lieutenant Field Marshal	LtFM
General	Gen.	General	Gen
General-leutnant	GenLt.	Lieutenant General	LtGen
General-feldzeugmeister	GenFZM.	Quartermaster General	QMGen
General-wachtmeister	GenWM.	Major General	MajGen
Oberst	Obr.	Colonel	Col
Oberstleutnant	ObrLt.	Lieutenant Colonel	LtCol
Oberstwachtmeister	ObrWM.	Major	Maj

**Table 6. Nobility Titles**

<i>In German/Swedish</i>	<i>Modern English</i>
Kurfürst/Kurfürste	Elector
Herzog/Hertig	Duke
Graf/Greve	Count
Rheingraf/Rhengreve	Count (Rhinegrave)
Pfalzgraf/Palsgreve	Count Palatine (Palsgrave)
Landgraf/Lantgreve	Count (Landgrave)
Markgraf/Markgreve	Marquis (Margrave)

**Table 7. Abbreviations Used in the Setup Instructions**

<i>Army</i>	
IMA	Imperial Main Army
AoF	Army of Flanders (Spanish)
CL / Bav.	Catholic League (dissolved in 1635) or Bavarian (after that)
Saxon	Saxon
Swed.	Swedish
<i>Other Abbreviations</i>	
aka	Also Known As
ex	Formerly
Incl.	Includes
KIA	Killed in action – <i>Gefallen / Getöten</i>
lb	Pound (as a measure of artillery gun size)
POW	Prisoner of War/Captured – <i>Gefangen</i>
Regt(s)	Regiment(s)
MdC	Maestro de Campo
Co	Company
Alt	Old or The Elder
Neu	New or The Younger

**Table 8. Color Coding**

<i>Army and Wing</i>	<i>Base Color</i>	<i>Color Stripe</i>
Swedish Right	Pale Blue	Red
Swedish Center or Right Infantry	Pale Blue	Dark Blue
Swedish Left	Pale Blue	Green
Swedish National or Regional Regiments (Swedes, Finns, Livonians, and Courlanders)	Pale Blue	Yellow
Swedish Reserve (Vitzhum, Pfalzgraf)	Pale Blue	White
German Allies at Nördlingen	Pale Blue	Black
Scots (Allied to Sweden)	Pale Green	Dark Blue
Imperial Croat Wing	Pale Red	Red
Imperial Right	Pale Red	Red
Imperial Center	Pale Red	Brown
Imperial Left	Pale Red	Dark Blue
Imperial Albuch Garrison	Pale Red	Yellow
Imperial at Jankau	Pale Red	Red
Spanish	Pale Yellow	Red
Spanish from Feria's Contingent	Pale Yellow	Green
Catholic League/Bavarians	Pale Gray	Light Blue
Saxons	Pale Yellow	Black

## 2.2. Special Rules Applicable to All Scenarios

### 1. Setups

A. Units may always start in Open Order instead of Normal Formation as per series rules 6.3.3.

B. When a line in a setup chart includes more than one type of unit or units with different values, the owning player may choose how to distribute those units among the indicated setup hexes, one per hex.

C. Unless a specific setup location is indicated, Wing Commanders start stacked with any unit in their Wing as per 5.2.1, and Army Commanders start stacked with or adjacent to any unit of their army.

D. Any date in parentheses is a date in the old style (Julian) calendar. (While Catholic countries adopted the Gregorian calendar in the 1580s, Protestant areas of Germany didn't adopt it until about 1700, and Sweden not until 1753.)

**2. Historical Orders:** The use of the designated Historical Orders is strongly recommended in all scenarios and is often essential for play balance.

**3. Victory Determination:** Always subtract the points accumulated by the non-Swedish player from those accumulated by the Swedish player. Listed historical losses only include units removed from play and not losses to on-map units or leader losses.

**4. 10.4 Salvo Fire:** Salvo Fire is available to all HI units, except for the AoF units at Nördlingen.



## 3. SCENARIOS

### 3.1. Nördlingen, September 6 (August 27), 1634

Southwestern Germany, Bavaria

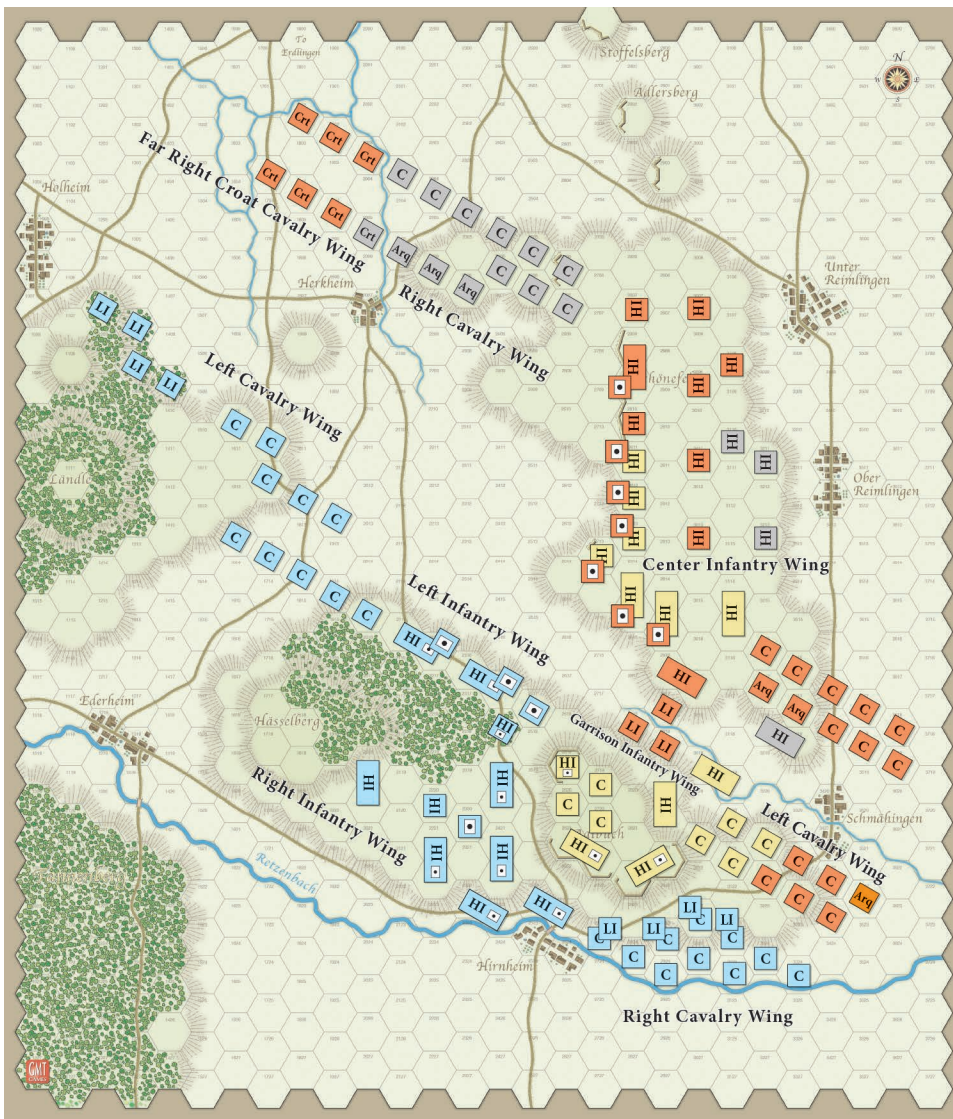
#### Second Edition Notes

After SFO was published, a book on the Battle of Nördlingen “*Nördlingen 1634: Die Schlacht bei Nördlingen - Wendepunkt des Dreißigjährigen Krieges*” by Peter Engrisser and Pavel Hrcirik (published in 2009) provided more insight into the deployments of the Imperial and Spanish armies. My main source was Dr. Guthrie’s work and the authors of this work used much of the same source material; however, their work was much more comprehensive. The downside is that the book is in German and is printed in unobtainium. Fortunately, thanks go to our Saints in Armor team who scanned what I needed. I started with a comparison, but that got bogged down in spelling and naming differences. I started over with a fresh order of battle and deployment. The first edition map was good with some minor adjustments on the fortifications. The next biggest challenge is that the additional detail did not help the Swedes at all. Overall, it provides a much stronger garrison of the Aalbuch (Albuch in German) with a cohesive narrative of events so you will see that in this version. Overall, it has high strength estimates for the Imperial and Catholic League units but does include a disclaimer in the notes that the combat strength was likely less with some examples. For the Spanish and Swedes there are detailed musters that set a reliable strength for most of the units.

It does have some oddities that are worth pointing out. The one battalion consisting of a combined Spanish and Catholic League regiments is a bit odd as brigading units together was common, but from different armies would be unusual. However, several regiments of the Spanish joined in the 1633 campaign and may have facilitated such unusually close cooperation. These regiments are annotated as “*ex Feria*” to distinguish them from the Cardinal Infanta’s army that had just arrived. The 1000 musketeers under ObrLt. Teutschvoll was also odd. It was placed in the steep draw north of the Aalbuch where the difficult terrain would support such a deployment, but did not seem to play much of a role. The new book was also more definitive on the composition of Horn’s infantry assault force and provided some better justification than Guthrie’s guesswork, while leaving some open questions on several regiments that we may never know for sure. You will notice many of the Imperial battalions are smaller, one-hex units, as they tried to standardize their battalions at 1000 men, with some exceptions. With the revised order of battle, the first two scenarios from the first edition are omitted as they only make it harder for the Swedes.

#### Historical Background

The battle of Lützen was a disaster for the seemingly unstoppable Swedish war machine, cutting down its leader, King Gustav Adolf, at the height of his power. Oxenstierna took the reins of government as Queen Christina was only six, and her mother was unfit to be regent. While Wallenstein (the leader of the opposing Imperial forces) retired with his army into Bohemia after the battle, the



Swedes, though decapitated, continued their march into Germany. The Swedes split their forces, with Gustav Horn leading a Swedish army that ran the Imperials out of Alsace, while Oxenstierna led the main army into Leipzig, sweeping Wallenstein's garrisons from Saxony.

The Swedish momentum began to run out in the winter of 1632-33 as Swedish units, often owed many years' worth of back pay, threatened to mutiny. The Swedes were overextended and facing a serious crisis in funding. Oxenstierna began to withdraw Swedish troops to the Baltic and worked with the Protestant German princes to conclude the Treaty of Heilbronn. The treaty, signed April 23, 1633, brought in hefty subsidies from the German princes that allowed the Swedes to keep campaigning. Even Richelieu, the effective ruler of France, contributed subsidies (though France was Catholic, like the Empire, France was opposed to Spanish-Habsburg hegemony). However, the money still did not come in fast enough, forcing the Swedes to pay many officers in land. Bernhard of Sachsen-Weimar, for instance, became Duke of Franconia. In addition, it became increasingly more common for garrison troops to exact contributions from the locals, a practice the late King would have frowned upon.

Duke Charles of Lorraine, had around 12 tercios and 10 cavalry "regiments." (The biggest Spanish weakness was in cavalry, and they did not have formal cavalry regiments as did other armies of the period.) The Imperial Main Army (IMA) had 14 infantry regiments, 20 cavalry regiments, and nearly 150 guns (about 116 of these were light 3 lb guns after the Swedish model). The IMA also had the able assistance of the Catholic League (CL)/Bavarian army under General Aldringer. The basic plan of campaign for the combined Imperial-Spanish army was to roll back the Swedish gains in southern Germany, and if possible, to reopen the "Spanish Road." This was the overland route of Habsburg-controlled territories from Northern Italy to Flanders, which troops had not been able to use since 1620.

On the other hand, the Swedes under Duke Bernard and Horn were in a weakened state. They did not have a steady flow of reinforcements, and Oxenstierna had pulled back many Swedish national units. To make matters worse, a bizarre arrangement had been made to appease the ego of Duke Bernard whereby Horn and Duke Bernard alternated command daily (reminiscent of the Romans prior to Cannae). Horn and Duke Bernard also had very

By 1633, Wallenstein had acquired enormous power because of the panic the defeat at Breitenfeld had caused. This was of concern to many in the Empire, including the Habsburg Emperor, Ferdinand II of Austria. During that year's campaign Wallenstein, in a surprise attack, captured 8000 Swedish troops under General Thurn in Silesia. In return, the main Swedish army, now under Horn and Duke Bernhard, struck into Bavaria, heading for Regensburg. Wallenstein tarried, allowing the city to fall to the Swedes. This was the last straw for Maximilian of Bavaria and the Emperor. Wallenstein was deposed and later assassinated in February 1634. Ferdinand, King of Hungary, took command of the Imperial Army, assisted by Gallas and Piccolomini. His cousin, Ferdinand Cardinal Infanta (the Governor of Lombardy), was given command of the Spanish army assembling for the coming campaign.

## The Campaign

In 1634, Cardinal Infanta led a force of over 9000 Spanish and Italian infantry and 2000 cavalry from Alsace to join the Army of Flanders (AoF). The AoF was over 52,000 strong, but the nature of the war in Flanders (also called the Eighty Years War or the Dutch War of Independence) required that over half the army be tied down in garrison duties. The Spanish preferred to have the Walloons and Germans cover the garrisons, while using their Spanish, Italian, and Burgundian tercios as their strike force. For the 1634 campaign, Cardinal Infanta, joined by

different styles—Duke Bernhard was a rash cavalry officer, while Horn was a conservative infantry officer.

The campaign opened with the IMA and the Bavarians acting in concert. They retook Regensburg on July 6, then moved west on either side of the Danube, taking Donauwörth in August. Duke Bernard and Horn moved east to counter the threat, forcing the Bavarians into Aldshut. They took the town by storm and Gen. Aldringer was killed in the action. The IMA laid siege to the strongly held fortress of Nördlingen. The Swedes, hoping to destroy the enemy piecemeal and not wanting to lose the important fortress, advanced to the relief of Nördlingen and arrived in the vicinity August 23. Duke Bernard wished to attack immediately, but Horn wanted to wait for 6000 reinforcements under Rheingraf Otto-Ludwig. While Horn and Duke Bernhard debated, the Spanish army arrived September 2nd.

### The Battle

The situation that faced the Swedes south of Nördlingen was that time was on the Imperials' side. One avenue to the relief of the fortress was along the Ulm highway. Advancing along this route, however, would have meant moving across open, marshy ground with the Imperials entrenched on the high ground with plenty of artillery. A secondary route was a branch off the Ulm highway that led through the village of Ederheim and between the Ländle and the Hässelberg. An attack along this axis would be over better ground and there would be cover for the approach march. On the afternoon of September 5, the Swedes sought to secure this route, and the Imperial cavalry resisted strongly. A sharply fought engagement lasted into the night with the superior Swedish cavalry securing the wooded heights of both the Ländle and the Hässelberg. It became clear that in the coming fight the central position of the Schönefeld would hold the Imperial main battle line. Down the ridgeline from the Hässelberg was the bald hilltop of the Aalbuch. Horn knew that if he could seize that hill and place his guns there, he could enfilade the Imperial line and roll it up. The Swedes divided their forces and Horn turned south to do a flank march, at night, over the rugged Tannenberg. The wooded hill concealed the move from the enemy, but a narrow defile and an overturned cannon seriously delayed the maneuver. On the Imperial side, Generals Gallas and Piccolomini had perceived a weakness here and had Cardinal Infanta dispatch Gen. Serbelloni and 6 regiments (or tercios – 3 German, 1 Imperial, and 2 Spanish forming 4 battalions and their Italian cavalry under Gambacorta in close support and the larger cavalry wing adjacent to secure the flank) to secure the position.

With Serbelloni strongly emplaced on the Aalbuch, Horn crossed the Retzenbach at Hirnheim and deployed for an assault. Duke Bernard's battle line was on the saddle between the Ländle and the Hässelberg with his right anchored on the Hässelberg and his left anchored on the village of Herkheim. Duke Bernard's force was clearly outmatched by the entrenched main line on the Schönefeld, but his job was only to fix the enemy in place, so Horn could initiate his assault without interference from the Schönefeld force. At first light Horn launched his assault and the Spaniards put up a desperate defense; the center battalion broke, but the rest held. The reserve battalion surged forward and pushed back Horn's infantry. The far right infantry brigade from Duke Bernard's force

was stripped off to assist Horn. A sharp cavalry action on the far left of the Imperial line prevented Horn's cavalry under Rostein from turning the flank. With the one penetration pushed back, the Imperial-Spanish army launched a strong counter attack with three battalions that sent the Swedes tumbling back down the hill. Duke Bernhard's infantry held the pivot point on the line and suffered heavy casualties trying to hold the line long enough for Horn to fall back. By late morning it was clear the day was lost. Horn had enough and called it quits, with most of his infantry regiments having sustained over 50% casualties already. Duke Bernard's force had launch probing attacks and had turned back a flank attempt near the village of Erdlingen from three of De Werth's squadrons, but as a whole was not decisively engaged. When Horn's infantry was seen retreating across the Swedish rear a general panic broke out. The Imperial-Spanish forces realized that the Swedes were attempting to disengage, and so attacked with their entire line. This, coupled with the panic caused by Horn's retreat, caused the Swedish army to completely collapse. Horn was captured, and the entire infantry contingent was lost. Much of the cavalry escaped with Duke Bernhard to fight another day. Imperial-Spanish losses were about 2500, but the Swedes had as many as 10,000 killed and wounded and between 3000 and 4000 taken prisoner.

### The Outcome

The most important result of the crushing Swedish defeat at Nördlingen was the entry of France as a "full" participant in the Thirty Years War. Granting subsidies was no longer enough, and Richelieu did not want the Spanish Road to be reopened. He was successful in preventing this, so in many respects the Spanish got the least out of the deal. The entry of France all but guaranteed the Dutch would triumph, as the Spanish had to pull their scarce resources to fight the French. It would take the Swedes, under Banér, two years to recover militarily. The Thirty Years War for the Emperor would break into two fronts: the East Front from Pomerania, Brandenburg, Saxony, Silesia, to Bohemia where he was opposed by a succession of talented Swedish generals, and the West Front from Flanders to Bavaria where Turenne and the Condé would rise. Never again would the Emperor have a triumph on the field like Nördlingen, though the hope of one sustained him and his son through another fourteen years of war.

## SWEDISH SETUP

ARMY COMMANDERS: Horn (-1), FM. Gustav Horn, and Bernhard (-2), Duke Bernhard von Sachsen-Weimar.

Note: The Swedish Forces have 2 Army Commanders. When either Right Wing (Right Infantry or Right Cavalry) is activated, Horn is activated. When either Left Wing (Left Infantry or Left Cavalry) is activated, Bernhard is activated. If either is lost, then the other is activated with every wing activation. If both are lost, there is no replacement AC.

The Swedish Army moved into position under the cover of darkness in close proximity, but where there is flexibility in the setup, they may not start adjacent to an enemy unit.

**Right Cavalry Wing**

WING COMMANDER: Rostein (-1): GenMaj. Friedrich von Rostein (POW).

*The exact positioning of the regiments in the lines of battle is not known so the Swedish player may place each unit within the lines as indicated.*

REPLACEMENT: Schaffelitzky (0). GenMaj. Schaffelitzky, a Czech, aka Schawelitzki, (POW).

Army	Unit	Ratings	Type	Historical Notes	Setup	
Swed.	Witzleben	5-8	Cuir.	Horn's Regt under the ObrLt. Witzleben (12 Co, 540 men)	1st Line 3324, 3224, 3123, 3023	
Swed.	Oxenstierna	3-8	Cuir.	Obr. Ture Oxenstierna (8 Co, 320 men)		
Swed.	Wittenberg	3-8	Cuir.	Obr. Arvid Wittenberg (POW), ex Eckholt (8 Co, 320 men)		2nd Line 2923, 3024, 3124
Swed.	Wachtmeister	5-7	Cuir.	Obr. Hans Wachtmeister (POW) (8 Co), ObrLt. Helm Wrangel (4 Co), total (12 Co, 480 men)		3rd Line 2723, 2824, 2924
Swed.	Schaffalitzky	4-7	Cuir.	GenMaj. Schaffalitzky (POW) (12 Co, 360 men)		
Swed.	Rostein	4-7	Cuir.	GenMaj. Friedrich von Rostein (POW) (8 Co), Obr. Erasmus von Platow (8 Co), total (16 Co, 400 men)		
Swed.	Cratzenstein	3-7	Cuir.	Obr. Wilhelm de Wendt von Cratzenstein (8 Co, 300 men)		
Swed.	Hofkirchen	5-8	Cuir.	GenLt. Lorenz von Hofkirchen (POW) under his ObrLt, ex Baudissin (12 Co, 480 men)		
Swed.	Goldstein	5-7	Cuir.	Maj Johann Arnd von Goldstein (4 Co), GenMaj. Patrick Ruthven's Regt, under his ObrLt. (6 Co), total (10 Co, 460 men)		
Swed.	Brincken	3-7	Cuir.	Obr. Johann von den Brincken (8 Co, 320 men)		
Swed.	Ruthven	2-6	LI	Ruthven Dragoons (4 Co, 200 men)	Stacked with or adjacent to any Cuirassier Unit	
Swed.	Horn	2-6	LI	Horn Dragoons (6 Co, 270 men)		
Swed.	Chambre	2-6	LI	Chambre Dragoons (4 Co, 200 men)		
Swed.	Holtzmüller	2-6	LI	Holtzmüller Dragoons (4 Co, 200 men)		

**Right Infantry Wing**

WING COMMANDER: Vitzthum (-1) GenMaj. Johann Vitzthum von Eckstädt.

REPLACEMENT: Överste (0).

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Horn	17-8	2-hex HI w/Arty	<p>FM. Horn's Grünes (Green) Regt (12 Co, 420 men).</p> <p>The following regiments are in Horn or Ratzau's brigade, which exactly is unclear: FM. Johan Banér's Musketeer Regt (12 Co, 420 men).</p> <p>Obr. Johann Schneidewindt (POW) (12 Co, 300 men).</p> <p>Obr. Arvid Forbes under ObrLt. Alexander "the Bald" Forbes (Finns &amp; Germans) (8 Co, 320 men).</p> <p>GenMaj. Bernhard Schaffalitzky (POW) (12 Co, 600 men).</p> <p>GenMaj. Chrisoph von Houwald (8 Co, 320 men).</p> <p>Obr. Melchior Wurmbrandt (KIA) (8 Co, 240 men) 6 light guns</p>	2221-2222

Swed.	Scottish Brigade	16-8	2-hex HI w/Arty	Gunn - Obr. William Gunn's Musketeer Regt (8 Co, 320 men). Spens - ex Spens, under Obr. Henry Muschamp (KIA), ObrLt. John Forbes of Tullough (KIA) (8 Co, 300 men). Mackay - ObrLt. William Stewart (8 Co, 300 men). Ramsay - GenMaj. James Ramsay's Musketeer Regt under Maj Patrick Sidserfe (KIA) (6 Co, 240 men). Ruthven - Obr. John Ruthven (Germans) (8 Co, 300 men). Cunningham - Squadron of Obr. Robert Cuningham's Regt (4 Co, 160 men) 6 light guns	2421-2422
Swed.	Rantzau-Pfuel	8-8	2-hex HI w/Arty	Obr. Josias Rantzau (8 Co, 300 men). Obr. Adam von Pfuel Grünes (Green) Regt (12 Co, 480 men). 6 light guns	2322-2423
Swed.	Thurn-Gula	16-8	2-hex HI w/Arty	Gelbes (Gula or Yellow) Regt ObrLt. Wulf von Schönbeck (16 Co, 1150 men) Obr. Johann Jacob von Thurn's Schwarzes (Black) Regt (12 Co, 450 men) 6 light guns	2419-2420
Swed.	Vitzthum	12-8	2-hex HI w/Arty	GenMaj. Johann Vitzthum von Eckstädt's Orange Regt (13 Co, 600 men). Pfalzgraf Christian von Birkenfeld' Regt (8 Co, 300 man). Obr. Limbach, ex Wildenstein Regt (11 Co, 350 men) 6 light guns	2522-2623
Swed.	Württemberg	10-6	HI	Württemberg Battalion allocated to the Albuch assault	2220
Swed.	Liebenstein	20-6	2-hex HI	Reserve Württemberg Battalion, Obr. Phillip von Liebenstein	2019-2020
Swed.	12-24lb Artillery	6-17	12-24lb Arty	5 guns	Stacked or adjacent to any HI unit

### Left Infantry Wing

WING COMMANDER: Cratz (0). FM. Johann Phillip Cratz von Scharffenstein (POW).

REPLACEMENT: Överste (0).

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Cratz	11-8	2-hex HI w/Arty	Obr. Detlof von Tiesenhausen (8 Co, 500 men). FM. Johann Phillip Cratz von Scharffenstein's (POW) Regt (12 Co, 200 men). Part of GenMaj. James King's Regt, possibly under Maj David King (KIA) (8 Co, 400 men) 6 light guns	2316-2417
Swed.	Rosen	13-8	2-hex HI w/Arty	Obr. Bartholomäus Zerotin's (POW) Rotes (Red) Regt, ex Nordhausen, ex Gersdorf (10 Co, 400 men). Obr. Friedrich von Rosen's Blaues (Blue) Regt (6 Co, 150 men). Obr. Adam Hodiegowä (8 Co, 400 men). Obr. Joachim Mitzlaff under the ObrLt. (12 Co, 400 men) 6 light guns	2115-2216
Swed.	Artillery battery	3 x 6-17	12-24lb Arty	5 guns each	Stacked or adjacent to any HI unit
Swed.	Leibregiment	4-8	Cuir.	Herzog Bernhard's Leibregiment under ObrLt. Daniel Bouillon	2015
Swed.	Grünes	7-8	HI w/Arty	Herzog Bernhard's Grünes (Green) Regt, ObrLt. Thomas Hume (POW) (11 Co, 500 men). Obr. Ludovick Leslie's Scottish Regt under Maj Alexander Barclay (8 Co, 200 men) 6 light guns	2418

**OPTIONAL FOR THIS WING:**

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Rheingraf Otto Ludwig	12-7	2-hex HI w/Arty		1714-1815
Swed.	Nassau	14-6	2-hex HI		1513-1614

**Left Cavalry Wing**

WING COMMANDER: Taupadel (-2); GenMaj. Georg Christoph von Taupadel.

REPLACEMENT: Överste (0).

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Öhm	4-8	Cuir.	Obr. Johann Bernhard von Öhm (8 Co, 150 men). Markgraf Friedrich von Brandenburg-Ansbach (KIA) (8 Co, 220 men), ex Bulach	1912
Swed.	Karberg	3-7	Cuir.	Obr. Carl Joachim von Karberg, ObrLt. Adam Konrad von Ringenberg (8 Co, 240 men). Obr. Landgraf Johann von Hessen-Braubach (6 Co, 70 men)	1812
Swed.	Pfalzgraf	4-7	Cuir.	Pfalzgraf Christian von Birkenfeld (8 Co, 220 men). Herzog Ernst von Sachsen-Weimar's Regt under Obr. Wilcke von Badendorff (8 Co, 150 men)	1711
Swed.	Beckermann	5-7	Cuir.	Obr. Eberhard Beckermann's Regt under his ObrLt. (8 Co, 220 men). Cristoph Karl Graf von Brandenstein's Regt under ObrLt. Herwardt von Regal (2 Co, 120 men) GenMaj. Nicholas de Courville (Deceased) not renamed, under his ObrLt. (8 Co, 150 men)	1914
Swed.	Uslar	4-8	Cuir.	GenMaj. Georg von Uslar's Regt under ObrLt. Jost Rudolf von Berkefeld (POW) (8 Co, 400 men)	1814
Swed.	Cratz	4-8	Cuir.	FM. Johann Phillip Cratz von Scharffenstein (POW) (8 Co, 200 men). Kurlands Regt Obr. Eberhard von Bellinghausen (8 Co, 100 men). Livlands Regt ObrLt. Fritz von Lewen, Maj Carl von Tiesenhausen (7 Co, 130 men)	1713
Swed.	Wettberg	3-7	Cuir.	Obr. Christoffer von Wettberg (KIA) (8 Co, 140 men) Graf Kraft von Hohenlohe-Neuenstein's Regt (4 Co, 160 men) ObrLt. Hans Adam von und zu Karpf (1 Co, 30 men)	1613
Swed.	Taupadel	3-8	Cuir.	GenMaj. Georg Christoph von Taupadel (5 Co, 115 men) Obr. Philipp Sattler (8 Co, 150 men)	1610
Swed.	Rosen	3-7	Cuir.	Obr. Reinhold von Rosen (6 Co, 150 men) Freikompanie Rittmeister Adolf (1 Co, 70 men)	1710
Swed.	Taupadel	3 x 2-6	LI	GenMaj. Georg Christoph von Taupadel Dragoon Regt	1207, 1307, 1308
Swed.	Waldau	2-6	LI	ObrLt. Rüdiger von Waldau Dragoon Regt	1409

**OPTIONAL FOR THIS WING:**

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Rheingraf	5-7	Cuir.	Rheingraf Otto Ludwig's Regt	1512
Swed.	Zulow	4-6	Cuir.		1412
Swed.	Hillebrand	4-6	Cuir.		1510

## IMPERIAL-SPANISH SETUP

Units are identified as being part of the Imperial Main Army (IMA), Catholic League (CL), or the Spanish Army of Flanders (AoF).

ARMY COMMANDERS: King Ferdinand of Hungary (0) and Ferdinand Cardinal Infanta (-1; AoF)

Note: The Imperial-Spanish Forces have 2 Army Commanders. When a Wing Commander is activated, roll to see which AC is activated that phase. On a roll of 0 to 4, King Ferdinand is activated; 5 to 9, Cardinal Infanta is activated. King Ferdinand may only assist Imperial and Catholic League units and leaders, and Cardinal Infanta may only assist Spanish units and leaders.

*HISTORICAL NOTE: Duke Charles was technically the army commander for the Catholic League, but at this stage he was clearly subordinate to King Ferdinand so acts as a Wing Commander to the powerful Catholic League Right Cavalry Wing.*



### Far Right Croat Cavalry Wing:

WING COMMANDER: Isolano (0). Goan Lodovico Hector Graf von Isolano, Gen. of Cavalry IMA.

REPLACEMENT: Oberst (0).

*The exact positioning of the regiments in the lines of battle is not known so the Imperial-Spanish player may place each unit within the lines as indicated.*

Army	Unit	Ratings	Type	Historical Notes	Setup
CL	Fugger	3-6	Crt.	GenFZM. Ottheinrich Graf Fugger under ObrLt. Michael Kanischer (6 Co, 350 men)	1st Line 1703, 1804, 1904, 2005
IMA	Isolano	4-6	Crt.	ObrLt. Nicolas de Milli-Drachy (10 Co, 450 men)	
IMA	Marsinay	4-6	Crt.	Obr. Meinhard Marsinay (ex Losy) (10 Co, 430 men)	2nd Line 1802, 1902, 2003
IMA	Corpes	4-6	Crt.	Obr. Marcus Corpes (10 Co, 430 men)	
IMA	Forgach	3-6	Crt.	Obr. Peter Graf Forgach de Gyms (8 Co, 345 men)	
IMA	Perwast	5-6	Crt.	Obr. Ludwig Perwast (7 Co, 300 men) Obr. Paul Freiherr von Revay (5 Co, 215 men), total (12 Co, 515 men)	
IMA	Prichowsky	4-6	Crt.	Obr. Hans Karl Prichowsky von Prichowicz (10 Co, 430 men)	

### Right Cavalry Wing:

WING COMMANDER: Duke Charles (-1). GenLt. Charles IV, Herzog von Lothringen (Duke of Lorraine).

REPLACEMENT: Billehé (0). FMLt. Maximilian de Billehé, CL.

2nd REPLACEMENT: de Werth (-2). GenWM. Johann von Werth aka Jean de Werth, CL.

*The exact positioning of the regiments in the lines of battle is not known so the Imperial-Spanish player may place each unit within the lines as indicated.*

Army	Unit	Ratings	Type	Historical Notes	Setup
CL	I/de Werth	4-8	Arq.	GenWM. Johann von Werth aka Jean de Werth's Arquebusier Regt (10 Co, 750 men) built from the Eynatten, Cologne Regt from 1620 converted from Cuirassiers	1st Line 2105, 2206, 2306, 2406, 2506, 2607
CL	II/de Werth	4-8	Arq.		
CL	Binder	5-6	Arq.	Obr. Stephan Binder, under ObrLt. Andreas Kolb von Raindorf (4 Co, 280 men). Obr. Raimond d'Espagne (3 Co, 200 men), total (7 Co, 480 men)	2nd Line 2103, 2204, 2304, 2405, 2505, 2606
CL	I/Billehé	5-8	Cuir.	FMLt. Billehé's Regt (13 Co, 1000 men)	
CL	II/Billehé	5-7	Cuir.		
CL	Fürstenberg	5-7	Cuir.	Obr. Friedrich Rudolf von Fürstenberg (10 Co, 500 men)	
CL	Keller	5-7	Cuir.	Obr. Adam Heinrich Keller von Schleithem, ObrLt. Christoph Heinrich Gayling (6 Co, 480 men), ex Cronberg, Cratz Regt from 1620	
CL	Neu Werth	5-6	Cuir.	GenWM. Werth's Cuirassier Regt (8 Co, 600 men)	
CL	Busch	4-6	Cuir.	Obr Bruno Busch, ObrLt. Elias Lang (5 Co, 400 men)	
CL	Haslang	3-6	Cuir.	Obr. Johann Heinrich von Haslang, commanded by ObrLt. Heinrich Benno von Elsenhaim (5 Co, 300 men)	
CL	Bracciolini	4-6	Cuir.	Obr. Giovanni Battista di Bracciolini (may not have been present at the battle) (6 Co, 350 men)	
CL	Meven	3-6	Cuir.	Obr. Rogier von Keverberg, Gen. Meven (also may not have been present at the battle)	

### Left Cavalry Wing:

WING COMMANDER: Piccolomini (-2). FM. Octavio Piccolomini, Duke of Amalfi, IMA.

REPLACEMENTS: Morzin (0). GenWM. Rudolf von Morzin, IMA, and then Balbases (0); Felipe Spinola, Marqués de los Balbases, Gen. of Cavalry AoF.

Army	Unit	Ratings	Type	Historical Notes	Setup
AoF	Ayala	5-6	Cuir.	Obr. Fernando de Toldeo y Fonseca, Conde de Ayala	3021, 3121, 3120, 3221
AoF	La Tour	5-6	Cuir.	Obr. Jean Jacques La Tour-St Quentin	
AoF	Florenca	3-6	Cuir.	Marchese de Florenca	
AoF	Orani	5-6	Cuir.	l'Etat de Milan (5 Independent Companies, 250 men) Diego de Silva y Mendoza, Marqués de Orani (1 Company of Arquebuiers and 1 of Lancers, 230 men)	
IMA	Rietberg	5-6	Arq.	Obr. Ernst Christoph Graf von Rietberg (9 Co, 450 men) ObrLt. Baron de la Tornetta (KIA) (2 Co, 150 men), total (11 Co, 600 men)	3522
IMA	Alt-Piccolomini	5-7	Cuir.	ObrLt. Balbiano (11 Co, 550 men)	3423
IMA	S Piccolomini	5-7	Cuir.	Obr. Silvio Piccolomini, Nephew of FM. Octavio Piccolomini, (KIA by a pistol shot) (5 Co, 300 men) Guardia (3 Co, 200 men), total (8 Co, 500 men)	3322
IMA	Aldobrandini	5-7	Cuir.	Obr. Don Pietro Aldobrandini (KIA) ObrLt. Trappola (10 Co, 500 men)	3222
IMA	Nicola	4-6	Cuir.	Obr. Nicola Montard de Noyrel (10 Co, 400 men)	3321
IMA	Alt-Sachsen	5-6	Cuir.	Obr. Albrecht Gaston Spinola, Graf on Bruay; ObrLt. Rodell (KIA) (10 Co, 550 men)	3422

**Center Infantry Wing:**

WING COMMANDER: Götz (0). FMLt. Johann von Götz, IMA.

REPLACEMENT: Leganés (0). GenLt. Don Diego Mejia Felipez de Guzmán, Marqués de Leganés AOF.

<i>Army</i>	<i>Unit</i>	<i>Ratings</i>	<i>Type</i>	<i>Historical Notes</i>	<i>Setup</i>
AoF	San Severo	17-7	2-hex HI	Paolo di Sangro, Principe di San Severo (less @ 4 Co, 200 men to Toraldo)	2815-2814
AoF	Lunati	13-7	2-hex HI	Pierantonio, Marchese di Lunati, Lombard (Milan) Tercio	2914-2915
AoF	Fluenclara	14-8	2-hex HI	Don Enrique de Alagón, Conde de Fuenclara; Terco Nápoles - Spanish Viejos; Sargento Mayor Francisco de Escobar	3114-3115
AoF	Torrecusa	9-7	HI	Carlo-Andrea Caracciolo, Marqés de Torrecusa, ex Feria	2713
AoF	Cardenas	9-7	HI	Don Pedro de Cardenas, MdC	2813
AoF	La Tour	8-6	HI	Obr. Jean Jacques La Tour-St Quentin	2812
AoF	Arberg	7-6	HI	Obr. Marc-François de Rye, comte d'Arberg	2811
IMA	Kehraus	16-6	2-hex HI	Obr. Andreas Matthias Kehraus (10 Co, 1600 men)	2808-2809
IMA	Tieffenbach	7-6	HI	FM. Rudolf Freiherr von Tieffenbach (10 Co, 750 men)	2810
IMA	Grana	7-6	HI	FZM Francesco del Caretto di Grana, ex Alt Aldringen (10 Co, 700 men)	3007
IMA	Neu Aldringen	4-6	HI	Part of the ex Neu Aldringen, ObrLt. Sebastian Peregrin Zwyer von Evebach (4 Co, 450 men)	3108
IMA	de Suys	9-6	HI	Obr. Ernst Roland Freiherr de Suys, ObrLt. Heydelshöfer (11 Co, 900 men)	2807
IMA	Jung Breuner	6-6	HI	Obr. Philipp Friedrich Freiherr von Breuner (10 Co, 650 men)	3011
IMA	Pallant	5-6	HI	Obr. Karl Dietrich Pallant, Baron de Moriamez, ObrLt. Don Felipe de Carrasco (10 Co, 500 men)	3009
IMA	Diodati	4-6	HI	Obr. Giulio Diodati, ObrLt. Gottfried von Salis (7 Co, 450 men)	3013
CL	Reinach	11-7	HI	FMLt. Hans Heinrich Reinach, under ObrLt. Hans Sigmund Fugger (12 Co, 1133 men)	3213
CL	Alt Pappenheim	10-7	HI	Obr. Wolfgang Adam Graf von Pappenheim, under ObrLt. Hans Ulrich Gold (10 Co, 1019 men)	3211
CL	Puck	5-6	HI	Obr. Johann Puck (over the Artillery) under ObrLt. Wolf Jakob Ungelter, ex Comargo (5 Co, 483 men) GenWM. Hans Wolf von Salis, under ObrLt. Mechior von Reinach (1 Co, 50 men), total (6 Co, 533 men)	3110
IMA	Artillery battery	6-17	Dbl 12-24lb Arty	10 guns	Stacked with or adjacent to any HI unit
IMA	Artillery battery	2 x 6-17	12-24lb Arty	5 guns each	
IMA	Artillery battery	2 x 4-14	Dbl 4-8lb Arty	10 guns each	
IMA	Artillery battery	2 x 4-14	4-8lb Arty	5 guns each	

**Albuch (Aalbuch) Garrison – Infantry Wing:**

WING COMMANDER: Gen. Serbelloni (0). Giovanni Serbelloni, Gen. of Artillery, AoF.

REPLACEMENT: Oberst (0).

*Note that some units do not start on the Albuch directly. They are the left edge of the large Center Wing, but as these units made up the subsequent counterattack they are assigned to this wing.*

Army	Unit	Ratings	Type	Historical Notes	Setup
AoF	Idiáquez	15-8	2-hex HI	Don Martin de Idiáquez, Maestre de Campo (brigade of 3 tercios). Tercio de Savoy, Juan Diaz Zamorano (10 Co). Tercio Don Pedro de Haro, MdC (7 Co). Tercio de Lombardia (10 Co). Counterattacked and recaptured the position lost by Salm-Wurmer.	2919-2920
AoF	Panigarola-Guasco	11-7	2-hex HI	Panigarola brigaded with Guasco, commanded by Sargento Mayor Juan de Orozco. Giovanni Battista Panigarola, MdC (KIA); Sargento Mayor Juan de Orozco, (12 Co, 800 men), ex Feria. arlo Guasco, MdC (12 Co, 1000 men). Counterattacked to the left of Toraldo's battalion behind the cavalry and Idiáquez.	3019-3119
AoF	Leslie-Fugger	15-6	2-hex HI w/Arty	Alt Schauenberg (11 Co, @ 900 men) under Obr. Walter Leslie, ex Feria, brigaded with Fugger (League Regiment, 9 Co, @ 600 men) under ObrLt. Öpp. 14 light guns were supporting the 3 Albuch positions.	2822-2921
AoF	Salm-Wurmser	15-6	2-hex HI w/Arty	Obr. Wilhelm Salentin von Salm-Reifferscheid (KIA) (11 Co, 750 men) Obr. Erhard Wurmser von Fendenheim (KIA); ObrLt. Burggraf (10 Co, 800 men); Both ex Feria 14 light guns were supporting the 3 Albuch positions. Broken by combined attack of Scottish and Vitzthum's brigades.	2621-2721
AoF	Gambacorta	5-6	Cuir.	GenLt. Gherardo Gambacorta, ex Feria Led the counterattack and reinforced by Imperial cavalry, with two battalions Panigarola-Guasco and Webel-Alt Sachsen following behind into the gap between Toraldo and Idiáquez.	2620
AoF	Arberg	4-6	Cuir.	Obr. Marc-François de Rye, comte d' Arberg, ex Feria	2720
AoF	Seebach	5-6	Cuir.	Obr. Hans Georg Freiherr von Seebach, ex Feria	2719
AoF	Toraldo	9-7	HI w/Arty	Don Gaspero de Toraldo, Maestre de Campo (10 Co, 700 men) reinforced by San Severo with @ 200 men (@ 4 Co) 14 light guns were supporting the 3 Albuch positions	2619
CL	Ruepp-Hartenberg	18-7	2-hex HI	Obr. Bartholomäus Freiherr von Hartenberg, ex Troibreze (11 Co, 725 men) Gen Hans Christoph Freiherr von Ruepp, ObrLt. Hans Jakob von Edlinstetten (9 Co, 1130 men), total (20 Co, 1850 men) Advanced into the draw behind the Albuch.	3218-3318
IMA	Webel-Alt Sachsen	16-6	2-hex HI	Wedel & Alt Sachsen brigade Obr. Anton Webel (10 Co, 700 men) GenWM. Markgraf Wilhelm von Baden, under ObrWM. Bernhard Studnitzky (10 Co, 1600 men) Advanced in trace of Panigarola-Guasco then moved to the left of them and attacked.	2916-3017
IMA	Teutschvoll	3-5	LI	Commanded Musketeers under ObrLt. Teutschvoll (Tieffenbach's ObrLt) @ 330 men Guarded the draw to Toraldo's right flank	2818, 2917, 2918
IMA	Teutschvoll	3-5	LI	Commanded Musketeers under ObrLt. Teutschvoll (Tieffenbach's ObrLt) @ 330 men	
IMA	Teutschvoll	3-5	LI	Commanded Musketeers under ObrLt. Teutschvoll (Tieffenbach's ObrLt) @ 330 men	

IMA	St Martin	4-6	Arq.	Obr. Jean Baptiste de Saint-Martin (8 Co, 400 men)	1st Line 3217, 3317, 3418, 3518, 3619  2nd Line 3216, 3316, 3417, 3517, 3618
IMA	Loyers	5-6	Arq.	Obr. Gottfried von Loyers (10 Co, 500 men)	
IMA	Neu-Piccolomini	5-6	Cuir.	ObrLt. Notario (10 Co, 500 men)	
IMA	Strozzi	3-6	Cuir.	ObrLt. Münster (7 Co, 350 men)	
IMA	L Gonzaga	3-6	Cuir.	Obr. Luigi (Ludwig) Marchese de Gonzaga (6 Co, 300 men)	
IMA	H Gonzaga	3-6	Cuir.	Obr. Annibale (Hannibal) Marchese de Gonzaga (7 Co, 350 men)	
IMA	Rauchhaupt	5-6	Cuir.	Obr. Johann Gottlieb Rauchhaupt (ex Alt-Trcka 1629) (10 Co, 650 men)	
IMA	Streithorst	4-6	Cuir.	Obr. Joachim von Streithorst (ex Jung-Trcka 1630 ex Holck) (9 Co, 450 men)	
IMA	Mühlhaim	5-6	Cuir.	Obr. Georg Friedrich von Mühlhaim (ex Neu-Trcka 1631) (10 Co, 640 men)	
IMA	Scherffenberg	4-6	Cuir.	Obr. Wilhelm von Horrich (9 Co, 450 men)	

## Special Rules

**1. Slopes:** All Slopes are steep.

### 2. Retreat Edges:

- The Swedish retreat edge is the west or south sides of the map (10xx or xx26).
- The Imperial-Spanish retreat edge is the east side of the map (37xx).

### 3. Senior Wing Commanders:

- Swedish: See the note above after the Swedish Army Commanders.
- Imperial-Spanish: Gallas for King Ferdinand. Leganés for Ferdinand Cardinal Infante.

**4. Salvo Fire:** AoF units may not use Salvo Fire.

**5. Independent Croat Wing:** When the Croat Wing is activated the Imperial-Spanish AC is not activated.

**6. Swedish Counter-Salvo Drill:** The two Spanish tercios had practiced a special drill to limit the impact of the Swedish Salvo. When a Swedish unit Salvo fires against one of these units, the Imperial player rolls a die and consults the following table:

0-1	No change
2-3	-1 DRM to the Swedish fire
4-5	-2 DRM to the Swedish fire
6-7	-3 DRM to the Swedish fire, no Salvo morale check
8-9	-4 DRM to the Swedish fire, no Salvo morale check

**7. Swedish Option:** As mentioned in the historical notes, Horn wanted to wait for Rheingraf Otto Ludwig's forces to arrive before attacking. Historically, they arrived two days late. To help balance the scenario, the players may wish to delay the battle by two days. If so, all rules remain the same except that the Swedish player receives the 5 units marked optional, above.

**Start Time:** 6:40 AM

**Maximum Duration:** 12 turns (through the end of the 10:20 AM turn)

## Historical Starting Orders

### SWEDISH:

- Left Cavalry Wing: Start under Make Ready Orders.
- Left Infantry Wing: Start under Make Ready Orders.
- Right Cavalry Wing: Start under Charge Orders.
- Right Center Wing: Start under Charge Orders.

### IMPERIAL-SPANISH:

- All Wings start under Receive Charge Orders.

## Victory Conditions:

VPs	Type of Victory
60 or more	Decisive Swedish Victory
40 to 59	Marginal Swedish Victory
20 to 39	Draw
01 to 19	Marginal Imperial-Spanish Victory
0 or less	Decisive Imperial-Spanish Victory

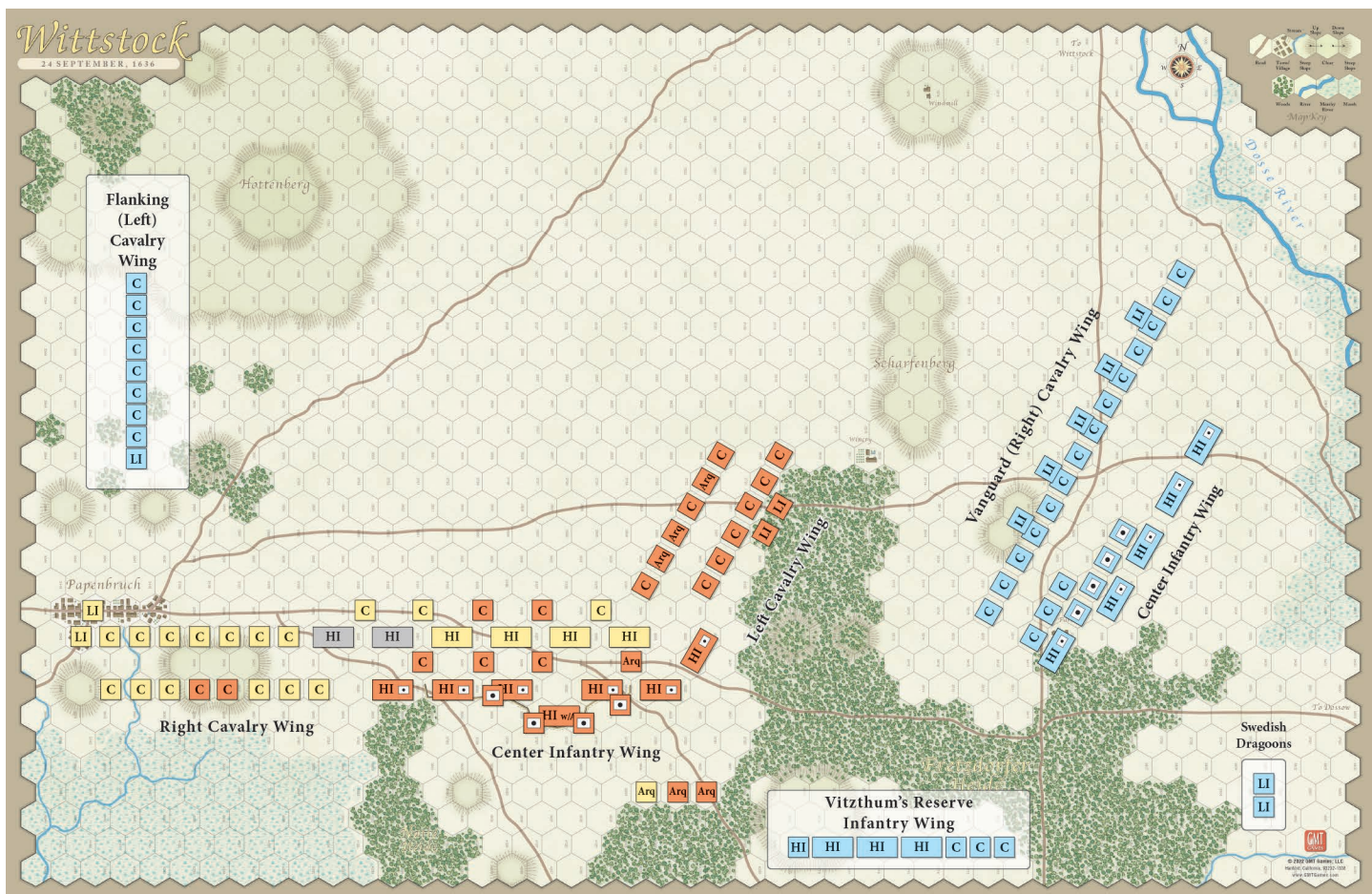
## Estimated Historical Victory Levels:

- Swedish points in play:
  - Horse: 200 Foot: 90 Artillery: 60 Total: 350
- Swedish with Rhinegraf Option:
  - Horse: 230 Foot: 110 Artillery: 60 Total: 400
- Imperial-Spanish points in play:
  - Horse: 380 Foot: 175 Artillery: 120 Total: 675

## Historical Outcome:

- Swedish Losses: 220
- Imperial-Spanish Losses: 100

Result: A Decisive Imperial-Spanish Victory with a VP differential of -120.



## 3.2. Wittstock, October 4 (September 24), 1636

Northwest of Berlin Germany

### Historical Background

After the death of Gustav Adolph, the command of the Swedish forces fell to General Gustav Horn and Duke Bernhard of Saxe-Weimar. In 1634, the disaster at Nördlingen saw Horn fall into enemy hands and the veteran core of the Swedish infantry destroyed. As a result of the defeat, the Swedish position in Germany became tenuous. Saxony defected to the Emperor and several other German princes threw in the towel. Of Gustav Adolph's pupils, only Banér and Torstensson remained. The large, hard-drinking, and colorful Johan Banér took the helm and rushed to rebuild the army, now with the aid of the French, English and Scots.

While Sweden's political and military fortunes needed a victory, the campaign of 1636 did not start well for the Swedes. By this time, the Saxon army, under Elector Johann Georg, had combined with the Imperial army, now under General Hatzfeld. Banér wished to push into Saxony, but Hatzfeld set the pace by pushing north to take back the Swedish controlled towns one by one. After a long siege, Magdeburg fell into Imperial hands. The Swedes languished north of the city at Werben as they felt too weak to relieve it. Both armies marched and counter-marched in an attempt to seek an advantage over the other. The combined Imperial-Saxon army forced

Banér into Mecklenburg, denying Saxony to the Swedes. As the season wore on the pressure to give battle to secure winter quarters increased. Banér marched around the Imperial-Saxon forces and approached them from the south, causing them to dig in on high ground astride the road running from Dosse to Wittstock.



### The Battle

Banér decided to give battle. What started as a typical course of events leading to a major engagement, changed when Banér divided his already smaller force to attempt a double envelopment. Banér had noted that the Imperial position's flanks were open and counted on the woods to his front to help hide his deployments. The audacity of his plan is notable for his day and age, as not even Gustav Adolph had ever attempted such a maneuver.

On the Imperial left was a hill, the Scharfenberg, or Vineyard Hill. The main Swedish force with Torstensson, Banér, and Leslie struck toward this position, and Torstensson with 17 squadrons of cavalry seized the hill unopposed. This turned the Imperial position and a desperate battle for the control of Vineyard Hill ensued. Hatzfeld launched his entire cavalry force against the hill, and their greater numbers forced the Swedes back.

Unfortunately, the Swedish reserve and the second pincer were both late getting into position. King, who was leading the second column, had a long, circuitous route to cover (about 7 miles) to

gain the open Imperial right, while Vitzthum, commanding the Reserve, was just slow in moving. Heroic action by Leslie and the Scots bought time for Vitzthum and King's arrival near the end of the day. King's force was not large, but the Imperial-Saxon army was exhausted, and when King appeared in their rear, they broke. The victorious Swedes pursued hotly.

### Outcome

The Imperial-Saxon army lost all 33 of their guns, and had over 5,000 men killed, wounded, and taken prisoner. The Swedes and their allies suffered 3,133 killed and wounded, with some regiments losing of 60% of their strength. Wittstock was a major reversal of flagging Swedish fortunes and in its tactical brilliance puts it in the annals of great victories by outnumbered forces, such as Cannae.

## SWEDISH SET UP

ARMY COMMANDER: Fältm. Banér (-2).

### Vanguard (Right) Cavalry Wing:

WING COMMANDER: Gen. Torstensson (-2).

These units have a Wing Designation of "R."

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Svenska	4-7	Cuir.	Upplands under Gadau, Östgöta under Klingspor	1905
Swed.	Bjelke	2 x 3-7	Cuir.	Finns — nyländare	2006, 2106
Swed.	Wittenberg	2 x 3-8	Cuir.	Finns — åboländare	2207, 2307
Swed.	Wacht-meister	2 x 3-7	Cuir.	Commanded by Hans Wachtmeister	2408, 2508
Swed.	Livländare	2 x 3-8	Cuir.	Commanded by Gustav Gustafson	2609, 2709
Swed.	Kurländare	3-8	Cuir.	Commanded by Billinghausen	2810
Swed.	Crockow	4-6	Cuir.		2910
Swed.	Hertig Fr. Henrik	3-6	Cuir.		3011
Swed.	Fältm. Livregt	2 x 3-8	Cuir.		3111, 3212
Swed.	Musketeers	5 x 1-4	LI	Stacked with any of the above cavalry units	
Swed.	Torstensson	3-7	Cuir.		3310
Swed.	Pfuel	4-7	Cuir.	Incl. Jarowsky	3210
Swed.	Duwall	4-7	Cuir.	aka de Wahl; Incl. Berghauer aka Berghoffer	3109

### Center Infantry Wing:

WING COMMANDER: FM. Leslie (-1). Served the Dutch and Swedes for nearly 30 years, then returned to Scotland and was created Lord Leven as a bribe attempt by Charles I. It didn't work and he led the Covenanter army against England—see the Marston Moor scenario in *This Accursed Civil War*.

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Svenska	9-8	2-hex HI w/Arty	Drake-Ernes-Sal. Adam (892 men). Swedish Brigade - Kronobergs, Jönköpings, finnar; took 50-60% Casualties	2605-2504
Scots	Scottish Brigade	8-8	2-hex HI w/Arty	Lindsey-Kunigam-Karr (800 men). Scots Brigade took 50-60% Casualties	2806-2705
Swed.	Gamla Blåa	9-8	2-hex HI w/Arty	Abel Moda-Banér (856 men)	3007-2906
Swed.	Goltz	9-7	2-hex HI w/Arty	Goltz-Sabeltitz (896 men)	3208-3107
Scots	Leslie	9-7	2-hex HI w/Arty	Alexander Leslie (900 men)	3410-3309
Swed.	Artillery batteries	4 x 6-17	12-24lb Arty		3209, 3108, 3008, 2907; limbered

**Vitzthum's Reserve Infantry Wing:**

WING COMMANDER: GenMaj. Vitzthum (0).

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Thomasson	4-7	HI	Thomas Thomasson (438 men)	See below
Swed.	Jeschwitzki	7-7	2-hex HI	Jeschwitzki-Wrangel-Gun (738 men)	See below
Swed.	Hansson	7-7	2-hex HI	Magn. Hansson-Ruthven-Bengtson (698 men)	See below
Swed.	Linde	10-7	2-hex HI	Peter Linde-Herderstein-Kriegbaum-Forbus-Banér-Strahlendorf (1012 men)	See below
Swed.	Douglas	3-8	Cuir.		See below
Swed.	Wobersnow	4-6	Cuir.	aka Wopersnaw, Incl Stuart	See below
Swed.	Württemberg	3-6	Cuir.		See below

**Flanking (Left) Cavalry Wing:**

WING COMMANDER: GenLt. King (-1). James King, later Lord Eythin, was also at Marston Moor opposite Leslie, then Lord Leven.

REPLACEMENT: GenMaj. Stålhandske (-1).

These units have a Wing Designation of "L."

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	King	3-7	Cuir.		See below
Swed.	Hoditz	3-7	Cuir.		See below
Swed.	Beckermann	4-7	Cuir.	Incl. Glaubitz regiment	See below
Swed.	Birckenfeld	3-7	Cuir.	Incl. Boj / Boy Regiment	See below
Swed.	Dewitz	3-7	Cuir.	aka von Debitz	See below
Swed.	Jenssen	4-6	Cuir.	aka Jens Habersleben	See below
Swed.	Goldstein	3-8	Cuir.		See below
Swed.	Stålhandske	2 x 3-8	Cuir.	Finns and Swedes - finnar - nyländare, includes Smålands (Swedish) and Nylands regiments	See below

**OTHER**

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Dragoons	2 x 2-6	LI		Stacked with or adjacent to any unit in either Cavalry Wing

**Entry of Reserve Infantry and Flanking Cavalry Wings**

At the end of any turn starting with turn 4 that either of these Wings is not yet on the map, roll once for each and cross-reference the roll by the current turn on the table below. If the roll is within the range the Wing enters the next turn.

Turn	Roll to enter
4	0
5	0-1
6	0-3
7	0-5
8	0-7
9	Automatic

The Flanking Cavalry Wing under King enters anywhere on the west map edge. The Reserve Infantry Wing under Vitzthum enters anywhere on the south map edge, and may enter in Open Order if desired.



## IMPERIAL-SAXON SET UP

ARMY COMMANDER: The Imperial-Saxon player has no AC at this battle.

*The exact positioning of the regiments in the lines of battle is not known so the Imperial-Saxon player may place each unit within the lines as indicated.*

### Left Cavalry Wing:

WING COMMANDER: Gen. Melchior, Graf von Hatzfeld (-1).

REPLACEMENT: GenWM. Winz (0).

Units in this Wing start facing south.

Army	Unit	Ratings	Type	Historical Notes	Setup	
IMA	Wiltberg	4-7	Cuir.		Deploy in two lines.  Six cavalry units in the first line: 3121, 3021, 2920, 2820, 2719, 2619  Six cavalry units in the second line: 3123, 3023, 2922, 2822, 2721, 2621	
IMA	Berfinger	4-6	Cuir.			
IMA	Schenck	3-6	Cuir.			
IMA	Hatzfeld	4-7	Cuir.			
IMA	Polish	4-6	Cuir.	aka Prinz Polnischkawitz; some sort of Polish Regiment		
IMA	Montreven	3-6	Cuir.			
IMA	Falckenstein	4-6	Cuir.			
IMA	Uhlefeld	4-7	Arq.			
IMA	Neu-Rittberg	4-6	Arq.			
IMA	Darmstadt	3-6	Cuir.			
IMA	Alt-Rittberg	4-7	Arq.			
IMA	Mansfeld	3-7	Cuir.			
IMA	Dragoons	2 x 2-6	LI			Start stacked or adjacent to any cavalry unit

### Center Infantry Wing:

WING COMMANDER: GenWM. Morzin (0). Also known as GenWM. Rudolf v Marazzino, and in Swedish sources Marazini. An Italian Condottierri who adopted the Germanized name Morzin.

REPLACEMENT: GenWM. Vitzthum (0). Actually 2 different Vitzthums in Imperial service, as well as one in Swedish service, all unrelated. aka Vitzthumb.

Units in this Wing start facing south.

Army	Unit	Ratings	Type	Historical Notes	Setup
IMA	Morzin	4-7	Cuir.		Deployed in two lines.  1st Line: 3431, 3429, 3427, 3424  2nd Line: 3233, 3231, 3229, 3227, 3225  One each in: 3923, 3922, 3921  (Yes, these units begin out of command.)
IMA	Winz	4-7	Cuir.		
IMA	Marradas	4-7	Cuir.	Spanish Cuirassiers	
IMA	Zaradetzky	4-6	Arq.		
Saxon	Trause	4-6	Cuir.		
Saxon	Hanau	3-6	Cuir.		
IMA	Schablitzky	4-6	Cuir.		
IMA	Strein	4-6	Cuir.		
Saxon	Daun	4-6	Cuir.		
Saxon	Halle	3-6	Arq.	Dragoons fighting mounted as light cavalry	
IMA	Morzin	3-6	Arq.	Same	
IMA	Leslie	4-7	Arq.	Same; Walter Leslie, unrelated to Alexander Leslie in Swedish service	

IMA	Hatzfeld	10-6	2-hex HI w/Arty		The infantry starts in 2 lines.
IMA	Enckevoort	10-7	2-hex HI w/Arty		
IMA	Bourre	10-6	2-hex HI w/Arty		The seven Imperial Brigades make up the first line: 3532-3531, 3530-3529, 3528-3527, 3627-3626, 3525-3524, 3523-3522, 3422-3321
IMA	Colloredo	10-7	2-hex HI w/Arty		
IMA	Neu-Waldstein	10-6	2-hex HI w/Arty		
IMA	Gonzaga	10-7	2-hex HI w/Arty		
IMA	Wolckenstein	10-6	2-hex HI w/Arty		
Bav.	Pappenheim	10-7	2-hex HI	Obr. Wolfgang Adam Graf von Pappenheim, under ObrLt. Hans Ulrich Gold, deployed in a shallower formation than at Nördlingen	
Bav.	Salis	10-6	2-hex HI	GenWM. Hans Wolf von Salis' Regiment, likely still led by ObrLt. Reinach	
Saxon	Kurfürst. Leibregt	10-7	2-hex HI		The six Bavarian and Saxon brigades make up the second line.  Bavarians: 3334-3333, 3332-3331  Saxons: 3330-3329, 3328-3327, 3326-3325, 3324-3323
Saxon	Wiltzdorf	10-6	2-hex HI		
Saxon	Schleinitz	10-6	2-hex HI		
Saxon	Bose	10-6	2-hex HI		
IMA	Artillery batteries	2 x 4-14	4-8lb Arty		3528, 3627, 3626, and 3524, distributed at the Imperial player's discretion
IMA	Artillery batteries	2 x 6-17	12-24lb Arty		

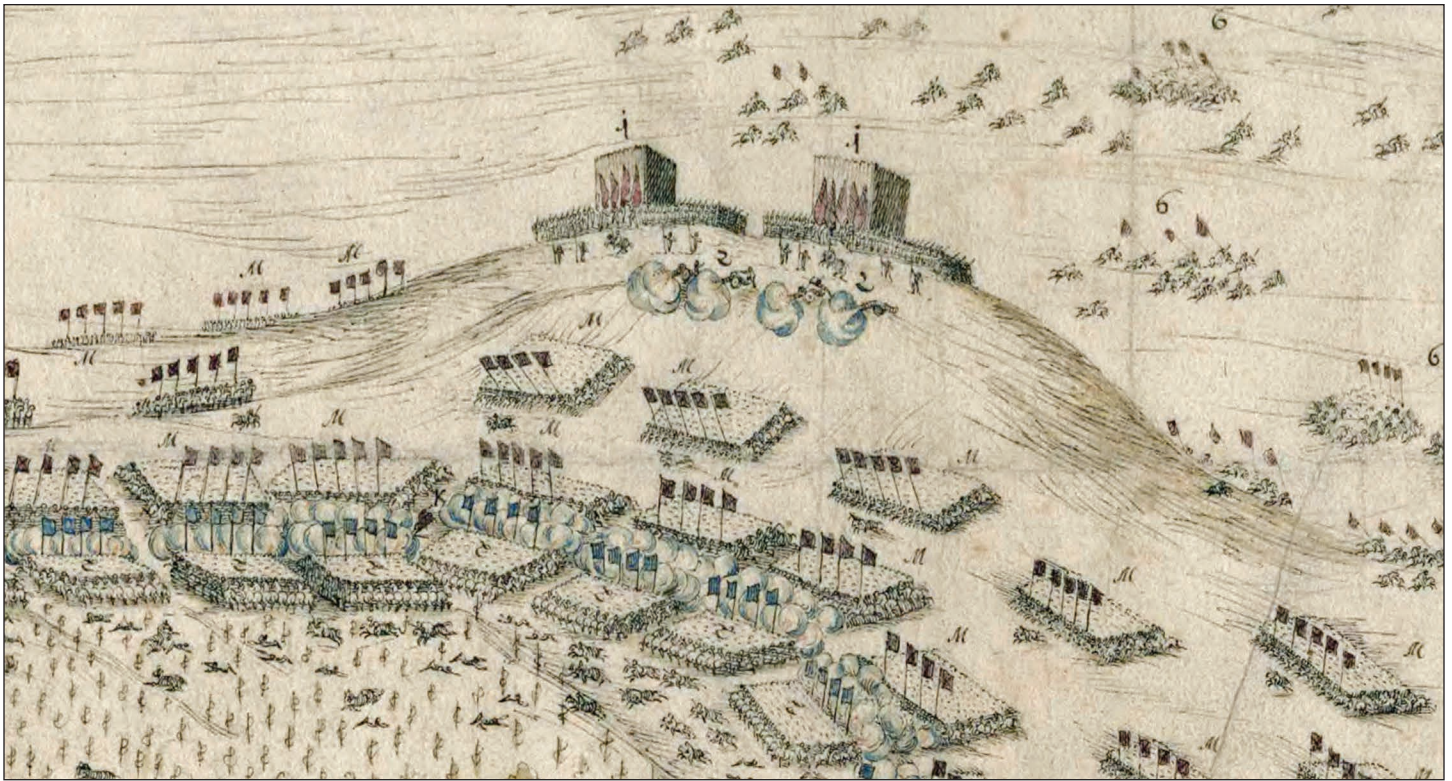
### Right Cavalry Wing:

WING COMMANDER: Kurfürst Johann Georg (0; Saxon).

REPLACEMENT: Oberst (0). Sources vary on who backed up the Elector Johann Georg, Dr. Dost of the Wittstock Museum names von Daun (aka von Dahlin in Swedish sources), though Karl Bose and Taube both fielded large contingents and most likely were senior to von Daun.

Units in this Wing start facing southeast.

Army	Unit	Ratings	Type	Historical Notes	Setup
Saxon	Gersdorff	3-6	Cuir.		Deploy in two lines.
Saxon	Schleinitz	3-6	Cuir.		
Saxon	GenLt's	4-7	Cuir.		Eight cavalry units in the first line 3541 to 3534 inclusive
Saxon	Alt-Taube	4-7	Cuir.		
Saxon	Jung-Taube	4-6	Cuir.		Seven cavalry unit in the second line 3341 to 3335 inclusive
Saxon	Seidlitz	3-6	Cuir.		
Saxon	Kalckstein	4-6	Cuir.		
Saxon	Schirstadt	4-6	Cuir.		
Saxon	Stachnow	4-6	Cuir.	Hanz v Stachnow	
Saxon	Stansdorf	4-6	Cuir.		
Saxon	Multis	3-6	Cuir.		
IMA	Vitzthum	4-6	Cuir.		
Saxon	Bose	2 x 3-6	Cuir.		
IMA	Franz Karl	4-6	Cuir.	Herzog (Duke) Franz Karl	
Saxon	Dragoons	2 x 2-6	LI		Start stacked or adjacent to any cavalry unit



## Special Rules

**1. Slopes:** All Slopes are steep.

### 2. Retreat Edges:

- The Swedish retreat edge is the south side of the map (42xx).
- The Imperial-Saxon retreat edge is the north side of the map (10xx).

### 3. Senior Wing Commanders:

- Swedish: Torstennson
- Imperial-Saxon: The Imperial-Saxons have no AC in this battle.

**4. Points of Interest:** The Winery (2616), Farm (3309), and Windmill (1214) are for historical reference only and have no effect on play.

**5. Marsh Hexes:** Treat any marsh hex containing a river as a river hex (i.e., impassable).

**Start Time:** 3:00 PM

**Maximum Duration:** 12 turns (through the end of the 6:40 PM turn, nightfall)

## Historical Starting Orders

### SWEDISH:

All Wings start under Make Ready Orders.

### IMPERIALS:

All Wings start under Receive Charge Orders.

## Victory Conditions:

VPs	Type of Victory
220 or more	Decisive Swedish Victory
120 to 219	Marginal Swedish Victory
100 to 119	Draw
60 to 99	Marginal Imperial Victory
59 or less	Decisive Imperial Victory

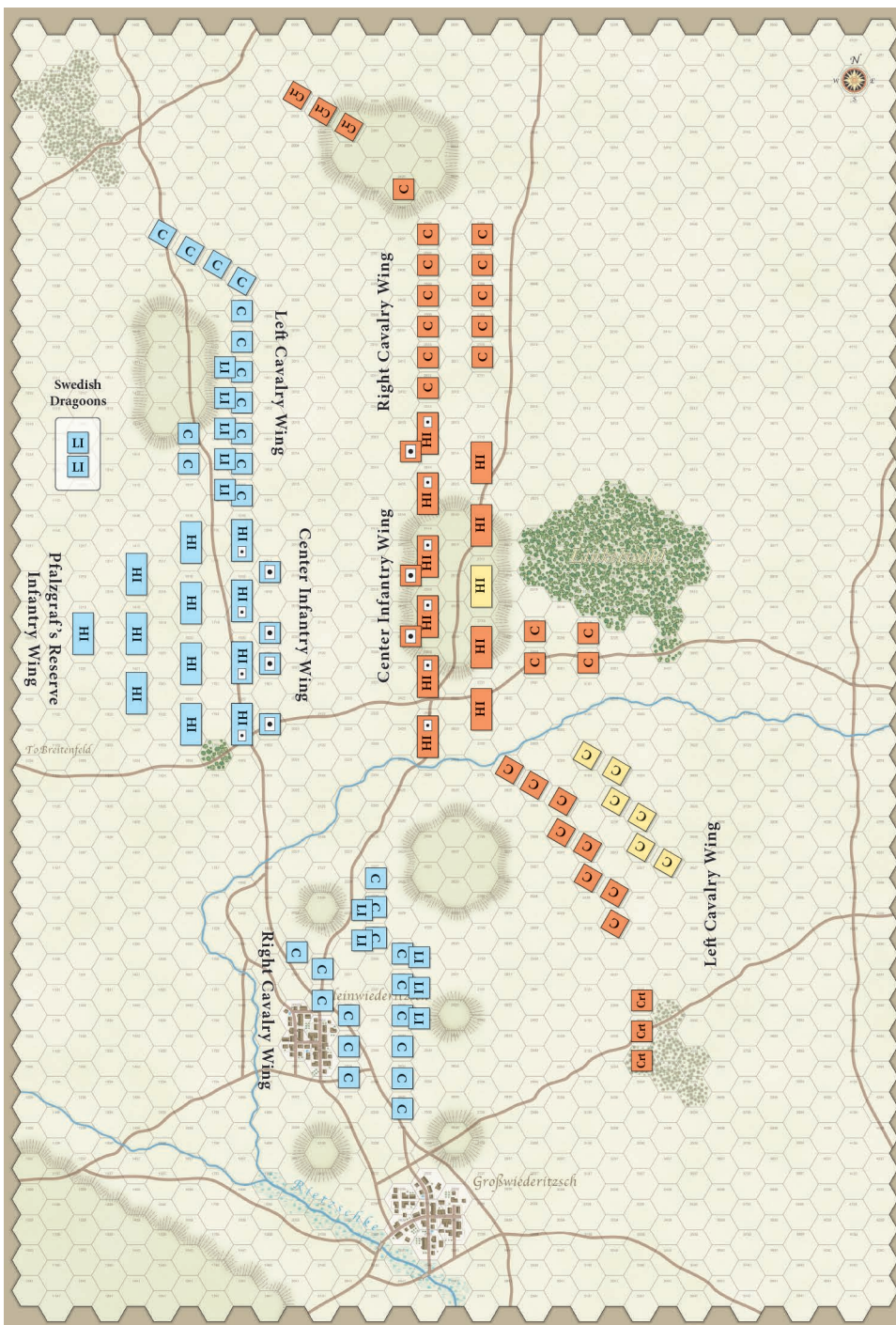
## Estimated Historical Victory Levels:

- Swedish points in play:  
Horse: 310 Foot: 85 Artillery: 60 Total: 455
- Imperial-Saxon points in play:  
Horse: 380 Foot: 130 Artillery: 50 Total: 560

## Historical Outcome:

- Swedish Losses: 150
- Imperial-Saxon Losses: 370

Result: A Decisive Swedish victory with a VP differential of 220.



### 3.3. Second Breitenfeld (aka Leipzig), November 2 (October 23), 1642

Northwest outskirts of Leipzig Germany

#### Historical Background

After Banér's death from a dissolute life in 1641, Lennart Torstensson took command of the Swedish army. He had returned to Sweden due to ill health (gout exacerbated by the Spartan conditions of being on campaign), but the condition of the army at Banér's death compelled his immediate recall and promotion to Field Marshal

in June of 1641. He had to deal with some serious discipline and morale problems and get the army back into action.

Torstensson's campaign of 1642 threw the Imperial forces on the defensive. General Wrangel had returned to Sweden to raise reinforcements and the army moved down the Oder River and put pressure on several Imperial garrisons. The Imperial army, operating in two columns (one commanded by Piccolomini and the other by Archduke Leopold), sought unsuccessfully to draw Torstensson into a battle. Torstensson changed direction after uniting with Wrangel and Königsmark, crossing the Elbe at Torgau. He laid siege to the critical Imperial stronghold of Leipzig on October 20. The Imperialist columns moved by forced march to give battle. On the 22nd Torstensson broke camp and spun around to meet the Imperial army on nearly the same ground as the first battle of Breitenfeld 11 years before.

#### The Battle

The armies arrayed themselves parallel to each other, with cavalry on the left and right and infantry in the center. The Imperial line was longer than the Swedish. The distance separating the lines of just over 2 miles was greater than normal. The lines ran north to south, with the Imperials to the east just south of Seehausen. The Swedes were on the west in front of the villages of Lindenthal and Breitenfeld. With a longer line, the Imperial Army tried to turn the Swedish northern flank by moving obliquely to the north. The Swedes also moved to the north in an attempt to deny the Imperials their flank.

A stream, the Rietzschke, cut across the southern third of the field. The Swedish right with Torstensson and Wittenberg moved ahead of the main line and crossed the Rietzschke before the Imperials could defend its banks. As the longer Imperial line began

to turn the northern flank, the Swedes struck in the south. The Imperial left wing cavalry under General Feldzeugmeister Borneval had not fully deployed and was swept away by the charge. In the center the Swedish infantry attacked into the face of one of the heaviest concentrations of artillery seen in the war. The Swedish infantry suffered very heavy casualties and a desperate battle was joined with pikes and musket butts.

Under pressure from the Imperial right under General Feldzeugmeister Hanibal Gonzaga, the Swedish left wing was at the point of collapse. After its commander, General Major Erich-Slange, was killed his replacement, General Liljehök, led a counter charge but

he, too, fell. Quick action by Königsmark and Pfalzgraf Karl Gustav prevented a general collapse. Liljehök died in Karl Gustav's arms.

After dispatching Borneval and regaining order, Torstensson and Wrangel fell on the flank and rear of the Imperial infantry. Archduke Leopold and Piccolomini led their regiments in a furious rearguard action that allowed only precious few to escape. Besides losing all their guns and baggage, the Imperialists lost about 5,000 killed and wounded and about as many captured. The Swedes suffered about 3,000 casualties. Wedgwood's famous quote, "The Imperialists were hoping for another Nördlingen, but instead got another Breitenfeld," says it all.

## Outcome

Both Leopold and Piccolomini left Austrian service and the army (what was left of it) changed commanders. The decisive defeat was compounded by the surrender of Leipzig not long after. The Swedes could have forced an earlier peace had not the Danes renewed their conflict with the Swedes, forcing Torstensson to switch to another front and lose much of what he had gained. The victory at Rocroi the next year should have brought the war to a close, but it would take another one-two, east-west punch, Zusmarshausen-Lens in 1648 to close the deal.

## SWEDISH SET UP

ARMY COMMANDER: Fältm. Torstensson (-2).

### Right Cavalry Wing:

WING COMMANDER: GenMaj. Wittenberg (-1). Commanded 1st line.

REPLACEMENT: GenMaj. Stålhandske (-1). Commanded 2nd line.

#### 1ST LINE

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Fältm. Livregt	2 x 3-8	Cuir.		2434, 2435
Swed.	Landgraf	2 x 3-7	Cuir.	Landgraf Johann von Hesse-Darmstadt	2432, 2433
Swed.	Duwall	2 x 3-7	Cuir.	aka de Wahl	2430, 2431
Swed.	Höking	2 x 3-7	Cuir.		2328, 2329
Swed.	Kinsky	3-7	Cuir.		2327
Swed.	Musketeers	5 x 1-4	LI	aka Commanded Muskets	Stacked with any of the above units

#### 2ND LINE

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Dörfflinger	2 x 3-7	Cuir.		2233, 2234
Swed.	Wittkopff	3-7	Cuir.		2232
Swed.	Wrangel	2 x 3-7	Cuir.		2130, 2131
Swed.	Polacker	3-7	Cuir.	Poles	2030

### Center Infantry Wing:

WING COMMANDER: GenMaj. Liljehök (0). Commanded 1st line. Liljehök is the archaic spelling; the modern spelling is Lilliehök (KIA). He may have functioned as a figurehead with Mortaigne and Wrangel, the more experienced officers handling the details.

REPLACEMENTS: GenMaj. Mortaigne (-1) Commanded 2nd line.

#### 1ST LINE

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Wrangel	10-8	2-hex HI w/Arty		1822-1823
Swed.	Mortaigne	10-8	2-hex HI w/Arty		1820-1821
Swed.	Liljehök	10-8	2-hex HI w/Arty		1818-1819
Swed.	Banér	10-8	2-hex HI w/Arty		1816-1817
Swed.	Artillery batteries	4 x 6-17	12-24lb Arty		Any hex between 1917 and 1922, inclusive

**2ND LINE**

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Lillie	8-8	2-hex HI		1622-1623
Swed.	Schlieben	8-7	2-hex HI		1620-1621
Swed.	Pfuel	8-7	2-hex HI		1618-1619
Swed.	Jeschwitzki	7-7	2-hex HI		1616-1617

**Left Cavalry Wing:**

WING COMMANDER: GenMaj. Erich Slange (0). Commanded 1st line; aka Schlange (KIA).

REPLACEMENT: GenMaj. Königsmark (-1). Commanded 2nd line.

**1ST LINE**

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Stålhandske	2 x 3-8	Cuir.	Finns – nyländare	1814, 1815
Swed.	Wittenberg	2 x 3-8	Cuir.	Finns – åboländare	1813, 1812
Swed.	Cratzenstein	4-6	Cuir.		1811
Swed.	Douglas	3-8	Cuir.		1810
Swed.	Kurländare	3-8	Cuir.	Billinghausen	1809
Swed.	Slange	3-6	Cuir.		1808
Swed.	Pfuel	4-7	Cuir.		1707
Swed.	Mitslaff	3-7	Cuir.	Pfuel's and Mitslaff's regiments do not show on all sources; Mankell puts them there	1607
Swed.	Seckendorf	3-6	Cuir.	May have been on the second line	1506
Swed.	Musketeers	5 x 1-4	LI	They are not specified on this wing, but it seems odd to have commanded muskets on one wing and not the other in a linear deployment	Stacked with any of the above units

**2ND LINE**

Army	Unit	Ratings	Type	Historical Notes	Setup
Swed.	Tideman	4-7	Cuir.		1613
Swed.	Liljehök	3-6	Cuir.		1614

**Pfalzgraf's Reserve Infantry Wing:**

WING COMMANDER: Pfalzgraf Karl Gustav (-2).

REPLACEMENT: GenMaj. Lillie (-1).

Army	Unit	Ratings	Type	Setup
Swed.	Maul	10-6	2-hex HI	1421-1422
Swed.	Plettenberg	10-6	2-hex HI	1419-1420
Swed.	Gamla Blåa	9-8	2-hex HI	1417-1418
Swed.	Composite	2 x 3-6	Cuir.	1219, 1220

**OTHER**

Army	Unit	Ratings	Type	Setup
Swed.	Dragoons	2 x 2-6	LI	Stacked with or adjacent to any unit in either Cavalry Wing

**IMPERIAL-SAXON SET UP**

ARMY COMMANDER: Archduke Leopold (0).

REPLACEMENT: FM. Piccolomini (-2).

**Right Cavalry Wing:**

WING COMMANDER: GenFZM. H. Gonzaga (-1). Commanded 1st line.

REPLACEMENT: GenWM. Bruay (0). Commanded 2nd line.

**1ST LINE**

Army	Unit	Ratings	Type	Historical Notes	Setup
IMA	Croats	3 x 3-6	Crt.		2002, 2102, 2203
IMA	Jung- Piccolomini	3-7	Cuir.		2405
IMA	Sperreuter	4-6	Cuir.	Incl. Curonnada aka Lacorvo	2506
IMA	Montecuccoli	4-7	Cuir.		2507
IMA	Bruay	4-7	Cuir.	Billinghausen	2508
IMA	Alt-Piccolomini	2 x 3-7	Cuir.		2509, 2510
IMA	Misling	4-6	Cuir.	aka Misslikh	2511

**2ND LINE**

Army	Unit	Ratings	Type	Historical Notes	Setup
IMA	Borneval	4-6	Cuir.	Incl. Münster regt	2706
IMA	Nassau	4-7	Cuir.	aka Hanau	2707
IMA	Capaun	4-6	Cuir.	aka Kapaun	2708
IMA	Lüttich	4-6	Cuir.	Incl. Ramsdorf regt	2709
IMA	FM Leibreg	4-7	Cuir.	Incl. Spiegel regt	2710

**Center Infantry Wing:**

WING COMMANDER: GenFZM. de Suys (0).

REPLACEMENTS: GenWM. Fernamond (-1) and then GenWM. Enckevoort (-1).

*NOTE: Line Commanders listed below are for historical reference only, and are not used in play (unless as a replacement for de Suys).**NOTE: There is some disagreement in sources what regiments made up which lines, but we have general agreement of the regiments present. This is based on Mankell's map of the battle.***1ST LINE.**

Commanded by GenWM. Webel and GenWM. C. (Camillo) Gonzaga.

Army	Unit	Ratings	Type	Historical Notes	Setup
IMA	Ranfft	10-6	2-hex HI w/Arty		2512-2513
IMA	Gonzaga	10-7	2-hex HI w/Arty	GenWM. C. (Camillo) Gonzaga	2514-2515
IMA	de Suys	10-6	2-hex HI w/Arty		2516-2517
IMA	Webel	10-6	2-hex HI w/Arty	GenWM Webel	2518-2519
IMA	Enckevoort	10-7	2-hex HI w/Arty		2520-2521
IMA	Grana	10-7	2-hex HI w/Arty	Marquis de Caretto	2522-2523
IMA	Artillery batteries	2 x 4-14	Dbl 4-8lb Arty		Any hex between 2513 and 2522, or between 2414 and 2422, inclusive
IMA	Artillery battery	1 x 6-17	Dbl 12-24lb Arty		

**2ND LINE**

Commanded by GenWM. Enkevoort and GenWM. Fernamond.

Army	Unit	Ratings	Type	Historical Notes	Setup
IMA	Wachenheim	2 Hex 10-6	2-hex HI		2713-2714
IMA	Fernamond	2 Hex 10-7	2-hex HI		2715-2716
Saxon	Kurfürst Leibreg	2 Hex 10-7	2-hex HI	Kurfürst (Elector's) own regt	2717-2718
IMA	Moncada	2 Hex 10-6	2-hex HI		2719-2720
IMA	H. Franz Albert	2 Hex 10-6	2-hex HI	Herzog (Duke) Franz Albert	2721-2722

**3RD LINE – ALL CAVALRY**

Commanded by GenWM. de Soys.

Army	Unit	Ratings	Type	Historical Notes	Setup
IMA	Garde	4-8	Cuir.	Piccolomini and Archduke Leopold's personal bodyguards	2919
IMA	Giesenburg	3-6	Cuir.		2920
IMA	Nicola	3-7	Cuir.	Incl. Isenburg's regt	3119
IMA	Desfours	4-7	Cuir.		3120

**Left Cavalry Wing:**

WING COMMANDER: GenFZM. Borneval (0). Commanded 1st line.

REPLACEMENT: GenWM. Punchheim (0). Commanded 2nd line, aka Buchhain, Buchheimb, or Buchhain.

*NOTE: The low hills (2627, 2632, 2636) and the village of Klein Wiederitzsch screened the advance of the Swedish right from observation. Wittenberg and Torstensson fell upon this wing before it could fully deploy. All units historically of this Wing should start Formation Shaken. You may optionally wish to have them start in normal formation for greater play balance.*

**1ST LINE**

Army	Unit	Ratings	Type	Historical Notes	Setup
IMA	Alt Heister	2 x 3-6	Cuir.		2824, 2924
IMA	Krafft	3-6	Cuir.		3025
IMA	Winz	4-7	Cuir.	Incl. Vorhauer regiment	3026
IMA	Gonzaga	2 x 3-7	Cuir.		3126, 3127
IMA	Madlo	4-6	Cuir.		3228
IMA	Pompeji	3-7	Cuir.		3229
IMA	Hungarian	3 x 3-6	Crt.	Ungrare (Swedish for Hungarian) Croat Style Cavalry	3331, 3332, 3333

**2ND LINE**

Army	Unit	Ratings	Type	Historical Notes	Setup
Saxon	Schleinitz	3-6	Cuir.		3123
Saxon	Gall	4-6	Cuir.		3224
Saxon	Kracht	3-6	Cuir.		3225
Saxon	Warlowski	4-6	Cuir.		3325
Saxon	Kahlenberg	3-6	Cuir.		3326
Saxon	Gersdorff	3-6	Cuir.		3427

**Imperial Option:**

Make the third line of the Center Wing (4 cavalry units) a separate Wing under FM. Piccolomini (-2). Historically, these units performed as a separate rear guard, but still managed to lose all their guns and infantry.

### Special Rules

1. **Slopes:** All Slopes are gentle.

2. **Retreat Edges:**

- The Swedish retreat edge is the west side of the map (10xx).
- The Imperial-Saxon retreat edge is the east side of the map (42xx).

3. **Senior Wing Commanders:**

- Swedish: Wittenberg
- Imperial-Saxon: Piccolomini.

**Start Time:** 1:00 PM

**Maximum Duration:** 12 turns (through the end of the 4:40 turn)

### Historical Starting Orders:

#### IMPERIALS:

- Right Wing: Start under Charge Orders.
- Center Wing: Start under Charge Orders.
- Left and Reserve Wings: Start under Make Ready Orders.

#### SWEDISH:

- Center and Right Wings: Start under Charge Orders.
- Left Wing: Start under Charge Orders.
- Reserve: Start under Make Ready Orders.

### Victory Conditions:

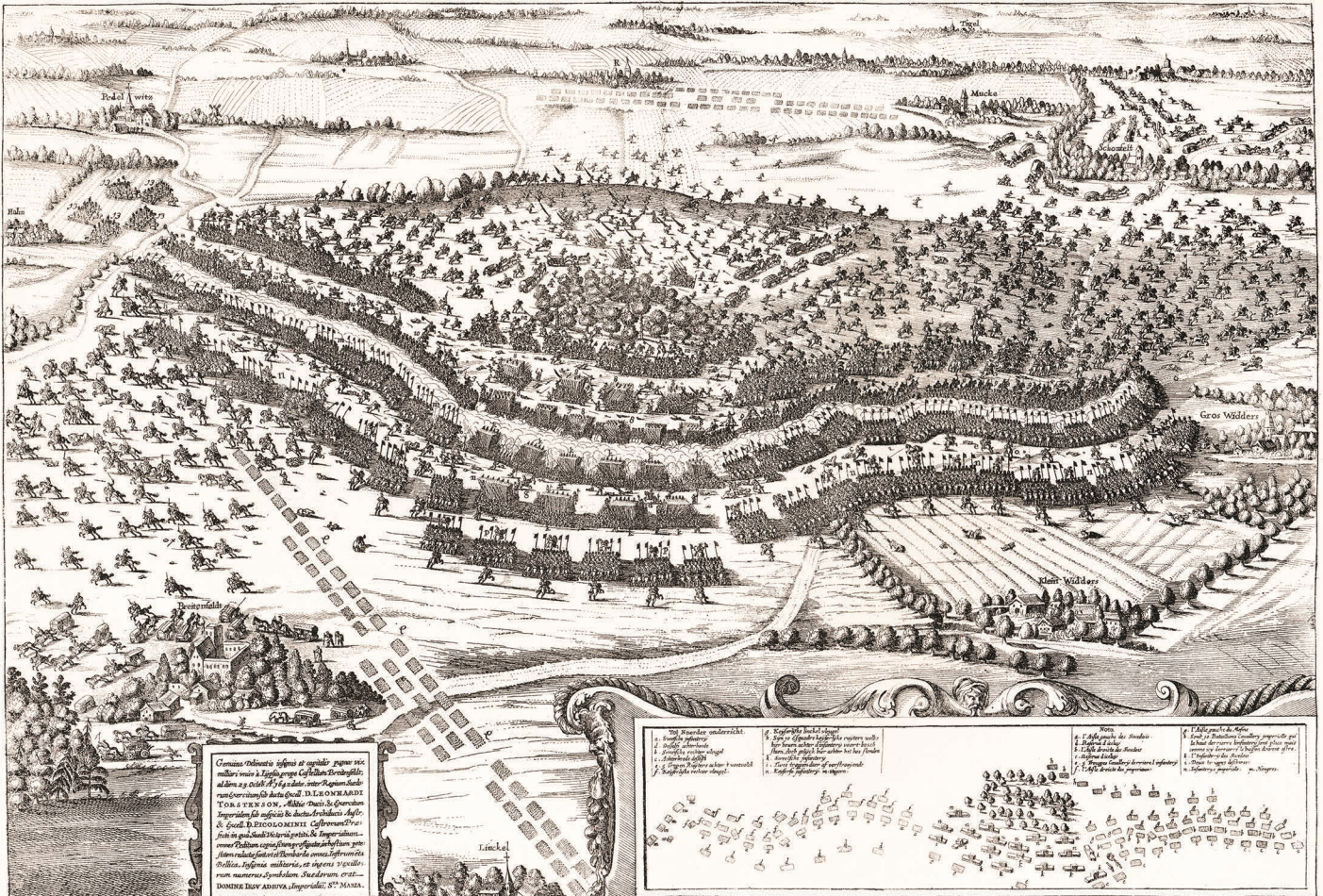
VPs	Type of Victory
190 or more	Decisive Swedish Victory
150 to 189	Marginal Swedish Victory
120 to 149	Draw
80 to 119	Marginal Imperial Victory
79 or less	Decisive Imperial Victory

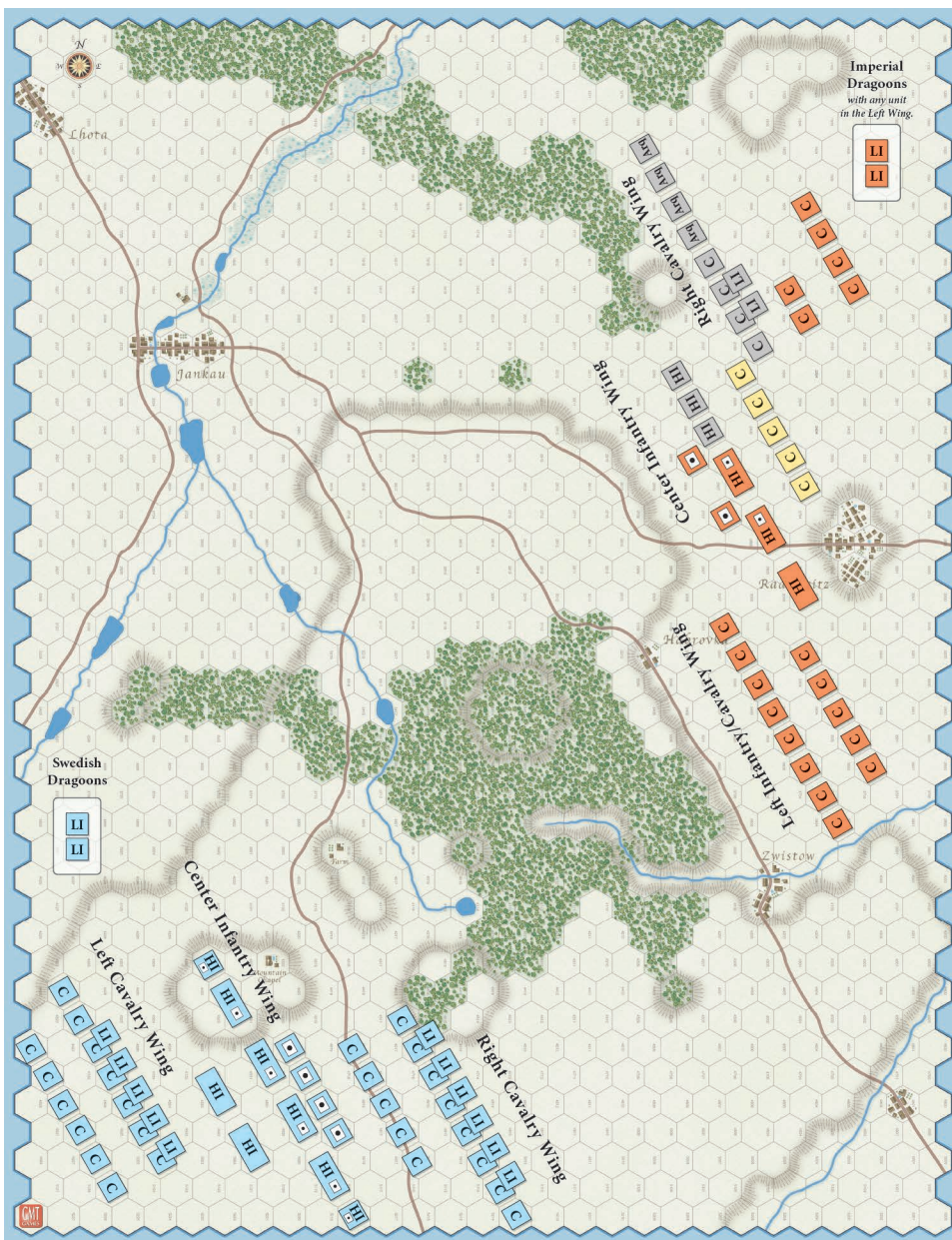
### Estimated Historical Victory Levels:

- Swedish points in play:  
Horse: 290 Foot: 110 Artillery: 60 Total: 460
- Imperial-Saxon points in play:  
Horse: 380 Foot: 110 Artillery: 70 Total: 560

### Historical Outcome:

- Swedish Losses: 190
  - Imperial-Saxon Losses: 380
- Result: A Decisive Swedish victory with VP differential of 190.





### 3.4. Jankau (aka Jankowitz or Jankov) March 6 (February 24), 1645

Southeast of Praha (Prague), the Czech Republic (Bohemia)

#### Historical Background

Piccolomini and Archduke Leopold quit Germany after the defeat at Second Breitenfeld, and the Emperor placed Gallas in command. Given a respite by Denmark and Sweden going to war, Gallas wasted the Imperial army in a fruitless campaign as Torstensson outfought the Danes and outmaneuvered the hapless Imperial army in a hard-marching drive from Torgau to Holstein.

While peace negotiations dragged on in Münster and Osnabrück, Torstensson, weary of waiting (or, more likely, unable to continue to support his army in his encampment on the Elbe), launched a winter campaign. The Swedish army had dwindled to little more than 16,000 troops. Moving south through Saxony, he crossed

into Bohemia at Přísečnice on the 25th of January, directly threatening the heart of the Hapsburg lands. The Emperor, Ferdinand III, who was in Prague at the time, recalled Melchior, Count Hatzfeld, back into service to command the army. In addition, he called on the Saxons and Bavarians to help check Torstensson's drive on Prague.

The Imperial army came together between 21 and 23, February. This Allied army sought to contain the threat and prevent the Swedes from devastating southern Bohemia, Moravia, and Austria. The key was to prevent their crossing the Vltava River. The Swedes outmaneuvered Hatzfeld by leaving Kadaň on February 18th, moving around Pilsen (Plzeň) to Horaždovice. Hatzfeld did not seek to engage the Swedes at this point, thinking that they might be retreating. The Emperor continued to press for an engagement. The Swedes moved up the Otava River, then crossed on the 2nd of March with the intention of linking up with the Swedish garrison at Olomouc, a holdout from the 1642 campaign. Hatzfeld figured out Torstensson's intention and crossed the Vltava at Podolí and the two armies met at the small village of Jankau (Jankov), about 35 miles southeast of Prague.

Hatzfeld occupied a terraced hill known as the Habrovka. Colonel Sporck of the Bavarian contingent warned of the Swedes' approach, and the Swedes occupied the opposite ridge, Chrastak. Hatzfeld arrayed the army with Götz on the left with the Imperial cavalry. de Suys was in the center with the Imperial and Bavarian infantry. On the right was the Bavarian cavalry under de Werth. Torstensson, despite his ill health,

sometimes on horseback, sometimes in a litter, moved about the army and prepared the army for battle. He kept the army in motion through the night, especially the artillery, to cause confusion among the enemy. Several times the movement caused "Buttasella" (Boots and Saddles!) to be sounded.

#### The Battle

Torstensson had spied a commanding piece of ground on his right, crowned with a mountain chapel, that was advantageous terrain. Early on the 6th, the Swedish right captured the mountain chapel unopposed and emplaced artillery there. Götz saw his failure to occupy the high ground and launched an immediate attack. Snarled in marshy ground and thickets, Götz's attack failed, the whole of his wing was lost, and he was killed. The Imperial army then moved east forming a new line anchored on the town of Jankau on a hill opposite the Habrovka. The Swedes swept over the Habrovka and formed a line on it facing the Imperials.

As the Swedes began forming to attack the hill, the Saxon and Bavarian cavalry attacked and nearly turned the tide. Some did break through and ravaged the Swedish camp, capturing Torstensson's wife and carrying her to Hatzfeld's tent. With the cavalry actions concluded, the Swedes formed up their infantry and stormed the hill. The Imperial and Bavarian infantry were crushed and Hatzfeld captured. On hearing the news, the Emperor fled Prague in fear of his safety. Torstensson had also captured General Mercy and some 2,000 men, over 100 standards, and all the artillery and baggage. Some 4,000 Imperials were dead and about 2,000 Swedes were killed.

### Outcome

Without an army to oppose him, Torstensson campaigned in Moravia and Lower Austria, but he did not have the strength to take Vienna or Brno. Jankau, coupled with the action of the French, helped convince Bavaria and Saxony to sue for peace, weakening the Emperor's bargaining position. The Hapsburgs had deep pockets, and Jankau served to wear down their resources and help bring an end to this brutal war. The victory also allowed Torstensson to return home in good favor and nurse his poor health, ending the command of the last of Gustav Adolf's pupils. Mercy was ransomed in time to return to Bavaria and be killed at Alerheim in August at the hand of the French Generals d'Enghien and Turenne.

### Special Rules for all scenarios:

**1. Slopes:** All Slopes are steep.

### 2. Retreat Edges:

- The Swedish retreat edge is the south side of the map (52xx).
- The Imperial-Saxon retreat edge is the north side of the map (10xx).

## Scenario 1: Fight for the Mountain Chapel

### Swedish Set Up

ARMY COMMANDER: Fältm. L. Torstensson (-2)

### Right Cavalry Wing:

WING COMMANDER: GenMaj. Wittenberg (-1). Commanded 1st line.

REPLACEMENT: GenMaj. Goldstein (-1). Commanded 2nd line.

### 1ST LINE

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
Swed.	Fältm. Livreg	2 x 3-8	Cuir.	Fältm. Livregimente. The Field Marshal's own regt	5213, 5113	2600, 2601
Swed.	Wittenberg	3-8	Cuir.		5014	2602
Swed.	Livländare	3-8	Cuir.	Öfv. Reinhold Jordan commanding	4914	2603
Swed.	Kurländare	3-8	Cuir.	Pfalzgraf Karl Gustav commanding	4815	2604
Swed.	Markgraf	3-7	Cuir.		4715	2605
Swed.	Raabe	3-7	Cuir.		4616	2606
Swed.	Witzleben	4-7	Cuir.		4516	2607
Swed.	Musketeers	6 x 1-4	LI	aka Commanded Muskets	Stacked with any of the above units	

### 3. Senior Wing Commanders:

- Swedish: Wittenberg
- Imperials: Götz.

**4. Limbered Artillery:** The ground was frozen which helped the mobility of the guns significantly. Limbered guns and wagons may move 4 movement points instead of 2.

**5. Pond Hexes:** If a hex contains any part of a pond, it is considered a pond hex. For instance, hexes 2522 and 2523 are pond hexes.

**6. Streams:** Note that all streams on this map flow through the middle of the hexes. Use the stream row under the Hex Terrain section of the Terrain Effects Chart for this battle.

**7. Multiple Terrain Types:** There are five hexes containing two different terrain types. In these cases, costs and effects are cumulative.

Terrain	Hexes	Movement HI / Cav / LI	Formation Hits	Fire Combat	Close Combat
Village & Stream	2124 & 4005	4 / 7 / 4	2	-2	-1
Woods & Stream	3909, 3617, & 3516	4 / 7 / 5	2	-1	0

**2ND LINE**

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
Swed.	Dörfflinger	3-7	Cuir.		5016	2804
Swed.	Goldstein	3-8	Cuir.		4916	2805
Swed.	Lillie	4-7	Cuir.	Incl. Galbrecht Regt	4817	2806
Swed.	Rochow	4-6	Cuir.		4717	2807
Swed.	Wittkopff	3-7	Cuir.		4618	2808

**Center Infantry Wing:**

WING COMMANDER: GenMaj. Mortaigne (-1).

**1ST LINE**

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
Swed.	Svenska	5-8	HI w/Arty	Västgötar (Swedes) - Björneborgare (Finns)	5218	2608
Swed.	Gamla Blåa	8-8	2-hex HI w/Arty		5118-5019	2609-2610
Swed.	Wrangel	8-8	2-hex HI w/Arty	Incl Linde Regt	4919-4820	2611-2612
Swed.	Mortaigne	7-8	2-hex HI w/Arty		4720-4621	2613-2614
Swed.	Paikull	10-7	2-hex HI w/Arty	Incl Seestedt Regt	4521-4422	2615-2616
Swed.	Wolckmar	7-7	HI w/Arty		4322	2617

**2ND LINE**

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
Swed.	Lillie	2 Hex 8-8	HI Bde	Incl Kopyy Regt	5021-4921	2810-2811
Swed.	Lewenhaupt	2 Hex 10-6	HI Bde	Incl Jordan Regt	4822-4722	2812-2813

**ARTILLERY**

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
Swed.	Artillery batteries	4 x 6-17	12-24lb Arty		4918, 4819, 4719, 4620 limbered	2811, 2813, 2815, 2817

**Left Cavalry Wing;**

WING COMMANDER: GenMaj. Douglas (-1).

**1ST LINE**

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
Swed.	Tideman	4-7	Cuir.		5024	2814
Swed.	d'Avaugours	3-7	Cuir.		4924	2815
Swed.	Douglas	3-8	Cuir.		4825	2816
Swed.	Horn	3-8	Cuir.		4725	2817
Swed.	Hammerstein	3-7	Cuir.		4626	2818
Swed.	Landgraf	2 x 3-7	Cuir.	Landgraf Johann von Hesse-Darmstadt. See note below.	4526, 4427	2819, 2820
Swed.	Musketeers	5 x 1-4	LI	aka Commanded Muskets	Stacked with any of the above units	

*HISTORICAL NOTE: There were two Landgrafs, one for Hesse-Darmstadt and one for Hesse-Cassel, and the two feuded throughout the 30YW. The alliance of Hesse-Darmstadt with the Swedes kept Hesse-Cassel neutral. Hesse-Cassel joined with the French in 1645 when the Landgravine Amelie came to the assistance of her nephew, Vicomte de Turenne, after his reversal at Mergentheim in 1645.*

**2ND LINE**

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
Swed.	Reichart	4-6	Cuir.		5125	3014
Swed.	Dannenberg	3-6	Cuir.		5026	3015
Swed.	Riesengrün	4-6	Cuir.	Incl. Buttler “Dreisbuttler” Regt	4926	3016
Swed.	Reuschel	3-6	Cuir.		4827	3017
Swed.	Pentz	3-6	Cuir.		4727	3018
Swed.	Müller	4-6	Cuir.		4628	3019

**OTHER**

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
Swed.	Dragoons	2 x 2-6	LI		Stacked with or adjacent to any unit in either Cavalry Wing	

**IMPERIAL-SAXON SET UP**

ARMY COMMANDER: Gen. Hatzfeld (-1)

**Left Infantry/Cavalry Wing:**

WING COMMANDER: FM. v Götz (0). Commanded 1st line.

REPLACEMENT: GenWM. Bruay (0). Commanded 2nd line.

**1ST LINE**

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
IMA	Pompeji	3-7	Cuir.		3106	1918
IMA	Alt Piccolomini	2 x 3-7	Cuir.		3206, 3305	1920, 1919
IMA	Jung Piccolomini	2 x 3-7	Cuir.		3405, 3504	2121, 1921
IMA	Hennet	4-6	Cuir.		3604	2120
IMA	Sforza	2 x 3-6	Cuir.		3703, 3803	2118, 2119
IMA	Fernamond	10-7	2-hex HI	See note below.	2904-3004	Not used

*NOTE TO FERNAMOND: Though technically part of the center, this brigade was detached to assist in Götz's attack. It attacked up the draw hoping to gain surprise by appearing on the flank of the Swedes already engaged south of Zwistow. The Swedish foot stopped them trying to emerge from the draw around 3811-3812. Reminder that because Fernamond is attached to this Wing for scenario 1, the Wing is considered an Infantry, not Cavalry, Wing for that scenario.*

**2ND LINE**

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
IMA	Salm	4-6	Cuir.		3204	1720
IMA	Gonzaga	2 x 3-7	Cuir.		3303, 3403	1718, 1719
IMA	Bruay	4-7	Cuir.		3502	1717
IMA	Tapp	4-6	Cuir.	Incl. 1 Squadron of Pompeji's Regt	3602	1716

**Center Infantry Wing:**

WING COMMANDER: GenFZM. de Suys (0).

REPLACEMENT: GenWM. Don Felix de Zuniga (0).

*Note the command structure for the center was very convoluted as forces from three armies were posted there. Don Felix held a lesser rank than the Bavarian Ruischenberg, but the numbers gave a greater role to the Imperial officers.*

**1ST LINE**

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
Bav.	Holtz	5-7	HI		2208	2117
Bav.	Ruischenberg	5-7	HI		2307	2116
Bav.	Mercy	5-8	HI		2407	2115
IMA	Colloredo	10-7	2-hex HI w/Arty		2506-2606	2113-2114
IMA	Enckevoort	10-7	2-hex HI w/Arty		2705-2805	2111-2112
IMA	Artillery batteries	2 x 4-14	4-8lb Arty		2507, 2706 May start limbered	2114, 2115

*NOTE: Most sources show 7 Bavarian regiments of Foot: Mercy, Ruischenberg, Gold, Holtz, Winterscheid, Fugger and Gil de Haes. The Bavarian archives only show 6 regiments: the ones preceding less Gil de Haes, which takes them down to just over 500 men per battalion. On 2 Jan. 1645 Mercy stipulated the following troops for service in Bohemia: Foot: Mercy, 251 men; Holtz, 308; Fugger, 231; Rauschenberg, 223; Winterscheidt, 232; Gold, 321; for a total of 1566 infantry from 6 regts. Ruischenberg would command them. They apparently took quite a severe beating at Jankau. Only 500 of them got back in time for Mergentheim in May.*

**RESERVE ALL SAXON CAVALRY**

Commanded by Oberst Kahlenberg (not a separate Wing)

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
Saxon	Hanau	3-6	Cuir.		2206	1911
Saxon	Kahlenberg	3-6	Cuir.		2305	1912
Saxon	Schleinitz	3-6	Cuir.		2405	1913
Saxon	Rucker	3-6	Cuir.		2504	1914
Saxon	Gersdorff	3-6	Cuir.		2604	1915

**Right Cavalry Wing:**

WING COMMANDER: Gen. de Werth (-2; Bav.).

REPLACEMENT: Oberst (0).

**1ST LINE (BAVARIANS)**

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
Bav.	Sporck	3-7	Arq.	Sporck's half regiment of 250 men was destroyed and Obr. Sporck captured; 1 squadron of arquebusiers	1409	2109
Bav.	de Werth	3 x 3-8	Arq.	de Werth's very large regiment of 920, with other detachments not present; 3 large squadrons of arquebusiers	1508, 1608, 1707	2108, 2107, 2106
Bav.	Gayling	4-7	Cuir.	372; 2 squadrons of cuirassiers	1807	2105
Bav.	Fleckenstein	4-7	Cuir.	365; 2 squadrons of cuirassiers	1906	2104
Bav.	Alt Kolb	3-7	Cuir.	Alt Kolb 196; 1 squadron of cuirassiers; and Koselcky 100; 1 squadron of arquebusiers	2006	2103
Bav.	Lapierre	4-7	Cuir.	aka La Pierre 374; 2 squadrons of cuirassiers	2105	2102

*NOTE: The Bavarian horse here would fight two more major engagements in 1645: Mergentheim and Alerheim. They had fought at Freiburg the previous year. The numbers above were taken from a late January muster. Many sources show Geleen with the Bavarian contingent, but this is a result of a general confusion between the names Gayling and Geleen. Geleen would not enter Bavarian service for another year. At the time of Jankau, Geleen was in Imperial service as a GenFZM. in Westphalia and also had a regiment of foot.*

**1ST LINE RESERVE (IMPERIAL)**

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
IMA	Trauditsch	4-6	Cuir.		1904	1902
IMA	Pompeji	3-7	Cuir.		2004	1903

**2ND LINE (IMPERIAL)**

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
IMA	Hatzfeld	4-7	Cuir.		1604	1705
IMA	Beck	4-6	Cuir.		1703	1704
IMA	Waldeck	4-6	Cuir.		1803	1703
IMA	Nassau	4-7	Cuir.		1902	1702

**OTHER**

Army	Unit	Ratings	Type	Historical Notes	Scen. 1	Scen. 2
Bav.	Wolff	2 x 2-6	LI	Still called Wolff's regiment, though Wolff had been killed. Now under the command of Creutz, the regiment would soon be called after its new commander.	Stacked with or adjacent to any unit in the Right Wing	
IMA	Dragoons	2 x 2-6	LI		Stacked with or adjacent to any unit in the Left Wing	

**Start Time:** 8:00 AM

**Maximum Duration:** 15 turns (through the end of the 12:40 turn)

**Historical Starting Orders:**

- Swedish: All Wings start under Make Ready Orders.
- Imperials: All Wings start under Make Ready Orders.

**Scenario 1 Victory Conditions:**

VPs	Type of Victory
80 or more	Decisive Swedish Victory
60 to 79	Marginal Swedish Victory
50 to 59	Draw
30 to 49	Marginal Imperial Victory
29 or less	Decisive Imperial Victory

**Sudden Victory:** The Imperials win a victory and the scenario automatically ends if at the end of any turn the Imperials have a heavy infantry or cavalry unit occupying the mountain chapel (hex 4320).

**Historical Outcome:** The Imperial left attacked through Zwistow and up the draw 4007 to 3812. Both attacks were repulsed with heavy losses.

**Estimated Historical Victory Levels:**

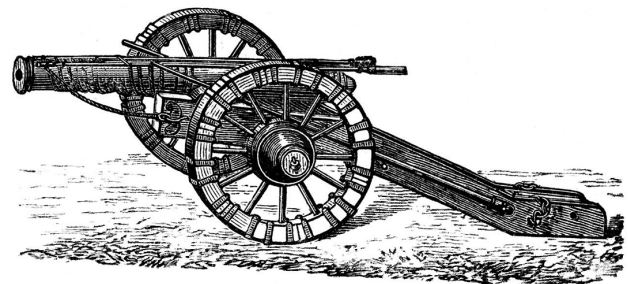
- Swedish points in play:  
Horse: 280 Foot: 75 Artillery: 60 Total: 415
- Imperial-Saxon points in play:  
Horse: 310 Foot: 60 Artillery: 20 Total: 390

**Historical Outcome:**

- Swedish Losses: 40
- Imperial-Saxon Losses: 100

Result: A Marginal Swedish victory with VP differential of 60.

*NOTE: The morning victory was clear, but marginal in that they had not destroyed the Imperial army and had essentially fought a defensive action.*



## Scenario 2: Afternoon Assault

The set ups for this scenario are shown in the charts above. In addition, use the following modifications:

### Swedish Set Up Changes

- Remove 12 Strength Points from any non-LI units (player's choice as to which units to take the losses from, and how many from each). Setup per the instructions then remove the strength points and adjust the lines to fill gaps left by any units removed.
- Set up 10 Wagons in hexes in 3109, 3209, 3308, 3408, 3507, 3607, 3706, 3806, 3905, and 3906.

### Imperial Set Up Changes

- FM. Götz was killed in the morning action. GenWM. Bruay is now the Wing Commander for what is listed as the "Left Cavalry Wing" (see next).
- The cavalry wings switched sides during the day. This was due to the losses suffered by the Left Wing in the morning, and to give the fresh, full-strength horse under de Werth more room to maneuver. Thus, the former Left Cavalry Wing, now under GenWM. Bruay, deploys on the Imperial right.
- Remove Fernamond's Infantry unit.
- Remove 20 Strength Points from any non-Dragoon units of the Left Wing (player's choice as to which units to take the losses from, and how many from each). Setup per the instructions then remove the strength points and adjust the lines to fill gaps left by any units removed.

**Start Time:** 3:00 PM

**Maximum Duration:** 12 turns (through the end of the 6:40 turn)

### Historical Starting Orders:

- Swedish: All Wings start under Make Ready Orders.
- Imperials: All Wings start under Make Ready Orders.

### Scenario 2 Victory Conditions:

VPs	Type of Victory
100 or more	Decisive Swedish Victory
60 to 99	Marginal Swedish Victory
40 to 59	Draw
10 to 39	Marginal Imperial Victory
9 or less	Decisive Imperial Victory

Strength point removed at the beginning of the battle do count for VPs.

### Estimated Historical Victory Levels:

- Swedish points in play:  
Horse: 280 Foot: 75 Artillery: 60 Total: 415
- Imperial points in play:  
Horse: 310 Foot: 60 Artillery: 20 Total: 390

### Historical Outcome:

- Swedish Losses: 120
- Imperial-Saxon Losses: 230

Result: A Decisive Swedish victory with VP differential of 110.

## Scenario 3: Full Battle

### Swedish Set Up

Same as Scenario 1.

**Swedish Wagon Train:** The 10 Swedish Wagons enter on the road at 5216 sequentially, that is one behind the other, four per turn given the movement allowance of 4 for wagons (due to the frozen ground), starting on turn 10. If 5216 is occupied by an enemy unit on turn 10 that train is diverted to 3428 beginning on turn 15. The Swedish player must bring all the wagons onto the map as rapidly as possible, even if they must leave the road after entering.

### Imperial Set Up

Same as Scenario 1.

### Special Rule for this scenario:

The battle started in the morning and lasted all day. If no units are adjacent and no Wings have a Charge Order, then either player may declare a Break. A maximum of two Breaks may be declared in this scenario. Declare any Break at the beginning of a turn, before Initiative is determined. If a Break is declared, skip the current turn and the next 3 turns (total of 4 turns). Revert all orders to Receive Charge except where mandatory Rally Orders apply. Return all units to normal Morale except where Casualty Threshold applies. Return all units to either Formation Normal or Open Order, and reload all Cavalry pistols.

**Start Time:** 8:00 AM

**Maximum Duration:** 33 turns (through the end of the 6:40 turn)

### Historical Starting Orders:

- Swedish: All Wings start under Make Ready Orders.
- Imperials: All Wings start under Make Ready Orders.

### Scenario 3 Victory Conditions:

VPs	Type of Victory
130 or more	Decisive Swedish Victory
100 to 129	Marginal Swedish Victory
80 to 99	Draw
60 to 89	Marginal Imperial Victory
59 or less	Decisive Imperial Victory

### Estimated Historical Victory Levels:

- Swedish points in play:  
Horse: 280 Foot: 75 Artillery: 60 Total: 415
- Imperial-Saxon points in play:  
Horse: 310 Foot: 60 Artillery: 20 Total: 390

### Historical Outcome:

- Swedish Losses: 160
- Imperial-Saxon Losses: 300

Result: A Decisive Swedish victory with VP differential of 140.

## 4. HISTORICAL & DESIGNER'S NOTES

### 4.1. HISTORICAL NOTES

#### 4.1.1. Organization

##### Command Structure

An army of the Thirty Years War (30YW) was commanded by a Field Marshal or a General officer. If he was a person of status rather than ability, he was assisted by a Lieutenant General to provide council. Each arm (horse, foot, and artillery) had its own Major General to advise the Field Marshal on the training, equipping, and employment of that arm. There was also a Quarter Master General to oversee the supplies.

A typical army, counting all independent commands and garrisons, could number well over 100,000 men, and was usually spread over several areas. Due to logistical and command and control constraints, maneuver armies usually contained more along the lines of 15,000 to 35,000 troops. For the march, a maneuver army was typically divided into three bodies, or wings, which were called the Vanguard (or Van), the main body (or Corps de Bataille) and the Rear Guard. The Van and Rear were naturally horse, while the foot and guns were with the main body. For battles, the Van covered the deployment of the other wings into battle line. The Van would be positioned on the right and be commanded by the senior officer of horse. (The right was the traditional position of honor.) The main body formed the center and the Rear assumed the left. This meant that opposing lines were asymmetrical as both armies positioned their senior (and best) cavalry on their right, so that each left was facing a generally superior force. As the armies gained experience and attempted more sophisticated deployments, a separate reserve was formed. Cavalry was often pulled into this reserve to be able to support the action in either direction.

Each wing typically consisted of two lines so that each wing maintained its own reserve. On narrow fronts, three lines were sometimes formed and conversely when faced with a broad front or lack of manpower sometimes only one line could be found. The Field Marshal developed a general plan of battle prior to an engagement, with each wing commander having fairly broad latitude. Orders were rarely written (many officers were poor readers according to Gustav Adolf), which meant that control by the Field Marshal usually involved personal intervention. Because of the latitude given to the wing commanders and the nature of the wing deployments, engagements often appeared to be three separate battles between opposing sets of wings. Victory usually went to the army that could successfully coordinate the actions of at least two wings. Wing commanders led from the front, usually at the head of their own regiment, in the first line. This led to a high casualty rate among wing commanders, exacerbating the command and control problems.

Battles were not the normal activity of military units. While battles tend to garner much attention due to their inherent risk and drama, good generals deliberately avoided open battles for these very same reasons. Combat activities can be classified into three

categories: battles, sieges, and actions. Actions are those small unit engagements that occur frequently in a campaign, especially with the cavalry. Sieges were typically short in duration (one to three weeks) and involved the digging of circumvallations and assault trenches. Once the assault trenches advanced close enough to the enemy stronghold, the foot would assault, supported by mortars and petards. These assaults could be very costly to the foot regiments and proved to be a much greater drain on manpower than major field battles. Sieges were usually short; however, Stralsund, Breisach, Brünn, and Prague were notable exceptions. Often a deal or ransom was paid to avoid an assault. In an average campaign, an army would fight one battle, but be involved in three to six sieges and dozens of actions.

It is important to differentiate the administrative organization of units from their battlefield tactical organizations. Confusion between the two has led to some misunderstandings of how armies were organized and how they fought.

##### Administrative Organizations

For administrative purposes (recruitment, training, payment, etc.), all general officers were also captains of their own companies. The senior captain was also the colonel of the regiment.

##### 1. Company or Troop

The company, or troop as cavalry companies were sometimes called, was the basic organization of all 17th century armies. A company consisted of between 30 and 120 men. The company officers were a captain, a lieutenant, an ensign, three or four sergeants, and three or four corporals. There was no formal distinction between commissioned and non-commissioned officers. Officer slots were always filled first, so in understrength units the ratio of officers to men could be unusually high.

The captain and lieutenant were responsible for setting an example by leading the company in action. The ensign, also called a cornet in some cavalry organizations, carried the unit's colors. The sergeants were responsible for keeping the men in formation. To pass signals over the din of battle the infantry used drummers while the cavalry used trumpets. The company had informal sub-divisions built around the corporals, with each corporalcy divided into files corresponding to the files in a battlefield formation. Corporals and below took positions in the ranks, while officers and sergeants stood outside the ranks. Because officers carried half-pikes, halberds, or partisans (the Swedes used only partisans) and were positioned outside the main body, they took the brunt of any close combat.

##### 2. Regiment

A regiment was an organization of eight to ten companies, and was the largest formal organization. A regiment was commanded by a colonel and assisted by a lieutenant colonel. It was common for regiments to be commanded in the field by their lieutenant colonel as the colonel was either an honorary post, did not wish to take the risk, or was serving in another capacity. Regiments consisted of either foot, horse, or dragoons. (The terms infantry and cavalry would not come into vogue until the 1670s.) The Swedes organized a regiment of artillery in an attempt to bring more military efficiency to an otherwise quasi-military arm. Regiments of horse had several

varieties (horse, aka Reiters or Rytarre, Cuirassiers, Arquebusiers, and Croats). The regiments of dragoons used horses for mobility and typically dismounted to fight. Dragoons did fight mounted when the need arose, however, and often were converted to regiments of horse when the means became available to equip them that way (Douglas' Regiment with the Swedes is a good example of this).

## Tactical Organizations

These are the formations used by regiments for battle.

### 1. Battalion

This was the basic battlefield organization for infantry. It consisted of pikes in the center and the muskets divided on either flank. It could be formed 6, 8, 10, or 12 ranks deep. There were two basic battalion styles: German and Dutch. The German style battalion contained approximately 800 to 1200 men, while the Dutch style battalion had only 400 to 500 men. Gustav Adolf introduced a hybrid of the two styles that consisted of three or four Dutch style battalions formed into one large battalion that he called a brigade. This hybrid was complex and required a great deal of training to execute and was subsequently dropped soon after his death in 1632. It was common practice to combine several smaller regiments into one battalion so that it would be close to the ideal size. In game terms both double and single hex heavy infantry units represent one battalion.

### 2. Squadron

This was the basic battlefield organization for cavalry. It consisted of two to three companies in a line, with a strength of 180 to 300 men. Generally, the Imperial army preferred larger squadrons, while the Swedes' manpower limitations forced them to use smaller squadrons. A full-strength regiment could field two squadrons, but there were wide variations based on the strengths of the individual regiments. In game terms most cavalry units represent two squadrons. The exception is Nördlingen, where the Imperial-Spanish army fielded unusually large squadrons. This was most likely as a result of the terrain, which did not favor the use of broad cavalry formations.

### 3. Brigade

This term had several meanings during this period. The most common usage described the practice of putting together smaller regiments into one battalion or squadron. For cavalry, it also meant a group of several regiments that formed a wing in battle and that consisted of many squadrons (this is closest to the modern usage). It also described Gustav Adolf's hybrid infantry battalion.

## 4.1.2. The Armies

### THE SWEDISH ARMY

#### 1. Introduction

Gustav Adolf built the Swedish juggernaut, but it was his lieutenants that sailed it to eventual victory. This army was the product of gearing the small Swedish state for war, the efficient use of French subsidies, the mobilization of the anti-Habsburg German nobles, and strong leadership. An important point to note is that the vast majority of the army was not Swedish—Germans comprised the largest contingent. From 1631 to 1638 Scots and English formed a

very large part of the infantry, but troubles at home soon called them away. The Swedes themselves formed a strong core under Gustav Adolf, but heavy losses on their limited manpower pool caused the native Swedish regiments to take a less active role. The height of Swedish national troops was 1631-1632; by 1645 Swedish troops in service with the field army had dwindled to merely two small regiments of foot and the artillery. (The other Swedish regiments were in garrison.) The Swedish constitution of 1634 codified the army structure.

### 2. Cavalry

The Swedish horse consisted of:

- 5, then 4 native Swedish Regiments: Smålands, Östgöta, Västgöta, Upplands, and Södermanlands (disbanded in 1636). Three of these served at Wittstock.
- 3 native Finnish Regiments: Nyländ-Tavastehaus, Åboländ-Björneborg, Viborg-Nyslott. These were all referred to mostly as Finns, so identifying individual regiments is difficult. It appears GenMaj. Torsten Stålhandske commanded the Åboländare and GenMaj. Arvid Wittenberg the Nyländare.
- 2 native Livonian Regiments: The Courland and Livonian regiments (Kurländare and Livländare).
- A body (about 12 regiments) of long-term German mercenary horse that went into French service under Duke Bernhard of Sachsen-Weimar in 1635.
- Short-term mercenary and allied German horse (e.g., Landgraf of Hesse-Darmstadt).

### 3. Infantry

The Swedish foot consisted of:

- 14 native Swedish regiments.
- 7 native Finnish regiments (these were often brigaded into one "Swedish" or Svenska brigade as they were under strength).
- 4 long-term mercenary regiments: There was Yellow (Gula), which passed to the French in 1635; Blue (Blåa aka Gamla Blåa or "Old Blue"), which then became the senior regiment; Red, which stayed in Garrison, and Green (Gröna).
- Major General's Regiments: These took the place of the "colored" regiments as the core of the infantry, and included Wrangel's, Lillie's, and Mortaigne's. All were long-term mercenary regiments.
- Scots and English: In service from 1631 to 1638, peaking at 13 Scottish and 5 English regiments.
- Short-term mercenary and allied German foot. (e.g., Württemberg).

In battle, without fail, the Swedish army was engaged aggressively, and they employed a strong combined arms attack. Cavalry was supported by platoons of musketeers to supplement their firepower against the larger Imperial squadrons. The philosophy was that fewer, higher quality troops moving fast could overcome a larger force. Lack of aggression would tip the scale to the larger force who would be able to use firepower to bleed you white.

## THE IMPERIAL ARMY

A polyglot of nationalities with inconsistent leadership made for an army that fought on the defensive when it had superior numbers and position. The Habsburg armies enjoyed many material advantages and showed great resourcefulness in fielding large numbers of troops. Despite larger squadrons and battalions, bigger horses and armor, the Imperial army was outfought again and again. With the right leadership it could have been as vaunted as it was under Wallenstein, but it was Wallenstein's hubris and the Emperor's genuine fear of an overly strong commander that led to Wallenstein's sacking and a resulting crisis in leadership.

## THE BAVARIANS (CATHOLIC LEAGUE)

The Bavarians fielded the best cavalry on the Habsburg side, under Gen. Jean de Werth. They delivered the few victories the Habsburgs enjoyed in the later war. Their conduct in 1645 was particularly noteworthy. After a tough campaign in 1644 with a bloody engagement at Freiburg, they went on to fight three major engagements in 1645: Jankau, Mergentheim and Alerheim.

## THE SAXONS

The Saxons were consistently mediocre. Their changing sides and religious ambivalence made them an inconsistent Imperial ally, though punitive campaigns did solidify their resolve against the Swedes.

### 4.1.3. Period Equipment

#### *Firearms*

The musket was the primary firearm for infantry units. It came into popular use in the late 16th Century, with the Spanish leading the way. A heavy matchlock weapon, 13-16 pounds (5.9 Kg to 7.3 Kg), supplanted the lighter arquebus. The musket was generally a 12 gauge (.69 to .72 caliber or 17.5mm to 18.3mm), meaning a pound of lead would produce 12 bullets. Thus a bullet would be about 37.8g or 583 grains - somewhat weightier than modern bullets that weigh 62 to 115 grains. These weapons were smoothbore and had an effective rate of fire of 2 shots per minute. Though deadly for over a hundred yards, the ideal range at which a volley was delivered was about 25 paces. Soldiers carried 12 to 14 pre-measured powder charges in small wood or metal flasks suspended from a bandolier worn over their left shoulder. They also carried a bullet bag, a powder flask used to fill the primer pan, and an extra slow-burning match. The slow-burning match was normally lit at both ends (in case one should go out), with the free end clamped between the third and fourth fingers of the left hand and the primary end clamped for firing in the serpentine. The serpentine was a small arm that pivoted upward towards the muzzle and on pulling the trigger lowered towards the stock, thus placing the burning end of the match in the primer pan. The pan had a hinged cover that the shooter manually opened and closed with the thumb of his right hand. Some soldiers had early versions of flintlock muskets, but these were usually reserved for duties where the burning match was hazardous, like guarding powder, patrolling, or sentry duty. The cavalry troops carried a least two pistols. These were normally 18 to 24 gauge and were transitioning from very long barrels (14 to 24 in) to shorter barrels (8 to 12 in). Many cavalymen also carried a carbine, a shortened arquebus, suspended from a carrying strap

over the left shoulder. The firearms for the cavalry were either flintlock or wheellock. While wheellocks were considered "better" than flintlocks, they were also more expensive. A wheellock was cocked with a spanner (a wrench to Americans) that tightened a spring. When the trigger was pulled, the spring was released, snapping an arm with a pyrite against a serrated wheel producing the necessary spark.

#### *Swords*

Swords for the cavalry had about 30 in (76 cm) blades, and included straight, cut and thrust swords. Swept hilts and "Pappenheimer" hilt styles were popular. Some rapiers may have been floating about, but they were unsuitable for the rigors of combat. Some cavalry from the Balkans (very popular light cavalry for the Imperials and the French, generally referred to as Croats) and Eastern Europe carried curved sabers. Mainstream cavalry would not begin to adopt the saber until later, starting in 1679 with the French. The infantry carried simple swords, not any different from the cavalry swords in size. The difference was mostly qualitative, and hilts were simpler. The infantry often carried daggers and small axes for close-in work. Some cuirassiers were also equipped with battleaxes and warhammers, both of which were good at close-in work with heavily armored opponents. As the amount of armor decreased so did the need for such archaic weaponry.

#### *Pikes*

The distinctive weapon of the period, the pike was a hopefully sturdy pole about an inch in diameter and 16 feet long (4.9 m). The point was a simple socket spearhead. The pikes of some, especially those in the front ranks, were reinforced with iron cheeks to prevent the spearhead being cut off. When "charged" the pike was held chest high, left hand under the chin and right arm extended backwards, with the right hand holding the base of the shaft. In a typical formation the pike heads from the fifth rank would extend past the front rank. When "charging for horse" the front rank would place the base of the shaft on the ground and brace it with the instep of the right foot, leaning forward to have the pike head poised at an angle about chest high to a horse. Pikes were on the decline but would linger on as the main weapon for a third of the troops in regiments of foot.

#### *Artillery*

Artillery in this period was still very heavy and cumbersome. Basically, guns were very expensive and often crewed by quasi-civilian specialists. The Swedes were innovators in creating an artillery corps in the army. Because of the cost, folks did not like to do away with any, and this led to a logistical nightmare due to the wide variety of gun calibers and sizes in use. The three classes of artillery in MPBS would be crewed and towed as follows:

- 3lb: crew of 4, towed by 2 horses/oxen, but made to be manhandled easily
- 4-8lb: crew of 6, towed by 5 horses/oxen
- 12-24lb: crew of 6 to 10, towed by 10-17 horses/oxen

The Swedes developed a light 3lb brass cannon (saving a lot of weight on a lighter carriage) and its style was quickly copied by all.

## Armor

Cavalry mostly wore a cuirass (breast and back plate), a gorget (neck protector) and a helmet. The helmets were of two main types: open or closed. An open helmet was the more popular and more “modern.” Also called a “Hungarian” helmet, it had a round cap with a bill, cheek pieces, neck protector and one to three bars to make a face mask to protect from slashes. The closed helmet is what we normally associate with a knight, fitting over the head and neck and having a sliding visor. Some had additional armor on their thighs and arms. A buff coat was a very popular ersatz armor, though very expensive. In the infantry, only the pikemen wore armor, and then it was not universal. By the late war little armor was to be found at all among the foot. In the Spanish army the pikemen were classified as corselets (soldiers with corselets [breast plates] and attached thigh plates [tassets]) or piqueros secos (pikemen without armor). The Spanish prescribed a 2 to 1 armored to unarmored pikemen ratio. Given the financial resources and professionalism of the Spanish, that condition could be considered indicative of the state of pike armed troops in general. The Swedes stopped issuing armor in the mid-1630s, so while it is safe to assume the number of armored pikemen was low, the regimental commanders always had great influence on the equipment used in their regiments. The armored troops would form the front and rear ranks, the rear being armored to allow the battalion to face to the rear in an emergency. The pikeman would also wear a helmet. The two most popular were the cabasset and the morion, both simpler and less expensive than cavalry helmets. Armor was generally rated to be “pistol-proof,” but the range, caliber and powder charge that allowed such a rating was unclear. However, there are several accounts of pistol shots being stopped by armor. The Condé at Rocroi was said to have a least two shots deflected off his breastplate. The armor was also blackened to reduce rusting.

## Clothing

Soldiers were very fashion conscious. Uniforms were the purview of a regimental commander. The Spanish specifically rejected the idea of uniforms as they felt that it would lessen the fighting spirit of a soldier if he could not express his individuality in his dress. Some Swedish infantry regiments wore gray uniforms (jackets and pants) and some cavalry may have worn blue jackets, but that was the extent of it. A wide brim felt hat was nearly universal headgear, as it was simple and practical. A jacket was always worn and lace collars (aka falling bands) were all the rage until the 1640s when the simple cravat caught on. The lace collars were larger and more extravagant the higher the rank or social standing of the wearer. The jackets were often finely embroidered and had vented sleeves (a real lifesaver in warm weather). The trousers came to the knee. Foot soldiers wore single buckle leather shoes and stockings that were held in place by garters. Cavalry wore knee or thigh high riding boots with spurs. Since uniforms were virtually non-existent, field signs and passwords were used to tell friend from foe. These could take the form of sprigs of greenery in the hatband (Breitenfeld), white paper in the hatband (Marston Moor), or various color sashes (like White for the French). Passwords tended to be religious in nature.

## 4.2. GAME TACTICS

Here, in game terms, is how to carry out the two major types of assaults.

### 4.2.1. The text book assault of Heavy Infantry vs. Heavy Infantry

#### Step 1: APPROACH MARCH

Move the attacking unit to two hexes from the target. The biggest danger here is enemy artillery. If possible, leave gaps between some battalions for your artillery to fire through. A timely Formation Hit from your artillery can make a big difference.

#### Step 2: ADVANCING FIRE

Perform an Advancing Fire action and move adjacent. The defender holds fire until the attacker has moved and fired and should then deliver a Salvo.

#### Step 3: SALVO

Assuming the defender chose not to reaction close combat (which can be risky if defending in a decent position), then on a continuation or during the next turn, have the attacking unit fire a Salvo and hope it causes the target to fail its morale check. This step can have three possibilities:

##### (OPTION 1) SALVO ON A CONTINUATION

This is ideal, especially if your target has already fired their Salvo as they have to take your Salvo then return fire with the -1 DRM for having fired Salvo this turn.

##### (OPTION 2) SALVO AS A REACTION TO THE DEFENDER'S FIRE

Generally, the defender goes (is activated) closer to the end of the turn (order precedence and all that) so the defender may fire again hoping to weaken the attacking wing. If so, have your unit fire its Salvo as defensive fire. (While this is not the best tactic, if the defender has little hope of a preemption it is their only chance to get a volley in before the attacker can Salvo.)

##### (OPTION 3) SALVO IN THE NEXT TURN

This is common as infantry doesn't continue as easily as cavalry. The downside is the defender has recovered his Salvo capability, so he will fire it back.

#### STEP 4: ASSAULT

Engage the enemy in Close Combat with a +1 for having just fired a Salvo.

There are variations on this theme:

##### Variation 1 QUICK ASSAULT

After the Advancing Fire and enemy reaction fire (most likely a Salvo), go right into the Close Combat without a +1 for having fired a Salvo. Try this if you feel you have sufficient morale to carry the assault or insufficient men to wait any longer.

##### Variation 2 CHARGE

Rush the enemy, get the +1 for momentum, but take the defensive fire without getting a shot in.

These are the same basic decisions the commanders had to face on tempo of attack and the most efficient application of firepower, the wildcards being the relative morale and strength of both units and the defender's position.

#### 4.2.2. The text book assault of Cavalry vs. Cavalry

##### STEP 1: APPROACH MARCH

Move well-formed units in two lines, keeping the first line five hexes away from the enemy line, thus avoiding interception. The key here is to be well formed; if you are not well formed and enemy units are, they can charge you and you cannot intercept. If you have commanded muskets, the tradeoff for the additional firepower is the slower speed.

##### STEP 2: CHARGE

Advance a squadron from the center of your line first. If an interception goes against you it does not open a flank. Against an aggressive opponent (one who seeks to intercept all the time), attempt to draw him out first. Then use the other units to exploit the remains of the interception scrum. Try not to commit the second line on an initial attack; leave it as a reserve. A more conservative opponent will let you come on and use his firepower to inflict casualties. The one with the bigger squadrons has an advantage here in firepower. If you have lower morale and larger squadrons, do not be hasty in engaging in Close Combat. Use your size and arquebusiers to inflict casualties and let the smaller high morale squadrons make the risky Close Combats. Formation can be recovered, but casualties cannot. The Imperial player must not be afraid to use a one-two tactic, attacking with one squadron knowing it will likely be destroyed, but it leaves the enemy vulnerable to a second squadron attacking. Against Formation Shaken or Broken units, use your speed advantage if you have well-formed squadrons to go for a flanking attack. A major difference between *TACW* and *SFO* is that cavalry pursuit is much less of an issue in *SFO*, so your cavalry is more likely to stick around.

##### STEP 3: THE SECOND LINE

The second line can be used to exploit the success of the first line, intercept any penetrations, or fall upon a poorly formed enemy en masse.

##### STEP 4: REFORM

Cavalry will use Close Combat as its primary weapon, and that means even the winner will be disorganized. The tough part is getting reformed. Sounding a Rally is easy and everyone can reform but be careful, because Rally Orders are tough to get out of and you lose the ability to continue, preempt, or intercept. If you have defeated the closest enemy wing and have terrain or friendly forces to screen you, go for a Rally, but otherwise Make Ready is the way to go. You can reform a core group of squadrons around the Wing Commander. It may take more activations to reform via Make Ready, but it maintains some flexibility. If you are really shot up, try going for Receive Charge from Make Ready unless you have a -2 Commander. Generally, a cavalry wing that can charge, reform and charge again will do well.

## 4.3. Designer Notes

### English Civil War and Thirty Years War Differences

The first game in the MPBS was *This Accursed Civil War*, covering battles of the English Civil War (ECW). Players of that game may be interested in the differences between the armies that fought in the ECW and those that fought in the Thirty Years War (30YW). Typically, the 30YW armies were 1.5 to 3 times as large as the ECW armies. (The ECW was picked as the starting point for the MPBS because the battles were smaller, providing a good way to learn the system.) The larger, more professional, 30YW armies fought larger battles of destruction that led to more casualties as a percentage of troops involved. Artillery was used in much greater concentrations than in the ECW, with the 30YW armies having two to five times as many pieces as their ECW counterparts. The 30YW artillery was also better organized and more mobile during engagements. Control of cavalry units was a huge problem in the ECW, much more so than with the mercenary cavalry of the 30YW armies, costing victory in several instances. Many of the English and Scots officers saw extensive service with the Swedish army, and adopted some of its methods in the ECW.

### Maps

Players might see differences between place names on the game maps and names for the same locations in recent maps or books. The place names on the game maps are taken from the Swedish source maps, and even these maps may be different from modern Swedish because the maps were drawn before the revision of Swedish spelling around the turn of the 20th Century. Many of the place names were then and are now different in the local languages (German and Czech), so for consistency I went with the Swedish. There is one exception: Jankau was called Jankowitz on the Swedish maps, but is known in most sources in its German form of Jankau. (Modern historians have started using modern place names, like Jankov.) I'd also like to say that the maps and information I received from Stefan Andersson in Uppsala, Sweden, were invaluable.

### Unit Ratings

Units have two ratings: Size and Morale.

Unit sizes are basically 80 to 120 men per point. Having a range allows for rounding, which is used to help with balance. The size of cavalry units in the battles are either (2 or 3), (3 or 4), or (4 or 5). Each cavalry unit represents 2 squadrons, which is a typical regiment. While squadrons were typically 2 troops or companies, the problem is that companies would be reduced by the rigors of campaigning.

The morale scale is based on the percentage outcomes of a given combat. The scale is green/poor = 6, line/good = 7 and elite/strong performance = 8. Morale is a combination of actual morale (as evidenced by historical performance), equipment (all cavalry is not equally equipped—better mounts or armor may swing the morale for example) and to offset some rounding of strength. I rate the morale higher on regiments that appear over long periods in multiple battles as they are veterans.

## “A Circle of Three Rings”

The system is based on the concept of triplets:

- Formation state triplet: Normal, Shaken, Broken
- Morale state triplet: Normal, Shaken, Broken
- Leadership rating triplet: Exceptional Leaders (–2), Good Leaders (–1), Other Leaders (0)
- Morale rating triplet: Elite or Veterans (8), Line (7), Green or Poor (6)

I find this intuitive, as most of us tend to categorize things as good, better, and best, or bad, worse, and worst. These triplets can be indexed to produce a matrix of values and interactions, and that is the basic mathematical model underneath the hood of the MPBS. This is based on a model I used originally for workload analysis of customer service personnel, where it worked well at helping to determine staffing levels.

## Cohesion versus Casualties, Formation and Morale

Other systems use Cohesion to express the effects of casualties, formation and morale quite well. I could have easily covered this period in the same manner. However, given the popularity of some of these other systems, the MPBS would not have seemed any different. Since the battles in this era were smaller than ancients and later periods, I saw an opportunity to split these factors out and deal with them individually, thus adding a distinctive period feel.

Splitting formation and morale out also dovetailed into the Orders sub-system. That sub-system was borrowed from Rob Markham’s excellent works, but I reduced the number of Orders and tied them into the formation and morale states. This forces the player to change Orders during the battle and highlights the differences in leader quality. It also adds to the tension and uncertainty, providing a feeling of the risk involved. It also forces players to plan in depth with room for contingencies.

## Fire Combat

Because fire by volley is asynchronous, there is a real incentive to attempt preemption so as to gain a volley at the right time. Historically, given the formations used and the techniques of fire, ranged musketry was indeed very deadly, and was the real killer of the 17th Century battlefield. At Marston Moor over 4,000 men were killed in less than two hours of fighting, and the Thirty Years War battles have similar heavy loss rates. Keep in mind that these musketeers only carried a dozen charges into a battle, and most didn’t fire more than a few shots. Remember also that these weapons had the same caliber and hitting power of 18th Century muskets while the formations were much deeper and more tightly packed. Together, the result was that the to-hit ratio was better than in later periods.

## Close Combat

Close Combat is always decisive in this system, as it was historically. No soldier could stand toe to toe, parrying and thrusting, for more than 20 minutes. It just didn’t happen that way. There is a tendency in some other games of similar periods to slow down as the main engagement is joined, with the lines locked in melee for unrealistic periods of time. I wanted to keep the games in this system

moving. I believe the results not only do that, but also reward the player who maintains a reserve.

Note that, though decisive, Close Combat does not produce casualties. Yes, men did become casualties from musket butts, pikes and swords, but not in the same numbers that musket fire caused. A Casualty Point represents 25 to 50 men actually killed or seriously wounded and the attending loss of manpower to deal with the wounded.

## Formation Effects

The formation effects cover two seemingly opposite problems: crowding and dispersion. Generally, foot units under stress would experience crowding, while mounted troops would disperse. A mounted unit in reality would be scattered across a seven hex area, so in the game the counter represents the center of mass and the colors. While it may seem odd to some, this is why a Formation Broken cavalry unit cannot move. For simplicity, all of this is simulated by Formation Shaken and Broken as they are caused by similar factors and their combat and movement effects are similar.

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