

PIKE & SHOTTE™

The Devil's Playground



Fighting the battles of the Thirty Years War with model soldiers



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THE DEVIL'S PLAYGROUND

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For the Emperor! Imperial troops complete a long day's march

INTRODUCTION



*Sword. Possibly Swedish, first half of the 17th Century, blade possibly German. The plate in the side ring possibly shows Gustavus Adolphus
(© Royal Armouries)*

This Pike & Shotte supplement was written to provide wargamers a flavour of commanding model armies representing all phases of the Thirty Years War. A wide diversity of soldiers saw action between 1618 and 1648, not just those of the states involved but mercenaries of all descriptions. In the battle scenarios described here, you can march with Tilly to destroy Protestant rebellion, or join Gustavus Adolphus as he scourges the northern German countryside and leads devastating cavalry charges. This was not just a war of great generals though: there is plenty of scope to command smaller forces or mercenary brigades alongside a few of your likeminded wargaming friends. In all the battles, however, you will need to effectively couple speed with caution if you want to be hailed a hero of the Pike and Shotte era.

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Swedish 'green' regiment at Breitenfeld



*Austrian veteran
infantry regiment of the
Holy Roman Empire*



THE THIRTY YEARS WAR

Before the First World War and before Napoleon marched across the continent, one conflict in particular cast a long and heavy shadow across Europe: the Thirty Years War. From a seemingly obscure incident in Prague in 1618, known as the Defenestration, a conflagration erupted across the continent causing devastation not seen since the Black Death in the 14th Century. Principalities, States, and Empires, Princes, Kings, and Emperors quickly became enmeshed in a series of interconnected conflicts that some thought would never end. Army sizes increased exponentially as war enveloped peoples who, though no strangers to war, had never witnessed anything like this. Few of the powers involved could maintain armies over multiple campaigns, so they hired thousands of mercenaries who rampaged across Europe like plagues of locusts, and as the fighting escalated so did the brutality. Atrocity after atrocity only compounded the misery.

At the heart of the war lay a religious fault line that split Europe a century before the Defenestration. By then the crack had become a chasm, fostering the environment for war, though political divisions were equally to blame when it came to causes. The subsequent torrent of violence is often hard to follow, but generally the Thirty

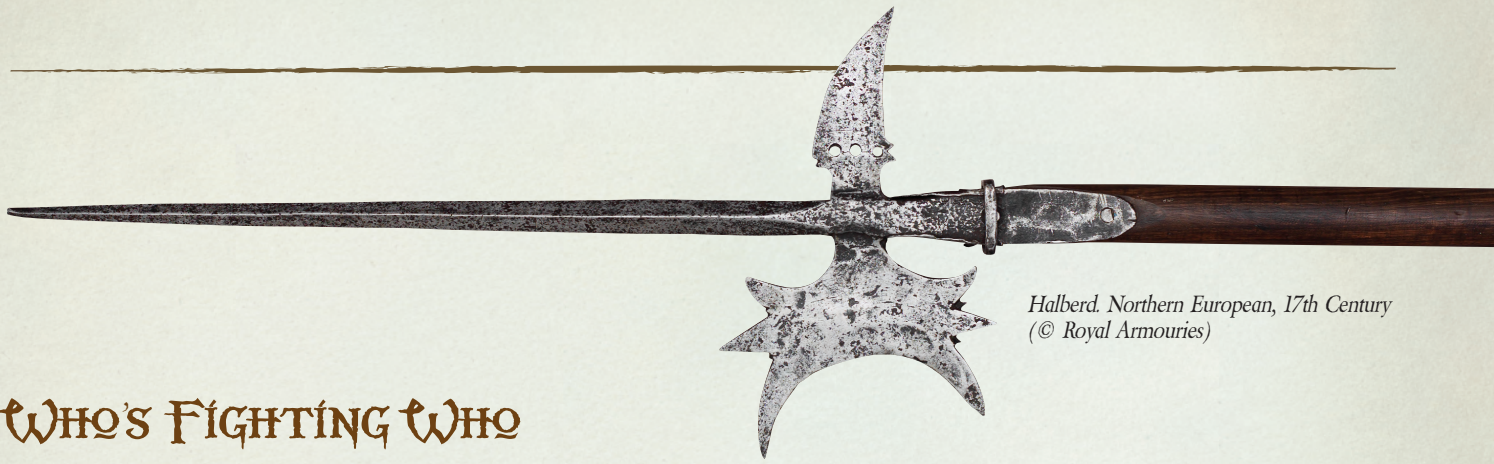
Years War falls into five distinct phases: the Bohemian Phase, then the Palatinate, Danish, Swedish, and French.

This book, conveniently, breaks down each of these five phases into chapters. Each of these chapters will concentrate on the main events, characters and armies of the time. The scenarios also fall neatly into these phases. History is never as neat and tidy as we may like, and so army lists and certain key protagonists appear in different chapters.

A military revolution took place along the way; armies became more disciplined and professional and new tactics emerged as great commanders such as Tilly, Wallenstein, and Gustavus Adolphus vied for mastery of the battlefield. When the war began, the Spanish tercio reigned supreme, but the rebellious Dutch were working on a new system that could bring more firepower to bear and was more flexible than the lumbering Spanish juggernaut. When the fighting ceased in 1648, the tercio was almost a memory and the Dutch system was itself under challenge by Gustavus's innovations in combined arms tactics: the linear warfare of the 18th Century was just around the corner.



German cavalry on the move



Halberd. Northern European, 17th Century
(© Royal Armouries)

WHO'S FIGHTING WHO

As this war is so confusing, with several different nations fighting and some changing sides* during the war, we've decided to use a colour-coded system to denote the two sides during each phase.

The name, dates and faction for each special character, and the titles for each force in the army lists are coloured as follows to denote which side they are aligned to:

RED: CATHOLIC/HAPSBURG

BLUE: PROTESTANT/ANTI-HAPSBURG

** The Saxons began the war neutral before joining the Protestant side. Following the death of Gustavus Adolphus at the Battle of Lutzen they then switched sides, joining the Imperial cause. Saxon characters and army lists are not highlighted as a result.*



Swedish and Imperial armies clash in Pomerania

THE BOHEMIAN PHASE, 1618-1620

The wheels were set in motion for war as the Holy Roman Emperor, Matthias, announced his successor for the Bohemian and Hungarian thrones. Without an heir he proclaimed Ferdinand II, future Holy Roman Emperor (and Catholic) as next in line for these titles. Protestant Bohemia preferred Johann Georg I of Saxony who met their prime criteria of also being Protestant. When he turned down the position in fear of starting a religious backlash, Frederick V Elector Palatine manoeuvred into position to take up the mantle.

In preparation for the handover of the Kingdom, Ferdinand despatched a delegation of Catholic Lords Regent to Prague in May 1618. It was here that the 'Defenestration' took place when two of the delegation team were thrown from a third storey window, only saved by the fortuitous placement of a dung heap. Taking this as a firm rebuttal, the lucky duo returned to a furious Ferdinand.

This act of rebellion was the start of the Thirty Years War, and the European powers began positioning themselves. There were two main Protestant armies in the field, Ernst von Manfeld's Protestant Union force captured the last Catholic stronghold of Pilsen within Bohemia whilst Heinrich Matthias von Thurn's Bohemian Army won a victory against Count Bucquoy's Imperial forces at the Battle of Lomnice in November 1618. A third army, moving to Bohemia from Frederick's Palatinate, was headed by Christian I, Prince of Anhalt. To add to the Habsburg's woes, a revolt had started in Hungary and a Moravian army was victorious against the Holy Roman Empire at the Battle of Wisternitz.

Emperor Matthias finally died in March 1619 and the stage was set for a confrontation between Ferdinand, soon to be the new Holy Roman Emperor, and Frederick who had come to fore and been declared king by the Bohemian court in August 1619.



Protestant cavalry drive off a Cossack raid

Thurn's Bohemians had managed to advance right to the gates of Vienna, but were thwarted by a lack of siege guns, and the tide turned with an Imperial victory by Count Bucquoy at the Battle of Sablat over von Mansfeld. This effectively cut Thurn's supply line to Prague and he was forced to retire.

The newly crowned Emperor Ferdinand turned to Maximilian, Duke of Bavaria and leader of the Catholic League, for military aid with the promise of land in the Palatinate. Frederick was to have less success gaining support as the Protestant Alliance started to fall apart. Saxony declared neutrality while James I of England refused to help his son-in-law. The Dutch did support his cause, but were only able to offer a small force as they were pre-occupied by the Spanish who had joined their Habsburg cousins.

Johann Tserclaes, Count von Tilly, leader of the Catholic League forces joined with Count Bucquoy and took overall command of the Imperial assault on Bohemia. On the 8th November 1620 his army smashed the rebellion at the Battle of White Mountain. Frederick was forced into exile, on pain of death, along with Christian I of Anhalt and all their possessions in the Palatinate were confiscated. He was to become mockingly known as 'The Winter King' so brief was his reign, and fled with as much regal dignity (and jewels) as he could muster.

The Battle for White Mountain saw the end of the Bohemian Revolt. Forty seven leaders were executed and over 75% of the nobility driven into exile. Over the following years the conversion to Catholicism was mostly complete as first Calvinism and then Lutheranism were outlawed. Bohemia was to remain part of the Habsburg Empire until 1918.

Land Battles of the Bohemian Phase

LOMNICE (November 1618)

- Bohemia versus Holy Roman Empire
- Bohemian victory (von Thurn)

SIEGE OF PILSEN (September-November 1618)

- Bohemia/Palatinate versus Holy Roman Empire
- Bohemian victory (von Mansfeld)

SABLAT (June 1619)

- Bohemia versus Holy Roman Empire
- Holy Roman Empire victory (Count Bucquoy)

WISTERNITZ (August 1619)

- Bohemia versus Holy Roman Empire
- Bohemian victory (von Tiefenbach)

OPPENHEIM (September 1620)

- Palatinate versus Spain
- Spanish victory (Spinola)

BACHARACH (October 1620)

- Palatinate/England versus Spain
- Spanish victory (Cordoba)

WHITE MOUNTAIN (November 1620)

- Bohemia versus Catholic League/
Holy Roman Empire
- Catholic League victory (Tilly)

Bohemian infantry regiment



THE BATTLE OF WHITE MOUNTAIN

8TH NOVEMBER

When Ferdinand II assumed the mantle of successor to the Holy Roman Emperor in 1617, Protestant brows furrowed. They worried that the staunchly Catholic Emperor would roll back their religious and political gains seemingly guaranteed by the Letter of Majesty of 1609. Nowhere was this concern more pressing than in Bohemia where

Ferdinand would also become King. In 1618, a group of Bohemian noblemen met with representatives of the Emperor in a meeting that resulted in the premature exit of the Emperor's men through an open window. The nobles were now in revolt and elected Frederick V as their King. Ferdinand would not take that insubordination lying down.

Frederick knew a fight was coming and gathered an army of 30,000 men under Prince Christian of Anhalt. In 1620, Ferdinand II, now firmly on the Imperial throne, mustered an army of 25,000 under the command of Johann Tserclaes, Count of Tilly. Tilly wasted no time in coming to grips with

JOHANN TSERCLAES, COUNT VON TILLY

1559-1632 - CATHOLIC LEAGUE

Johann Tserclaes was born in February 1559 to a devoutly Catholic Walloon family at Castle Tilly, Spanish Netherlands, in what is now Belgium. In his youth he was raised with a deep seated hatred of Protestantism as the Dutch revolt scarred his homeland. The hatred was reinforced by a Jesuit dominated education in Cologne. His devout faith was never to leave Tilly, and he was to become known as the 'Monk in Armour'.

Naturally, for a Catholic Walloon noble, he joined the Spanish army when he was 15 and fought against the Dutch and was present at the successful siege of Antwerp in the ongoing 80 Years War.

In 1594 Tilly joined the forces of the Holy Roman Emperor, Rudolf II, in the 'Long War' against the Ottoman Turks in Hungary and Transylvania. Due to his part in the capture of Stuhlweissenburg in 1601 he gained the rank of Major General, shortly after he bought the colonelcy of a Walloon regiment and in 1604 was made General of Cavalry. By 1605 his meteoric rise was complete, and he was made Field Marshal of the Catholic League forces.

In 1601 Tilly was employed by Duke Maximilian of Bavaria (the future Elector, Maximilian II) to command all Bavarian Catholic League forces. He showed his brilliance in military organisation by transforming this rabble into a professional force. In 1620 he led his army to a crushing victory over Bohemian rebels at White Mountain. By 1622 he had formed a very strong double team with the Spanish general Gonzales de Cordoba and over the next two years won a string of victories against both Christian the Younger of Brunswick and the Margrave of Baden-Durlach. After the successful battle of Hochst he was made a Count. His victory at Stadtlohn, arguably the highpoint in his career, saw the surrender of Bohemia, a collapse of Protestant resistance in Germany and brought to a close the 'Palatinate phase' of the Thirty Years War.

It was during this period that Count Tilly became known as 'Father Tilly' to his soldiers. Although a traditionalist, rather than an innovator, he would use tactics to get the most out of his resources, and made sure his men were taken care of (and heard the word of God). This was not to stop the rampant pillaging that took place from his forces, however, and this was to have serious repercussions on his reputation.

In 1626 the Catholic League was at war with the Danes, and more victories came at the siege of Munden and the decisive Battle of Lutter which forced the Danish King, Christian IV, to sue for peace. However, Tilly's rivalry with the other pre-eminent Catholic leader, Wallenstein, was beginning to take its toll. His army was starting to be drained away as Wallenstein offered to pay his soldiers more and supplies were being withheld. It was these circumstances that contributed to the most

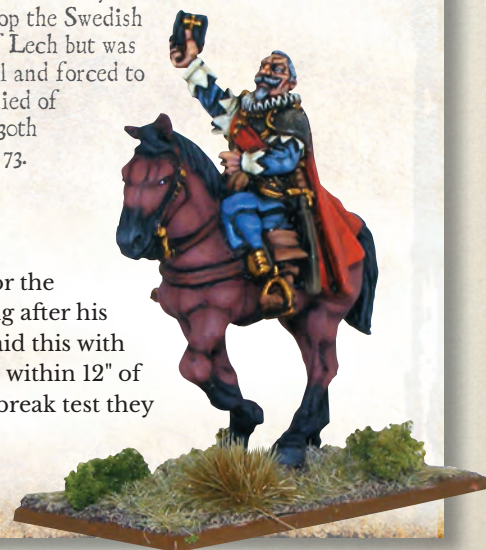
infamous action of the Count's career. The siege of Magdeburg had dragged on through 1631 and the eventual sacking of the town was brutal. Frustrated and close to starving, the furious soldiers rampaged through the town slaughtering 20,000 civilians. These soldiers were the Catholic forces of Tilly and Pappenheim, and this act led to a galvanising of Protestant resistance and damaged Tilly's reputation across Europe.

The new Protestant resurgence was led by Gustav Adolf, the dynamic Swedish king, and the Catholic forces were put on the defensive. Battle was joined at Breitenfeld in September 1631, where Tilly's force was decisively beaten by the Swedes. Too late, Tilly was to receive reinforcements and supplies, but the Swedish army was rampant. In early 1632 Count Tilly attempted to stop the Swedish army at the Battle of Lech but was wounded by a cannonball and forced to retreat. 'Father Tilly' died of tetanus 15 days later on 30th April 1632 at the age of 73.

Command Rating: 9

Father Tilly

Tilly was renowned for the care he took in looking after his soldiers and they repaid this with their loyalty. Any unit within 12" of Tilly may re-roll any break test they are required to make.



the rebels. He invaded western Bohemia and drove directly towards Prague. Christian scrambled to get in front of Tilly's juggernaut, but already his army was starting to fall apart through lack of resources and many of his unpaid mercenaries opted out of their contracts. Thus it was a somewhat bedraggled army that arrived on the plateau at White Mountain in early November and almost passively waited for battle instead of digging in industriously to reinforce their positions. They would soon pay the price.

When Tilly's vanguard approached the rebel positions on 8 November they were surprised at how quickly their

opposition crumbled. The Imperial cavalry charged into the rebel flank, forcing Christian to send Bohemian forces to shore up his positions. Tilly also poured more men into the fight, sending their Bohemian counterparts flying. When the Bohemian infantry saw this, they loosed a weak volley and promptly retired. Tilly's cavalry began to roll up the rebel flank, peeling off rebel units one by one.

Within hours the rebel army was in headlong retreat, having failed to rally around the Star Palace on their right flank. They left over 4,000 men dead and captured behind them while the Imperials lost less than 1,000.

CHRISTIAN I, PRINCE OF ANHALT-BERNBURG 1568-1630 - PALATINATE/BOHEMIA

Christian of Anhalt was a German prince born in Berburg and raised with a political career in mind. Fluent in many languages, he participated in diplomatic missions while still a young child to gain the necessary skills in this field. In his capacity of Governor of the Upper Palatinate, Christian was one of the main drivers behind the Protestant Union. As a devout Calvinist, he was greatly concerned about the sanctity of religious freedoms. At the outbreak of the Thirty Years War, Christian was one of Frederick V's most loyal supporters and was the Palatinate Elector's choice to lead the Protestant forces in Bohemia. This was to prove a mistake as Christian's skills were political, not martial, and he was unable to form a coherent fighting force able to withstand the joint Imperial forces. Christian led the Bohemian Protestant Army to defeat at White Mountain and immediately after urged Frederick



to flee Prague and abandon the campaign along with the Bohemian crown.

Labelled a rebel by the Holy Roman Emperor, he was exiled from his lands and fled to Scandinavia. In 1624 he appealed for clemency and was allowed to return home where he lived out the rest of his life in the security (and relative peace) of his principality, no doubt relieved his role in the war was over.

Command Rating: 7

Politician, not a Fighter

Christian of Anhalt was trained as a diplomat and ill-prepared to raise and lead an army to victory. Christian will 'Blunder' a Command Roll on any double, even if under his command rating. In addition, three non-militia units under Christian's command must be given the 'Militia' special rule.



Imperial infantry attack

Refighting White Mountain

At first glance, the Battle of White Mountain appears to offer little for wargamers. After all, the historical rebels crumpled like a cheap suit on first contact with the Imperial cavalry. A satisfactory refight has to allow for the historical outcome but conversely both sides have to have chances to win. To that end, we allowed for variable morale and made it harder for tercios to attack uphill. Thus, if the Imperial commander opted for a simple frontal assault, the battle might prove much more even.

Pike & Shotte Variables

- Tercio sleeves cannot act independently of their pike-blocks in normal movement – i.e. they are attached at all times – but if a charge is declared against the tercio then the sleeves act in accordance with *Pike & Shotte* rules.
- The Infantry Regiment on the extreme left of the Rebel army begins the game Untested.
- The unit inside the Star Palace compound cannot leave the compound at any time in the battle.
- Units fighting downhill add +1 die to their combat rolls.
- Units defending uphill add +1 to their Combat Resolution result, as if the terrain is offering support.

Major Victory

Imperial – Force the Rebels to retreat from the field.

Rebel – Prevent the Imperialists from occupying any of the high ground at the end of the game.

Minor Victory

Imperial – Capture the Star Palace

Rebel – Prevent the capture of the Star Palace.



- The Imperial commander may select one tercio from each wing to begin the game as Superbly Drilled.
- The Rebel hussars begin the game Freshly Raised.
- The Rebels deploy first and must deploy within 20" of their own table edge. The Imperial Army then deploys at no closer than 24" to the nearest Rebel unit.

Count Bucquoy's troops wait on the ordnance to give fire



CHARLES DE LONGUEVAL, COUNT OF BUGQUOY 1571-1621 - EARLY HOLY ROMAN EMPIRE

Count Bucquoy was born in Arras, northern France, and was destined to serve in the Imperial Army. He cut his teeth in the Spanish Army of Flanders against the Dutch and quickly rose to the rank of General of Artillery. His rise in fortunes did not go unnoticed by the Holy Roman Emperor, Matthias, who made him head of the Imperial Army in 1614. At the time of the Bohemian Revolt the Holy Roman Empire was ill equipped for war being short of both men and supplies. Bucquoy suffered a defeat at the Battle of Lomnice and this opened the way for Thurn's Bohemian forces to march on Vienna, the city being saved by a harsh winter and lack of siege guns.



Once the Imperial war machine got rolling, however, Bucquoy was able to reinforce his army and take the fight to the rebels, winning the Battle of Sablat before his finest hour at White Mountain where he commanded the Holy Roman Empire troops in the crushing victory over the Bohemians. Less than a year later, on 10th July 1621, Bucquoy was killed while laying siege to Nove Zamky in modern-day Slovakia.

Command Rating: 8

General of Artillery

Bucquoy was an experienced artillery general. All friendly Ordnance units may re-roll the first '1' of the battle.

GOTTFRIED HEINRICH, COUNT PAPPENHEIM 1594-1632 - CATHOLIC LEAGUE/HOLY ROMAN EMPIRE

Pappenheim was a Catholic League cavalry commander and later Imperial Field Marshal. Renowned for his bravery and recklessness, he was usually to be found at the head of his beloved Cuirassier regiment, the Pappenheimers. Pappenheim joined forces with Count Tilly to defeat the Danish army of Christian IV, after which he was made a Count. He was part of the infamous Siege of Magdeburg where the Imperial troops' excesses were roundly condemned. He really made his name against the Swedish armies of Gustav II and by the Battle of Lutzen he was a Field Marshal, having joined forces with Wallenstein. It was here that he was killed, at the head of a cavalry charge.



Command Rating: 8

Pappenheim's Charge

Pappenheim's trademark was a devastating cavalry charge, which was hard to control. All Cavalry units in Pappenheim's Battalia gain the 'Ferocious Charge' special rule, and will always engage the enemy on a sweeping advance if they are able. In addition, one Cuirassier unit ('The Pappenheimers') gains the 'Terrifying Charge' special rule @ +5 points.

HEINRICH MATTHIAS DON THURN 1567-1640 - PALATINATE/BOHEMIA/SWEDEN

Heinrich von Thurn was a true member of the Bohemian nobility and for most of his life a loyal subject of the Holy Roman Empire. He fought with distinction against the Turks in the 1590s and was well rewarded for his efforts, becoming a significant Bohemian magnate. Thurn was also, however, a staunch Protestant. When the Emperor began to crack down on his religion, Thurn chose his conscience and picked up his sword in rebellion. Thurn commanded part of the rebel army at the Battle of White Mountain, which was lost, and found himself stripped of his estates and forced into exile. Thurn re-emerged in Silesia in 1626, commanding a contingent of troops, before Gustavus Adolphus hired



him as a lieutenant-general for his invasion of north Germany in 1632. The following year, Thurn commanded an army of 8,000 but had the misfortune to encounter an Imperial army under Albrecht von Wallenstein at Steinau an der Oder. The battle was a professional and personal disaster for Thurn. He was captured and ransomed into exile in Estonia where he died a few years later.

Command Rating: 8

Resilient

Despite setbacks, Thurn managed to instill backbone into his recruits. One unit under Thurn's command gains the Steady special rule.

IMPERIAL ORDER OF BATTLE

Johann Tserclaes, Count von Tilly
General, Command Rating 9

Catholic League Faction

Raised principally in Bavaria, Westphalia and Wurzburg.

Johann Tserclaes, Count von Tilly
General, Command Rating 9

- 3 Units of Pikemen (Large)
- 6 Units of Musketeers
- 2 Units of Hussars
- 1 Unit of Cuirassiers
- 1 Heavy Cannon
- 1 Medium Cannon

Holy Roman Empire Faction

Regiments raised from veterans of Flanders, Walloons and Spanish.

Charles de Langueval, Count of Bucquoy
Command Rating 8

- 2 Units of Cuirassiers
- 1 Medium Cannon

Maximilian, Prince of Liechtenstein
Command Rating 8

- 3 Units of Pikemen (Large)
- 6 Units of Musketeers

Rudolf von Tiefenbach
Command Rating 8

- 1 Unit of Cuirassiers
- 2 Units of Harquebusiers

BOHEMIAN ORDER OF BATTLE

Prince Christian of Anhalt
General, Command Rating 7

Centre

Regiments raised in German States and Bohemia.

Prince Christian of Anhalt
General, Command Rating 7

- 3 Units of Pikemen
- 6 Units of Musketeers
- 2 Units of Harquebusiers
- 1 Heavy Cannon

Right Wing

German and Bohemian infantry, Transylvanian hussars and Saxe-Weimar commanded musket.

Count Heinrich von Schlick
Command Rating 7

- 2 Units of Pikemen
- 4 Units of Musketeers
- 1 Unit of Commanded Musketeers
- 2 Units of Hussars
- 1 Heavy Cannon

Left Wing

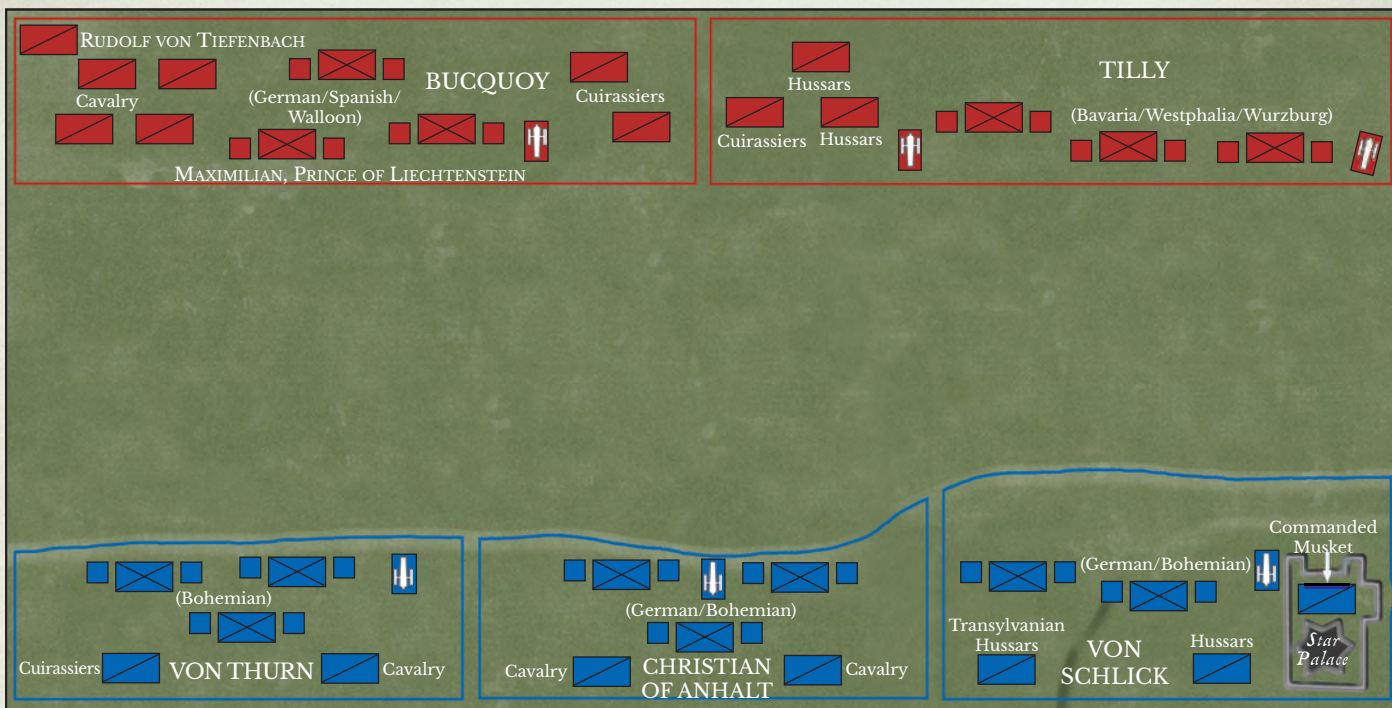
Troops raised primarily in Bohemia.

Count Heinrich von Thurn
Command Rating 8

- 3 Units of Pikemen
- 6 Units of Musketeers
- 1 Unit of Cuirassiers
- 1 Unit of Harquebusiers
- 1 Light Cannon



Piccolomini's Imperial cavalry regiment



The Battlefield

The battlefield for the refight of White Mountain is relatively clear of any interfering terrain. The Rebel army occupies a significant ridge that runs the length of the 12'x6' table to a depth of no more than 18" from the edge of the table. The Star Palace compound rests on the extreme right of the Rebel line and cannot be outflanked on its right. The Star Palace compound also sits on the highest point of the ridge. Therefore, the slope facing the Imperial left wing is longer than that for the right wing and extends to 24".

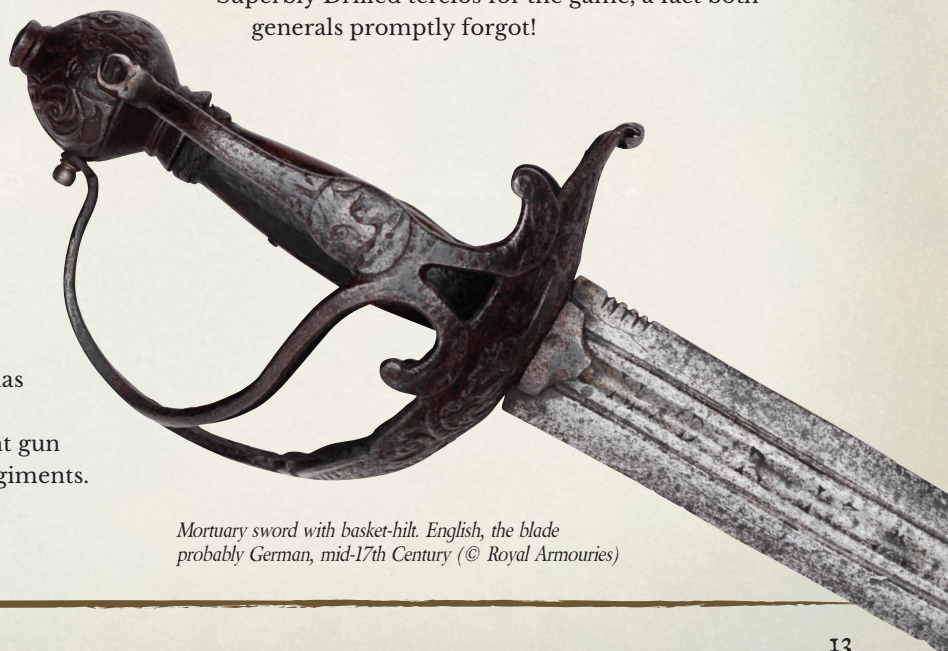
Deployment

In our version of White Mountain, we opted to give both sides free rein for deployment rather than tie them to strict observance of the historical layout. Both sides had to remain, however, within their designated areas; i.e. left, centre, and right for the Rebels, and left and right wings for the Imperial Army. This made for a better game while staying within historical parameters.

The Rebels deployed first. Lantern-jawed Count Heinrich von Schlick was tasked with defending the vital junction between the army line and the Star Palace. He placed his artillery piece next to the palace wall then his two regiments in line along the crest of the ridge. Schlick's cavalry stood behind his infantry. Count Heinrich Mathias von Thurn, on the other flank, deployed two regiments in line and one in reserve. Thurn's light gun sat snugly between his infantry and the centre regiments. He too kept his cavalry to the rear.

In the Rebel centre, Christian I of Anhalt-Bernstein, sporting a 17th Century goatee to be proud of, also deployed with two regiments up front and one in the rear; although he placed his artillery between them. Anhalt's cavalry, as you might by now suspect, lurked in the rear of his infantry. It was as if the Protestants did not trust their cavalry: the Imperial commanders should probably have taken note.

Our two Imperial commanders, Count von Tilly of the Catholic League and Charles Bonaventura de Longueval, Count of Bucquoy, prepared a simple attack plan. Tilly would launch his tercios straight uphill against Schlick's bristling line. Bucquoy would do the same against Thurn's Untested regiment, but he also planned to swing a right hook with his massed cavalry into Thurn's flank and rear. The rest of the Imperial cavalry lined up opposite Anhalt's line in the centre, seemingly champing at the bit to attack, but appearances are often deceptive. Bucquoy then nominated his right tercio and Tilly's left tercio as the Superbly Drilled tercios for the game, a fact both generals promptly forgot!



Mortuary sword with basket-hilt. English, the blade probably German, mid-17th Century (© Royal Armouries)

How It Played

The Attack Begins

The battle opened with an Imperial artillery salvo to signal the advance. No one was hit. The main rebel battle line did not move but Schlick moved his commanded shotte around the wall in readiness to flay the advancing tercios when they should arrive. In the subsequent firing, Anhalt's artillery inflicted one casualty on Liechtenstein's left pike-block. The Imperial advance began with every unit moving except the centre cavalry. The early Imperial shooting also varied in quality. Tilly's shotte hit four times for one casualty, though Liechtenstein caused two casualties and a disorder on Thurn's pike-blocks.

The Rebels again saw no need to move on their second turn, but Schlick's commanded shotte, using First Fire, causing two casualties and a disorder on Tilly's left tercio sleeve of shotte. Fire erupted along Schlick's line, hitting Tilly's right tercio, though Tilly decided to trade a wound for the resultant disorder. Anhalt's sleeves inflicted two casualties and a disorder on Bucquoy's immobile centre cavalry, while Thurn flayed Liechtenstein's tercios for three casualties on five hits.

Charge! or Not!

The frontline Imperial tercios were in charging range and their commanders were eager to get to grips with the ragtag Protestant rebels across from them. Tilly ordered his left

tercio to charge, but it failed. His right tercio charged, but only for one move and did not reach its target.

Liechtenstein's right tercio could only manage one move of charge, so he used the rest of his movement to consolidate his position. The centre cavalry refused their charge in what was already becoming a disturbing trend. The Imperial firing was more effective with Tilly's men causing three enemy units to go into disorder. Liechtenstein's men also hit their target, the previously untested regiment on Thurn's line. Thurn promptly threw a 6, giving his regiment a 4 for stamina!

Thurn now seized his moment and launched an assault downhill on his Initiative with his newly tested regiment straight into Liechtenstein's tercio. For rebel firing, Schlick's commanded shotte once again came up trumps, reducing a second tercio sleeve to Shaken. More shot poured into Tilly's struggling left tercio causing more casualties and disorder. Anhalt's artillery joined in the fun, hitting Tilly's right tercio for two casualties and a disorder, though Anhalt's attempt to enfilade the same tercio failed miserably. The Imperial cavalry, still grazing in the centre, took another casualty, before Thurn lashed fire onto Bucquoy's right tercio. With the firing over, our battle was quickly approaching its climax.

The Wave Crashes

Thurn's regiment hit Liechtenstein's right tercio at the rush, adding his White Mountain bonus for a downhill charge.



Verdugo, Bauer and Rouville regiments of Liechtenstein's Battalia

When the dust settled, Thurn's regiment had emerged victorious with a +4 combat resolution. However, the two sides remained locked in combat into the next round. Tilly now tried again to charge his tercio into Schlick's line but again came up short. His right tercio had better luck and made it into contact. Liechtenstein ordered his right flank cavalry to charge, but they had caught the same bug as the centre cavalry and refused to move. A Walloon tercio did charge – but not far enough. Another attempt to get the centre cavalry moving failed. Tilly's shooting finally paid dividends, causing three casualties and two disorders on Schlick's line. However, Liechtenstein's firing at close range produced no hits. It was clear now, though, that the melees at either end of the Rebel line would determine victory and defeat.

Tilly's and Schlick's regiments went at it with relish. Tilly lost another casualty to Closing Fire but won the melee by two. However, Schlick's savings throws proved crucial and the engagement ended in a draw. Now the casualties Tilly had taken on his way up the slope told to tragic effect and his shaken pike-block routed. Attention turned to Liechtenstein's and Thurn's affray at the other end of the line. The Imperials looked to have the advantage, but threw disastrously and lost the combat. Like Tilly, Bucquoy had to watch his main hope of victory rout. The Rebels had no need to do anything dramatic and opted to pour more fire into the Imperial ranks. One shot on the hapless Imperial centre cavalry sent one unit reeling towards the rear. Thurn's firing, meanwhile, caused havoc amongst Liechtenstein's

sleeves, routing one and disordering two more. With that, all were agreed that the Imperial effort to breach the Rebel line had failed and they would be forced to retire. This Battle of White Mountain was over.

They Shoot Horses Don't They?

On first review, it appeared that we had made the Rebels too strong to accurately portray their historical counterpart. The combat results seemed to bear that out. However, on further reflection, this was a close run affair in which almost nothing went right for the Imperial side. Certainly, Thurn's untested unit turning out to be a rock on his left flank helped the rebel cause, and Schlick's commanded shotte's unerring fire caused havoc on the other flank. Nevertheless, Tilly's tercios came close to breaking through, and if only the Imperial cavalry had obeyed some orders the battle could have ended very differently – a concerted charge might have wiped the increasingly smug grin off Anhalt's face as his flanking subordinates wrought their damage. Another factor that might have made a difference would have been if the Imperial side had remembered they possessed Superbly Drilled tercios! For the scenario rules, the downhill factors made a difference but not too much, and the distribution of Superbly Drilled and Untested units created a scenario with varying potential outcomes. All in all, this was an interesting scenario that played very well with the *Pike & Shotte* rules.



HOLY ROMAN EMPIRE ARMY

- EARLY WAR, 1618-1624 -

The Habsburg army of the Holy Roman Empire could draw on troops from all across its European holdings, and so could field a wide array of troops and nationalities. At the outset of the Thirty Years War the Emperor had to rely heavily on Austrian and Hungarian troops, hastily assembled to protect Vienna, until the war machine was fully mobilised. This list reflects the first years of the war, and can be used to represent Bucquoy's successful campaign against the Bohemian Revolt.

Command Ratings

Overall Commander: Random Command Rating40 Points

Roll D6 for rating: 1-5: Command Rating 8, 6: Command Rating 9

Infantry/Artillery/Cavalry Commander: Command Rating 840 Points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Life Guard Cuirassiers	Heavy Horse	Lance, Sword, Pistol	8	1	3+	4	Lance, Elite 4+, Caracole, Heavy Cavalry +1	64

- Maximum of one unit per army

Cuirassiers	Heavy Horse	Sword, Pistol	8	1	3+	4	Caracole, Heavy Cavalry +1	53
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Harquebusiers	Horse	Sword, Arquebus	7	1	4+	3	Caracole, Mercenary	36
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Cavalry Regiments	Light Skirmish Horse	Sword, Pistol, Spear	7	1	4+	3	-	39
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Hussars	Light Skirmish Horse	Sword, Bow	7	1	5+	3	-	36
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Cossacks	Light Skirmish Horse	Lance, Axe, Bow	7	1	5+	3	Lance, Marauder, Mercenary	43
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The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Empire Elite Pikemen	Foot Pike Block	Pike	6	-	3+	4	Elite 4+, Hedgehog	44

- Maximum of two units per army
- The unit can be upgraded to a large unit @ +6 points

Empire Elite Musketeers	Foot Battle Line	Matchlock Muskets	3	2	4+	3	Elite 4+, First Fire	38
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- Maximum of two units per Elite pike block
- Two units can be downgraded to small units @ -8 points per unit

Commanded Musket	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire	33
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- Maximum of two units per army
- One unit can be upgraded to a large unit @ +8 points

The Foot (cont.)

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Hungarian/ Austrian Veteran Pikemen	Foot Pike Block	Pike	5	–	3+	3	Hedgehog	33

- Any unit can be upgraded to Elite 4+ @ +6 points per unit

Hungarian/ Austrian Veteran Musketeers	Foot Battle Line	Matchlock Muskets	3	2	4+	3	First Fire	32
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- Any unit can be upgraded to Elite 4+ @ +6 points per unit
- Maximum of two units per veteran pike block

Mercenary Pikemen	Foot Pike Block	Pike	5	–	4+	3	Hedgehog, Mercenary	26
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Mercenary Musketeers	Foot Battle Line	Matchlock Muskets	3	2	5+	3	First Fire, Mercenary	25
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Storming Party	Foot Battle Line	Firelocks, Assault Weapons, Grenades	4	2	4+	3	First Fire	35
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- Maximum of one unit per army
- The unit can be upgraded to Elite 4+ @ +6 points
- The unit can be equipped with a petard @ +20 points

Swordsmen	Foot Battle Line	Swords	6	–	4+	2	Swordsmen	30
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- Maximum of two units per army

Militia	Foot Warband	Mixed	4	1	6+	2	Rabble, Militia	9
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- Minimum of one Militia unit in the army
- Any unit can be upgraded to a large unit @ +6 points

The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Light Cannon	Ordnance	Light Cannon	1	3-2-1	5+	2	–	17
Medium Cannon	Ordnance	Medium Cannon	1	3-2-1	5+	2	–	21
Heavy Cannon	Ordnance	Heavy Cannon	1	3-2-1	5+	2	–	25
Siege Artillery	Ordnance	Mortar	1	2	5+	2	–	25

- Maximum of one Siege Artillery unit per army

Dramatis Personae

Count of Bucquoy (page 11). Command Rating 8; General of Artillery40 points

CATHOLIC LEAGUE ARMY

- 1618-1635 -

The Catholic League was set up as a direct counter to the Protestant Union, which in turn was formed to curb the enforced Catholicism in some German states and cities. The League was under direct control of Maximilian I, Elector of Bavaria, who quickly formed an alliance with the Holy Roman Empire. Although conceived as a defensive force, The Catholic League armies were to march relentlessly across Europe, laying waste to opposing armies and civilian populations alike. Led by some of the finest commanders of the time, Count Tilly in particular, this army combined great leaders with fine soldiers. The Catholic League ceased to be soon after Tilly's death, with the signing of the Peace of Prague in 1635 which concluded the Swedish Phase of the war. Maximilian was to make a new alliance between Bavaria and the Emperor.

Command Ratings

Overall Commander: Random Command Rating40 Points

Roll D6 for rating: 1-5: Command Rating 8, 6: Command Rating 9

Infantry/Artillery/Cavalry Commander: Command Rating 840 Points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Life Guard Cuirassiers	Heavy Horse	Lance, Sword, Pistol	8	1	3+	4	Lance, Elite 4+, Caracole, Heavy Cavalry +1	64

- Maximum of one unit per army

Cuirassiers	Heavy Horse	Sword, Pistol	8	1	3+	4	Caracole, Heavy Cavalry +1	53
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Harque-busiers	Horse	Sword, Arquebus	7	1	4+	3	Caracole, Mercenary	36
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Cavalry Regiments	Light Skirmish Horse	Sword, Pistol, Spear	7	1	4+	3	-	39
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Hussars	Light Skirmish Horse	Sword, Bow	7	1	5+	3	-	36
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Lisowchik's Mercenary Cossacks	Light Skirmish Horse	Lance, Axe, Bow	7	1	5+	3	Lance, Marauder, Mercenary	43
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Dragoons	Horse Skirmisher /Foot Skirmisher	Firelocks	3	2	5+	3	Fire & Evade, Dragoons	35
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The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Catholic Elite Pikemen	Foot Pike Block	Pike	6	-	4+	4	Elite 4+, Hedgehog	40

- Maximum of two units per army
- The unit can be upgraded to a large unit @ +6 points

Catholic Elite Musketeers	Foot Battle Line	Matchlock Muskets	3	2	4+	3	Elite 4+, First Fire	38
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- Maximum of two units per Elite pike block
- Two units can be downgraded to small units @ -8 points per unit

The Foot (cont.)

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Commanded Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire	33

- Maximum of two units per army
- One unit can be upgraded to a large unit @ +8 points

Bavarian Veteran Pikemen	Foot Pike Block	Pike	5	–	3+	3	Hedgehog, Mercenary	30
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- Any unit can be upgraded to Elite 4+ @ +6 points per unit

Bavarian Veteran Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire, Mercenary	30
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- Any unit can be upgraded to Elite 4+ @ +6 points
- Maximum of two units per veteran pike block

Mercenary Pikemen	Foot Pike Block	Pike	5	–	4+	3	Hedgehog, Mercenary	26
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Mercenary Musketeers	Foot Battle Line	Matchlock Muskets	4	2	5+	3	First Fire, Mercenary	26
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- Maximum of two units per mercenary pike block

Storming Party	Foot Battle Line	Firelocks, Assault Weapons, Grenades	4	2	4+	3	First Fire	35
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- Maximum of one unit per army
- The unit can be upgraded to Elite 4+ @ +6 points
- The unit can be equipped with a petard @ +20 points

Swordsmen	Foot Battle Line	Swords	6	–	4+	2	Swordsmen	30
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- Maximum of two units per army

Militia	Foot Warband	Mixed	4	1	6+	2	Rabble, Militia	9
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The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Light Cannon	Ordnance	Light Cannon	1	3-2-1	5+	2	–	17
Medium Cannon	Ordnance	Medium Cannon	1	3-2-1	5+	2	–	21
Heavy Cannon	Ordnance	Heavy Cannon	1	3-2-1	5+	2	–	25
Siege Artillery	Ordnance	Mortar	1	2	5+	2	–	25

- Maximum of one unit per army

Dramatis Personae

Count von Tilly (page 8). Command Rating 9; Father Tilly70 points
 Count Pappenheim (page 11). Command Rating 8; Pappenheim's Charge55 points

PALATINATE/BOHEMIAN ARMY

The Protestant Armies of Bohemia were raised in the Palatinate region of Frederick V and in Bohemia by the nobility that supported Frederick's claim to the throne. By necessity they were supplemented by militia troops to bulk out the numbers, even so Heinrich von Thurn's army made it right to the walls of Vienna before winter, and lack of heavy guns, drove them back. This army list is suitable for both Thurn's advance as well as the retreat to Bohemia and Battle of White Mountain.

Command Ratings

Overall Commander: Random Command Rating20 Points

Roll D6 for rating: 1-5: Command Rating 7, 6: Command Rating 8

Infantry/Artillery/Cavalry Commander: Command Rating 7.....20 Points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Cuirassiers	Heavy Horse	Sword, Pistol	8	1	3+	4	Caracole, Heavy Cavalry +1	53

• Maximum of one unit per army

Harque-busiers	Horse	Sword, Arquebus	7	1	4+	3	Caracole, Mercenary	36
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Cavalry Regiments	Light Skirmish Horse	Sword, Pistol, Spear	7	1	4+	3	-	39
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Hussars	Light Skirmish Horse	Sword, Bow	7	1	5+	3	-	36
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Protestant cavalry overrun the Imperial line

“First came the Greycoats to eat all my swine,
 Next came the Bluecoats to make my sons fight,
 Next came the Greencoats to make my wife whore,
 Next came the Browncoats to burn down my home.
 I have naught but my life, now come the
 Blackcoats to rob me of that.”

*Anonymous Poem from
 the Thirty Years War*



The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Bohemian Veteran Pikemen	Foot Pike Block	Pike	6	–	4+	4	Hedgehog	34

- The unit can be upgraded to Elite 4+ @ +6 points

Bohemian Veteran Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire	33
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- Any unit can be upgraded to Elite 4+ @ +6 points
- Maximum of two units per veteran pike block

Commanded Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire	33
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- Maximum of two units per army

Mercenary Pikemen	Foot Pike Block	Pike	5	–	4+	3	Hedgehog, Mercenary	26
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Mercenary Musketeers	Foot Battle Line	Matchlock Muskets	4	2	5+	3	First Fire, Mercenary	26
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- Maximum of two units per mercenary pike block

Peasant Levy	Foot Warband	Mixed	2	1	6+	2	Rabble, Militia	7
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- Minimum of two Peasant Levy units in the army

The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Medium Cannon	Ordnance	Medium Cannon	1	3-2-1	5+	2	–	21
Heavy Cannon	Ordnance	Heavy Cannon	1	3-2-1	5+	2	–	25

- Maximum of one Heavy Cannon per army

Dramatis Personae

Christian I of Anhalt (page 9). Command Rating 7; Politician, not a FighterFree
 Heinrich von Thurn (page 11). Command Rating 8; Resilient45 points

Thoughts on the Tercio

The tercio – Spanish for three or third – was a formation used by the Spanish that first made its appearance on the battlefield around 1534: it was an attempt to bring all arms together in one mutually supporting formation. Typically, the original Spanish tercios were formed and named after towns or areas; for example, the tercio of Turin. The typical tercio was 3000 men strong and built around a central pike-block of around 1000 pikemen supported by two wings of musket men, each wing 800 strong. Lightly armed sword-and-buckler men made up a very small assault force within the formation. A well trained tercio was a very flexible formation, with the pike-block able to change face on command while the musket wings were able to deliver fire on all sides and offer support fire to other tercios.

The Imperial forces of the Thirty Years War used the tercio formation with great success during the early part of the conflict; however, with the adoption of the Dutch system by Maurice of Nassau and the Swedish system by King Gustavus of Sweden, these more linear formations were able to bring greater firepower to bear. When the firepower within the Dutch and Swedish formations grew more potent, coupled with more effective deployment and use of artillery, the suddenly cumbersome tercio went into decline. By 1632, the Imperial commander Albrecht von Wallenstein had almost completely changed to the Dutch system. The battle of Breitenfeld was therefore one of the last to see the deployment of massed tercios. The word tercio continued to be used to describe units, but eventually they evolved to become standard infantry regiments.

Optional Rules for the Tercio

Representing the tercio formation on the table-top is a challenge because of differing opinions on how it performed and what actually constituted a tercio.

Nevertheless, through trial-and-error, the following seems to work quite well:

1. The standard regiment of one pike-block and two shotte wings should be arrayed with the units of shotte positioned on each corner of the pike-block. Each group of shotte counts as a small unit but the formation is allowed to give fire from all sides. Please note this is not a mobile Hedgehog formation.
2. A battalia of one large pike-block and four shotte sleeves is arrayed with two standard pike-blocks positioned in the centre with a unit of shotte at each corner, again the formation is allowed to give fire from all sides at 2D6 from each flank.

In the battalia formation the pike-block is considered a large unit and therefore benefits from the +1 stamina and +2 hand-to-hand bonuses. Whilst replaying the battle of Breitenfeld, I found the extra stamina a bonus because I could trade this in against a disorder which allowed me to soak up some punishing fire and still arrive at the enemy line in good order. Moreover, the wings of shotte moving up to support the pike-block allowed me to claim both rear and flank support. However, once the first contact had been concluded you could find your pike-block ground down to worn status because of the larger amount of fire from a more linear formation, and the contact itself can be very punishing. That said, if the dice are on your side, the formation has the ability to punch straight through a linear formation. Overall, we feel that deploying and using the tercio this way reflects its historical counterpart.

Some debate erupted amongst our players when units in a more linear formation were contacted by a battalia tercio. It was generally felt that units of shotte would not have stood against a pike-block and would have tried to evade such an encounter. It was therefore decided that units of shotte would be allowed to pull back if contacted by a pike-block. They can do this but cannot give incoming fire. The other option would be to attempt to form hedgehog.



A tercio



Cavalry thunder past their musketeer colleagues



Crucial to any army on the move – the baggage train



A Catholic League army marches in column

THE PALATINATE PHASE, 1621-1624

The loss of Bohemia after the Battle of White Mountain was one of many problems confronting Frederick V, Elector Palatine. The 'Winter King' was not only in exile, but his ancestral heartland along the Rhine was under siege from the Habsburgs and their allies. Maximilian, Elector of Bavaria, had been promised the Upper Palatinate by the Holy Roman Emperor while the Spanish 'Army of Flanders' had marched from Brussels as early as 1620 to conquer the Lower Palatinate. This Spanish force was led by Ambrogio Spinola who began a vigorous campaign of destruction in the region.

Frederick was to turn to the Dutch for assistance, who were natural allies having been at war with Spain since 1568 for their independence. Frederick's two generals in the field, von Mansfeld and Christian of Brunswick were to offer some resistance but by 1622 both were also in Dutch service as the Protestant Union fell apart completely.

These two generals combined to make an attempt to lift the siege of the Dutch city of Bergen-op-Zoom. Spinola's Spanish army, which had blockaded the city, was in danger of being cut off by this combined force. Unfortunately for Frederick and the Dutch another Spanish army, led by Gonzalo Fernandez de Cordoba, was to defeat the Protestant army at the Battle of Fleurus before it could threaten Bergen's besiegers.

The siege of Bergen-op-Zoom was abandoned, but the Spanish were in a position to conquer the remainder of the Palatinate with the help of Tilly's Catholic League force,

acting on behalf of Maximilian who wanted the land promised to him. This was effectively achieved by the end of 1622 with the capture of Heidelberg and Mannheim, the last major cities to fall into Imperial hands. Mannheim and Frankenthal were cities garrisoned by English troops, as James I of England attempted to support the Protestant cause against Imperial expansion. These troops were to perform well under Horace Vere and offered stout defence, but ultimately in vain.

In 1623 the ever-eager Christian of Brunswick marched from The Netherlands into Saxony, hoping to gather support for the failing Protestant cause. This attempt was to fall on deaf ears as Johann Georg I of Saxony was still attempting to remain neutral. Christian was forced to march his army home but before they could make the safety of their own borders, they were cut off by Tilly's Catholic League troops and destroyed at the Battle of Stadtlohn on the 6th of August.

This defeat was the final nail in the coffin for Frederick V who was urged to quit the war by James I of England and give up hopes of regaining his titles. This effectively ended the Palatinate Phase of the Thirty Years War. One outcome of the Imperial dominance and expansionism, as well as religious persecution of this time, was the forming of an Anti-Habsburg Alliance (The Protestant League) against the Holy Roman Empire. This consisted of England, France, the United Provinces of The Netherlands, Sweden, Denmark, the Duchy of Savoy, the Republic of Venice and Brandenburg.



CHRISTIAN THE YOUNGER OF BRUNSWICK

1599-1626 - PROTESTANT GERMAN STATES

Christian was born in Groningen, in what is now Saxony-Anhalt, Germany. At an early age he developed a taste for war in Maurice of Orange's Dutch army, fighting the Spanish. At the outbreak of the Thirty Years War, Christian raised an army for Frederick V and was one of the few who stuck by 'The Winter King' after the defeat of White Mountain. He was to take part in three main battles in his short life, all losses. The first was a marginal loss to Tilly's Catholic League Army at Hochst in 1622. The final loss was the catastrophic defeat at Stadtlohn, once again at the hands of Tilly. In between was the Battle of Fleurus, where he joined with von Mansfeld's Protestant Union force, but the combined army was routed by the Spanish. It was at this battle that Christian's reckless cavalry charge won a minor breakthrough which forced the lifting of the siege of Bergen, but cost him his arm. He was considered a dangerous fanatic by the



Imperial supporters, and harshly persecuted those of the Catholic faith. Labelled 'der Tolle' (the Mad) by some contemporaries, he was certainly an extravagant figure and given to excesses in war. This reputation was probably not helped by the habit of wearing an artificial arm made from his own bones and leading savage cavalry raids.

Unsurprisingly, Christian was to die on campaign. He died in 1626 while leading an army on behalf of Christian IV of Denmark against his nemesis, Count Tilly.

Command Rating: 7

Mad and Bad

Renowned for leading recklessly from the front. Adds +2 dice to any combat he is involved in. In addition, one unit of 'Horse' in the army may be given the 'Fanatic' special rule @ +5 points.

Land Battles of the Palatinate Phase

NEU TITSCHHEIN (July 1621)

- Bohemian/Protestant States versus Holy Roman Empire
- Bohemian Victory (Johann Georg Jagerndorf of Hohenzollern)

MINGOLSHEIM (April 1622)

- Protestant States versus Catholic League
- Protestant States Victory (von Mansfeld)

WIMPFEN (May 1622)

- Protestant States versus Catholic League/Holy Roman Empire/Spain
- Catholic League Victory (Tilly)

HOCHST (June 1622)

- Protestant States versus Catholic League/Spain
- Catholic League Victory (Tilly)

FLEURUS (August 1622)

- Protestant States versus Spain
- Spanish Victory (Cordoba)

SIEGE OF HEIDELBERG (July-September 1622)

- England versus Catholic League/Spain
- Catholic League Victory (Tilly)

SIEGE OF MANNHEIM (October-November 1622)

- England versus Catholic League
- Catholic League Victory (Tilly)

STADTLOHN (August 1623)

- Protestant States versus Catholic League/Holy Roman Empire
- Catholic League Victory (Tilly)

FIRST SIEGE OF BREDA (August 1624-June 1625)

- United Provinces/England versus Spain
- Spanish Victory (Spinola)



THE BATTLE OF STADTLOHN

6TH AUGUST 1623

Christian of Brunswick was not one to take no for an answer, so when he was defeated by an Imperial force at Fleurus in August 1622 he remained undeterred from pursuing the Protestant cause. He mustered a new army of 15,000 men and set off into the Lower Saxon Circle in the summer of 1623. There he hoped to gather allies for a further push into Imperial territory. If there were any potential takers, they backed off when news arrived that Tilly was on his way with an Imperial army of 25,000. Christian was quickly isolated and had no choice but to withdraw to the Dutch border and safety. But withdrawal became retreat, then a race, as Tilly's better trained soldiers closed in on Christian's apparently lethargic command.

The main problem was Christian's lengthy and lumbering baggage train. It contained all his loot from his various expeditions, along with the collected belongings of his army; therefore dumping the wagons to cut and run was not an option. Tilly started three days in arrears but by 4th August his forward forces had made contact with Christian's rearguard. The next day, Christian's forces crossed the Ems River and gained some more time, but there were eight more rivers to cross and Tilly had the scent. When he reached the third crossing, Christian camped for the night between two villages, Heck and Ahaus. He ordered the army to be ready to march by 3am the next morning but his commanders slept in until 9am and by that time Tilly's cavalry were almost upon them.

The two armies skirmished across the third and fourth crossings, then on to the fifth and sixth, all the while Christian keeping just one step ahead. He rushed through the seventh crossing to within ten miles of the Dutch border. Here he established defensive positions while throwing his rearguard under Baron Dodo zu Innhausen und Knyphausen out to the sixth crossing to buy time for the baggage to get through. If the rearguard should be overwhelmed in the process then so be it, as long as the army survived.



Christian's main army drew up further back with his infantry deployed in a V formation pointing toward the enemy. A bog protected his left flank but Christian kept a couple of squadrons of cavalry out there for added security. An artillery battery and two more squadrons took their place out on the right flank, and the rest of the cavalry formed up in the rear as a reserve. The baggage train still extended from Knyphausen's position to the rear of the main army but Christian was confident his army could hold the door open long enough for it to escape.

Tilly's army marched in column down the road towards Christian's defences. His vanguard under Count Johan Jakob of Anholt consisted of two cavalry squadrons, two infantry regiments, and a detachment of musketeers. The rest of the cavalry trotted along behind, then four tercios and the guns brought up the rear. At 2pm on August 6th, the first of Tilly's force advanced from behind the trees in front of Knyphausen. But rather than close, Anholt deployed under Knyphausen's desultory fire. Seeing his position under threat of envelopment, Knyphausen withdrew, abandoning his guns in the process. The rest of Christian's army was dismayed by the selfish withdrawal and Christian's battle-plan was now fatally compromised.

The musketeers who were supposed to defend the seventh crossing barely put up a pretence of action before they too headed for the rear. That left Thurn, who was made of sterner stuff. He saw the predicament of the baggage train and counter-attacked to buy some time. His charge surprised the advancing Imperial cavalry, but numbers soon told. Thurn was fortunate to escape with his life as the Imperial horsemen swept forward. But he had achieved what he set out to do as the baggage train squeaked out of the Imperial grasp except for one unlucky wagon.

Anholt reorganized and pressed his attack on to Christian's left, aiming for the cavalry between the infantry and the bog. Christian's infantry attempted to head off this assault on their weakest point and engaged Anholt's incoming tercios in a protracted firefight, but they were too late to prevent the cavalry from being routed. Christian now tried to realign his army to bring desperately needed support to his left flank but in doing so he exposed his right flank to a massive cavalry attack. The infantry engagement in the centre pinned Christian's regiments in place for a sustained Imperial bombardment. All hope was finally lost for Christian's beleaguered troops when their ammunition wagon blew up, heralding a general rout all along the line. Unfortunately for the infantry, their route to the rear was blocked by Imperial cavalry and they had no choice but to surrender. For the price of around 1,000 casualties, Tilly had completely smashed Christian's army (from which only 2,000 made it out) and captured the baggage train in its entirety.

“He who wages war
fishes with a golden net.”

16th/17th century proverb



Holy Roman Empire battle line



Imperial Harquebusiers



Imperial commanders launch the attack

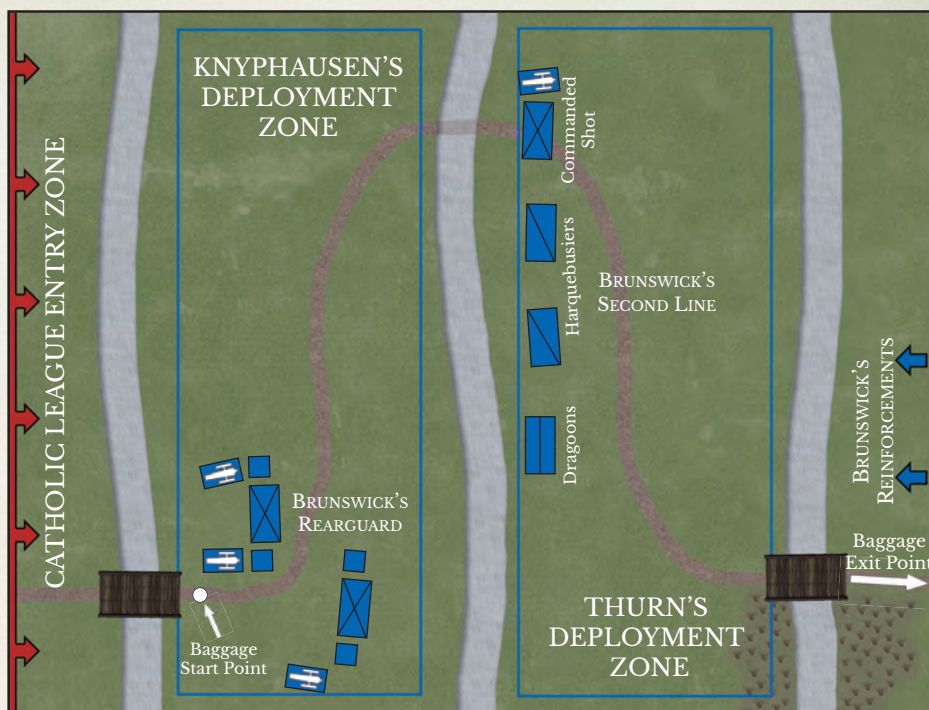
Refighting Stadtlohn

Rather than refight the whole battle, we opted for a four-player game focusing on Christian's rearguard and its attempt to save the baggage train from Tilly's relentless advance. To add more tactical options, and give Christian's representatives something to fight for in a losing proposition, we also created a number of possible victory conditions.

The Battlefield

The battle is fought lengthways on an 8'x6' table. Three rivers are represented; one across the centre of the field, and the other two approximately 12" in from either end, also crossing the field. The river on Christian's end of the table flows into a swamp 12" from his left table-edge.

A road runs the length of the table, starting on the left of the river nearest the Imperials, then over to the right on the middle river, then back over to the left for the final river. However, the rivers are fordable by cavalry and infantry, though pike-blocks throw for disorder once across.



Map Key	
	Protestant Cavalry
	Protestant Dragoons
	Protestant Pike
	Protestant Musket
	Protestant Artillery

Deployment

Christian's rearguard under Knyphausen occupies the ground between the centre river and that nearest the Imperial table-edge.

Thurn occupies the area between the centre river and the river nearest Brunswick's table-edge. Christian's baggage train begins the game having just crossed over the bridge nearest the Imperial edge.

Tilly's vanguard under Anholt begins the battle ready to come on the table along his table-edge in whatever order Tilly chooses.

The rest of his army under his direct command is off-table but may start to come on in the turn after his vanguard is fully deployed on the table.

Pike & Shotte Variables

- Thurn may draw reinforcements from two regiments of either infantry or cavalry of his choosing deployed behind the river on Christian's edge after the end of Turn 2. These are the troops of Styrum's battalia.
- The baggage train comes under the control of either Knyphausen or Thurn, whoever is nearest and within command radius. If either commander is killed, Christian may send a commander from his table-edge to directly take control of the baggage.
- Capturing the baggage train requires one unit to be in contact with the command element of the train. The recommendation is for the baggage train to contain a total of three elements that collectively count as one unit.
- Tilly's heavy guns are allowed movement onto the battlefield but once deployed cannot be relocated for the rest of the game.
- The baggage train automatically moves down the road 6" at the start of each player's turn.
- The baggage train automatically moves down the road 6" at the start of each player's turn. No command roll is needed. It takes one full move for the baggage train to turn around.

Major Victory

Imperial – Capture the baggage train intact with the vanguard only and escort it off the field, or destroy all opposition and the baggage train so that by the end of Turn 4 only Imperial forces remain on the table.

Brunswick – Rescue the baggage train intact, or destroy the Imperial vanguard.

Minor Victory

Imperial – Capture or destroy part of the baggage train, or clear the field of all opposition.

Brunswick – Prevent the Imperial side from winning.



CATHOLIC LEAGUE ORDER OF BATTLE

Johann Tserclaes, Count von Tilly
General, Command Rating 9

Vanguard

Regiments drawn from Bavaria and Salzburg with Croat cavalry regiment.

Johan Jakob, Count of Anholt
Command Rating 8

- 2 Units of Pikemen
- 4 Units of Musketeers
- 1 Unit of Commanded Shot
- 1 Unit of Harquebusiers
- 1 Unit of Croat Cavalry

Main Line

Bavarian regiments led by Tilly.

Johann Tserclaes, Count von Tilly
General, Command Rating 9

- 3 Units of Pikemen (Large)
- 6 Units of Musketeers
- 2 Units of Pikemen
- 4 Units of Musketeers
- 1 Unit of Cuirassiers
- 1 Unit of Harquebusiers
- 2 Medium Cannon
- 2 Heavy Cannon

Cavalry Reserve

Bavarian cavalry regiments.

Timon von Lintelo
Command Rating 8

- 3 Units of Cuirassiers
- 4 Units of Cavalry

PROTESTANT ARMY ORDER OF BATTLE

Christian of Brunswick
General, Command Rating 7

Rearguard

All German Protestant State Regiments.

Field Marshal Dodo von Knyphausen
Command Rating 8

- 2 Units of Pikemen
- 4 Units of Musketeers
- 2 Light Cannon
- 1 Medium Cannon

Second Line

German regiments led by Count Heinrich von Thurn's son.

Franz Bernhard von Thurn-Valsassina
Command Rating 8

- 2 Units of Harquebusiers
- 1 Unit of Dragoons
- 1 Unit of Commanded Shot
- 1 Light Cannon

Reinforcements

A choice of horse or foot regiments from Saxe-Weimar. All reinforcements will fall under Thurn's command once they cross the first river.

Hermann Otto von Limburg-Styrum
Command Rating 7

- 2 Units of Pikemen
- 4 Units of Musketeers
- or
- 2 Units of Harquebusiers



Imperial Cuirassiers make their move



A regiment raised in Italy for the Habsburg cause

How It Played

The Great Escape at Stadtlohn

Refighting the rearguard action at Stadtlohn brings together the classic confrontation of an outnumbered but nimble force facing a relentless juggernaut in a relatively confined space. Could Christian's rearguard commanders keep Tilly's vanguard at arm's length while they shuttled the baggage train through to safety, or would they falter as the pressure on them became too much to bear? The addition of the baggage train gave the players a focal point for their tactics, but in this refight that proved to be a red herring.

The baggage train was placed by the umpire just over the bridge on the Brunswick side of the river nearest the Imperial edge. Knyphausen then deployed one regiment, a medium gun and a light gun alongside the baggage. His other regiment and a light gun sat behind the left flank of those units nearest the baggage. Thurn lined up his cavalry units along the bank of the middle river ready to leap into action. Thurn's commanded shotte and artillery piece also protected the ford over the middle river.

On the other side of the river, Anholt lined up his vanguard in position ready to cross the river, or so it appeared. He grouped his cavalry together out on the right, however, so that they could immediately strike deep into Brunswick territory. Tilly kept the main body of the Imperial army off-table but ready to come on. It did not take an eagle-eyed spectator to see that Tilly intended to attack with a massive cavalry column down the Imperial left; our Thurn certainly noticed as we shall see, but what he could do about it was a different matter.

The Imperial vanguard began the game with a general advance to the edge of the river with the commanded shotte crossing the river on the right flank and the cavalry grouped

in behind them. That left space for the main body to advance onto the table, but already the Imperials were behind the clock because of their cautious approach. Nevertheless, the vanguard's shooting inflicted casualties along Knyphausen's line and disordered his musket sleeve on the forward regiment. Such an omen of good things to come seemed to justify the methodical Imperial advance and when the initiative turned to the Brunswick rear-guard everything looked suddenly rosy for Tilly and Anholt.

The reasons for Imperial optimism were Thurn's blunder in attempting to move his cavalry over the middle river and out to Brunswick's right flank. The result of the blunder was a mandatory move forward, however, so no real harm done at that point. Meanwhile, the baggage scuttled forward one move towards safety, and the rest of Knyphausen's line prepared to fire. A litany of misses and saved hits followed until a second double-one in a row blew up the light artillery piece. The opening turn was saved for Christian's rear-guard by two sixes, disordering a pike-block and the commanded shotte. The net result of all this was honours even, but time was already running out for the Imperial plan to succeed.

Anholt overcame his caution on Turn 2. He charged his left flank tercio over the river only for its pike-block to become disordered in the process with catastrophic consequences. His attempt to charge his forward Cuirassiers over the river looked more like a gentle trot; then his rear Cuirassiers failed to move at all and the vanguard's progress ground to a halt. Tilly began his move to the now crowded riverbank, but his effort to bring his artillery up the road to provide fire support did not quite come to fruition and they were left open to Brunswick firing while still limbered. The Imperial shooting fared better, resulting in the right sleeve of Knyphausen's rear regiment becoming disordered, and a second volley into the commanded shotte at the ford disordering them. But it was

the rearguard's closing fire on the charging tercio and subsequent close combat that would swing the battle in favour of the Brunswickers.

Knyphausen's left sleeve of his forward regiment shook their opposite sleeve then proceeded to cause another two casualties in melee, destroying the Imperial sleeve. The Imperial pike-block stood, as did the other sleeve, but they had not achieved their desired breakthrough and wasted precious game time into the bargain. The effects of that delay were compounded as the baggage train continued its progress towards the Dutch border. Knyphausen limbered his medium gun and withdrew that from the action, but Thurn's attempt to bring his cavalry out to the right flank once again failed to get going. The Brunswick firing achieved another disorder on the tercio pike-block, which then lost the melee 3-0 and had to retire one move. The remaining tercio sleeve pushed back its counterpart, however, and took their ground, but progress was still painfully slow.

The Imperial advance was not going much better on their right. An attempted charge by the cuirassiers came up just short and within canister range of a light gun while the commanded shotte tried to outflank Knyphausen's rear regiment. The main body meanwhile drew closer to the riverbank without crossing, presumably in the hope of still achieving a major victory with the vanguard alone. The ensuing round of desultory Imperial shooting did not reflect the potential impact of the Imperial army.

Turn 3 for Brunswick's men heralded the arrival of two cavalry reinforcements from Christian's army. They crossed the river for two moves, and their enthusiasm was finally matched by Thurn motivating his cavalry to get into position to block the Imperial advance down the Brunswick left. By

now, the baggage was almost across the middle river; although the rear regiment's move into hedgehog opened a potential direct route to the baggage for the Imperial right wing. Unfortunately for Anholt, Knyphausen's firing from his light gun and available shotte blew a large hole in his forward cuirassier unit, leaving them disordered with five casualties.

With time running out, Anholt ordered his commanded shotte forward to capture the baggage that was just within reach; they failed. Tilly now crossed the river. Attaching himself to his cuirassiers, he ordered the charge and in it went. In response, Thurn ordered a counter-charge but with low expectations for his outmatched cavalry. When it came to shooting, the Imperial vanguard finally wore down Knyphausen's forward regiment and delivered some serious blows to the rear regiment. But the cuirassiers on the right could still not make any progress and Thurn's cavalry held their own in the first round of melee.

Despite a successful engagement on his left with his cuirassiers, Tilly took stock of the situation and declared that with the sun going down there was no way the Imperials could fulfil their victory conditions and gave up the chase, as the baggage train crossed the middle river.

In the end, the Imperial juggernaut failed to get going and the alternative method of victory, of seizing the baggage with the vanguard, foundered on the rocks provided by Knyphausen's two foot regiments. Nevertheless, the scenario presented opportunities for the Imperial side to win if they chose the right strategy and the dice rolled the right way. For Brunswick's men, their strategy of setting a forward barrier worked this time, but a second replay could easily see that approach fall to pieces.



Imperial veterans of the Flanders campaign

ERNST VON MANSFELD

1580-1626 - PROTESTANT GERMAN STATES

An illegitimate son of an Imperial Army Commander, and practising Roman Catholic, Ernst von Mansfeld was an unlikely candidate to become the foremost Protestant champion of the early Thirty Years War. Mansfeld's early career was spent with the Imperial Army in Hungary but he switched to the anti-Habsburg camp in time for the Bohemian Revolt. He led a force of mercenaries to assist the Bohemians during the failed rebellion and soon after was appointed commander of the Protestant forces to defend the Palatinate against Catholic League incursions by Frederick V. This he carried out with vigour and inflicted a defeat on Count Tilly at Mingolsheim. Unfortunately, his men were causing such damage to local communities that he was asked to leave Frederick's service. Not perturbed he found more men in the Netherlands and



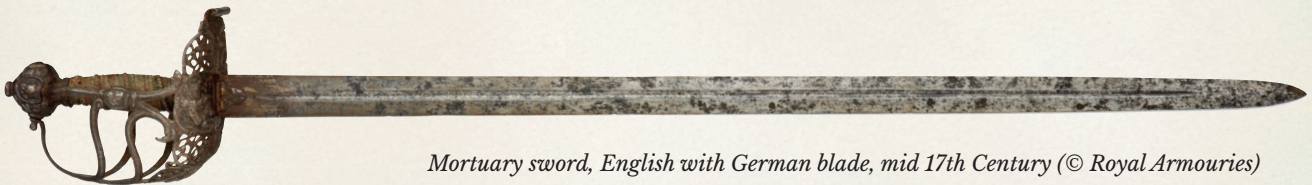
funding from England to continue the conflict. Despite defeats by the Spanish at Fleurus and by Wallenstein's Imperial troops at Dessau, he continued to be a thorn in the side of the Catholic League right up to his death.

He died on campaign, arranging an attack on Austria and Hungary at the head of yet another Protestant army. His great skill was keeping mercenaries in the field right to the end; his motto 'War Feeds War' was apt indeed.

Command Rating: 8

War Feeds War

Mansfeld was renowned for getting loyal service from his mercenary troops. Any friendly Units with the 'Mercenary' special rule gain +2 to any Break Test required if von Mansfeld is with 12".



Mortuary sword, English with German blade, mid 17th Century (© Royal Armouries)

AMBROGIO SPINOLA

1569-1630 - SPAIN

As with most great commanders of the Thirty Years War, Ambrogio Spinola was born into the nobility, though in this case that meant the Genoese nobility and initially he had no intention of following a military career. Fate intervened, however, and Ambrogio found himself on the wrong end of a legal decision and forced to find work in Spain, which at that time protected Genoese interests. Ambrogio raised 9,000 mercenaries to assist the Spanish crown in its ongoing war with Dutch separatists. Thus Ambrogio Spinola's military career began in 1603 as a mercenary commander in Flanders, prosecuting the siege of Ostend. The city fell the following year and a grateful Spanish king appointed Spinola to the Order of the Golden Fleece. Spinola leveraged his new found fame to demand successfully complete command of the war in Flanders. In 1606, Spinola led the Spanish army in siege after siege, but Spanish court politics and machinations left him in penury and a truce with the Dutch in 1609 left him without much fighting to do. The outbreak of the Thirty Years War would change all that. The Spanish were proactive in the early stages of the Thirty Years War, sending Spinola into the Lower Palatinate where he waged a campaign of destruction that led to his promotion to Captain-General. When the truce with the Dutch ended, Spinola returned to his familiar theatre of



operations and was soon taking the fight to the rebels once again. When he captured the strategic town of Breda in 1625, Spinola's reputation as a siege commander of the highest order was finally assured. The Spanish crown lacked the resources, however, to maintain its army in Flanders and Spinola was soon back in the court, refusing to return to Flanders without guarantees of money for his troops. That suited the rising star Count-Duke of Olivares who was determined to supplant Spinola and undermined him at every opportunity. When Spain became involved in the succession crisis in Mantua, it appointed Spinola to the command of Spanish forces in the region. So it was that Spinola returned to Genoa in 1629 but age and thirty years of constant campaigning, military and political, had taken its toll. Spinola died in 1630, fittingly at another siege, this time at Casale.

Command Rating: 9

The Great Besieger

Spinola's great reputation was forged in the Low Countries through bitter siege warfare. Any friendly Heavy or Siege Ordnance Gain +1 To Hit. In addition, whenever Spinola commands in a siege, his command rating increases to 10.

CARDINAL-INFANTE FERDINAND

1610-1641 - SPAIN

Almost all senior commanders in the Thirty Years War were of noble birth but few could claim a higher status than the Cardinal-Infante Ferdinand of Spain. The King of Spain's intention was to guide his son into a church career rather than one made on the battlefields of Europe, but fate and the necessities of war changed the Infante's direction and he would become one of Spain's most celebrated military commanders. Ferdinand burst onto the military scene in 1634 when he joined his cousin, Ferdinand of Hungary, to crush the Swedes at the Battle of Nördlingen - until then, the Infante Ferdinand's military record was patchy and uninspired. After the battle, Ferdinand took his Spanish troops to the Spanish Netherlands, the main strategic consideration of the Spanish during the Thirty Years War.



In 1635, Ferdinand led troops against the French, driving them back from the Dutch border in disarray. The following year, he trounced the French again, taking more towns and Luxembourg along the way. Events took an unfortunate turn for Ferdinand in 1637 when the Dutch Rebellion flared up again and the Prince of Orange captured the important fortress of Breda. The French too hit back and Ferdinand was forced to concede ground to them. Ferdinand was unable to retrieve his lost possessions and died of disease in 1641 aged just 32.

Command Rating: 8

Son of Spain

Ferdinand exuded Royalty, and his Spanish regiments competed to impress him. Any Spanish Foot units with 12" of Ferdinand gain +1 Hand-to-Hand Value.

“In war, there is no law and order,
it is the same for man and master.”

Popular saying

*Breastplate. English or Flemish, about 1590.
Modified in the 17th Century (© Royal Armouries)*



PROTESTANT GERMAN STATE ARMY

A Protestant Union of German States had been formed as early as 1608, but this had always been weakened by the absence of key players such as Saxony. Formed to protect the religious freedoms of States under threat of Counter Reformation back to the Catholic Church, the Protestant Union finally fell apart in 1621. States such as the Palatinate, Brandenburg, Brunswick and Hesse-Kassel continued to put armies in the field and remained a thorn in the side of Imperial expansion for much of the Thirty Years War. Many capable generals emerged, such as Ernst von Mansfeld, as well as pretty eccentric ones (Christian of Brunswick) and fought many battles against the Habsburgs and their allies.

Command Ratings

Overall Commander: Random Command Rating20 Points

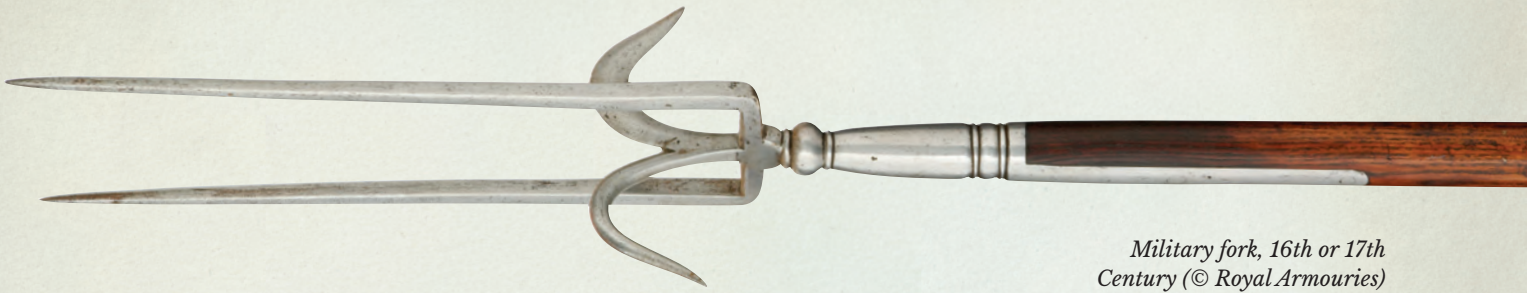
Roll D6 for rating: 1-5: Command Rating 7, 6: Command Rating 8

Infantry/Artillery/Cavalry Commander: Command Rating 720 Points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Cuirassiers	Heavy Horse	Sword, Pistol	8	1	3+	4	Caracole, Heavy Cavalry +1	53
Harquebusiers	Horse	Sword, Arquebus	7	1	4+	3	Caracole, Mercenary	36
Cavalry Regiments	Light Skirmish Horse	Sword, Pistol, Spear	7	1	4+	3	-	39
Hussars	Light Skirmish Horse	Sword, Bow	7	1	5+	3	-	37





Military fork, 16th or 17th Century (© Royal Armouries)

The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
German Veteran Pikemen	Foot Pike Block	Pike	6	-	4+	4	Hedgehog	34

- The unit can be upgraded to Elite 4+ @ +6 points

German Veteran Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire	33
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- Any unit can be upgraded to Elite 4+ @ +6 points
- Maximum of two units per veteran pike block

Commanded Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire	33
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- Maximum of two units per army

Mercenary Pikemen	Foot Pike Block	Pike	5	-	4+	3	Hedgehog, Mercenary	26
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Mercenary Musketeers	Foot Battle Line	Matchlock Muskets	4	2	5+	3	First Fire, Mercenary	26
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- Maximum of two units per mercenary pike block

Militia	Foot Warband	Mixed	4	1	6+	2	Rabble, Militia	9
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The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Medium Cannon	Ordnance	Medium Cannon	1	3-2-1	5+	2	-	21
Heavy Cannon	Ordnance	Heavy Cannon	1	3-2-1	5+	2	-	25
Siege Artillery	Ordnance	Mortar	1	2	5+	2	-	25

- Maximum of one unit per army

Dramatis Personae

- Christian of Brunswick (page 25). Command Rating 7; Mad and Bad.....25 points
 Ernst von Mansfeld (page 32). Command Rating 8; War Feeds War45 points

SPANISH ARMY, 1618-1648

Spain was a global super power at the beginning of the Thirty Years War, and its tercios were the instruments in asserting that power. Eager to dominate the European theatre, Spain was quick to ally itself with the Imperialists at the beginning of the war. Over the next thirty years Spanish armies continued their fight against Dutch independence, conquered large areas of Europe, invaded Italy and eventually had their showdown with Bourbon France. This army list is good for the entire period of the war, and includes the option to field some of the greatest generals of the time.

Command Ratings

Overall Commander: Random Command Rating20 Points

Roll D6 for rating: 1-5: Command Rating 7, 6: Command Rating 8

Infantry/Artillery/Cavalry Commander: Command Rating 8.....40 Points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Life Guard Cuirassiers	Heavy Horse	Lance, Sword, Pistol	8	1	3+	4	Lance, Elite 4+, Caracole, Heavy Cavalry +1	64
• Maximum of one unit per army								
Cuirassiers	Heavy Horse	Sword, Pistol	8	1	3+	4	Caracole, Heavy Cavalry +1	53
• Maximum of two units per army								
Harque-busiers	Horse	Sword, Arquebus	7	1	4+	3	Caracole	39
• Maximum of two units per army								
Spanish Lancers	Light Skirmish Horse	Sword, Pistol, Lance	7	1	4+	3	Lance	44
Ginetes	Light Skirmish Horse	Sword, Javelin	7	1	5+	3	-	35
Stradiots/ Italian Cavalry	Light Skirmish Horse	Sword, Crossbow	7	1	5+	3	Mercenary	33



Spanish assault on a well-defended village

The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Spanish Elite Pikemen	Foot Pike Block	Pike	6	–	4+	4	Elite 4+, Hedgehog	40

- Maximum of one unit per army
- The unit can be upgraded to a large unit @ +6 points

Spanish Elite Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	Elite 4+, First Fire	39
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- Maximum of two normal-sized units per normal-sized elite pike block, or four small units per large elite pike block
- Any unit can be downgraded to a small unit @ -8 points

Spanish Veteran Pikemen	Foot Pike Block	Pike	6	–	4+	4	Hedgehog	34
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- Any unit can be upgraded to a large unit @ +6 points

Spanish Veteran Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire	33
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- Maximum of two normal-sized units per normal-sized veteran pike block, or four small units per large veteran pike block
- Any unit can be downgraded to a small unit @ -8 points

Mercenary Pikemen	Foot Pike Block	Pike	5	–	4+	3	Hedgehog, Mercenary	26
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Mercenary Musketeers	Foot Battle Line	Matchlock Muskets	4	2	5+	3	First Fire, Mercenary	26
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- Maximum of two units per mercenary pike block

Swordsmen	Foot Battle Line	Swords	6	–	4+	2	Swordsmen	30
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- Maximum of two units per army

Militia	Foot Warband	Mixed	4	1	6+	2	Rabble, Militia	9
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The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Medium Cannon	Ordnance	Medium Cannon	1	3-2-1	5+	2	–	21

Heavy Cannon	Ordnance	Heavy Cannon	1	3-2-1	5+	2	–	25
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Siege Artillery	Ordnance	Mortar	1	2	5+	2	–	25
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- Maximum of one unit per army

Dramatis Personae

Ambrogio Spinola (page 32). Command Rating 9; The Great Besieger.....	70 points
Cardinal Infante Ferdinand (page 33). Command Rating 8; Son of Spain.....	45 points

UNITED PROVINCES OF THE NETHERLANDS

The United Provinces of the Netherlands was already embroiled in a war of independence from Spain (The Eighty Years War, 1568-1648) at the outbreak of Thirty Years War. By the early 1600s the Dutch had become battle-hardened, and the Dutch army had become home to Protestant soldiers from all over Europe. Well led and disciplined, the Dutch had developed new linear battle line tactics under Maurice of Nassau which increased the effectiveness of firepower to combat the Spanish tercios. Through the Thirty Years War these tactics were refined under Frederick Henry, Prince of Orange, to become the scourge of the Spanish. Never a large army, the Dutch relied on a campaign of sieges interspersed with sharp offences which finally bled the Spanish dry.

Command Ratings

Overall Commander: Random Command Rating40 Points

Roll D6 for rating: 1-5: Command Rating 8, 6: Command Rating 9

Infantry/Artillery/Cavalry Commander: Command Rating 840 Points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Cuirassiers	Heavy Horse	Sword, Pistol	8	1	3+	4	Caracole, Heavy Cavalry +1	53
• Any unit may gain the Tough Fighters special rule @ +2 points								
Harquebusiers	Horse	Sword, Arquebus	7	1	4+	3	Caracole	39
Cavalry Regiments	Light Skirmish Horse	Sword, Pistol, Spear	7	1	4+	3	-	39
English Border Horse	Light Skirmish Horse	Lance, Pistol	7	1	5+	3	Lance, Mercenary	37

The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Dutch Veteran Pikemen	Foot Pike Block	Pike	6	-	4+	4	Superbly Drilled, Hedgehog	39
• Any unit can be upgraded to Elite 4+ @ +6 points								
Dutch Veteran Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	Superbly Drilled, First Fire	38
• Any unit can be upgraded to Elite 4+ @ +6 points • Maximum of two units per veteran pike block								
Commanded Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	Superbly Drilled, First Fire	38
• Maximum of two units per army								

“Wake up and march on to the battlefield, the drums have been sounding long since, knock the enemy’s hat off, with guns and cannon-royal, at the sound of the trumpet.”

Soldiers’ verses

FREDERICK HENRY, PRINCE OF ORANGE

1584-1647 - UNITED PROVINCES OF THE NETHERLANDS

The future Prince of Orange was born in Delft, Holland, and was half-brother to the great Maurice of Nassau. Maurice had formed the Dutch into a strong martial nation capable of taking on the Spanish and had introduced revolutionary tactics to defeat the mighty tercios. Luckily for the Dutch, Maurice passed on much of his knowledge to his brilliant younger brother.

Frederick Henry became Stadtholder of the Dutch Provinces in 1625 on the death of his brother, and proved to be a great politician as well as a military man. His victories in the field and shrewd alliances were to lead to an independent



Netherlands, although this was to be officially proclaimed a year after his death. The reign of Frederick Henry, Prince of Orange, is held to be the 'Golden Age' of the Dutch Republic.

Command Rating: 9

Maurice's Legacy

Frederick Henry learnt his military lessons well from Maurice of Nassau, and was a bitter foe to the Spanish. All friendly units gain +1 combat resolution bonus within 12" of the Prince of Orange. This bonus is +2 if the enemy is Spanish.

The Foot (cont.)

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Walloon Pikemen	Foot Pike Block	Pike	5	-	4+	3	Hedgehog	29

Walloon Musketeers	Foot Battle Line	Matchlock Muskets	4	2	5+	3	First Fire	29
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• Maximum of two units per Walloon pike block

Mercenary Pikemen	Foot Pike Block	Pike	5	-	4+	3	Hedgehog, Mercenary	26
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Mercenary Musketeers	Foot Battle Line	Matchlock Muskets	4	2	5+	3	First Fire, Mercenary	26
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• Maximum of two units per mercenary pike block

Militia	Foot Warband	Mixed	4	1	6+	2	Rabble, Militia	9
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The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Medium Cannon	Ordnance	Medium Cannon	1	3-2-1	5+	2	-	21

Heavy Cannon	Ordnance	Heavy Cannon	1	3-2-1	5+	2	-	25
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Siege Artillery	Ordnance	Mortar	1	2	5+	2	-	25
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• Maximum of one unit per army

Dramatis Personae

Frederick Henry, Prince of Orange (above). Command Rating 9; Maurice's Legacy.....80 points

THE DANISH PHASE, 1625-1630

The newly-formed Protestant League (formed at the end of the Palatinate Phase of the war) was intended to check the Imperial juggernaut set in motion across Europe. The league was funded heavily by England, the Netherlands and also, maybe surprisingly, by Bourbon France. Although France was a Catholic country, it wanted to make sure the balance of power was not tipped too heavily in Spanish and Habsburg favour.

With available funding, what the League needed was a champion in the field. Step forward Christian IV of Denmark. The Danish king was flush with success after the Kalmar War against Sweden, where he not only gained territory, but also ransom money for fortresses captured around modern-day Gothenburg. Christian was also aware that the Swedish king, Gustav II, could become leader of the Protestant League and did not want that at all. The major drawback to Christian taking the mantle of Protestant champion was that Sweden immediately withdrew military support from any combined undertakings and promptly started a campaign in Poland.

Christian's Danish armies marched confidently into Saxony, fully expecting other Protestant forces to rally to the cause. He was to be disappointed as not only did the support not materialise as expected, but he also walked into the perfect storm of two outstanding Imperialist commanders. Count Tilly's Catholic League army was proving a ruthless military machine, and Albrecht von Wallenstein had raised a huge mercenary force for the Holy Roman Emperor.

England had also withdrawn much of its support when James I died. He was succeeded by his son, Charles I, and Charles had more than enough on his plate at home to spare resources on European campaigns.

One Protestant army that could be counted on for support was that of Ernst von Mansfeld, the old campaigner. Unfortunately for Christian, the Protestant army was destroyed by Wallenstein at Dessau Bridge in 1626 and worse, von Mansfeld died shortly after. Suddenly the Danes were isolated and harried from all sides. Losing men, and running out of money, Christian tried to join up with other German State forces but was cut off and his army destroyed by Tilly at the Battle of Lutter.

Land Battles of the Danish Phase

DESSAU BRIDGE (April 1626)

• Protestant States/Denmark
versus Holy Roman Empire/Catholic League

• HOLY ROMAN EMPIRE VICTORY
(WALLENSTEIN) Lutter (August 1626)

• Denmark versus Catholic League
• Catholic League Victory (Tilly)

SIEGE OF GROENLO (July - August 1627)

• United Provinces versus Spain
• Dutch Victory (Frederick Henry)

WOLGAST (September 1628)

• Denmark versus
Holy Roman Empire
• Holy Roman Empire
Victory (Wallenstein)

SIEGE OF DEN BOSCH
(April-September 1629)

• United Provinces/England
versus Spain
• Dutch Victory (Frederick Henry)



Severely weakened, Christian had to withdraw to Denmark, chased all the way by Wallenstein, whose mercenaries captured all of Jutland and marched on the Danish capital, Copenhagen.

In 1629, Christian IV had to sue for peace and this was concluded with the Treaty of Lubeck. Christian had his lands restored but was forced to withdraw all Danish support to the Protestant League, effectively putting Denmark out of the war.

Imperial Swordsmen



“Off you go, lads and move forward, turn about, prepare the slow-match: Fire a salvo, let the bullets fly, and shout with all your might.”

Soldier choir

CHRISTIAN IV, KING OF DENMARK 1577-1648 - DENMARK

Christian IV is something of an enigma. He was a man of many personal flaws; excessive drinking and gambling, poor political acumen and an unsavoury habit of burning witches, to name but a few. On the other hand, he was driven, ambitious and was one of the most active and popular kings in Danish history, reigning for 59 years.

His involvement in the Thirty Years War was typical of the man; he overreached in 'The Emperor's War' as the Danish involvement became known at home. His quest to expand his holdings in Holstein was to fail, but his popularity at home increased even after the defeat at Lutter.

He set up a navy capable of dominating the Baltic for many years, the Danish East India Company, and many merchant cities. He also strengthened the bond between the two main elements of his kingdom, Denmark



and Norway. At the outbreak of the Torstensson War in 1644, once more at odds against Sweden, Christian displayed great personal bravery and resilience despite being sixty six years of age. He finally had to bow to demands from Sweden and her allies, and Sweden was to gain supremacy over the Baltic before his death, however even this did not diminish his popularity with his subjects.

Command Rating: 8

A King's Resolve

Christian IV had self-belief in abundance. More importantly the Danish people shared this belief. One unit of Cuirassiers can be upgraded to be 'King's Lifeguard' and gains the Lance & Elite 4+ special rule @ +10 points.

Any Danish 'Elite' unit (including the King's Lifeguard) gains the Valiant special rule if within 12" of Christian IV.

Cossacks looking for trouble



THE BATTLE OF LUTTER

27TH AUGUST 1626

Christian IV, King of Denmark, had bitten off more than he could chew. He had entered the war for all the right reasons, as he saw it, but without the resources necessary to take on the Imperial armies. As things stood in August 1626, he had to withdraw to safety away from Tilly's massive army, but the incessant rain in the last few days had reduced his progress to a crawl. The Danish King had no choice, therefore, but to find suitable ground, make a stand, and hope for the best. A talented general might have pulled off this great escape, but Christian was not that soldier.

The Danes drew up in three echelons, totalling 16,000 men and 16 guns, in front of the small town of Lutter and in between the villages of Muhle and Dolgen. The Neile River should have protected the Danish front but the long summer had reduced it considerably, making it easily fordable for cavalry, while infantry could get across comfortably if not under too much duress. The regiments under Fuchs' command had the responsibility of preventing the Imperial army crossing the river. Christian himself commanded the second echelon, while the incompetent Rheingraf was kept out of harm's way in the third echelon. If all went to plan, the Danes would repulse Tilly's attacks and buy time to get away, but if not then Fuchs could form a useful rearguard and cover the retreat. Unfortunately for Christian's plan he failed to adequately protect his flanks.

Ironically, the rain stopped on the day of the battle and the rising sun beat down into the faces of the Danish soldiers.

They stood all morning waiting for Tilly's army to arrive, which it finally did around noon. The Imperialists deployed under the fire of Fuchs' artillery but were soon ready to fight. Tilly took the centre with his battery of guns and some infantry while Erwitte commanded the left. On the right flank a cavalry wing was under Desfours' command, and Anholt led his tercios out onto the right. Erwitte, like Desfours, would work his way down the enemy flanks on the opposite side of the river before turning to attack into the Danish flanks and rear. For his part, Christian IV waited for the battle to begin, but just as the guns began to fire he received a message telling him his baggage train was stuck. The Danish King left the field to deal with the situation personally!

At noon, the guns fired and Tilly ordered his right to cross the bridge over the river, having already despatched his flanking attacks. When the right had gained a foothold on the opposite bank, Tilly ordered a general assault. Fuchs responded by leading personally a furious counter-attack on his left that sent the Imperial cavalry packing. However, the right of his echelon took Fuchs' action as a signal to attack also and charged straight into the teeth of the Imperial army. Shocked, Fuchs charged his cavalry back across to his right to assist his floundering subordinates. Almost simultaneously to the frenzied action at the front, the Imperial cavalry emerged on the Rheingraf's left, prompting him to swing much of his command into line to launch a counter-attack in that direction.

Christian returned on hearing heavy gunfire at around 1:30 and rode straight to Fuchs. He ordered Fuchs to concentrate on Tilly's left while he attacked the other flank. Musketry fire rolled out from the Danes who had fewer pikemen than the

MATTHIAS GALLAS 1584-1647 - HOLY ROMAN EMPIRE

War has a habit of creating opportunities for ambitious men. Such was the case for Matthias Gallas, an Austrian mercenary commander whose meteoric rise owed much to his ruthlessness and being in the right place at the right time. Indeed, Gallas would become infamous for his devastating raids - so destructive that they added the word 'marauder' to the military glossary. We first meet Gallas fighting with the Spaniards in Flanders before seeking his fortune as a captain in the Imperial army when the Thirty Years War broke out. By 1623, he commanded his own infantry regiment as Colonel and fought with distinction at the Battle of Stadtlohn, but it would be a few more years before he found the greatness he so coveted. That chance came in 1631 when the Swedish king Gustavus Adolphus invaded Germany and the Imperial army under Albrecht von Wallenstein marched rapidly to meet him. Wallenstein appointed Gallas as a Corps Commander for the campaign and the Austrian did well in a losing cause at Lützen. Gallas transferred to the service of Bernhard of Saxe-Weimar's army to continue the fight and such was his status by this time that he



was approached to become part of the political conspiracy against Wallenstein. After the latter's demise, Gallas assumed command of his army, leading it onto the field at Nördlingen where he destroyed the Swedish army. He would fight the Swedes again in 1637-8 but with distinctly different results and was ultimately removed from command. Recalled to fight against Lennart Torstensson, Gallas once again proved ineffectual, ending up on the wrong side of the later siege of Magdeburg. He would take the field against the Swedes only once more, in 1645, but by then Gallas's star had fallen and his campaigning days were all but over. A tired old man, Gallas retired to his native Austria where he died in 1647.

Command Rating: 8

Wallenstein's Ghost

Gallas took over Wallenstein's army, but was never the same without the old master. Gallas Blunders on a Command Roll of 11 or 12 if Wallenstein is not present.

Imperials, but the Imperial tercios were crossing the river and gaining ground. Fuchs was throwing regiments across the river too, but the subsequent disorder caused by the crossing made them increasingly vulnerable even as they pressed forward. Tilly held his fire until the Danes were within 100 yards then unleashed a furious volley of musketry and canister. The disorganized charge dissolved under the hail of lead. Cronberg stepped into the maelstrom with two regiments, scattering the Danes back across the river.

The effect of the shattered remnants of the first echelon streaming back unhinged many of the Danes in Christian's command. Then Desfours arrived on the Rheingraf's other flank and the dissolution of Christian's army rapidly increased. The Danish King himself led frantic cavalry counter-attacks on his left flank. Though they were futile in affecting the result of the battle, the King held the door open for most of his infantry to evacuate the field. Nevertheless, Lutter was a total disaster for the Danish who lost 8,000 men, 20 guns, and the Danish Royal standard, in return for which Tilly counted less than 500 killed and wounded.

“In times of war, it is the peasants who suffer. If it lasts long, they have to slave their life out; if it soon ends, even the marrow tis scraped from their bones.”

Popular saying



Swedish troops hold off a Catholic League assault

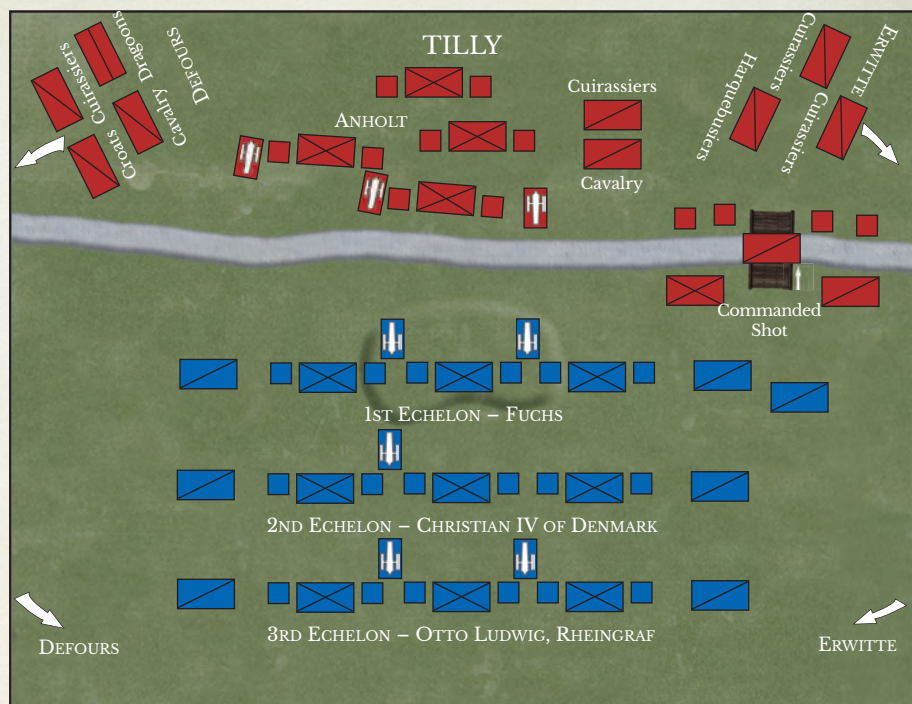


Refighting Lutter

Our refight of Lutter took place on an 8'x6' table with the river running across the table 24" from the Imperial edge. A bridge sat astride the river 12" in from the left table-edge. The river was deemed fordable by cavalry, but infantry had to wade across and had to test for subsequent disorder (a 4+ on a D6 resulted in Disorder). The only other feature on the table was a small rise known as the Båkenberge, occupying the centre of the battlefield just across the river on the Danish side.

Deployment

Tilly's Imperial army all lined up behind the river in a straight line, except for two of Cronberg's pike that had just crossed the bridge over the river and deployed to hopefully protect more troops attempting to cross over. The two flanking brigades were represented by their commanders positioned on the Imperial table-edge immediately adjacent to the playing area. The Danish set up in three lines: Fuchs deployed 10" from the river and Cronberg's troops; Christian deployed a further 12" back; and the Rheingraf controlled the rear line about another 12" behind Christian.



Pike & Shotte Variables

- Flank Attacks.** The flanking forces are given commands like every other force in the game, but are kept off-table until they reach the entry point as determined by their general beforehand beyond the line of the river on the Danish side and marked on a record sheet. Their progress along the flanks is marked by a command stand. The flank attack arrives on-table on the next turn after reaching their chosen entry point.
- Every Unit for Itself.** If the game does not come to a conclusion in the time allowed, the Danish commanders roll a "retreat" command for every remaining unit on the table. If the unit fails its command roll it is deemed to be captured and counts against the Danish target of 50% evacuation.

Map Key	
	Imperial Cavalry
	Imperial Dragoons
	Imperial Pike
	Imperial Musket
	Imperial Artillery
	Danish Cavalry
	Danish Pike
	Danish Musket
	Danish Artillery

Victory Conditions

The Danish win if they get over half of their army off the field after Turn 4, but not counting any troops forced off before then. Units destroyed in the first three turns would count against the Danish total. The Imperials win if they destroy two-thirds of the Danish army. Any other result is a draw.



A mule train laden with precious supplies.



“I roared, loved and romped, and what I lauded most was sin... Seeking common whores, vagabonding, picking quarrels, cursing, drinking away money and blood, everything was splendidly good.”

A writer reflects

CATHOLIC LEAGUE ORDER OF BATTLE

Johann Tserclaes, Count von Tilly
General, Command Rating 9

Right Wing

German and Croat horse regiments sent on a flanking mission to disrupt the Danish retreat.

Nicolas Defours de Mons

Command Rating 8

- 1 Unit of Cuirassiers
- 1 Unit of Harquebusiers
- 1 Unit of Croat Cavalry
- 1 Unit of Dragoons

Left Wing

Bavarian and Westphalian veteran cavalry regiments.

Oberst Dietrich von Erwitte

Command Rating 8

- 2 Units of Cuirassiers
- 1 Unit of Harquebusiers

Advance Battle Line

Bavarian battalia originally to be led by Jost Maximilian von Gronsfeld.

Oberst Nicolas von Cronberg

General, Command Rating 8

- 2 Units of Pikemen
- 4 Units of Musketeers
- 1 Unit of Commanded Musketeers
- 1 Unit of Cuirassiers
- 1 Unit of Harquebusiers

Main Battle Line

Regiments from Bavaria and Salzburg.

Johan Jakob, Count of Anholt

General, Command Rating 8

- 4 Units of Pikemen
- 8 Units of Musketeers
- 3 Medium Cannon

DANISH ARMY ORDER OF BATTLE

Christian IV, King of Denmark & Norway
General, Command Rating 8

1st Echelon

Veteran Danish and German regiments.

Johann Fuchs von Bimbach

Command Rating 8

- 3 Units of Pikemen
- 6 Units of Musketeers
- 3 Units of Harquebusiers
- 2 Light Cannon

2nd Echelon

Danish and German regiments left leaderless for most of the battle.

Christian IV of Denmark

General, Command Rating 8

- 3 Units of Pikemen
- 6 Units of Musketeers
- 1 Unit of Harquebusiers
- 1 Unit of Cuirassiers
- 1 Medium Cannon

3rd Echelon

Untested German regiments.

Otto Ludwig, Rheingraf Salm-Kyrburg

Command Rating 7

(6 if you like a challenge)

- 3 Units of Pikemen
- 6 Units of Musketeers
- 2 Units of Harquebusiers
- 2 Light Cannon

*Croatian light
cavalry officer*



BERNARD, DUKE OF SAXE-WEIMAR 1604-1639 - DENMARK/SWEDEN/FRANCE

When it came to commitment to the Protestant cause, few could question that of Bernard of Saxe-Weimar. A nobleman by birth, and highly educated both formally and in courtly ways, the still youthful Bernard took up a military career on the outbreak of the Thirty Years War. His initial forays were, however, a severe disappointment with Bernard fighting on the losing side in the three major battles of 1622-23. Those setbacks merely reaffirmed Bernard's determination and even though he was again on the losing side, this time under Christian IV of Denmark, Bernard continued his struggle alongside the Dutch in their war of liberation. Excited by the prospects offered to the Protestant cause when Gustavus Adolphus invaded Germany, Bernard soon found himself in charge of the Swedish king's Life Guard Cavalry, and for the first time he was on the winning side. Gustavus recognized Bernard's growing ability and gave him independent command, which Bernard deployed in a series of campaigns through the Moselle valley and deep into



the south German heartlands. He fought alongside Gustavus when the latter was killed at Lützen and assumed command of the army, driving the Swedes on to an emphatic victory. The fortunes of war turned, however, at Nördlingen where Bernard and the Swedish intervention were crushed. Bernard resumed his war, fighting with the Catholic French, although at the same time he remained a servant of the Protestant cause through the Heilbronn League. The climax of his career came in 1638 when he won three battles and captured numerous fortresses and cities, but sadly for him Bernard would not live long enough to bask in his glory, dying of illness at the start of the next campaigning season.

Command Rating: 7

Bernard Ascendant.

Capable and willing, Bernard just needed a few things to go his way to shine. Whenever Bernard rolls double 1 (snake eyes) for a Command, his Command Rating improves by +1.

How It Played

Our six eager combatants finished deploying their armies, then paused for their pre-battle briefing from the umpire. They were told that the Danes had been trying to make their escape but finally had to turn and fight the pursuing Imperialists. The umpire then pronounced the victory conditions. The players nodded and turned to the business of winning.

But the umpire had one last intervention to make before battle commenced; he handed a message to Christian IV.

It read:

Memo

To: Christian IV

From: Baggage Master

A crisis has occurred in the baggage train and you must come in person to address the situation. (You begin the game off-table and must roll a 5+ on a D6 at the beginning of Turns 1 and 2 to join the game at the rear table-edge of the Danish position. You will automatically arrive at the beginning of Danish Turn 3. In the meantime, your command may only act on initiative as no direct orders will be allowed).

A suitably crestfallen Christian IV stroked his goatee philosophically, but chose wisely not to inform the rest of the table about his misfortune. The Imperial side also failed to notice that the King's Standard had been removed from the table, or realized the consequences of that action.

The battle began with Johann Fuchs von Bimbach doing precisely nothing after his proposed cavalry charge against Oberst Cronberg failed. Without the presence of Christian IV, and the Rheingraf Otto Ludwig left in command but seemingly oblivious to the yawning chasms on the right of the Danish line, the Danish Movement phase ended. There would be considerable shooting, however, because the lines were so close together – this was deliberate to bring the sides into action as early as possible. Fuchs' line erupted in gunfire, causing three casualties along the enemy line and disordering one of Anholt's medium guns. Unfortunately, Fuchs' centre light gun rolled the dreaded double-one and was instantly put out of action – our umpire decided that was rather anti-climactic, so the cannon in question exploded spectacularly, then reared up into the air and landed on its back!

The Imperialists focused on getting their flank attacks into place before committing their main body into the fray, and they fretted over the likelihood of disordering tercios directly in the face of the enemy. Colonel Desfours obligingly galloped down his flank for three moves while Cronberg's battalia ambled up the riverbank. The other flank attack only took one move forward, however, and Oberst Erwitte's proposed cavalry charge failed to raise a single hoof in anger. Anholt joined in the malaise by failing to push his tercios to the riverbank. This led to complaints on Tilly's side that the water must be too cold, but the Danes merely scoffed.

Holy Roman Empire troops take their positions



Wallenstein's Holy Roman Empire infantry regiments





Westphalian cavalry sweep forwards

Unlike their marching, the Imperial shooting was quite effective, scoring four casualties on Fuchs' command and disordering his right-wing regiment and thereby further weakening the Danish right-flank.

The Danish in Turn 2 opted for some realignment while waiting for Tilly to risk getting his feet wet. However, the Rheingraf's effort to refuse his right flank failed. Diagonally opposite, Fuchs' cavalry charge against Cronberg succeeded, but was met with a counter-charge from the willing Imperial cavalry. The Danish shooting proved rather effective too with Cronberg's commanded shotte, guarding the bridge, disordered, along with one of the sleeves belonging to Anholt's tercio. Even more successful was Fuch's cavalry charge that won by two and forced a Break Test, resulting in Cronberg's cavalry unit retiring in disorder. As befits a dashing cavalry commander, Fuchs followed up with a Sweeping Advance into Cronberg's cuirassier unit, but bounced off to retire Shaken. Still, Fuchs had achieved his objective, which was to tie up the Imperial advance and prevent easy movement across the river.

Desfours made significant progress along the flank on the Imperial second turn and made ready to enter the field in the next turn. If only Erwitte could get his cavalry moving this could have resulted in the sad demise of Danish hopes, but alas again they would not charge. Tilly decided to take a hand ordering Anholt's battalia into Fuchs' line, but they too refused to cross the river. On the other flank, the attack continued its desultory progress while Cronberg's cuirassiers launched a charge towards Fuchs' left-wing regiment, but the targeted unit scampered into hedgehog formation and the cavalry drew up short. Anholt finally managed to get some infantry across the river in the ominous shape of his right-wing tercio, but in doing so the pike-block and both forward sleeves became disordered. The Imperial shooting was at least on the mark, disordering two Danish sleeves and scoring a casualty on Fuchs' left-wing regiment.

Christian IV turned up at the start of the Danish third turn and immediately galloped out onto his right-flank – we decided that Christian could move when he turned up rather than wait until the end of the turn as that might have promoted a complete meltdown. However, as much as he charged around, the Danish King could not make his right-wing regiment wheel to face the looming flanking cavalry or Erwitte's horsemen, presuming they found some courage and actually chanced a crossing before the battle ended. Fuchs stayed busy though, ordering his sleeve of muskets on his centre regiment to wheel to face Anholt's artillery battery. He also fatefully rode his on-table representative to join his shaken cavalry and thereby remove a casualty, allowing it to become active again. The Rheingraf kept superbly in character by rolling a blunder in a repeated attempt to refuse his flank. His right-wing pike-block immediately scarpered off the table, though his sleeves remained just on the edge. The Danish shooting was again quite effective with three casualties inflicted on Anholt's disordered tercio, leaving them shaken, and causing disorder. The Imperialists were too busy licking their lips over what was to come to worry too much over paltry casualties.

The Imperial storm broke over the Danish on their third turn. Desfours' troops split up on entering the table to charge successfully into the Rheingraf's cavalry unit and Fuchs' left-wing cavalry, both of which had been left dangerously exposed by Danish inaction on this side of the field. Erwitte's cavalry finally decided to get in on the action by charging across the river into flank contact, while the rest of his considerable cavalry force galloped across in support. Anholt's battalia also crossed the river though the pike-block and one sleeve of muskets became disordered in the process. Desfours' column seemed to sense the general trend and galloped three moves down the flank into position to complete the double envelopment on the next turn.

However, the Imperial shooting caught the mood, disordering the hedgehog and Fuchs' right-wing regiment's sleeve. Now it was time for some real fighting.

The Rheingraf's cavalry did not stand up well to the attacking Imperial cavalry and were forced back. Desfours swept forward and hit them again, pushing them back in a shaken condition. Fuchs' suddenly swamped cavalry at least had an excuse for their crushing defeat that broke them on the second turn of combat. A similar outcome occurred for the Rheingraf's musket sleeve caught in the open. The situation at the end of Imperial Turn 3 had turned critical for the Danish with the Imperial cavalry threatening to roll up the Rheingraf and Fuchs, the tercios acting as the anvil to the mounted hammer. But, it was now Turn 4 and time for the Danes to get off the table with as many men and as much dignity as they could muster.

The Rheingraf's command seized the initiative, at least partly anyway. The remnants of his right-wing regiment fled, along with his barely used light artillery piece. However, the Rheingraf's other two regiments failed. Christian IV also displayed his full array of leadership talents by promptly failing to make any of his command move, no matter that the Imperial cavalry was circling in behind for the kill. Fuchs desperately tried to buy time with his active cavalry unit and charged Cronberg's cavalry, but his effort to withdraw his centre pike-block failed. The Danish shooting appeared to reflect the panic starting to ripple through the ranks and caused only one casualty on Anholt's rather sad and flabby tercio. Then disaster befell Fuchs' cavalry who had chanced their arm once too often: Cronberg's cuirassiers repulsed their adversaries for two full moves and gleefully killed the brave but reckless Fuchs.

The Imperials were in full cry on Turn 4. Desfours charged the Rheingraf's centre regiment, which tried to get into hedgehog and failed. Erwitte's moment of courage was quickly over, however, when one unit of his cavalry charged Christian IV's cavalry while the rest of his horse units stood around watching and failed to move to support. Feeling his opposition weakening, Cronberg pushed his commanded shotte forward to close range ready to unleash a volley into

the floundering and leaderless hedgehog opposite. Desfours' column now joined the fun and charged into Christian IV's other cavalry unit on the King's left, and Anholt's tercios crossed the river to see what they could do, if anything, at this late stage. The Imperial shooting now also began to tell. The Danish hedgehog took another casualty and Fuchs' centre regiment became shaken by some accurate musketry. Fuchs' right-wing regiment suffered three more casualties but held its ground. In the ensuing melee, the Rheingraf's musket sleeve broke under the duress of the flanking cavalry attack, but his pike-block stood its ground. Erwitte's cavalry charge shamed its lack of support by successfully pushing Christian IV's cavalry out of the way before destroying it in a sweeping advance. But night was falling and the Imperialists looked around nervously to see if they had done enough.

With the situation desperate, Christian IV ordered every unit for itself as he disappeared off the back of the table. In the subsequent command rolls, the Rheingraf lost six units, Christian IV lost one, and the tired echelon once commanded by Fuchs lost five. The total units lost by the Danes, therefore, amounted to eighteen out of a starting thirty-nine: the Danish had won, but by the skin of their teeth, by getting twenty-one units off the table.

The Lutter refight was a terrific game in which timing truly mattered. Tilly had three turns to bring enough pressure to bear on the Danes to prevent their retreat on Turn 4, while Christian IV had to make sure he kept his interior lines intact. Being removed from the action for two turns did not help Christian, but he was fortunate that the Imperial commanders did not seem to notice his absence. The Imperial commander also has the choice of waiting for his flank attacks to arrive, or pressing across the river and risking disorder among his own forces. The Danish King, however, cannot just wait until Turn 4 to get off the table because he risks being swamped. In our game, the Danes proactively attacked the Imperials to hold them off and their tactic worked, but only just.

“Every Colonel, Adjutant or Captain, knows well that no doctors, learned men or other God-fearing people come to him, but a mob of bad boys from all sorts of nations and strange people who have left wife and babe, food and everything to follow the war.”



ALBRECHT WENZEL EUSEBIUS VON WALLENSTEIN 1583-1634 - HOLY ROMAN EMPIRE

Albrecht von Wallenstein was born into a poor Protestant family in Hermanice, Bohemia (modern day Czech Republic) in 1583. His early years were dominated by the loss of both parents at an early age and his uncle packed him off to Goldberg Protestant grammar school in Silesia before finishing his education at the universities of Altdorf, Bologna and Padua.

Like many young men of his time he found the call to military life was strong, and he joined the army of Holy Roman Emperor Rudolph II. From 1604 to 1606 he advanced his career in campaigns against the Ottoman Turks and Hungarian rebels. Due to the influence of Habsburg and Jesuit friends in court Wallenstein converted to Catholicism in 1606, and this opened many doors for the young soldier. Not least of these opportunities were two very beneficial marriages, first to an older widow, Lucretia of Landek, and only a few years after her death to Isabella Katherina, the daughter of the influential Count Harrach. Both these unions, along with confiscated Protestant land from the Bohemian revolts, made Wallenstein one of the wealthiest men in Bohemia with vast estates. In fact his holdings were so large that he was able to create the new state of Friedland.

By 1625 Wallenstein had earned the reputation of a powerful mercenary captain and very able politician with an army of between 30,000 and 50,000 men. One of his major innovations was the way he raised taxes in order to wage war, and this allowed him to raise, finance and lead his own forces. The new Holy Roman Emperor, Ferdinand II, turned to Wallenstein to lead a Catholic force in the Thirty Years War. In return for his aid Wallenstein would be rewarded handsomely and be able to keep any plunder from conquered areas. For opposing the Danish forces of Christian IV he also received the title 'Duke of Friedland'.

In 1626 Wallenstein defeated the Protestant army of Mansfeld at Dessau and spent the next twelve months successfully driving the opposition back. In 1627 he joined forces with Count Tilly and defeated the Danes, most notably at Wolgast, which with Tilly's victory at Lutter effectively pushed them out of the war. More titles and territory follow, including Admiral of the North and Baltic Sea Fleet and the Duchies of Sagan and Mecklenburg.

Such successes don't go unnoticed and enemies at court started to plot against him. Not only were Wallenstein's political motives brought into question, many nobles were dismayed that someone of such humble origins could get so much acclaim. Wallenstein also made enemies on both sides of the religious divide by his

uneven pursuit of the 'Edict of Restitution' which set out to bring Catholicism to all those regions back under Imperial rule. Chief among these enemies was Elector Maximilian II of Bavaria and in 1630 he was dismissed as commander of the Catholic League forces. Command of his army fell to Count Tilly and Wallenstein retired to Friedland.

This was a time of consolidation and political manoeuvring for Wallenstein, and his ability to withhold supplies and entice soldiers to his own army with higher pay seriously impeded Tilly's ability to wage war. On Tilly's death the Emperor was forced to call on Wallenstein again and he once more took command of the Imperial forces.

In 1632 the new enemy was Sweden, under the command of Gustav Adolf, and the two leading players met finally at the Battle of Lutzen.

Wallenstein was defeated, but Gustav was killed. Wallenstein started to initiate peace talks, and improved his negotiating position with victory over a combined Swedish/Saxon force at Steinau in 1633. This was to be his final success.

Alarmed by his political manoeuvrings, once again his enemies turned the Emperor against him. Convinced that Wallenstein was working purely for his own ends and maybe even about to switch sides, he was accused of high treason.

Wallenstein still felt he was in a position of strength and in early 1634 made his men swear loyalty to him alone. It was not enough and on orders from the crown he was assassinated by his own officers in the city of Eger on 25th

February 1634, on the eve of a conciliatory meeting with the Swedes. The assassination was carried out by a unit of mercenary dragoons under the command of an Irish officer, Colonel Butler. The killing blow was struck by English officer, Walter Devereux, in Wallenstein's bed chamber. It was an ignominious end to a great military leader.

Command Rating: 9

Warchest

Wallenstein was able to raise huge numbers of men by using his vast wealth. This wealth also ensured his men stayed in the field, as mercenaries were eager to be paid. Any Imperial units with the 'Mercenary' special rule lose this while Wallenstein is still in command of the army.



"The pen and the sword can do great things, they can both make war and peace again, it is true that the pen precedes the sword, but sometimes progress is quicker with the sword."

Philosopher's view

HORACE VERE, 1ST BARON VERE OF TILBURY 1565-1635 - ENGLAND

A young Horace Vere began his military career in the Low Countries with Maurice of Nassau's Dutch army, along with many other English nobles. He served in the Netherlands from 1590 until a return to England in 1607. During this time he had taken part in many campaigns against the Spanish and had gained a reputation for being a brave and reliable leader. As such he had risen through the ranks quickly.

In 1620, James I chose Vere to lead the English troops in the Palatinate where they were to offer much needed reinforcements to Frederick V's beleaguered Protestant armies.

The Palatinate campaign was one of siege warfare, at which Vere was to become adept. It was only after stubborn defence that the surrounded



English garrisons finally surrendered their positions. They were allowed to do so with full honours and marched back to The Hague. Back in the Netherlands, Vere assisted the Dutch in the defence of Breda and Den Bosch.

Horace Vere died in 1635 and was buried in Westminster Abbey; he left the legacy of an officer class he trained who were to play major roles in the English Civil Wars.

Command Rating: 8

Stubborn Defence

Vere gained a reputation for defensive warfare in the Palatinate and in the Low Countries.

Friendly 'Foot' units in defensive works gain the 'Stubborn' special rule if within 12" of Vere.

“How the drum sounds, how the fife sings, how the shawm, the trumpet and the drum ring out, see how bravely the flag is fluttering, that the heart throbs with merriment.”

Soldiers' song – Johannes Grot



Irish Regiments in the service of the Catholic League

DANISH ARMY

The Danish army was a seasoned one, with veterans of the Kalmar War (1611-13) bolstering the ranks. The Kingdom of Denmark and Norway had long strived for supremacy in Scandinavia and the Baltic and King Christian IV was eager to expand his domain of Holstein in Germany. Although always competing for funds with the Danish Navy, the army was well equipped. The Danish Army relied heavily on mercenary troops, even by the standards of the time, as the ambitions of the king often outstripped the country's manpower. Peasant levies were also commonly drafted onto campaign to supplement numbers.

Command Ratings

Overall Commander: Random Command Rating40 Points

Roll D6 for rating: 1-5: Command Rating 8, 6: Command Rating 9

Infantry/Artillery/Cavalry Commander: Command Rating 840 Points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Cuirassiers	Heavy Horse	Sword, Pistol	8	1	3+	4	Caracole, Heavy Cavalry +1	53
• Maximum of two units per army								
Harque-busiers	Horse	Sword, Arquebus	7	1	4+	3	Caracole, Mercenary	36
Cavalry Regiments	Light Skirmish Horse	Sword, Pistol	7	1	4+	3	Mercenary	36
Dragoons	Horse Skirmisher /Foot Skirmisher	Firelocks	3	2	5+	3	Fire & Evade, Dragoons	35

The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Danish Elite Pikemen	Foot Pike Block	Pike	6	-	4+	4	Elite 4+, Hedgehog	40
• Maximum of one unit per army								
Danish Elite Musketeers	Foot Battle Line	Matchlock Muskets	3	2	4+	3	Elite 4+, First Fire	38
• Maximum of two units per elite pike block								
Commanded Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire	33
• Maximum of two units per army								
• One unit can be upgraded to a large unit @ +8 points								
German Veteran Pikemen	Foot Pike Block	Pike	5	-	3+	3	Hedgehog, Mercenary	30
• Any unit can be upgraded to Elite 4+ @ +6 points								
German Veteran Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire, Mercenary	30

- Any unit can be upgraded to Elite 4+ @ +6 points
- Maximum of two units per veteran pike block

The Foot (cont.)

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Mercenary Pikemen	Foot Pike Block	Pike	5	–	4+	3	Hedgehog, Mercenary	26

Mercenary Musketeers	Foot Battle Line	Matchlock Muskets	4	2	5+	3	First Fire, Mercenary	26
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- Maximum of two units per mercenary pike block

Storming Party	Foot Battle Line	Firelocks, Assault Weapons, Grenades	4	2	4+	3	First Fire	35
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- Maximum of one unit per army
- The unit can be upgraded to Elite 4+ @ +6 points
- The unit can be equipped with a petard @ +20 points

Swordsmen	Foot Battle Line	Swords	6	–	4+	2	Swordsmen	30
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- Maximum of two units per army

Peasant Levy	Foot Warband	Mixed	2	1	6+	2	Rabble, Militia	7
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- Maximum of two units per army

The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Light Cannon	Ordnance	Light Cannon	1	3-2-1	5+	2	–	17

Medium Cannon	Ordnance	Medium Cannon	1	3-2-1	5+	2	–	21
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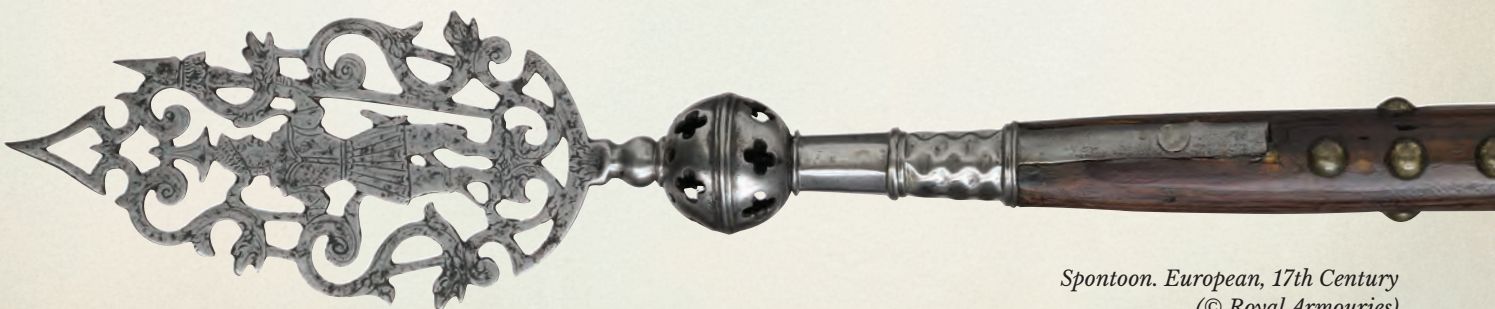
Heavy Cannon	Ordnance	Heavy Cannon	1	3-2-1	5+	2	–	25
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Siege Artillery	Ordnance	Mortar	1	2	5+	2	–	25
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- Maximum of one unit per army

Dramatis Personae

Christian IV, King of Denmark (page 41). Command Rating 8; A King's Resolve.....45 points
Bernard of Saxe-Weimar (page 46). Command Rating 7; Bernard Ascendant.....25 points



*Spontoon. European, 17th Century
 (© Royal Armouries)*

HOLY ROMAN EMPIRE ARMY, 1625-1635

As the war progressed, the Holy Roman Emperor Ferdinand II was able to draw on resources from throughout his Empire, and he needed to; war is an expensive business. As the Danes entered the war against him he was fortunate to have Albrecht von Wallenstein step forward with a largely mercenary force, drawn mostly from his newly expanded Bohemian estate. This army list is typical of those raised by mercenary generals at the time, but specifically aimed at those wanting to assemble Wallenstein's mighty force.

Command Ratings

Overall Commander: Random Command Rating40 Points

Roll D6 for rating: 1-5: Command Rating 8, 6: Command Rating 9

Infantry/Artillery/Cavalry Commander: Command Rating 840 Points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Life Guard Cuirassiers	Heavy Horse	Lance, Sword, Pistol	8	1	3+	4	Lance, Elite 4+, Caracole, Heavy Cavalry +1	64
• Maximum of one unit per army								
Cuirassiers	Heavy Horse	Sword, Pistol	8	1	3+	4	Caracole, Heavy Cavalry +1	53
Harque-busiers	Horse	Sword, Arquebus	7	1	4+	3	Caracole, Mercenary	36
Croat Cavalry	Light Skirmish Horse	Sword, Pistol, Spear	7	1	4+	3	-	39
Hussars	Light Skirmish Horse	Sword, Bow	7	1	5+	3	-	36
Cossacks	Light Skirmish Horse	Lance, Axe, Bow	7	1	5+	3	Lance, Marauder	46
Dragoons	Horse Skirmisher /Foot Skirmisher	Firelocks	3	2	5+	3	Fire & Evade, Dragoons	35

The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Imperial Elite Pikemen	Foot Pike Block	Pike	6	-	4+	4	Elite 4+, Hedgehog	40
• Maximum of one unit per army								
• The unit can be upgraded to a large unit @ +6 points								
Imperial Elite Musketeers	Foot Battle Line	Matchlock Muskets	3	2	4+	3	Elite 4+, First Fire	38
• Maximum of two units per elite pike block								
• Two units can be downgraded to small units @ -8 points								
Commanded Musket	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire	33
• Maximum of two units per army								
• One unit can be upgraded to a large unit @ +8 points								

The Foot (cont.)

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Bohemian/ German Veteran Pikemen	Foot Pike Block	Pike	5	-	3+	3	Hedgehog, Mercenary	30

- Minimum of two units per army
- Any unit can be upgraded to Elite 4+ @ +6 points

Bohemian/ German Veteran Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire, Mercenary	30
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- Minimum of two units per army
- Any unit can be upgraded to Elite 4+ @ +6 points
- Maximum of two units per veteran pike block

Mercenary Pikemen	Foot Pike Block	Pike	5	-	4+	3	Hedgehog, Mercenary	26
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Mercenary Musketeers	Foot Battle Line	Matchlock Muskets	4	2	5+	3	First Fire, Mercenary	26
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- Maximum of two units per mercenary pike block

Storming Party	Foot Battle Line	Firelocks, Assault Weapons, Grenades	4	2	4+	3	First Fire	35
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- Maximum of one unit per army
- The unit can be upgraded to Elite 4+ @ +6 points
- The unit can be equipped with a petard @ +20 points

Swordsmen	Foot Battle Line	Swords	6	-	4+	2	Swordsmen	30
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- Maximum of two units per army

Militia	Foot Warband	Mixed	4	1	6+	2	Rabble, Militia	9
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The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Light Cannon	Ordnance	Light Cannon	1	3-2-1	5+	2	-	17
Medium Cannon	Ordnance	Medium Cannon	1	3-2-1	5+	2	-	21
Heavy Cannon	Ordnance	Heavy Cannon	1	3-2-1	5+	2	-	25
Siege Artillery	Ordnance	Mortar	1	2	5+	2	-	25

- Maximum of one unit per army

Dramatis Personae

- Albrecht von Wallenstein (page 50).** Command Rating 9; War Chest70 points
Count Pappenheim (page 11). Command Rating 8; Pappenheim's Charge55 points
Matthias Gallas (page 42). Command Rating 8; Wallenstein's Ghost40 points

ENGLISH ARMY

England's role in the Thirty Years War was predominantly that of financial backer to the Protestant states, however James I did send troops into the Palatinate when the realm of his son-in-law, Frederick V, was threatened. The English army was led, very ably, by Horace Vere and was to gain renown in its stout defence of cities under siege. English troops were used in the Low Countries too, in support of the Dutch claim to independence. Many future generals of the English Civil War on both sides were to cut their teeth in the Thirty Years War. England's active involvement on the continent waned after James' death. His son, Charles, was too preoccupied by troubles at home to risk large campaigns overseas.

Command Ratings

Overall Commander: Random Command Rating40 Points

Roll D6 for rating: 1-5: Command Rating 8, 6: Command Rating 9

Infantry/Artillery/Cavalry Commander: Command Rating 840 Points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Life Guard Cuirassiers	Heavy Horse	Lance, Sword, Pistol	8	1	3+	4	Lance, Elite 4+, Caracole, Heavy Cavalry +1	64

- Maximum of one unit per army

Demi-Lancers	Heavy Horse	Sword, Pistol	8	1	3+	4	Caracole, Heavy Cavalry +1	53
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Petronels (Harquebusiers)	Horse	Sword, Arquebus	7	1	4+	3	Caracole, Mercenary	36
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Border Horse	Light Skirmish Horse	Sword, Pistol, Spear	7	1	4+	3	-	39
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- Two units of Border horse must be fielded for every Demi-Lancers unit in the army

The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Guard Elite Pikemen	Foot Pike Block	Pike	6	-	4+	4	Elite 4+, Hedgehog	40

- Maximum of one unit per army
- The unit may replace pikes with halberds @ 0 points (losing Hedgehog and gaining double-handed infantry weapon ability)

Guard Elite Musketeers	Foot Battle Line	Matchlock Muskets	3	2	4+	3	Elite 4+, First Fire	38
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- Maximum of two units per elite pike block
- Up to two units can be downgraded to a small unit @ -8 points

Trained Bands Pikemen	Foot Pike Block	Pike	5	-	3+	3	Hedgehog, Mercenary	30
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- Any unit can be upgraded to Elite 4+ @ +6 points
- Any unit may replace pikes with bills @ 0 points (losing Hedgehog and gaining double-handed infantry weapon ability)

Trained Bands Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire, Mercenary	30
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- Any unit can be upgraded to Elite 4+ @ +6 points
- Maximum of two units per trained band pike block
- Up to two units can replace muskets with longbows @ -3 points (losing First Fire)

The Foot (cont.)

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Mercenary Pikemen	Foot Pike Block	Pike	5	–	4+	3	Hedgehog, Mercenary	26

Mercenary Musketeers	Foot Battle Line	Matchlock Muskets	4	2	5+	3	First Fire, Mercenary	26
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- Maximum of two units per mercenary pike block

Storming Party	Foot Battle Line	Firelocks, Assault Weapons, Grenades	4	2	4+	3	First Fire	35
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- Maximum of one unit per army
- The unit can be upgraded to Elite 4+ @ +6 points
- The unit can be equipped with a petard @ +20 points

Swordsmen	Foot Battle Line	Swords	6	–	4+	2	Swordsmen	30
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- Maximum of two units per army

Militia	Foot Warband	Mixed	4	1	6+	2	Rabble, Militia	9
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The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Medium Cannon	Ordnance	Medium Cannon	1	3-2-1	5+	2	–	21

Heavy Cannon	Ordnance	Heavy Cannon	1	3-2-1	5+	2	–	25
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Siege Artillery	Ordnance	Mortar	1	2	5+	2	–	25
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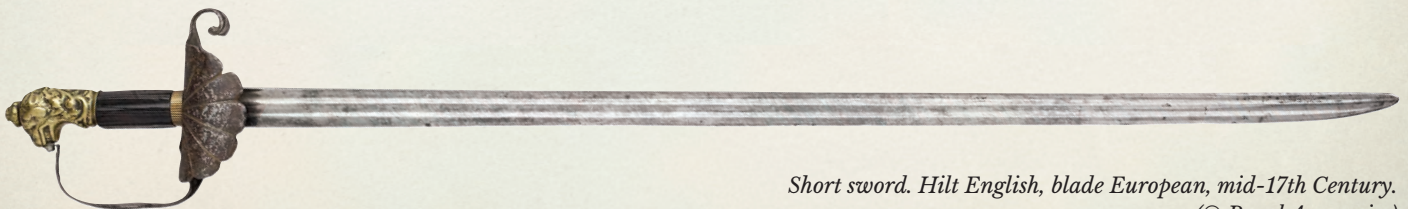
- Maximum of one unit per army

Dramatis Personae

Horace Vere (page 51). Command Rating 8; Stubborn Defence 45 points

“Watch out, peasant, I am coming. Get yourself out of the way, quick. Captain, give us money, while we are in the field. Girl, come here, join me in the jug.”

Soldiers song



Short sword. Hilt English, blade European, mid-17th Century.
(© Royal Armouries)

THE SWEDISH PHASE, 1630-1634

The defeat of the Danish armies had left a power vacuum at the head of the Protestant forces. This was to be filled by one of the greatest military leaders in history, Gustav II Adolf of Sweden. The Lion of the North had been campaigning in Poland but quickly concluded a truce with the Poles with Denmark out of the way. Gustav saw an opportunity to not only stop Catholic expansion but also a way for Sweden to take control of the Baltic and become a European super power.

Initial support for the Swedish campaign was lukewarm as political infighting threatened the Protestant coalition. The Catholic League's sacking of the city of Magdeburg and subsequent slaughter helped galvanise support, as did a little 'rough wooing' by Gustav's armies in northern Germany. These armies were heavily reliant on foreign troops; a spine of Swedish units was supplemented by large numbers of German mercenaries and Scottish troops. These all had to be paid, and so continued funding by France was vital.

Within two years the Swedish army had regained all the Protestant land lost to Imperial forces during the war and pushed deep into the Holy Roman Empire. Even Saxony had been 'persuaded' to join the alliance at last, and a combined Swedish and Saxon army defeated Tilly's Catholic League at the Battle of Breitenfeld in 1631.

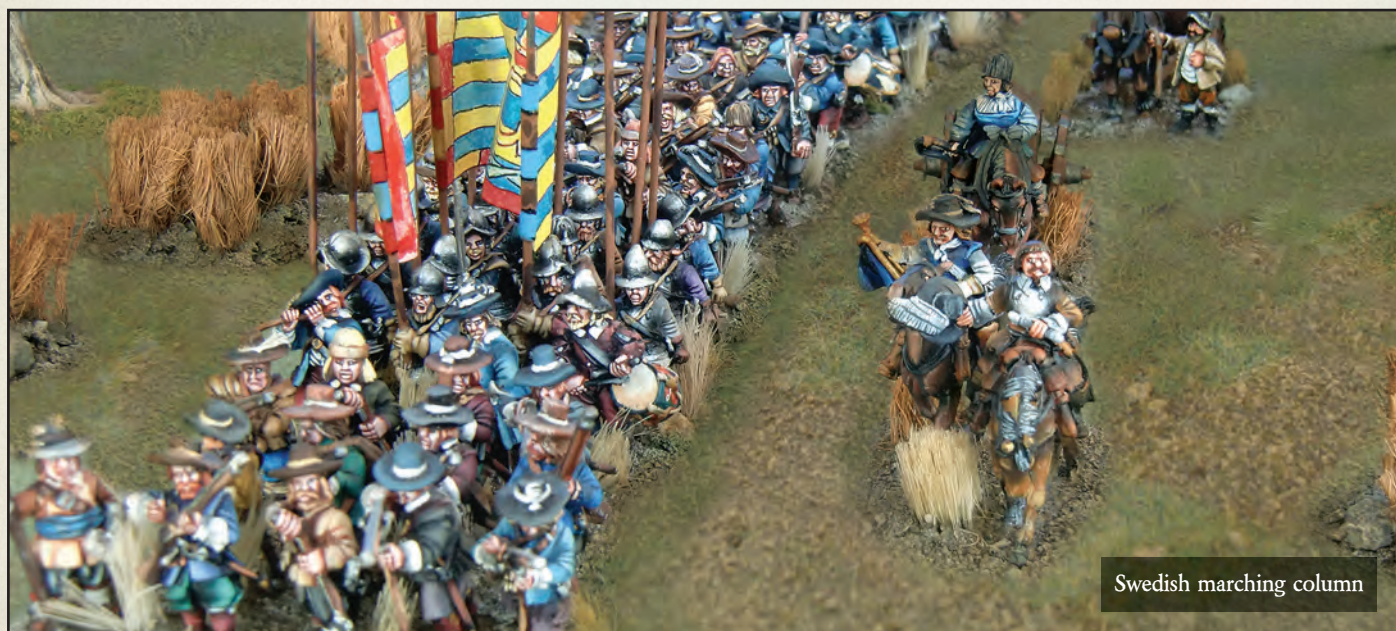
The Holy Roman Emperor was in a tight spot; Tilly was an old man by now and was to finally perish after another defeat at the Battle of Rain/Lech. Wallenstein had been dismissed for political reasons, but had taken his mercenaries and money with him. This had meant that Tilly had been fighting a war with little money, few supplies and a confusing command structure. Emperor Ferdinand was forced to relent and call Wallenstein back into service to meet the Swedish threat.

In 1633 Wallenstein's newly raised army met Gustav's Swedes at the most famous battle of the Thirty Years War, Lutzen. The Swedes were victorious, but it was a pyrrhic victory as their great king was killed on the battlefield. Wallenstein was soon to follow his great adversary as he was assassinated by a plot within his own army, devised by the Emperor worried about his political motives.

With Gustav dead, the Protestant cause once more began to crumble. Johann Georg of Saxony took the opportunity to sue for peace with the Emperor and removed his armies from the alliance. There were many very capable Swedish generals willing (and able) to keep up the fight, but lack of support and a withdrawal of French monetary assistance were to have dire consequences. Despite winning more victories, the Swedes were on the back foot and were finally crushed at the First Battle of Nordlingen by the Spanish army of Cardinal-Infante Ferdinand in 1634.

By the end of that year the Swedish armies had been driven from all their occupied territories and sued for peace. This was concluded at 'The Peace of Prague' and Sweden was removed, albeit temporarily, from the war. It was here that the Catholic League ceased as a formal entity as the peace treaty laid out specific rules on how such alliances could be formulated. Maximilian of Bavaria was forced into a lesser role in the Imperial Alliance, although his Bavarian armies were soon to prove vital to the Emperor's cause and his influence quickly returned.

The Holy Roman Emperor quickly consolidated this victory by forming alliances with many of the German States that had opposed him and for the Habsburgs it finally looked as though dominance in Europe was only a matter of time. This situation finally forced France's hand to enter the war in direct opposition to the Empire and Spain.



Swedish marching column



Swedes prepare for battle

Land Battles of the Swedish Phase

FRANKFURT AN DER ODER (APRIL 1631)

- Sweden versus Holy Roman Empire
- Swedish Victory (Gustav II)

SACK OF MAGDEBURG (MAY 1631)

- Protestant States versus Catholic League/Holy Roman Empire
- Catholic League Victory (Tilly)

WERBEN (JULY 1631)

- Sweden versus Catholic League
- Swedish Victory (Gustav II)

FIRST BREITENFELD (SEPTEMBER 1631)

- Sweden/Saxony versus Catholic League/Holy Roman Empire
- Swedish Victory (Gustav II)

RAIN/LECH (APRIL 1632)

- Sweden versus Catholic League
- Swedish Victory (Gustav II)

WIESLOCH (AUGUST 1632)

- Sweden versus Holy Roman Empire
- Swedish Victory (Gustav Horn)

SIEGE OF MAASTRICHT (JUNE-AUGUST 1632)

- United Provinces/England versus Spain
- Dutch Victory (Frederick Henry)

STEINAU (SEPTEMBER 1632)

- Saxony/Sweden versus Holy Roman Empire
- Saxon Victory (Hans Georg von Arnim)

ALTE VESTE (SEPTEMBER 1632)

- Sweden versus Holy Roman Empire/Catholic League
- Holy Roman Empire Victory (Wallenstein)

LUTZEN (NOVEMBER 1632)

- Sweden versus Holy Roman Empire/Catholic League
- Swedish Victory (Gustav II)

OLDENDORF (JULY 1633)

- Sweden versus Holy Roman Empire
- Swedish Victory (Knyphausen)

FIRST NORDLINGEN (SEPTEMBER 1634)

- Sweden versus Spain/Holy Roman Empire/Catholic League
- Spanish Victory (Infante Ferdinand)

KING GUSTAV II ADOLF

1594-1632 - SWEDEN

King Gustav II Adolf, or Gustavus Adolphus to give him his commonly used Latinised name, was born in Stockholm and went on to become 'the father of modern warfare'. Born of Swedish/German heritage, the son of the future King Karl IX, Gustav was born into a country constantly at war. In his early years he was to lead men into battle against the Danes, Russians and Poles. In fact he was commanding armies from the age of 17 and continued to do so until his death.

Gustav matured into a very striking figure, being tall, blond and bearded. This appearance, as well as his prowess in battle, led to him being known as the 'Lion of the North'. He could also speak several languages and was eager to come to grips with all aspects of leading his country from a backward land to one of immense power. He developed the country's industry to allow him to wage war, as well as introducing military innovations such as regional conscription to give him the manpower. According to contemporaries he was pious, energetic and frugal. His strict Lutheran upbringing was a key driver behind his 'Articles of War' which meant his armies were not marred by the scourge of pillaging, and this helped his cause in conquered territories.

Gustav Adolf had a huge influence on modern warfare which came from his understanding that firepower was the most important and decisive of weapons. Salvo firing from his infantry with mobile artillery support was the cornerstone on which his tactics were built. He abolished caracoling for his cavalry and instead introduced headlong charges that swept all before them. When faced with the Imperial tercio style huge blocks of pikes, he adopted shallow formations, only 5 or 6

ranks deep, which allowed him to redeploy rapidly along with the light artillery pieces that would fire canister into the massed enemy ranks. He also ensured his men were trained, disciplined and motivated.

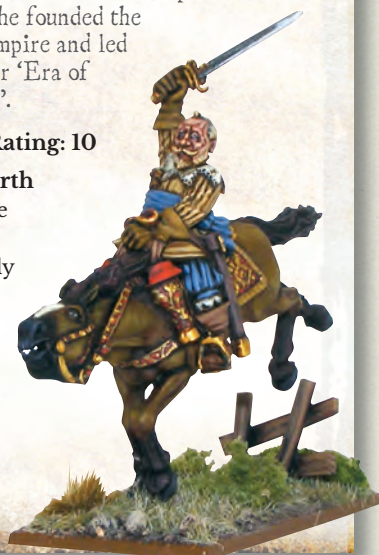
His one fatal flaw was his insistence on putting himself in harm's way. A Polish sniper's shot to the neck at the Battle of Dirschau in 1627 had left a wound that meant wearing metal armour pained him. From this point on he would insist that 'the Lord God is my armour'. In 1632 his horse was shot from under him by a cannonball at the siege of Ingolstadt. The recklessness was to prove his undoing, and at the Battle of Lützen he was killed by Imperial forces while leading a cavalry charge.

Arguably he was Europe's greatest modern commander until Napoleon. Certainly he founded the Swedish Empire and led them to their 'Era of Great Power'.

Command Rating: 10

Lion of the North

King Gustav was the master of aggressive manoeuvres and was usually seen leading from the front. When Gustav joins a unit and issues a 'Follow Me' order, the order applies to all the units in the battalia, not just the unit he has joined. In addition any unit that Gustav joins receives a +1 combat resolution bonus.



Swedish 'Yellow' regiment of German mercenaries

“The Swedes have come,
Have taken everything,
Have smashed in the windows,
Have taken away the lead,
Have made bullets from it
And shot the peasants.”

The Song of the Swedes



Catholic League and Swedish troops clash in the lead up to Breitenfeld

THE BATTLE OF BREITENFELD

17TH SEPTEMBER 1631

The Swedish army landed at Peenemünde in 1630 to a less than a rapturous reception. The German princes were understandably leery of upsetting the Empire's appercart again so soon after the Danish fiasco, and it appeared that the Catholic power held all the cards. Tilly, still in charge of the Imperial armies, was not too fussed either: he would deal with the latest pretender when he had finished sorting out a thorny problem in Italy. However, not all was as it seemed. In January, Catholic France, along with the Protestant Dutch, agreed to fund Gustavus's campaign. The Empire, on the other hand, had reduced its fighting capacity in Germany with the dismissal of Wallenstein in 1630. As long as Gustavus stayed in the north, he was no real threat. But a series of Imperial missteps was about to turn the situation critical.

Tilly concluded his affairs in Italy in February 1631 and marched north to meet Gustavus if required. On the way, he sacked Magdeburg in one of the worst atrocities of an increasingly atrocious war. That provided the Protestants with a huge propaganda coup and brought increased support for Gustavus from increasingly frightened German princes. Tilly's arrogance spilled over again when he concluded that the Electorate of Saxony would present no obstacle to his advance, despite the Elector's neutral stance. On its own, Saxony could not stop Tilly, but together with Sweden they would offer a much sterner challenge. The Elector, John George I, gathered his forces and marched rapidly to join Gustavus. Together they moved to the environs of Leipzig to test Tilly's strength. Tilly would have preferred to wait for reinforcements to arrive, but his commanders wanted to fight the Swedes and Saxons without them. A little bit reluctantly, Tilly gave orders to march on the small village of Breitenfeld.

On 16 September, Gustavus received reports that the Imperial army was encamped about five miles due south of his position on the other side of a stream and marsh. Tilly knew he was coming because his cavalry general Pappenheim urged him to come to his aid as he was hard-pressed fighting the Swedish vanguard. That wasn't true, but it put Tilly in a position where he had to fight. He drew his army up on rising ground and waited. The next morning broke with Gustavus eager to be on his way, but his army made slow progress in part because of the delaying actions of Imperial Croat cavalry. That gave Tilly time to deploy. He split his infantry into eight Imperial tercios of 1,000 men and six League tercios of 2,000. He placed the tercios in the centre, grouped into four battalions with the strongest battalions on the right. To them he added his entire grand battery of fourteen heavy guns. His light guns were placed on Gallows Hill, the high ground on Tilly's right-centre that dominated the battlefield. Tilly split his cavalry into three groups: 3,800 of the heavy cuirassiers on the left, 3,150 veteran and Croat cavalry on the right; and 2,000 arquebusiers and cuirassiers in reserve. To recognize each

other in the maelstrom of battle, Tilly had his soldiers wear white ribbons on their sleeves: the Swedes wore green branches in their hatbands.

Tilly had deployed, knowing that the relatively untried Saxons would face his right. Johan Georg had indeed set up his little army on the high ground on the Swedish left flank with orders to hold their positions. His infantry formed themselves into ten thousand-man battalions in the centre, with his cavalry in six squadrons of 500 men on each flank. The majority of Gustavus's Swedish cavalry, 4,100 in number, arrayed themselves out on the right flank, interspersed by four detachments of 860 musketeers. They easily overlapped the Imperial left. Gustavus joined them so that he would be at his intended point of attack when the battle commenced. The Swedish infantry in the centre formed into four battalions of around 1,500 men each, accompanied by 24 light three-pounder guns and twelve heavy guns. Another 5,250 foot, 700 cavalry, and 18 light guns under Hepburn took up stations on the left-centre. To their left, between the Swedish infantry and the Saxons, a second wing of 2,700 cavalry and 940 shot deployed to watch over the Saxon flank.

When all was ready, the steady Swedish advance began. The Imperial artillery commenced fire at 1,000 yards, but the Swedes came on undaunted.



COUNT GUSTAV HORN

1592-1657 - SWEDEN

One of Gustavus Adolphus's most gifted lieutenants, Count Gustav Horn fought with distinction for the Protestant cause before his capture brought a premature end to his military career. Born into Finnish nobility, Horn learned his military trade from the revolutionary strategist Maurice of Nassau. His practical career began at the siege of Riga in 1621, before progressing to field combat operations in Estonia and Poland. Gustavus Adolphus had a keen eye for talent and promoted Horn to Field Marshal and second-in-command for his invasion of northern Germany in 1630. Horn was initially very successful, defeating Tilly in a stunning battle at Breitenfeld in 1631 before attacking Upper Franconia



and deep into Bavaria. When Gustavus was killed at Lützen, Horn became joint-commander of the Swedish armies, but his luck ran out at Nördlingen in August 1634 where he was captured. Eight years of captivity followed for Horn before he was exchanged. He returned successfully to the battlefield against Sweden's perennial Danish enemies in 1644, then went on to a distinguished administrative career.

Command Rating: 8

Defender's Bonus

Whenever Gustav Horn commands troops placed on the strategic or tactical defensive, his Command Rating increases to 9.



Pike. Northern European, mid-17th Century (© Royal Armouries)



The massed ranks of the Swedish army – ready for all comers!



At 600 yards, Gustavus's guns opened fire, three shots to every Imperial one. From noon until 2pm, the batteries on both sides assailed the enemy lines, the Swedes inflicting more damage than they received. Apparently, having suffered enough from the Swedish guns, Pappenheim ordered his cuirassiers forward against Gustavus's cavalry. The Imperial commander surely expected to crush the lighter Swedish horse, but he must also have been somewhat perplexed when the Swedes stood still – this was something new. The cuirassiers rode forward to fire in their caracole formation but as they did that brought them to a halt, presenting a perfect target for a massed Swedish volley. The cavalry charged behind their volley, while the musketeers unleashed a second. The cuirassiers offered token resistance and quickly retraced their steps.

Gustavus stretched out his flank to meet Pappenheim's second charge, then his third. Seven times Pappenheim tried to outflank the Swedes and failed. While all the action appeared to be on the flank, the Swedes in the centre had been flailing their Imperial counterparts with artillery, opening holes all along the line. Gustavus now gave the order for his flanking cavalry to attack, resulting in the collapse of the Imperial left. Out on the right, however, the battle was shaping up somewhat differently. There the Saxons had tried to hold their line against Furstenburg's assault, but their rout was soon accomplished. Tilly's chance had arrived and not a moment too soon. All he needed to do was swing left and roll up the Swedish line, but Furstenburg could not control his

command and it took Tilly some time to organize his own force. By then, Horn had sized up the situation, refused his line, and brought up reserves. Tilly attacked anyway.

The Imperial tercios advanced in three columns behind a screen of caracoling cavalry. The tactic was designed to draw the sting out of the defenders while keeping the tercios intact for an overwhelming push of pike. But the defenders, most notably the Scots Mackays, held their fire for the tercios. At fifty yards, the defenders let loose a fearsome volley of grape from the light guns and musketry in three ranks. Another volley followed while the tercios attempted to recover from the shock of the first, then the Swedish charged into the disorganized tercios with pike and muskets used as clubs. The tercios frayed, then fell apart after an hour of fierce fighting. Horn's cavalry joined in with a counter-attack, sweeping the Imperial arquebusiers from the field. Tilly's attack had failed. His attempt to set up a coherent defence by pushing in his reserves could not counter Gustavus's outflanking and rampant cavalry. The once mighty tercios succumbed one after the other to combined artillery and musketry fire. And there would be no let up from the Swedish King as he rolled up Tilly's centre.

Tilly was fortunate to save his life, though wounded, while many of his best commanders fell along with thousands of Imperial troops. All the Imperial guns were captured by the Swedes, along with 120 regimental flags.

LENNART TORSTENSSON

1603-1651 - SWEDEN

Lennart Torstensson began his career as a page at the court of Gustavus Adolphus and accompanied the king on his early campaigns in Eastern Europe. The observant and thoughtful Torstensson rose quickly through the ranks until, in 1629, Gustavus promoted him to assume command of the artillery. Torstensson's dynamic leadership dramatically improved the effectiveness of the artillery, so much so that it might be considered to be the determining factor in the victory at the Battle of Breitenfeld in 1631 and the Battle of the River Lech the following year. After a brief period as a captive of the Imperial forces after the disastrous Battle of Alte Veste, Torstensson returned to the war effort, fighting at the Battles of Wittstock and Chemnitz before being forced to return as an invalid to Sweden in 1641. His physical infirmities did



not prevent Torstensson from assuming command of the Swedish army as a Field-Marshal in Germany later in 1641. He campaigned vigorously through 1642, culminating in the stunning victory at the second Battle of Breitenfeld in October. The following year, Torstensson led his army into Denmark, but was soon back in Germany fighting the Imperial army, this time smashing them at the Battle of Jüterbog in November 1644. A year later, he had driven through Bohemia and threatened Vienna, but illness caught up with Torstensson and he was forced to give up his command and return to Sweden. He died in 1651.

Command Rating: 9

Double Shotte: Whenever Lennart Torstensson is in command, his force artillery may fire twice per turn.



Elements of the Swedish 'Blue' regiment on the road

Refighting Breitenfeld

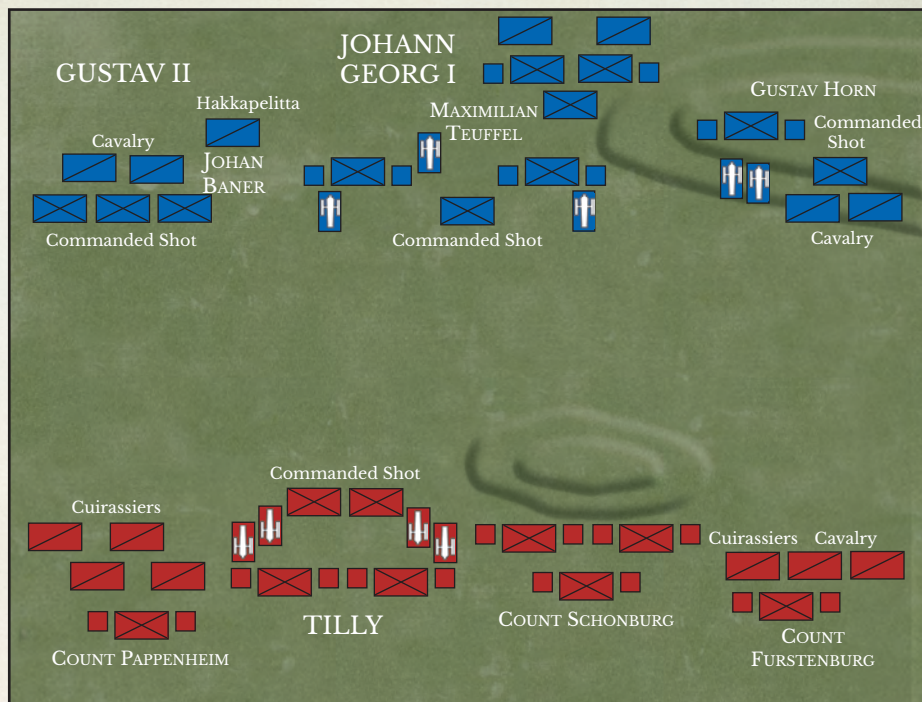
Breitenfeld was a big battle, requiring quite a bit of lead and plastic to do it justice on the tabletop. However, we also wanted to make sure we could play the scenario on an average club evening of three hours and we were aware that most resources for wargamers are limited. To that end, we constructed our orders-of-battle using relative ratios. Thus the Swedish force to Saxons were 2:1, and the Swedish to Imperial army was 4:3. Moreover, the Swedish cavalry to infantry was set at 1:1, while the Saxons had a 2:1 ratio for infantry to cavalry. The Imperial tercios were also set up as 1:1 for the big tercios against the smaller regiments that fought alongside them. We also gave the Imperialists a slight edge in infantry over the Swedes, who possessed overwhelming cavalry strength. For artillery, the Swedes received mostly light guns, along with a medium, while the Imperialists had a single battery of medium and heavy guns. All that resulted in the orders of battle opposite.

Battlefield

The battle was fought on an 8'x6' table. The only two geographical features represented were the two hills; one on the Swedish left stretching in from the table edge up to 32" long, the other on the Imperial right-centre about 24" in from the edge and 18" long. Both hills were about 12" deep. The front edges of the hills began 22" from the respective table-edges.

Victory Conditions

The victorious general will possess both areas of high ground and have a fighting unit within 6" of both flanking table-edges by the end of the game. Any other result is a draw irrespective of casualties.



Deployment

To get the sides into action quickly, because we knew there would be a lot of dice-rolling, we opted for a local rule whereby both sides could deploy up to 14" from the centre line of the table, i.e. the armies would start 28" apart. That also provided room for reserves and switching flanks behind the lines if desired.

Map Key

	Imperial Cavalry
	Imperial Pike
	Imperial Musket
	Imperial Artillery
	Swedish Cavalry
	Swedish Pike
	Swedish Musket
	Swedish Artillery

Pike & Shotte Variables

- Units fighting downhill add +1 die to their combat rolls.
- Units defending uphill add +1 to their Combat Resolution result, as if the terrain is offering support.

“Money is at the heart of war. Money, nothing else than money.”

Old saying



SWEDISH ORDER OF BATTLE

King Gustav II Adolf (Gustavus Adolphus)
General, Command Rating 10

Right Wing

Swedish and Finnish horse regiments with attached commanded musket.

General Johan Baner

Command Rating 8

- 2 Units of Swedish Cavalry
- 1 Unit of Finnish Hakkapelitta
- 3 Units of Commanded Musket

Main Line

Swedish and German veteran regiments.

General Maximilian Teuffel

Command Rating 8

- 2 Units of Pikemen
- 4 Units of Musketeers
- 1 Unit of Commanded Musketeers
- 2 Light Cannon
- 1 Medium Cannon

Left Wing

Swedish and Scottish regiments.

Count Gustav Horn

Command Rating 8

- 2 Units of Swedish Cavalry
- 1 Unit of Pikemen
- 2 Units of Musketeers
- 2 Units of Commanded Musketeers
- 2 Light Cannon

Saxon Allies

Freshly raised Saxon regiments.

Johann Georg I, Elector of Saxony

General, Command Rating 8

- 2 Units of Pikemen
- 4 Units of Musketeers
- 2 Units of Harquebusiers

CATHOLIC LEAGUE ORDER OF BATTLE

Johann Tserclaes, Count von Tilly
General, Command Rating 9

Left Wing

German infantry with Bavarian cuirassier regiments.

General Gottfried Heinrich, Count Pappenheim

Command Rating 8

- 1 Unit of Pikemen
- 2 Units of Musketeers
- 4 Units of Cuirassiers

Left Main Body

Bavarian veteran foot regiments.

Count von Tilly

General, Command Rating 9

- 2 Units of Pikemen (large)
- 4 Units of Musketeers
- 2 Units of Commanded Musket
- 2 Medium Cannon
- 2 Heavy Cannon

Right Main Body

German mercenary regiments.

General von Schonburg

Command Rating 8

- 3 Units of Pikemen
- 6 Units of Musketeers

Right Wing

German and Bavarian regiments.

Egon VII, Count Furstenburg

Command Rating 8

(7 after first casualties caused on the battalia)

- 1 Unit of Pikemen
- 2 Units of Musketeers
- 1 Unit of Cuirassiers
- 2 Units of Harquebusiers

“Pray child, pray! The Swede is coming now, Oxensterna is coming, my child will learn to pray, child, pray!”



How It Played

The Breitenfeld refight was first and foremost a reminder of why wargaming is such a great hobby. The Swedish-Saxon and Catholic League armies running the length of the table created a stirring tableau and made all the hours of preparing figures and units worthwhile. That and the knowledge that this was a big, important battle heightened the anticipation among our generals. Our Tilly's prosaic brief to his subordinates, however, did not quite match the aesthetics of the occasion: "Kill them! Kill them all!" With that, the dice started rolling.

The Imperial intent was clear, get to grips with the enemy all along the line and bring the big battalions to bear. Conversely, the self-appointed Guardians of the Reformation stood haughtily waiting for the Imperialists to march into firing range then give them everything they could handle. History, as they say, often repeats itself, no matter the scale. The Catholic League army pushed forward two moves, ready to strike a series of devastating blows, but their completely misfiring artillery barrage might have given the Imperial commanders some pause for thought about the efficacy of their plan.

Swedish firepower was the most potent of the Thirty Years War, and on the *Pike & Shotte* table. The extra dice thrown by Swedish commanders for firing took immediate effect, bringing to a halt Count Gottfried Heinrich von und zu Pappenheim's battalia. The Imperialists quickly added to their problem through Count Egon von Furstenburg and

General von Schönburg failing to move, and Pappenheim's cuirassiers lurching forward for only one move when ordered to charge. Tilly's large tercios advanced rapidly, however, thereby reducing the number of shots they would have to take before sweeping into the stalwart General Teuffel's command. Unfortunately, their quick advance masked the Imperial artillery and prevented any softening barrage. What was lost in cannon fire, though, was made up for by accurate shooting from Tilly's supporting sleeves that left two Swedish units in disorder.

On the Swedish side, Count Gustav Horn tried to move forward to relieve some of the pressure and give the reservists some room to manoeuvre, but he failed to move. That did not prevent the Swedes from turning up the heat through some effective shooting. Most importantly, they disordered two of Pappenheim's cuirassier units, disrupting his momentum in the process. Teuffel though was having a harder time bringing his musketry to bear on the tercios that in any case could take a wound to relieve disorder because they were large units. Tilly was determined to make his tercios count and he would get his chance on his next turn. While Furstenburg again refused orders, Pappenheim's cavalry sorted itself out, and Schönburg trundled forward: Tilly's pike-blocks would finally crash into the Swedish line.

Teuffel's closing fire disordered one of Tilly's pike-blocks, but it was not enough to stop the Imperial charge. If Tilly could break through here, on the Swedish right-centre, he could seal off Baner's powerful cavalry wing and roll up the Swedish and Saxon armies. This was the stuff of legends. The first





Protestant mercenary cavalry in Swedish service

melee followed the expected narrative. With eight dice against three for the Swedish musket sleeve posted in advance of its pike-block, there seemed little hope for the Swedes, and so it proved. The first tercio scattered the sleeve to the winds and rumbled forward to confront the Swedish pike-block. However, even though the odds were the same for the second tercio, the outcome was somewhat different, with the redoubtable sleeve standing for another round of fighting. Baner followed that up by disordering another of Pappenheim's cuirassier units, while out on the left the Saxons weighed in with some lethal fire of their own against the motionless Furstenburg. Schönburg's tercio sleeves also came in for some punishment and the overall effect along the Imperial line was one of an army floundering.

It was the turn of the Imperial flanks to make their presence felt. On the right, the Imperial cavalry charged into the Saxons, while on the left a brigade order launched a counter-attack on Gustavus' Swedes. Neither attack achieved the required breakthrough, though the Saxons were pushed back. All that did, however, was create the room the Swedish reserves needed to move into line. Moreover, the Saxons attempted a flank attack of their own but failed to move. More shooting was therefore the order of the day for the hard-pressed Swedish-Saxon line. That was more successful;

all along the Imperial line units became disordered and took casualties. The bad news continued for the Imperialists when out on the left, their cavalry had to retire, although both they and their Swedish counterparts became Shaken in the process. Even worse fates befell the Imperial right wing cavalry when a Saxon counter-attack hit hard and a sweeping advance put them behind the Imperial line.

The battle continued around the flanks while the Imperial tercios tried to advance but couldn't. The plucky right-flank cavalry attacked again, as did the cuirassiers out on the left. The Imperial artillery caused some damage in the centre but the Swedish line stood fast. Finally, the cuirassiers' determination paid off and they broke Baner's battalion, but it was a pyrrhic victory. On the other flank against the Saxons, Furstenburg could not repeat the past and learned some hard lessons in the process. His desperate cavalry charge failed completely, losing the final count by four, resulting in a failed break test. Their destruction broke the Imperial right wing. There was now no way the Imperialists could gain both areas of high ground and the commanders rightly called a halt to the proceedings. If not for the loss of Baner's wing, the Swedes could have claimed a significant victory: they still had the better of an agreed draw, but the Protestant cause had undeniably stalled.



Swedish Guards hold the line

Playing the Swedish System

The Swedish System, or Swedish Brigade, was a tactic developed to offer a higher concentration of fire by creating linear battle lines, and used successfully to break up the enemy formations prior to melee. King Gustav II Adolf of Sweden, or Gustavus Adolphus to use his Latinised name, had developed this battle formation in his Polish campaign before honing it on the battlefields of Germany. Where earlier Thirty Years War armies had prioritised the pike as the main infantry arm, Gustav looked to his musket-armed troops to tip the balance in his favour. Recruitment in the Swedish army began to reflect this with the most capable men drafted into musket companies.

In our Pike & Shotte game this is represented by the Swedish army being able to muster more musket troops per pike unit than their Imperial opponents, and the superior quality of these units.

Imperial tercios gain benefits by being able to upgrade pike units to 'Large' units, and this offers additional benefits in the game; the Swedish army does not have this choice; in fact Swedish pike units seem, on paper, to be understrength. The Swedes cannot rely on heavy artillery either, another important aspect of many Imperial forces.

In cavalry too, it seems that the Imperial side has more options available to it, especially in the heavy cavalry arm.

Where the Swedish army comes into its own is in its firepower, the quality of the troops available, and the quality of the leadership. A Swedish army will usually be outnumbered, but will rarely be outgunned. A Swedish Battalia has the ability to field large numbers of light artillery pieces to act as infantry support, and the 'Swedish Salvo' special rule encourages the army to advance aggressively with this support and close with the enemy, pouring in fire as they do so. The shortcomings in the pike units will be more than compensated for by the firepower superiority available, and the enemy formations should be weakened enough by the musket for the pike to fight on even terms at least.

The addition of 'Guard' units in the army lists also gives an option of elite pikemen that can go toe-to-toe with large Imperial tercios. These are restricted to two Guard Pikemen units per army so need to be used carefully. A further ace up the sleeve for any Swedish army is the addition of Finnish cavalry, the feared Hakkapelitta. Although Imperial armies certainly will be able to get more heavily armoured cavalry on the table, the 'Ferocious Charge' rule for the Finns is a huge bonus if used correctly.

JOHANN GEORG I, ELECTOR OF SAXONY

1585-1656 - SAXONY

Johann Georg was born in Dresden in 1585, and developed a passion for hunting and drinking at an early age. He became Elector of Saxony in 1611 but had no interest in closer ties with the Protestant Union. Although a devout Lutheran, he had more time for the Protestant leaders than he had for the Catholic ones. In fact, Johann Georg had a reputation for being most disagreeable.

What he wanted was to remain neutral and left out of any upcoming trouble. He turned down the throne of Bohemia as he knew such a move would start unrest, and backed the Holy Roman Emperor against the Bohemian Revolt. Even rumours of Protestant purges in the German States failed to move him to action.

It was the action of Tilly's Catholic League that finally forced his hand. Tilly marched into Saxony to prevent an alliance between Johann Georg and Gustav II of Sweden. The ransacking of Saxon towns by Catholic League soldiers actively drove Saxony into their Swedish alliance which defeated Tilly at Breitenfeld (although Johann Georg actually fled the field at one point). Johann then led the Saxon army to

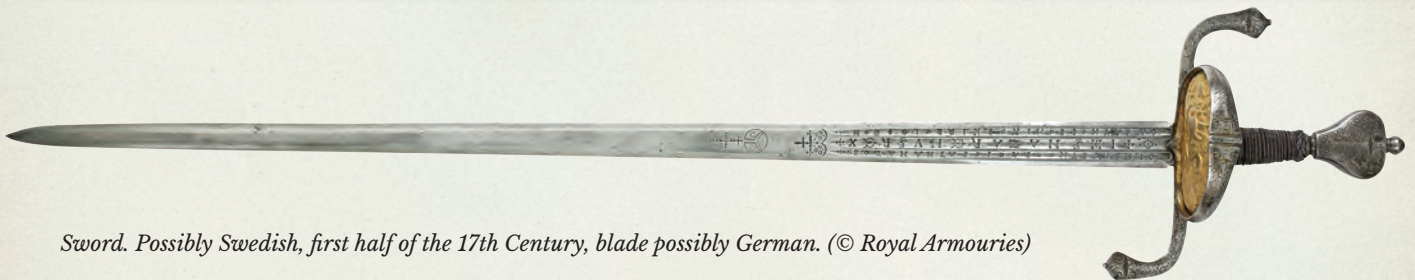


capture Prague, but the death of Gustav II at Lutzen gave him the excuse he needed to back out of the alliance and sue for peace with the Emperor. A peace treaty was signed in 1635, when he promptly declared war on the Swedes, wanting them off his territory. He was to face them at Battle of Wittstock in 1636 but lost decisively. This action, coupled with Sweden's withdrawal from the German States after Gustav's death effectively ceased Saxony's (and Johann's) participation in the war. Johann Georg was to survive the Thirty Years War, spending the rest of his life rebuilding his broken country.

Command Rating: 8

Reluctant Ally: Johann Georg was not at all happy about being dragged into the war. Johann Georg's Command Rating will be reduced by one every time he 'Blunders'.

Lifeguard: One unit of cuirassiers can be upgraded to 'Lifeguard' gaining the Lance and Elite 4+ special rules @ +10 points.



Sword. Possibly Swedish, first half of the 17th Century, blade possibly German. (© Royal Armouries)



Holy Roman Empire pikemen arrayed for battle

SWEDISH ARMY, 1618-1634

The Swedish army of Gustav II was an elite force. A backbone of regiments from the Kingdom of Sweden was supplemented by large numbers of German mercenaries and Scottish troops. Gustav instilled new fighting formations and tactics, these aggressive tactics eschewed the use of heavy artillery as light guns were needed to offer extra firepower to advancing infantry. The calibre of the army usually means that the Swedish army will often be outnumbered, but this is balanced by the reliability of the troops and quality of command.

Command Ratings

Overall Commander: Random Command Rating40 Points

Roll D6 for rating: 1-5: Command Rating 8, 6: Command Rating 9

Infantry/Artillery/Cavalry Commander: Command Rating 840 Points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Cuirassiers	Heavy Horse	Sword, Pistol	8	1	3+	4	Caracole, Heavy Cavalry +1	53

- Maximum of two units per army

Finnish Hakkapelitta	Light Horse	Sword, Pistol	9	1	4+	4	Ferocious Charge, Gallopers	50
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- Finnish units cannot outnumber light cavalry units

Swedish Cavalry	Light Horse	Sword, Pistol	8	1	4+	4	Gallopers	43
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Harquebusiers	Horse	Sword, Arquebus	7	1	4+	3	Mercenary	36
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Light Cavalry	Light Horse	Sword, Pistol	7	1	5+	3	Marauder	40
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Dragoons	Horse Skirmisher /Foot Skirmisher	Firelocks	3	2	5+	3	Fire & Evade, Dragoons	35
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The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Swedish/German Guard Pikemen	Foot Pike Block	Pike	5	-	3+	4	Stubborn, Hedgehog	42

- Maximum of two units per army
- Each unit can be upgraded to Elite 4+ @ +6 points

Swedish/German Guard Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	Stubborn, First Fire, Swedish Salvo, Swedish Feathers	47
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- Maximum of four units per army
- Each unit can be upgraded to Elite 4+ @ +6 points

Swedish Commanded Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire, Swedish Salvo, Swedish Feathers	42
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- Maximum of two units per army
- One unit can be upgraded to a large unit @ +8 points

Swedish/German Veteran Pikemen	Foot Pike Block	Pike	5	-	3+	4	Hedgehog	37
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- Any unit can be upgraded to Elite 4+ @ +6 points

The Foot (cont.)

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Swedish/German Veteran Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire, Swedish Salvo, Swedish Feathers	42

- Any unit can be upgraded to Elite 4+ @ +6 points
- Maximum of three units per veteran pike block

German/Scots Pikemen	Foot Pike Block	Pike	5	–	3+	3	Hedgehog, Mercenary	30
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- Any unit can be upgraded to Elite 4+ @ +6 points

German/Scots Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire, Mercenary	30
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- Any unit can be upgraded to Elite 4+ @ +6 points
- Maximum of three units per mercenary pike block
- Up to two Scots units can replace muskets with longbows @ -3 points (losing the First Fire special rule)

Mercenary Pikemen	Foot Pike Block	Pike	5	–	4+	3	Hedgehog, Mercenary	26
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Mercenary Musketeers	Foot Battle Line	Matchlock Muskets	4	2	5+	3	First Fire, Mercenary	26
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- Maximum of two units per mercenary pike block

Storming Party	Foot Battle Line	Firelocks, Assault Weapons, Grenades	4	2	4+	3	First Fire	35
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- Maximum of one unit per army
- The unit can be upgraded to Elite 4+ @ +6 points
- The unit can be equipped with a petard @ +20 points

Militia	Foot Warband	Mixed	4	1	6+	2	Rabble, Militia	9
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The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Light Cannon	Ordnance	Light Cannon	1	3-2-1	4+	2	–	19
Medium Cannon	Ordnance	Medium Cannon	1	3-2-1	4+	2	–	23

- Maximum of three light artillery pieces per battalia
- Maximum of one medium cannon per three light cannon

Dramatis Personae

King Gustav II Adolf (page 60). Command Rating 10; Lion of the North	95 points
Lennart Torstensson (page 65). Command Rating 9; Double	70 points
Count Gustav Horn (page 63). Command Rating 8; Defender's Bonus	45 points
Heinrich von Thurn (page 11). Command Rating 8; Resilient	45 points
Bernard of Saxe-Weimar (page 46). Command Rating 7; Bernard Ascendant	25 points

Swedish Salvo

A unit with the Swedish Salvo special rule is allowed to fire when charging.

Points Cost: +5 points

Swedish Feathers

If a cavalry unit charges a unit with the Swedish Feathers special rule, the cavalry unit does not gain a charge bonus.

Points Cost: +4 points

SAXON ARMY

Saxony was a reluctant participant in the Thirty Years War. Johann Georg I, Elector of Saxony, had declined to join the Protestant Union and turned down the Bohemian throne when it was offered to him. The Saxons were well aware they were placed in a tough position should religious tension erupt into outright war, being on the main marching route campaigning armies would want to take. So it was to prove, and Saxony was eventually forced to enter the war to protect their domain. Sweden's Saxon allies were key to Gustav II's successes, particularly at Breitenfeld, but soon after Gustav's death were keen to distance themselves from the Protestant Alliance once more. Saxon armies were hard pressed to keep enemies from all quarters turning their homeland into a battleground.

Command Ratings

Overall Commander: Random Command Rating20 Points

Roll D6 for rating: 1-5: Command Rating 7, 6: Command Rating 8

Infantry/Artillery/Cavalry Commander: Command Rating 720 Points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Cuirassiers	Heavy Horse	Sword, Pistol	8	1	3+	4	Caracole, Heavy Cavalry +1	53

- Maximum of two units per army

Harque-busiers	Horse	Sword, Arquebus	7	1	4+	3	Caracole, Mercenary	36
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- Maximum of two units per army

Cavalry	Light Horse	Sword, Pistol	7	1	4+	3	Mercenary	36
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Militia Cavalry	Light Horse	Sword, Pistol	6	1	5+	3	Mercenary	30
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“I assume that robbery is the noblest exercise of all that one can have at this time in the world. What could be called more noble than just that trade which I do now?”



The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Saxon Pikemen	Foot Pike Block	Pike	6	–	4+	3	Hedgehog	30

- One unit can be upgraded to Elite 4+ @ +6 points

Saxon Musketeers	Foot Battle Line	Matchlock Muskets	3	2	5+	3	First Fire	28
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- Two units can be upgraded to Elite 4+ @ +6 points

Mercenary Pikemen	Foot Pike Block	Pike	5	–	4+	3	Hedgehog, Mercenary	26
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- Minimum of one unit per unit of Saxon Pikemen in army

Mercenary Musketeers	Foot Battle Line	Matchlock Muskets	4	2	5+	3	First Fire, Mercenary	26
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- Minimum of one unit per unit of Saxon Musketeers in army
- Maximum of two units per mercenary pike block

Militia	Foot Warband	Mixed	4	1	6+	2	Rabble, Militia	9
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Peasant Levy	Foot Warband	Mixed	2	1	6+	2	Rabble, Militia	7
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The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Medium Cannon	Ordnance	Medium Cannon	1	3-2-1	5+	2	–	21
Heavy Cannon	Ordnance	Heavy Cannon	1	3-2-1	5+	2	–	25

Dramatis Personae

Johann Georg I, Elector of Saxony (page 71). Command Rating 8; Reluctant Ally; Lifeguard.....35 points

THE FRENCH PHASE, 1635-1648

France had bankrolled successive Protestant armies for over ten years, but in 1634 the Habsburgs and their allies had knocked Sweden out of the war and become more powerful than ever. With France hemmed in on all sides by Imperial territories, this was a situation that had to change. Cardinal Richelieu had long been the power behind the throne, but his diplomatic machinations were to be substituted by direct action.

France finally declared war on Spain in 1635. Although Spain was seemingly in a powerful position, years of war had seriously weakened the resolve (and bank balance) of the country, and the ongoing slaughter in the Low Countries was taking its toll. After some early gains, France declared war on the Holy Roman Empire too and marched into Germany. This was to bring Bavaria back into the war on the Imperial side. Seeking allies, Richelieu enticed Sweden back into the fight with the promise of more money and The Netherlands needed no more incentive to turn the screw on the Spanish.

Despite these plans, it nearly went badly wrong for Richelieu and France. Three Imperial armies were in the field and they launched a three-pronged attack towards Paris. Spanish armies of Cardinal-Infante Ferdinand and King Philip IV marched from the north and south while a Holy Roman Empire army of Matthias Gallas came from the east. With panic in the streets of Paris, and revolting peasants threatening to erupt, it was Bernard of Saxe-Weimar to come to the rescue at the Battle of Compiègne which saved the city and turned the tide of the war.

The invigorated Swedish army made inroads into Germany, and won victories against the Holy Roman Empire (and new Saxon allies) at Wittstock and Brandenburg. They then pushed on to the gates of Prague with the promise of more

money from France. In 1637 the Holy Roman Emperor died and was succeeded by his son, Ferdinand III. The new Emperor could see the damage caused by the war on his domains and started to seek a peace settlement. Unfortunately too many men were committed to war and the conflict was to drag on for another ten years.

Spain was in serious trouble. The relentless Dutch had gained ground in the Low Countries, led by the Prince of Orange, and their fleet had smashed the Spanish at sea. Portugal took the opportunity to declare independence from Spain in 1640, adding to her woes.

The deaths of Cardinal Richelieu and King Louis XIII of France in close order were cause for optimism in the Spanish camp. With a five year old Louis XIV assuming the throne, Spain sensed a chance as there was no Bernard of Saxe-Weimar to save the day; he had died over a year earlier. Another force was mustered to invade France, but this time the French had two new brilliant generals to call upon. Vicomte de Turenne and Louis II de Bourbon, 4th Prince de Conde (the Great Conde) would lead France to new military heights and Spain was first to suffer at the Battle of Rocroi in 1643.

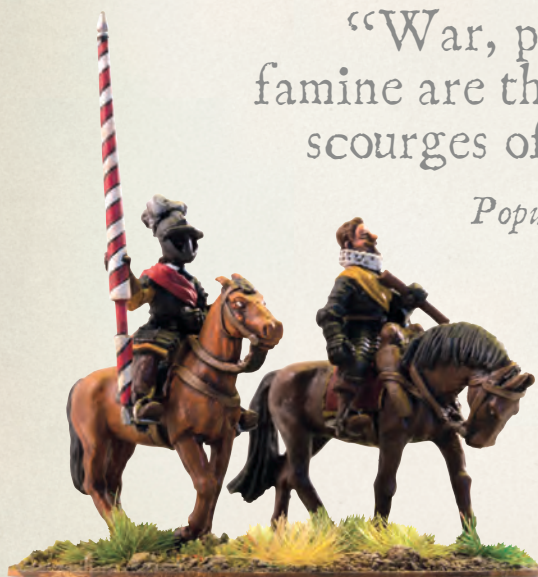
Sweden took time to fight the Torstensson War against Denmark to become the dominant force in Scandinavia and the Baltic before heading back into Germany and Bohemia to defeat the Holy Roman Empire at Jankau in 1645. Soon after, the joint French force of Turenne and Conde marched to victory at the Second Battle of Nordlingen that destroyed the last Imperial army in the field and killed the last capable Imperial commander, Baron Franz von Mercy.

Both Spain and the Holy Roman Empire needed to find a peace settlement; fortunately for them France was wracked by the 'Fronde' civil war and so unable to continue the fight. With all sides looking for peace the Thirty Years War finally came to an end in 1648 with the Dutch finally claiming the independence they had fought eighty years for.

The Peace of Westphalia treaty officially closed hostilities. By this time Europe had been ravaged, with many areas of the German States suffering mortality rates in excess of 75%. Plague and typhus were a real danger and many settlements were removed from the map forever. The Holy Roman Empire was shattered, Spain had lost Portugal and the Netherlands, and France was facing financial ruin. The devastation caused by hordes of mercenaries scouring the continent meant that nations began to recruit their own standing armies and this was to see the end of mercenary forces in Europe. The new independent regions that emerged from the Holy Roman Empire would set the benchmark for the modern sovereign state, and this has shaped the Europe we know today. With the decline of the Holy Roman and Spanish Empires a power vacuum was formed and this was to be filled by France under Louis XIV, the future 'Sun King'.

“War, pest and
famine are the three
scourges of God.”

Popular saying



Land Battles of the French Phase

LES AVINS (May 1635)

- France versus Spain
- French victory (Urbain de Maille-Breze)

TORNAVENTO (June 1635)

- France/Savoy versus Spain
- French victory (Charles de Crequy)

SIEGE OF LEUVEN (June-July 1635)

- United Provinces versus Spain
- Spanish victory (Infante Ferdinand)

COMPIEGNE (May 1636)

- France versus Holy Roman Empire
- French victory (Bernard of Saxe-Weimar)

WITTSTOCK (October 1636)

- Sweden versus Holy Roman Empire/Saxony
- Swedish victory (Baner)

SECOND SIEGE OF BRED A

- (July-October 1637)
- United Provinces versus Spain
 - Dutch victory (Frederick Henry)

RHEINFELDEN (March 1638)

- France/Sweden versus Bavaria/Holy Roman Empire
- French victor (Bernard of Saxe-Weimar)

KALLO (June 1638)

- United Provinces versus Spain
- Spanish victory (Infante Ferdinand)

BREISACH (August-December 1638)

- France versus Bavaria/Holy Roman Empire
- French victory (Bernard of Saxe-Weimar)

LOTHO (October 1638)

- Palatinate/England versus Holy Roman Empire
- Holy Roman Empire victory (von Hatzfeldt)

CHEMNITZ (April 1639)

- Sweden versus Saxony
- Swedish victory (Baner)

THIONVILLE (June 1639)

- France versus Spain
- Spanish victory (Piccolomini)

WOLFENBUTTEL (June 1641)

- Sweden versus Holy Roman Empire
- Swedish victory (Hans von Königsmark)

LA MARFEE (July 1641)

- France versus Holy Roman Empire/Spain
- Holy Roman Empire victory (Louis de Bourbon)

HONNECOURT (May 1642)

- France versus Spain
- Spanish victory (Francisco de Melo)

SECOND BREITENFELD

- (October 1642)
- Sweden versus Holy Roman Empire
 - Swedish victory (Torstensson)

ROCROI (May 1643)

- France versus Spain
- French victory (Prince de Conde)

TUTTLINGEN (November 1643)

- France versus Holy Roman Empire/Bavaria/Spain
- Holy Roman Empire victory (von Mercy)

KOLDING (January 1644)

- Sweden versus Denmark
- Swedish victory (Robert Douglas)

FREIBURG (August 1644)

- France versus Holy Roman Empire/Bavaria
- French victory (Turenne)

JUTERBOG (November 1644)

- Sweden versus Holy Roman Empire
- Swedish victory (Torstensson)

JANKAU (March 1645)

- Sweden versus Bavaria/Holy Roman Empire
- Swedish victory (Torstensson)

MERGENTHEIM (May 1645)

- France versus Bavaria/Holy Roman Empire
- Bavarian victory (von Mercy)

SECOND NORDLINGEN

- /ALLERHEIM (August 1645)
- France versus Bavaria/Holy Roman Empire
 - French victory (Prince de Conde)

SIEGE OF HULST

- (October-November 1645)
- United Provinces versus Spain
 - Dutch victory (Frederick Henry)

ZUSMARSHAUSEN (May 1648)

- France/Sweden versus Holy Roman Empire/Bavaria
- French victory (Turenne)

WEVELINGHOVEN (June 1648)

- Protestant States versus Holy Roman Empire
- Protestant States victory (Johann von Geysso)

LENS (August 1648)

- France versus Spain
- French victory (Prince de Conde)



THE BATTLE OF ROCROI

8TH MAY 1643

By 1635 the German states were exhausted by war and their land devastated. The subsequent Peace of Prague neutralized the German theatre though it did not end the conflict elsewhere in Europe. France had no interest in the Peace of Prague because it did nothing to curtail Habsburg power and even less to diminish the Spanish threat. The French therefore joined in an unlikely alliance with the Dutch to help them extend their revolt against Spain that had been revived in 1621.

The Spanish now had the problem of deciding who to fight and when, knowing that they could probably not take on both at the same time. Fortunately for them, the French proved so inept that the Spanish need not have worried: between 1639 and 1642 the Spanish defeated the French three times in large engagements, though without knocking them out of the war. Moreover, the French king lay dying and his mastermind adviser, Cardinal Richelieu, was already dead. At the beginning of 1643, therefore, the Spanish position in occupied Flanders seemed almost unassailable and the time was ripe for a crushing blow against France, but they were in for a shock.

The Spanish commander, Francisco de Melo, crossed from Flanders into France with 28,000 men on 10th May with the intention of taking out the pivotal French garrison at Rocroi. Once over the border, he detached Jean de Beck, Baron de Beaufort, to protect his supply lines, though Melo expected

him to help if required. Two days later, Melo blockaded Rocroi and began his siege preparations. He did not appear to take the prospect of a French relieving force seriously, but he had underestimated his young opponent, Louis II de Bourbon, Duke of Condé. The French commander was supposedly under the mentorship of Marshal Francois de l'Hopital who urged caution, but Condé took his advice from two firebrands, Marshal Count Jean de Gassion and Colonel Claude de Letouf, Baron of Sirof, both of whom were highly experienced soldiers and highly aggressive. Condé took their advice and prepared to attack the Spanish directly, even though outnumbered.

On 18th May, Melo's scouts reported the arrival of the French army on the plain southwest of Rocroi. He sent for Beck and ordered his army to prepare for battle the following morning. Unknown to Melo, Beck let his army slumber on with a view to marching the next day. Dawn on 19th May saw two armies busying themselves to fight a major battle. Both deployed in successive echelons, with infantry in the centre and two cavalry wings. The Spanish had the numbers, but the French cavalry were of higher quality. Melo also sent out a unit of 1,000 musketeers to hide in the woods on his left, but a deserter tipped off the French. Their first action was to despatch a counter-ambush force into the woods. The Spanish ambushers were caught out and massacred, leaving the way open for an unimpeded French cavalry attack. In the meantime, Melo adopted a defensive stance for his army while he waited for Beck to arrive, thus surrendering the initiative to the aggressive Condé who needed little encouragement.



Spanish Alberquerque tercio

CARDINAL RICHELIEU

1585-1642 - FRANCE

Armand du Plessis, the future Cardinal Richelieu, was born into the heart of the French court, the son of the Grand Provost of France. With such a background, it was hardly surprising that the boy would follow a career in both the religious and military spheres; they being the twin pillars of power in a somewhat still fragile state, emerging slowly from a series of devastating religious wars. Becoming a bishop at just 22 years old, Richelieu became a staunch advocate for the church and was soon occupying a central role in the court of Louis XIII.

He fell from grace soon thereafter, a result of a political plot, but was soon back hatching plots of his own. He quickly became Louis' main advisor, then Principal Minister, already displaying the mastery of power politics that would make him infamous throughout Europe. In one such masterstroke, Richelieu stripped the old French nobility of their traditional powers; then he took on the equally powerful Protestant Huguenot faction and brought them to heel. Richelieu personally commanded the French army at the Siege of La Rochelle in 1627 and took the field again against the Spanish Habsburgs in 1629. By this time the newly created duc de Richelieu was already involved in the political machinations that characterized the course of the Thirty Years War.

When the Thirty Years War broke out, France was not yet powerful enough to take an active military role, despite Richelieu's eagerness to consolidate French borders and reduce Habsburg power. Already in 1624 Richelieu was financing rebellions against the Spanish, then in 1629 he went further to help fund Gustavus Adolphus, the Swedish champion of European Protestantism, before becoming fully allied with him in 1631. Finding the money proved a problem for Richelieu in

the 1630s when the French peasantry rose in revolt at regular intervals: Richelieu crushed them with extreme ferocity.



Meanwhile, although the French could find no decisive edge against the Spanish, Richelieu's constant pot-stirring and a string of French victories reduced his enemies' capacity to wage war at the level they needed to maintain control over their widely spread European territories. France would prove to be the beneficiary of the subsequent instability, but not in Richelieu's lifetime. The great Cardinal died in 1642, having prolonged the Thirty Years War and sent it off in new directions to the misfortune of Europe but the betterment of France.

Command Rating: 8

The Peasants are Revolting

Whenever Cardinal Richelieu commands against any force that contains any peasants or militia, his Command Rating increases to 9.

"We may employ artifice to deceive a rival, anything against our enemies."

Cardinal Richelieu



The battle commenced with simultaneous French cavalry charges on both flanks. Out on the left, the bungling Duke of la Ferté charged rashly and was quickly driven off by the cavalry commanded by Count Ernst von Isenburg. The Spanish cavalry general followed up with an attack into the centre-left positions of the French and the battle looked all but over only an hour after it started. Out on the right, however, things were very different. The Duke of Albuquerque came under intense pressure from the French cavalry, supported by musketeers pouring out of the woods to Albuquerque's left. The Spanish soon broke. The French cavalry quickly reorganized and crashed into the rear of the Walloon and German infantry regiments at the rear of the Spanish army. Ironically for a Spanish force, their mercenary contingents lacked pikes and folded almost immediately. Meanwhile, Sirot had brought the French reserve round to check Isenberg, and l'Hopital had reorganized the seemingly broken French left flank cavalry

and attacked the Spanish right. With both flanks stripped bare, the Spanish tercios stood in a large hollow square ready to receive the French assault in the vain hope that Beck would soon arrive. But the Baron was twenty miles away and had no intention of attending Melo's affair.

The French attacked three times with significant losses but no significant impact on the Spanish. The tercios, however strong they might be in defence, lacked mobility, so the French brought up their guns and let fly. The desperate Spanish asked for a parley but botched the negotiations by firing on Condé's party that had come forward to discuss the situation with Melo. The enraged French then launched an all-out assault that burst into the square and it was all Condé could do to prevent a total massacre. Nevertheless, the Spanish had lost the battle in devastating fashion, but more importantly in the long run the myth of the Spanish tercio was finally buried.

Refighting Rocroi

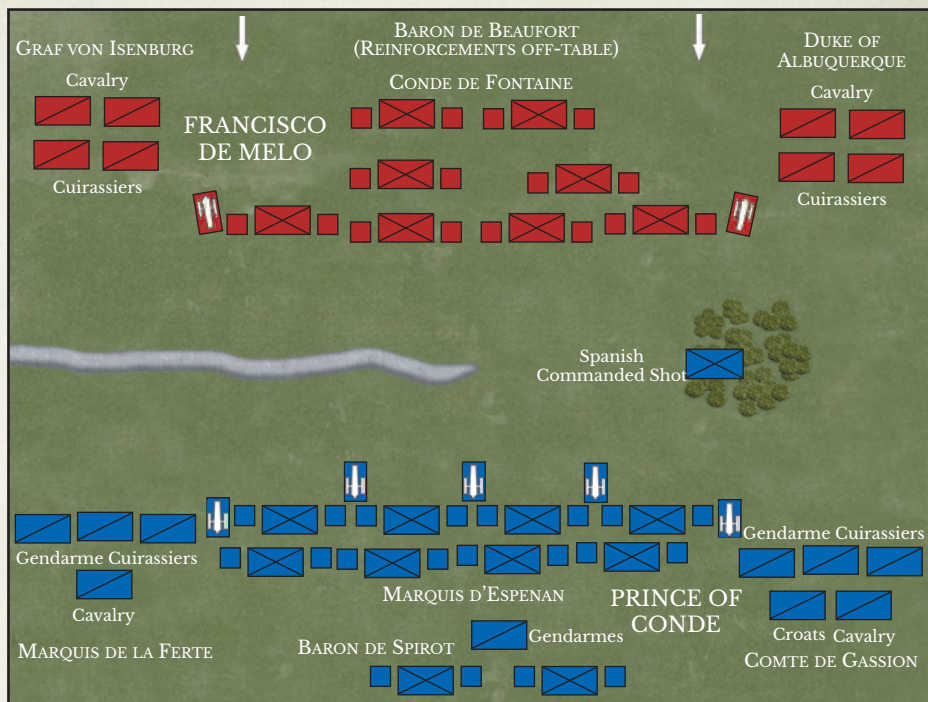
Rocroi is a relatively straightforward battle to refight, with two armies drawn up across an open field.

There are, however, a couple of interesting wrinkles we can add to stir things up. The first is the potential Spanish ambush, and the second is the imminent arrival of Jean de Beck. The rest of the battle is based on achieving the best match-ups to give one side or the other the keys to victory.

Battlefield & Deployment

The battle is fought on an 8'x6' table with no distinguishing features except for a copse of trees one-foot square placed 12" in from the left-centre edge of the table seen from the Spanish end. A narrow stream runs from the right-centre edge to the centre of the table. This can impede movement at the umpire's discretion or depending on weather conditions if the players opt to add a weather effect to the game.

Deployment is in accordance with the Orders of Battle, except the commanded shotte is placed into the copse before the game begins if the Spanish commander chooses to do so. Both sides can deploy using as much depth and width as they think will help them – the historical deployment of the Spanish in particular is still a matter of debate between French and Spanish historians.



Pike & Shotte Variables

Map Key	
	Spanish Cavalry
	Spanish Pike
	Spanish Musket
	Spanish Artillery
	French Cavalry
	French Pike
	French Musket
	French Artillery

- **Command Radius.** For the scale of this battle, the Command Radius should be increased to 24".
- **Deployment.** Each echelon is allowed 6" depth in which to deploy. Thus the Spanish with three echelons will have an 18" deployment zone.
- **Ambush.** On his first turn, the French commander throws a D6. An even number will reveal the Spanish unit in the copse of trees. An odd number means the unit remains hidden until the Spanish player chooses to use it in action, or a French unit enters the copse, and comes within 4" of its centre. The Spanish player can deploy the ambushing unit anywhere in the copse except if it is triggered by the French incursion when it must deploy 4" in front of the French triggering unit.
- **Fontaine.** Once Fontaine is deployed on the table he may not move for the rest of the game. This is to reflect Fontaine being carried onto the field in a chair, a brave but foolish move that would cost him his life.
- **Jean de Beck's Reinforcements.** The timing and location of Beck's arrival is entirely up the umpire. If no umpire is present, the arrival is heralded by the Spanish commander rolling 12 on 2D6 at the start of his turn, commencing on Spanish Turn 3. The Spanish commander may then bring on the reinforcements wherever he chooses, except they cannot arrive within 18" of the nearest French force.

Victory Conditions

Major Victory – the winning side must be in complete possession of all four table-edges at the end of the game, i.e. the enemy must have no means of escape.

Minor Victory – if a major victory is not achieved, whichever side has the most cavalry units on the table at the end of the game wins a Minor Victory.

Every other outcome is a drawn battle: both sides will withdraw to fight another day.



FRENCH ORDER OF BATTLE

Louis de Bourbon, Prince of Condé
General, Command Rating 9

Right Wing

Veteran French horse regiments with Croat cavalry support.

Jean, Comte de Gassion
Command Rating 8

- 3 Units of Gendarme Cuirassiers
- 1 Unit of Harquebusiers
- 1 Unit of Croat Cavalry

Main Body

Prestigious French regiments in the front line, with French, Swiss and Scottish regiments in the second line.

Joigny, Marquis D'Espenan
Command Rating 8

- 8 Units of Pikemen
- 16 Units of Musketeers
- 3 Light Cannon
- 2 Medium Cannon

Left Wing

French Gendarmes and French cavalry regiments.

**Henri de Sainte-Nectaire,
Marquis de la Ferte**

Command Rating 8

- 3 Units of Gendarme Cuirassiers
- 1 Unit of Cavalry

Reserve

Royal Household regiments held in reserve.

Claude de Lotouf, Baron de Sirot
General, Command Rating 8

- 1 Unit of Guard Gendarme
- 1 Unit of Pikemen
- 1 Unit of Guard Pikemen
- 2 Units of Musketeers
- 2 Units of Guard Musketeers

SPANISH ORDER OF BATTLE

DON FRANCISCO DE MELO

General, Command Rating 8

Right Wing

Alsatian cavalry regiments.

Ernst, Graf von Isenburg
Command Rating 8

- 2 Units of Cuirassiers
- 2 Units of Cavalry

Centre

Veteran Spanish tercios in the front line, Walloon and German regiments in the second and third line.

Paul Bernard, Conde de Fontaine
Command Rating 8

- 8 Units of Pikemen
- 16 Units of Musketeers
- 1 Medium Cannon
- 1 Heavy Cannon

Left Wing

Spanish and Walloon horse regiments plus an ambush unit of commanded musket.

**Francisco de la Cueva,
Duke of Albuquerque**
Command Rating 8

- 2 Units of Cuirassiers
- 2 Units of Cavalry
- 1 Unit of Commanded Musket

Reserve Army

Potential reinforcement of German and Spanish regiments.

Jean de Beck, Baron de Beaufort
Command Rating 7

- 4 Units of Pikemen
- 8 Units of Musketeers
- 2 Units of Cavalry



Croat light cavalry

How It Played

Our refight began inauspiciously for the French when they failed to detect any ambush lurking in the copse of trees. Undaunted, Condé launched his cavalry at the Spanish line. De la Ferte did his part and closed to within striking range, but de Gassion proceeded more slowly. The French centre, meanwhile, began to reorganize with the first echelon forming two regiments deep around the guns and the second echelon moving up in support. The Spanish had no intention of waiting around for events to unfold. Isenberg used his initiative to charge de la Ferte's cavalry. The result was carnage with the French losing a regiment on a count of five kills to four, but the Spanish charge faltered when they too lost a cuirassier unit and the supporting unit behind. That left two suddenly vulnerable Spanish cavalry regiments out on their right and a wide hole in the Spanish line that would need to be filled, and quickly.

De la Ferte was not about to lose his advantage and attacked the remains of Isenberg's Spanish cavalry. The heavy casualties inflicted in the first turn now told on the Spanish who lost their combat by a slim margin but could not beat their break test and were destroyed. That meant Isenberg's command had lost too many units and fled the field. Out on

the other flank, however, the French attempt to skirt the copse failed. The Spanish commanded shotte now emerged on the edge of the trees to fire into the sides of the French cavalry. Luck was not running for the Spanish, however, with the enfilade volley producing three hits but also three saves, though one of the hits disordered the nearest French cavalry. It would be up to Albuquerque to stave off the French double envelopment. His charge proved indecisive, but he succeeded in blocking the French cavalry. The French infantry centre trundled forward with one regiment's shot split off to go into the copse to deal with the Spanish ambush. All along both centres the artillery and shot exchanged fire to little effect.

Firing continued between the lines but the crux of the battle would take place on the French right. De Gassion's cavalry could not make the breakthrough they needed, but neither could the Spanish turn back the French tide. Melo opted instead to shore up his infantry centre by creating a box with two refused flanks and accepted a minor defeat. The battle had been a relatively simple affair with tactics that mirrored its historical counterpart, but in our refight the French, though bold, could not make the crucial breakthrough they needed and any Spanish successes came at too high a price. Both commanders, however, felt confident they would win on a second day of fighting.



Spanish Forlorn Hope prepare to sell their lives dearly



French regiments Lyonnaise and Turenne take to the field

“No soldier should be sad and weep everywhere, has he not rut peasants in his enemy’s hall, Plancker Crabat in ragged finery, strike hard, soldier, God helps you, early and late.”

LOUIS DE BOURBON, PRINCE OF CONDE 1621-1686 - FRANCE

Few commanders in the 17th Century celebrated such long and distinguished military careers as that of Louis de Bourbon, Prince of Condé. Born into one of France’s greatest noble families, the young Louis was well educated and seemingly a natural leader, as exhibited by his temporary governorship of Burgundy as a teenager. He also profited from useful connections in the royal court that saw him appointed to command French troops against the Spanish in 1643. Despite his youth, or perhaps because of it, when Louis took on the veteran Spanish generals at Rocroi in May that year, he crushed them and effectively ended the reign of the Spanish tercio that had lasted for over a century. The following year, Louis marched into Germany to assist the French commander there, Vicomte de Turenne. The pair fought inconclusively against the Imperial forces at the three-day battle of Freiburg, though Louis’ intervention on the first day of fighting added to his rapidly growing reputation. The two French commanders took on the Imperial army again in 1645 at Nördlingen, but again the battle was indecisive, though it achieved the French strategic objective to clear Bavaria of Imperial forces for a while at least. The year 1646 saw Louis in Flanders fighting alongside the Duc de Orléans, and he became the Prince de Condé on his father’s death.

For the next two years, political infighting resulted in Louis having to defend his reputation, but when much of France rose up



in rebellion in 1648, known as the Fronde, and Spain attempted to intervene, it was to Louis that the French crown turned. With a makeshift army he met the Spanish at Lens on 19 August and crushed them once more in what would prove to be the last major battle of the Thirty Years War, though the war between Spain and France would continue for another eleven years. During that period, Louis fought both for and against the crown. From 1650 to 1653, he even consorted with the Spanish and fought against Turenne at the Battle of Faubourg St Antoine. It was as a commander of Spanish forces at the Battle of the Dunes in 1658 that Louis and Turenne met again with Turenne winning a decisive victory leading to the Treaty of the Pyrenees between Spain and France. Louis’ career was not yet over, however. After his reconciliation with the French crown, Louis fought alongside Turenne against the Dutch in 1672 before personally taking on the Prince of Orange at the bloody and indecisive Battle of Seneffe in 1674. After some more campaigning in 1675, Louis retired from the military, dying eleven years later as a national hero.

Command Rating: 9

The Great Condé:

Consistently brilliant throughout his career, Condé was adept at exploiting any weakness in the enemy. Any friendly unit within 12’ of the great man gain +D3 Combat Resolution.

VICOMTE DE TURENNE 1611-1675 - FRANCE

Few who saw the scrawny, stuttering child that was Henri de la Tour d'Auvergne, would have suspected that he would become arguably France's greatest general behind a certain M. Bonaparte. Yet thanks to his determination, intellect, and a privileged upbringing, that is precisely the heights that the future Vicomte de Turenne would reach. A student of classic military treatises, Turenne began his training in the military revolutionary camps of Maurice of Nassau. He gained a soldier's perspective of warfare by joining Maurice's bodyguard as a private, but his non-commissioned status would not last long.

Turenne became a captain in 1626 and fought with the Dutch for the next four years before transferring into the French army as a colonel of infantry. From then on, Turenne cemented his reputation as an heroic young officer, and he rose quickly through the officer ranks to reach General status in 1634. The next year saw Turenne fighting in the Rhine valley, helping to raise the siege of Mainz in August. He finally paid the cost for his courage in 1636 when he was wounded at the storming of Saverne. Undaunted, Turenne was back in the field in 1637 and again in 1638 when he served under Bernhard of Saxe-Weimar. Cardinal Richelieu sent Turenne down to Italy to fight in the French campaigns of 1639-40 before Turenne finally commanded a significant French army in 1641. Two years later he was a Marshal of France.

The French were now firmly involved in the Thirty Years War and the first task given to the new Marshal was to assume command of the Army of Weimar, which Turenne did in 1643 before leading it into the field in 1644. He was joined by the Great Condé for this new campaign across the Rhine, but it would not all be a bed of roses for the two legendary commanders. The two fought a tough three-day battle at Freiburg that year, but 1645 opened with a major setback for Turenne at Mergentheim. That was avenged at Nördlingen and Turenne went on to take Trier. As the Thirty Years War drew

to a close, Turenne attacked into Luxembourg. He then attacked the Imperial army brilliantly at Zusmarshausen in May 1648 before pillaging deep into Bavaria, forcing the Emperor to come to the peace table at Westphalen.

Turenne's star fell rapidly after the Thirty Years War when he chose the wrong side in the French rebellion known as the Fronde.

He was back in the royal fold by May 1651, though he now found himself across the battlefield from his friend the Great Condé. A series of sharp battles followed in which Turenne showed all his great instincts as a soldier and general to crush the rebels. Condé proved more elusive, however, now that he was allied with the still powerful Spanish.

Turenne remained in the field, winning against the Spanish at Arras in 1654, but suffering a near disastrous defeat at Valenciennes two years later. His perseverance paid off eventually when he won the decisive Battle of the Dunes in 1658. France was now at peace and Turenne could afford to enjoy his promotion to Marshal-General, which came in 1661.

Turenne's next major command came in the Dutch War that began in 1672. He was with Louis XIV of France for the initial campaign against the Dutch, but took over independent command in the subsequent campaigns in Germany.

Turenne's actions in the Palatinate and Alsace region during 1674 and 1675 were among the most vicious of his career with towns put to the sword and the landscape ravaged by the French army. On 27 July 1675, Turenne faced his enemy across the battlefield at Salzbach not knowing this was his final fight. A bullet took down the great French commander, killing him instantly, a fitting end to a brilliant military career.

Command Rating: 10

Champion of France:

Turenne had a genius for war and, aside from Napoleon, was arguably France's greatest ever general. Turenne can redeploy one battalia after both armies have set up.

In addition, when Turenne successfully rallies a unit, it regains 2 Stamina points. Note that he may never remove a unit's final casualty marker.



“By day and night, on patrol or guard, to and from foe, on water and land, in entrenchments and passes, skirmishes, battles and all other occasions, as befits a sturdy, honest and bold soldier.”

FRANZ VON MERCY

1590-1645 - HOLY ROMAN EMPIRE/BAVARIA

Von Mercy was born into a noble family of Lorraine, northern France, in 1590 and entered military service in 1606 when he joined the Austrian army. He showed enough promise to rise through the ranks and was commanding a regiment of foot when wounded at the First Battle of Breitenfeld in 1631. His rise to prominence came after his five month defence of Rheinfelden in 1638 against the combined French and Swedish armies and he entered the service of the Elector of Bavaria shortly after. Von Mercy very quickly assumed command of all Bavarian forces and was regarded as one of Europe's leading generals. He stopped the French invasion of Bavaria in its tracks before defeating them at Tuttlingen in 1643. His army was also to inflict Turenne's first, and only, defeat at the hands of an Imperial Commander; at Mergentheim in 1645.



Von Mercy had to deal with both Turenne and Conde at the same time at the Second Battle of Nordlingen (Allerheim) when their forces finally managed to pin him down. He was to die at the head of his men attempting to rally a flagging defence. His death removed the last great Imperial leader from the war. In honour of his memory, his adversary The Great Condé, erected a memorial on the site of his death with the inscription 'Sta Viator, Heroem Calcas' - 'Halt Traveller, you are treading on a hero'.

Command Rating: 8

Last Hope

Von Mercy was the Empire's last great general, and fought a courageous campaign to the end. Friendly Units within 12" of von Mercy gain the 'Brave' special rule.



Travelling to battle in style – this general eschews the deprivations of his men!



FRENCH ARMY, 1635-1648

When France finally entered the war directly, it did so with a large, well trained army. Although suffering early setbacks the French could call upon sufficient manpower and excellent generals to take on the combined might of Spain and the Holy Roman Empire. The French regiments of the Thirty Years War were to create a blueprint for Louis XIV's army that was to go on and dominate Europe in the second half of the 17th Century.

Command Ratings

Overall Commander: Random Command Rating40 Points

Roll D6 for rating: 1-5: Command Rating 8, 6: Command Rating 9

Infantry/Artillery/Cavalry Commander: Command Rating 840 Points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Guard Gendarmes	Heavy Horse	Lance, Sword, Pistol	8	1	3+	4	Lance, Elite 4+, Caracole, Heavy Cavalry +1	64

- Maximum of one unit per army

Gendarmes	Heavy Horse	Sword, Pistol	8	1	3+	4	Caracole, Heavy Cavalry +1	53
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Harquebusiers	Horse	Sword, Arquebus	7	1	4+	3	Caracole, Mercenary	36
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Cavalry Regiments	Light Skirmish Horse	Sword, Pistol, Spear	7	1	4+	3	-	39
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Croat Cavalry	Light Skirmish Horse	Sword, Bow	7	1	5+	3	Mercenary	33
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Dragoons	Horse Skirmisher /Foot Skirmisher	Firelocks	3	2	5+	3	Fire & Evade, Dragoons	35
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- Maximum of one unit per army

The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Guard Pikemen	Foot Pike Block	Pike	6	-	3+	4	Elite 4+, Hedgehog	44

- Maximum of one unit per army
- The unit can be upgraded to a large unit @ +6 points

Guard Musketeers	Foot Battle Line	Matchlock Muskets	3	2	4+	3	Elite 4+, First Fire	38
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- Maximum of two units per Guard pike block

Commanded Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire	33
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- Maximum of two units per army
- One unit can be upgraded to a large unit @ +8 points

French/Swiss Veteran Pikemen	Foot Pike Block	Pike	5	-	3+	3	Hedgehog	33
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- Any unit can be upgraded to Elite 4+ @ +6 points

The Foot (cont.)

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
French/Swiss Veteran Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire	33

- Maximum of two units per veteran pike block
- Any unit can be upgraded to Elite 4+ @ +6 points

Mercenary Pikemen	Foot Pike Block	Pike	5	–	4+	3	Hedgehog, Mercenary	26
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Mercenary Musketeers	Foot Battle Line	Matchlock Muskets	3	2	5+	3	First Fire, Mercenary	25
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- Maximum of two units per mercenary pike block

Storming Party	Foot Battle Line	Firelocks, Assault Weapons, Grenades	4	2	4+	3	First Fire	35
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- Maximum of one unit per army
- The unit can be upgraded to Elite 4+ @ +6 points
- The unit can be equipped with a petard @ +20 points

Militia	Foot Warband	Mixed	4	1	6+	2	Rabble, Militia	9
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The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Light Cannon	Ordnance	Light Cannon	1	3-2-1	5+	2	–	17
Medium Cannon	Ordnance	Medium Cannon	1	3-2-1	5+	2	–	21
Heavy Cannon	Ordnance	Heavy Cannon	1	3-2-1	5+	2	–	25
Siege Artillery	Ordnance	Mortar	1	2	5+	2	–	25

- Maximum of one unit per army

Dramatis Personae

Vicomte de Turenne* (page 84). Command Rating 10; Defender's Bonus95 points

Louis de Bourbon, Prince of Condé* (page 83). Command Rating 9; The Great Condé.....90 points

Cardinal Richelieu (page 79). Command Rating 8; The Peasants Are Revolting.....45 points

Bernard of Saxe-Weimar (page 46). Command Rating 7; Bernard Ascendant.....25 points

* If the army is led by the Vicomte de Turenne or the Prince of Condé, all Guard and French/Swiss Musketeer units have the option to gain the Swedish Salvo and Swedish Feathers special rules.

Swedish Salvo

A unit with the Swedish Salvo special rule is allowed to fire when charging.

Points Cost: +5 points

Swedish Feathers

If a cavalry unit charges a unit with the Swedish Feathers special rule, the cavalry unit does not gain a charge bonus.

Points Cost: +4 points

LATE HOLY ROMAN EMPIRE & BAVARIAN ARMY, 1635-1648

The Imperial armies of the late Thirty Years War were to rely more heavily on Militia troops as recruiting became more problematic, and the deaths of both Wallenstein and Tilly had weakened the Holy Roman Empire enormously. Despite these setbacks they were still a force to be reckoned with, and the Bavarians proved to be reliable allies of immense fortitude. Matthias Gallas' troops threatened the capture of Paris while von Mercy's Bavarians were to fight a ferocious campaign against the French and their Swedish allies.

Command Ratings

Overall Commander: Random Command Rating40 Points

Roll D6 for rating: 1-5: Command Rating 8, 6: Command Rating 9

Infantry/Artillery/Cavalry Commander: Command Rating 840 Points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Life Guard Cuirassiers	Heavy Horse	Lance, Sword, Pistol	8	1	3+	4	Lance, Elite 4+, Caracole, Heavy Cavalry +1	64

- Maximum of one unit per army

Cuirassiers	Heavy Horse	Sword, Pistol	8	1	3+	4	Caracole, Heavy Cavalry +1	53
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Harquebusiers	Horse	Sword, Arquebus	7	1	4+	3	Caracole, Mercenary	36
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Cavalry Regiments	Light Skirmish Horse	Sword, Pistol, Spear	7	1	4+	3	-	39
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Hussars	Light Skirmish Horse	Sword, Bow	7	1	5+	3	-	36
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Cossacks	Light Skirmish Horse	Lance, Axe, Bow	7	1	5+	3	Lance, Marauder, Mercenary	43
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The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Imperial Elite Pikemen	Foot Pike Block	Pike	6	-	3+	4	Elite 4+, Hedgehog	44

- Maximum of one unit per army
- The unit can be upgraded to a large unit @ +6 points

Imperial Elite Musketeers	Foot Battle Line	Matchlock Muskets	3	2	4+	3	Elite 4+, First Fire	38
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- Maximum of two units per elite pike block
- Two units can be downgraded to a small unit @ -8 points

Commanded Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire	33
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- Maximum of two units per army
- One unit can be upgraded to a large unit @ +8 points

The Foot (cont.)

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Bavarian/HRE Veteran Pikemen	Foot Pike Block	Pike	5	–	3+	3	Hedgehog	33

- Any unit can be upgraded to Elite 4+ @ +6 points

Bavarian/HRE Vet. Musketeers	Foot Battle Line	Matchlock Muskets	3	2	4+	3	First Fire	32
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- Maximum of two units per veteran pike block
- Any unit can be upgraded to Elite 4+ @ +6 points

Mercenary Pikemen	Foot Pike Block	Pike	5	–	4+	3	Hedgehog, Mercenary	26
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Mercenary Musketeers	Foot Battle Line	Matchlock Muskets	3	2	5+	3	First Fire, Mercenary	25
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- Maximum of two units per mercenary pike block

Storming Party	Foot Battle Line	Firelocks, Assault Weapons, Grenades	4	2	4+	3	First Fire	35
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- Maximum of one unit per army
- The unit can be upgraded to Elite 4+ @ +6 points
- The unit can be equipped with a petard @ +20 points

Militia	Foot Warband	Mixed	4	1	5+	2	Rabble, Militia	13
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- Maximum of two units per mercenary pike block

The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Light Cannon	Ordnance	Light Cannon	1	3-2-1	5+	2	–	17
Medium Cannon	Ordnance	Medium Cannon	1	3-2-1	5+	2	–	21
Heavy Cannon	Ordnance	Heavy Cannon	1	3-2-1	5+	2	–	25
Siege Artillery	Ordnance	Mortar	1	2	5+	2	–	25

- Maximum of one unit per army

Dramatis Personae

Franz von Mercy (page 85). Command Rating 8; Last Hope50 points
Matthias Gallas (page 42). Command Rating 8; Wallenstein's Ghost.....40 points

“He who can look death in the face, the soldier alone,
is a free man.”

Popular Saying

LATE SWEDISH ARMY, 1635-1648

Despite the setbacks after the death of their great king, Gustav II, Sweden still had superb generals and a very capable army. With French funding, the Swedish army was able to commence attacks on the Holy Roman Empire as France's key ally from 1635. Torstensson, Baner and Horn were to lead Sweden to a position of pre-eminence in Scandinavia and to many victories against their Imperial enemies.

Command Ratings

Overall Commander: Random Command Rating40 Points

Roll D6 for rating: 1-5: Command Rating 8, 6: Command Rating 9

Infantry/Artillery/Cavalry Commander: Command Rating 940 Points

The Horse

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Cuirassiers	Heavy Horse	Sword, Pistol	8	1	3+	4	Caracole, Heavy Cavalry +1	53

- Maximum of two units per army

Finnish Hakkapelitta	Light Horse	Sword, Pistol	9	1	4+	4	Ferocious Charge, Gallopers	50
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- Maximum of one Finnish unit per two light cavalry units

Swedish Cavalry	Light Horse	Sword, Pistol	8	1	4+	4	Gallopers	43
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Harquebusiers	Horse	Sword, Arquebus	7	1	4+	3	Mercenary	36
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Light Cavalry	Light Horse	Sword, Pistol	7	1	5+	3	Marauder	40
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Dragoons	Horse Skirmisher /Foot Skirmisher	Firelocks	3	2	5+	3	Fire & Evade, Dragoons	35
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The Foot

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Swedish/German Veteran Pikemen	Foot Pike Block	Pike	5	-	3+	4	Hedgehog	37

- Any unit can be upgraded to Elite 4+ @ +6 points

Swedish/German Vet. Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire, Swedish Salvo, Swedish Feathers	42
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- Any unit can be upgraded to Elite 4+ @ +6 points
- Maximum of three units per veteran pike block

Swedish Commanded Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire, Swedish Salvo, Swedish Feathers	42
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- Maximum of two units per army
- One unit can be upgraded to a large unit @ +8 points

German Veteran Pikemen	Foot Pike Block	Pike	5	-	3+	3	Hedgehog, Mercenary	30
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- Maximum of one unit per army
- The unit can be upgraded to Elite 4+ @ +6 points

The Foot (cont.)

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
German Veteran Musketeers	Foot Battle Line	Matchlock Muskets	4	2	4+	3	First Fire, Mercenary	30

- Any unit can be upgraded to Elite 4+ @ +6 points
- Maximum of three units per mercenary pike block

Mercenary Pikemen	Foot Pike Block	Pike	5	–	4+	3	Hedgehog, Mercenary	26
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Mercenary Musketeers	Foot Battle Line	Matchlock Muskets	4	2	5+	3	First Fire, Mercenary	26
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- Maximum of two units per mercenary pike block

Storming Party	Foot Battle Line	Firelocks, Assault Weapons, Grenades	4	2	4+	3	First Fire	35
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- Maximum of one unit per army
- The unit can be upgraded to Elite 4+ @ +6 points
- The unit can be equipped with a petard @ +20 points

Militia	Foot Warband	Mixed	4	1	6+	2	Rabble, Militia	9
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The Ordnance

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Light Cannon	Ordnance	Light Cannon	1	3-2-1	5+	2	–	17
Medium Cannon	Ordnance	Medium Cannon	1	3-2-1	5+	2	–	21

- Maximum of three artillery pieces per battalia
- Maximum of one medium cannon per three light cannon

Dramatis Personae

- Lennart Torstensson** (page 65). Command Rating 9; Double Shotte70 points
Count Gustav Horn (page 63). Command Rating 8; Defender's Bonus45 points
Bernard of Saxe-Weimar (page 46). Command Rating 7; Bernard Ascendant25 points

“Whoever comes from Tübingen without a wife, from Jena with a healthy body, from Helmsträdt without wounds, from Leipzig without sores, from Marburg alive, has not studied all these places.”

Popular saying

Swedish Salvo

A unit with the Swedish Salvo special rule is allowed to fire when charging.

Points Cost: +5 points

Swedish Feathers

If a cavalry unit charges a unit with the Swedish Feathers special rule, the cavalry unit does not gain a charge bonus.

Points Cost: +4 points

FLAGS OF THE THIRTY YEARS WAR

Habsburg Alliance Imperial Colours

Each regiment would carry a number of colours into battle representing companies of foot or troops of cavalry. The role of the ensign was held in high regard and much sought after despite the obvious risks and the attention it would attract. On the battlefield these colourful standards would act as both regimental identifiers and highly visible rallying points.



The Imperial Eagle of the Holy Roman Empire



The Imperial Eagle of the Holy Roman Empire

Holy Roman Empire

Imperial troops were drawn from all over the Holy Roman Empire; the Imperial Eagle was synonymous with its might.



Bruener's Regiment



Imperial Harquebusiers



Imperial Cuirassiers



*Imperial Harquebusiers,
Leib Kompanie Regt
Hagen 1632*



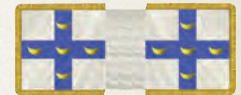
Imperial Harquebusiers



*Imperial Harquebusiers
after de Waggy*



Imperial Dragoons



*Imperial Harquebusiers,
Piccolomini 1632*



Right in the Cossacks!



Cavalry and harquebusiers redeploy

Spain

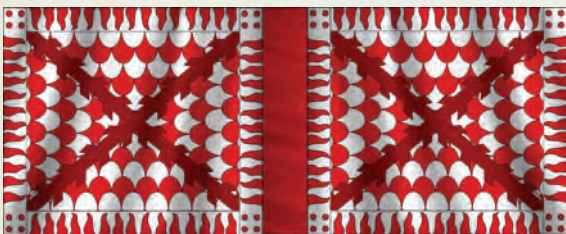
Allied by Habsburg familial ties, but also a need to keep all its lands in Flanders, coupled with a desire to see France subdued.



Spanish Infantry regiment raised in Italy, 17th century



Spanish Cavalry cornet



Spanish Infantry regiment circa 1643



Spanish Infantry regiment circa 1643



Irish Infantry regiment standard

Catholic League

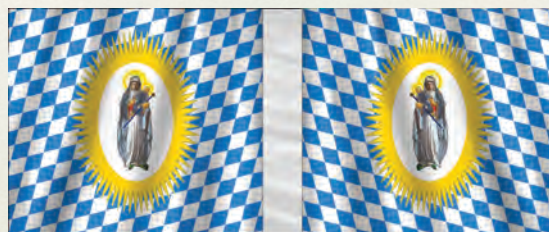
Raised by Maximilian of Bavaria, the Catholic League attracted troops from Germany, Wallonia, Ireland and Spain as well as the numerous Bavarian regiments.



Irish Infantry regiment standard



Croatian Cavalry



Bavarian Infantry regiment standard



Von Tilly's Dragoons

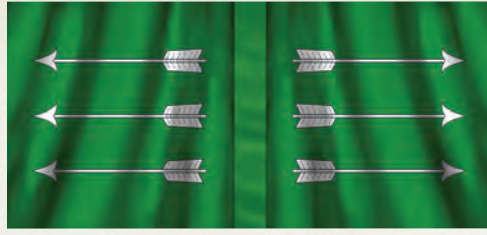


Bavarian cornet 1630-1647

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Colours of the Anti-Habsburg Alliance

Throughout the Thirty Years War, Imperial ambition was kept in check by an alliance of Protestant nations supported by France. Although France was a Catholic nation, its own ambitions of empire meant it was a keen enemy of the Habsburgs.



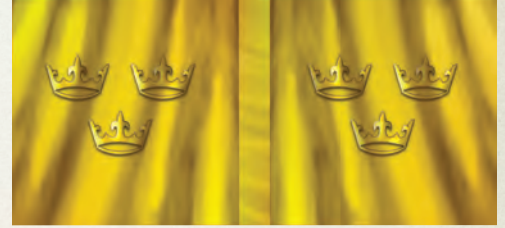
Swedish Green Regiment



Swedish Yellow Regiment



Swedish Småland Regiment



Swedish Infantry Regiment

Sweden

Led by their great king, Gustavus Adolphus, the Swedes were a major power in the Thirty Years War and remained a threat to Imperial designs until the end of the war.



King's Lifeguard (Johan Baner's Life Regiment)



Swedish Vastgota Regiment



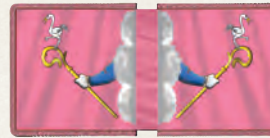
Karberg Swedish Cavalry Regt



King's German Lifeguard Regt



Ohm's Swedish Cavalry Regt



Schaffman's Swedish Cavalry Regt



Småland Swedish Cavalry Regt



Upplands Swedish Cavalry Regt



Swedish Cuirassiers



General Ake Tott's Cuirassiers Regiment



Holtzmuller's Dragoon Company

France

A long time financial backer for the anti-Habsburg alliance, France eventually declared outright war to devastating effect.



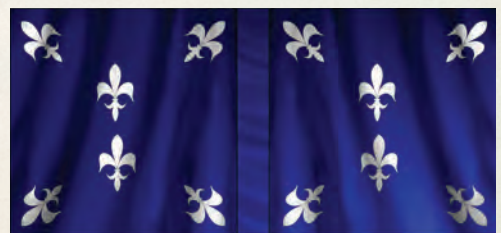
Vendome standard



Lyonnais standard



Turenne's standard



Swedish Blue Regiment





Dragoons perform a flank march

England

English troops were found predominantly in Dutch service but also as garrison forces for besieged Protestant towns in the Palatinate.



English



English



Dragoon Cornet



Royalist Cuirassiers



English – The Cross of St. George



Sir Arthur Haselrig's Regiment



Dutch Prinzvolag



Dutch

Netherlands

The Dutch army was a proving ground for many young soldiers from Protestant countries as the Netherlands fought for independence from the Spanish.



Generic Dutch States colour



Generic Dutch Regimental colour



Generic Dutch Regimental colour



Generic Dutch Regimental colour

Palatinate & German States

Many German states were fighting for their religious freedom and joined the Protestant Alliance that was in direct opposition to the Habsburgs.



Palatinate Cavalry Banner

PAID TO FIGHT

No matter which phase of the Thirty Years War you choose to fight, it is highly likely that most of your army will consist of mercenaries. This section demonstrates two ways to generate mercenary companies and how to get them onto the table.

The economics of hiring mercenaries is as basic as supply and demand. A monarch or general who was threatened and needed more troops had two choices; raise units from his subjects or contract with a mercenary captain who would supply a set number of soldiers. While the former was preferable it was also costly and time consuming and with time usually of the essence many turned to professional help. That could lead to other problems because a captain's income relied on being employed, but also having a company under his orders. If circumstances changed and a patron started losing, or a particularly risky action was called for, many a captain asked for more money and threatened to leave if it was not forthcoming. A patron who relied too heavily on mercenaries could therefore find himself without a reliable army at the most inopportune moment. At the start of the campaigning season in the spring, demand was high for the finite number of mercenary companies available: the best captains could name their price, and prices were generally high. In the autumn, prices fell dramatically as captains were paid off for the winter unless they were highly desirable, and their patron was flush enough, then they would be put on a retainer for the winter months.

For the mercenary captain the business of running a mercenary company was in many ways no different from running any other business: he had to attract and retain staff while finding sufficient work for them. Unlike most businesses however these imperatives were often in opposition and balancing the two was not always easy. Captains would be hired if they carried out the tasks set for them, which often involved heavy fighting, whereas individual mercenaries were more concerned with maximum return for minimum risk. So, while captains were treading a fine line between having to fight to remain employed while keeping their company in being, their prospective troops were averse to joining companies run by captains with a reputation for what we might term a high turnover of staff. There were times, however, when the job situation meant that the alternative to signing up with a bloodthirsty captain was to starve, so sometimes any job was better than nothing.

Individual mercenaries were rarely slow to change sides or simply leave and few armies were terribly fussy where trained recruits came from. Moreover, little stigma was attached to changing sides after a battle: for most it was, after all, just a job. For others, soldiering in the Thirty Years War was not just a job but a vocation, or perhaps an obligation. For example, the 30,000 or so Scots who fought in the Swedish Army had a choice of employers, but chose their co-religionists. Similarly there were many from the Imperial heartlands who would have died rather than take Gustavus' krone.

The Swedish 'Green' regiment faces down Imperial cavalry





GENERATING MERCENARY COMPANIES

Before you start with the campaign it is important to decide how many players are taking part, as this will dictate the number of Mercenary Captains and their 'Companies' involved. The number of players should be evenly split between the Habsburg/Catholic side and the Anti-Habsburg Alliance. The table of nationalities for the Mercenary Captains is below. A campaign map is also needed to divide the campaign area into two factions; Captains are assumed to begin the campaign in a friendly location, e.g. a Holy Roman Empire Captain will start in a Habsburg controlled area.

A campaign can culminate in a grand set piece battle with all participants fielding all their available troops; one Mercenary Captain for each side is nominated Commander and the others fulfil Battalia Commander roles.

MERCENARY CAPTAIN GENERATOR

A Mercenary Captain begins the campaign with a Command Rating of 7 and no skills.

An equal number of players are needed to generate Captains for the two factions listed; you can choose your nationality or roll randomly on the appropriate table below.

D6 Score	HABSBURG/CATHOLIC	ANTI-HABSBURG ALLIANCE
1	Holy Roman Empire	England
2	Holy Roman Empire	United Provinces
3	Spain	German States
4	Spain	Denmark
5	Catholic League/Bavaria	Sweden
6	Catholic League/Bavaria	France

Next, roll 2D6 on the Mercenary Captain's Traits table and follow the instructions given.

MERCENARY CAPTAIN'S TRAITS	
Score	Result
2	Fanatic. Roll on the Fanatic Company Generator.
3	Famous. Roll on the Non-Fanatic Company Generator. All Captains gain +1 Command when an opposing Captain is 'Famous'.
4-5	Bloodthirsty. Roll on the Non-Fanatic Company Generator. 'Bloodthirsty' Captains add +D3 Attack Dice to any combat they join.
6-9	Reliable. Roll on the Non-Fanatic Company Generator.
10-12	Cautious. Roll on the Non-Fanatic Company Generator.

Basic Assumptions

- Protestant Captains will tend towards the Swedish/Dutch system.
- Catholic Captains will tend towards the Spanish/Imperialist system.
- Fanatics will attract fanatics and repel the more business-oriented, so will have smaller but more extreme companies. Their companies will also be more readily employed as they are more driven to win. All troops from the Fanatic Company Generators will have the 'Fanatic' special rule.



A company of the Holy Roman Empire

Units of the Captain's Company

All units created by the Company Generator are of a 'Standard' size according to the Pike & Shotte rules, and start with the following basic Fighting Qualities.

Unit	Unit Type	Weapons	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special
Pikemen	Foot Pike Block	Pike & Sword	5	-	5+	3	Hedgehog, Mercenary
Musketeers	Foot Battle Line	Musket & Sword	2	1	6+	2	Mercenary
Militia	Foot Warband	Mixed Melee & Ranged	1	-	6+	2	Mercenary, Militia Rabble
Dragoons	Horse/Foot Skirmishers	Firelocks	2	1	6+	2	Mercenary, Dragoons, Fire & Evade
Cavalry	Horse	Sword & Pistol	6	-	5+	2	Mercenary
Cuirassiers	Heavy Horse	Sword & Pistol	6	-	4+	2	Mercenary, Caracole, Cavalry +1
Artillery	Ordnance	Any Light or Medium Gun	1	3-2-1	6+	1	Mercenary

Each Captain begins the campaign by rolling three times on the relevant Company Generator (Fanatic or Non-Fanatic). Roll a D6 and apply any modifiers.

FANATIC COMPANY GENERATOR

Roll 1D6

Score Result

- 1 Militia & Artillery
- 2 2x Dragoons
- 3 Musket & Pike
- 4 2 Musket & 1 Pike
- 5 Cavalry
- 6 Cuirassier

NON-FANATIC COMPANY GENERATOR

Roll 1D6

Add 1

- If your side won the last battle
- If you are in a friendly area
- If you are Cautious

Add 2

- If you are Famous

Deduct 1

- If your side lost the last battle
- If you are in an enemy area
- If you are Bloodthirsty

Score Result

- 2 Dragoon
- 1 Musket
- 0 Pike
- 1 Militia & Artillery
- 2 2x Dragoons
- 3 Musket & Pike
- 4 2 Musket & 1 Pike
- 5 Cavalry
- 6 Cuirassier
- 7 1 Dragoon & 1 Cavalry
- 8 2 Musket, 1 Pike & Artillery
- 9 2 Cavalry
- 10 2 Cuirassier



AFTER THE BATTLE

Lost Units

Any unit destroyed or routed off the table in the game may be lost forever. For each such unit roll 2D6 (and add 1 if on the winning side). On a 2 or 3 the unit is permanently destroyed and takes no further part in the campaign

Experience

After each battle, roll 2D6 on the Captain's Experience Table to see how your Captain fared.

Recruitment

After each battle, roll to see if your Captain has attracted new companies to join him.

- Winning Captain recruits D3-1 new companies (roll on relevant Company Generator).
- Losing Captain recruits D3-2 new companies (roll on relevant Company Generator).

CAPTAIN'S EXPERIENCE TABLE

WINNING CAPTAIN

Score	Result
2	Injured (Roll on Injury Table)
3-10	Gain Troop Skill (Roll on Troop Skill Table)
11	+1 Command Rating
12	Gain Leader Skill (Roll on Leader Skill Table)

LOSING CAPTAIN

Score	Result
2-4	Injured (Roll on Injury Table)
5-11	Gain Troop Skill (Roll on Troop Skill Table)
12	+1 Command Rating

CAPTAIN'S INJURY TABLE

If you rolled the 'Injury' result on the Experience Table, roll 2D6 on the table below. If the Captain was on the winning side add +1 to the roll.

Score	Result
2-3	Dead. Enough said! Roll for a replacement Captain to lead your troops.
4	Serious Injury. Wounds bad enough to impact leadership. -1 Command permanently.
5-7	Light Wounds. A broken bone or two. -1 Command for the next battle only.
8+	Only a Scratch. No effect.

CAPTAIN'S LEADERSHIP SKILL TABLE

If you rolled the 'Gain Leader Skill' result on the Experience Table, roll D6 on the table below.

If you roll a Captain's skill he already possesses, then the roll is ignored and no skill is gained.

Score	Result
1	Inspiring. Rally D3 Stamina Points rather than 1 on a successful Rally command.
2	Battle Fury. The Captain's units within 12" of the Captain gain 1 extra attack in combat.
3	Tough. The Captain's units within 12" of the Captain gain the 'Tough Fighters' ability.
4	Stubborn. The Captain's units within 12" of the Captain gain the 'Stubborn' ability.
5	Brave. The Captain's units within 12" of the Captain gain the 'Brave' ability.
6	Deadly Fighter. The Captain adds 3 dice to any combat.

A Dragoon horse-holder feeds his charges



“A marauder says: He is of the Devil who has mercy on a peasant.”

TROOP SKILL TABLE

If you rolled the 'Gain Troop Skill' result on the Experience Table, pick any unit and roll on the table below. Instead of rolling on the Troop Skills Table, you may opt to remove 'Mercenary' from the unit. Fanatic Captains must remove the 'Mercenary' special rule on a unit before it can gain other skills.

Score	TROOP TYPE					
	Pike	Musket	Dragoon	Horse/Cuirassier	Artillery	Militia
1	Elite*	Elite*	Elite*	Elite*	Elite*	Steady
2	Superbly Drilled	Superbly Drilled	Superbly Drilled	Superbly Drilled	Reliable	Marauder
3	Valiant	Crack	Marauders	Cavalry +1	Stubborn	Eager
4	Brave	Steady	Reliable	Lancers	Marauder	Tough Fighters
5	Stubborn	First Fire	First Fire	Ferocious Charge	Steady	Remove 'Rabble' rule
6	Tough Fighters	Sharp Shooters	Sharp Shooters	Ferocious Charge	First Fire	Remove 'Militia' rule

* Troops gain Elite 6+ first time this skill is chosen, 5+ if chosen again and so on to max of 3+.

COMPANY SKILL TABLE

Any unit that is still on the table at the end of each battle, regardless of whether they are on the winning or losing side, rolls a D6 on the table below and amends their Fighting Qualities permanently by the result.

Score	TROOP TYPE					
	Pike	Musket	Dragoon	Horse/Cuirassier	Artillery	Militia
1	+1 Hand to Hand	+1 Hand to Hand	+1 Hand to Hand	+1 Hand to Hand	+1 Hand to Hand	+1 Hand to Hand
2	+1 Hand to Hand	+1 Shooting	+1 Hand to Hand	+1 Hand to Hand	+1 Hand to Hand	+1 Hand to Hand
3	+1 Hand to Hand	+1 Shooting	+1 Shooting	+1 Hand to Hand	+1 Hand to Hand	+1 Hand to Hand
4	+1 Morale	+1 Shooting	+1 Shooting	+1 Shooting	+1 Hand to Hand	+1 Shooting
5	+1 Stamina	+1 Morale	+1 Morale	+1 Morale	+1 Morale	+1 Shooting
6	+1 Stamina	+1 Stamina	+1 Stamina	+1 Stamina	+1 Stamina	+1 Stamina

With each battle, a unit's Fighting Qualities can improve up to the following maximums (applicable for all types):

- Hand to Hand: Maximum rating of 10 (8 if Captain is Cautious).
- Shooting: Maximum rating of 5.
- Morale: Maximum Rating of 2+ (3+ if Captain is Fanatic).
- Stamina: Maximum Rating of 5 (4 if Captain is Bloodthirsty).



THE GATECRASHERS

A SIMPLE THIRTY YEARS WAR

MERCENARY CAMPAIGN

If you would rather skip the Mercenary Company generation phase of the Campaign and get straight into the action, you can follow the more prescriptive method given below. For this, our testers set up a hypothetical campaign set in the 1630s when all three military systems were in use and the war entered a chaotic phase in the wake of the deaths of Gustavus Adolphus and Wallenstein. The Campaign may be fought with up to six captains but can be scaled up or down to suit most resources.

Background

Six mercenary captains are on their way to join with the main Protestant and Imperial armies somewhere in Germany. Three of the mercenaries command Imperial reinforcements, and the other three are Protestant sympathizers. As they close in on their destinations, however, the mercenaries run into each other and commence fighting. Which captains will continue with a full force and which ones will arrive somewhat depleted? Once they reach their parent armies they will fight once more in a major battle that may decide the fate of all Europe.

The Mercenary Commands

Each Mercenary Captain was rated as 8 for command purposes and given a brigade, consisting of an infantry regiment, a cavalry squadron, a medium artillery piece, and a specialized unit as in the table on pages 94-95.

Special Campaign Rules:

- In the event of an agreed draw after eight turns, or by umpire's decision, both sides proceed to the final battle with their specialized units.
- On the first break test, if it is failed, i.e. the unit is destroyed, then that unit is allowed to re-roll the break test, but each unit in the brigade must receive separate orders from that point onwards. On subsequent break tests for any friendly unit failing a break test, the testing unit receives a re-roll. If that fails, the unit is destroyed.

Campaign Scenarios & Battlefields

The battlefields measure 4'x4'. That provides sixteen potential 'squares' of terrain, which are distributed according to the scenario.

Scenario I. The Bridge

Objective: Seize and hold the bridge for three game turns.

Terrain: A narrow but unfordable river runs from east to west across the centre of the table (but see below). A bridge crosses the river at 6D6" from the west table-edge, and a road connects the bridge to the centre table edges on the north and south sides. Both generals may place one square of open woods and one hill square anywhere on the opposite side of the river to their deployment zone, but not within 12" of the bridge and not on the road.





Deployment: The Protestant force deploys on the northern table-edge within 12" of the road. The Imperial force deploys likewise but on the southern table-edge.

Additional Special Rules: A cavalry unit approaching within 6" of the river may attempt to discover a ford by rolling a 6 on a D6, but it may not shoot or charge for the rest of that turn. If a ford is discovered only that army may cross over it on the following turn, after which it becomes 'known' to both sides.

Scenario II. The Village

Objective: Possess the entire village at the end of the battle.

Terrain: A road runs from east to west across the table and through a village in the centre. The village is four squares wide. Each commander may place one square of open woods and a hill square anywhere on the table, but not within 6" of the village.

Deployment: The Protestant force enters the table along the road from the west, while the Imperial force enters from the east.

Scenario III. The Crossroads

Objective: Seize and hold the crossroads for three game turns.

Terrain: Four roads bisect the table edges and meet at a crossroads in the centre of the table. Place one square of open woods and one hill in the centre of the four quadrants created on the table by the roads.

Deployment: The Protestant force enters along the road on the northern edge of the table. The Imperial commander then rolls a D6 and enters at the corresponding entry point counting the open roads to the left of the Protestant force.

Scenario IV. The Final Battle

The various mercenary contingents arrived at their muster points only to find their respective main armies severely depleted: the pursuit of final victory would be mostly in their hands. The Imperial army, finding themselves short by two units lost on the road, organized their defences and waited in the morning mist for the Protestant army to attack. If they could survive the first onslaught, maybe they could counter-attack and send the heretics back to their craven lairs.

The Battlefield

The battle is fought on an 8'x4' battlefield with the edges of a village, 24" wide and 6" deep, running along the centre of the northern (Imperial) edge (see the map above). A road emerges from the village and runs past a defensive redoubt approximately 9" from the village boundary to the centre of the Protestant edge. Each side places a section of woods one-foot square anywhere on their own half of the battlefield, and that is followed by a similar section of low hill terrain.

Deployment

Both sides must deploy at least half of their forces along a line 12" parallel to a centre line running east to west. All other forces may be deployed wherever the commanders want behind their respective forward deployment lines.

Scenario Special Rules:

Only one Imperial regiment may occupy the village at any time.

Victory Conditions

Decisive Victory. Be in uncontested control of the village at the end of the game, i.e. not in melee and not sharing the village with enemy units.

Minor Victory. Control three of the other terrain features.

How the Campaign Played

Our motley bunch of Mercenary Captains gathered on a Sunday morning to decide whose side God really was on. They fought out the smaller encounters by each rolling a D6 and pairing off the opposing commanders from highest to lowest results. Once a result was achieved across the three battles, our Captains took their forces to the big table and lined them up for a classic 17th Century battle.

I. The Bridge

The Dutch and Bavarian mercenary contingents met at what they would call the Flammenseite Bridge. This was located 30" in from the western edge of the table and flanked by hills and trees. Both sides deployed with their cavalry forward, hoping to gain quick control of the bridge while the rest of their forces consolidated their position. The Bavarian light cavalry arrived first, but came under immediate fire from the Dutch dragoons, while the Dutch cavalry massed menacingly a short distance away. The Bavarians hoped a lightning charge by their light cavalry would blunt the imminent threat, but their plan backfired and it was they who ended up disordered and fleeing back over the bridge. The Dutch gratefully took possession with a sweeping advance. Moreover, the Dutch quickly advanced their supporting forces to the river's edge whence they began a withering fire on the Bavarians. Then the Dutch pulled back their cavalry and advanced their pikes onto the bridge. The

Bavarians soon realized that they could not dislodge the Dutch and had no option but to retire in defeat, leaving their light cavalry strewn across the field.

Dutch: 1; Bavarians: 0

II. The Village

Meanwhile at the nearby village of Kreuzburg, a lumbering Spanish tercio locked horns with a more nimble but fiery regiment of Swedes. The Spanish plan was simple: roll forward with the tercio while sending the cavalry out to the flank to disrupt the Swedish force. The Swedes, on the other hand, wanted to get into the village and start shooting at anything that moved. Despite its seeming ponderousness, the tercio arrived first. The Spanish cavalry, however, ran into a hail of Swedish lead and were stopped in their tracks. Those two events set the tone for the rest of the engagement. It is an inimitable truth about tercios that while they lumber around and present a wonderful target, they are also exceedingly hard to shift. So it proved at Kreuzburg: the Swedish advanced into close-range of the Spanish tercio and let fly, scoring hit after hit, but the tercio, attended by its various screening sleeves of musketeers, could not be budged. The Swedes moved out onto the right of the village and eventually barged their way in, but the double pike block stood firm until the battle came to a close. Neither side had won, although the Spanish breathed a huge sigh of relief.

Swedes: ½; Spanish: ½



A Spanish mercenary company en route to its latest patron



III. The Crossroads

Out in the countryside, a Scottish mercenary contingent bustled along the narrow roads intent on joining the main Protestant army. As they approached a crossroads, and much to their surprise, the Scots ran into a Saxon force heading across their path. Whoever controlled the crossroads therefore could prevent the other from reinforcing their main army. Despite fielding an extra mounted unit, the Saxons could not make their extra speed count, and it was the Scots who methodically moved to take up positions around the crossroads. It did not help matters when the mounted harquebusiers blundered and ran off to their right, but the Saxon artillery had better luck and disordered the Scots pike block. The Scots cavalry reacted by charging the

Saxon musketeers, but they had to pull back when the infantry went into hedgehog. Then the Scots cavalry came under fire and were disordered. Worse followed when the Saxon cavalry charged into the flank of their opposite numbers and destroyed them utterly. The Scots infantry meanwhile formed hedgehog to avoid the Saxon cavalry breakthrough. The Saxons, in a last desperate attempt to clear the Scots off the crossroads, charged in with their pike block, but they lost the subsequent 'push' of pike and fell back one move. Despite their successes on the flanks, the Saxons could not capture the crossroads and had to find another route to their army, leaving their hapless mounted harquebusiers behind to rue their missed payday.

Scots: 1; Saxons: 0

A Redoubt Too Far: The Climax of the Mercenary Campaign

The Protestant forces emerged from the morning mist to find the Imperial army drawn up in battle formation. The Dutch contingent had the best view from their hill on the left of the Protestant flank. They saw the powerful Saxons drawn up opposite and opted to defend the high ground. On the opposite flank, the Swedes moved into their unique formations in front of some open woods. The Spanish *tercio* facing them across the battlefield presented a juicy target if only they would come closer. The Scots and German regiments organized themselves in the centre of the Protestant line. It would be their task to seize the redoubt and use that as a springboard to gain access into the village. The main regiments of the Imperial and Bavarian armies, however, along with two cannons in the redoubt, stood ready to repel the heretic advances.

The Dutch were right to take up defensive positions because the Saxon and Bavarian cavalry wasted no time in driving forward into the attack, although the Dutch dragoons evaded. The Imperial and Spanish cavalry on the left also trotted forward, while in the centre the Imperialists were content to sit back and pour fire into the advancing Scots and Germans. They need not have worried too much because the entire

Protestant centre failed their orders along with the Dutch. That allowed the Imperial regiment on the left of the village to advance into contact with the Germans, and the Imperial cavalry to somewhat impetuously charge the Swedish line. The Imperial pike block destroyed the German musket sleeve, but the Imperial cavalry was also destroyed and the Imperial right flank fell into confusion. The Dutch took that as their cue to launch a counter-attack against the Saxons, but the latter held their ground. The Scots and Swedes then failed their orders.

While both armies struggled to move in any coherent way, the Protestant firing at last created some holes in the Imperial lines. Casualties were distributed evenly along the line, however, and the Imperialists still presented a strong front. The German pike block took the initiative and charged up to the face of the redoubt but could not break into the defences. Their prospects looked bleaker when the Imperial commander moved up some musketeers to take up positions alongside the guns. Together they poured fire into the German and Scottish ranks, disordering the latter. The Spanish *tercio* moved up alongside the village but they would be untroubled when the Swedish again failed to follow orders. Out on the left, the Dutch and Saxons fought to a standstill, and the Bavarians remained relatively untroubled on the right of the village. Having failed to achieve any breakthrough, the Protestant commanders were forced to accept that this village would not be falling into their hands on this day and they ceded the field to the jubilant Imperialists.

The Protestant commanders argued that the assignment was too tough, yet by placing the Swedes out on the right they marginalized their best force, particularly with regard to shooting. Moreover, with only two cannon occupying the redoubt, the Protestants could have bypassed them with minimal risk to themselves and attacked the village directly. The Imperialists also wrong-footed the Protestants by seizing the initiative from the outset and attacking both flanks. Overall, the Protestants paid the price for poor deployment and timid tactics.

Forces for the Final Battle

Imperial

Main Body

Two infantry regiments; one heavy cavalry; one medium gun.

Mercenaries

Three Brigades (Bavarians, Spanish, Saxons), consisting of one infantry regiment, one cavalry regiment, and one medium gun. In addition, the Mercenaries bring the following specialist units attached to their brigades:

Spanish: One pike block with which they can form a *tercio*.

Protestant Alliance

Main Body

One infantry regiment; one heavy cavalry; one medium cavalry.

Mercenaries

Three Brigades (Scots, Swedes, Dutch), consisting of one infantry regiment, one cavalry regiment, and one medium gun. In addition, the Mercenaries bring the following specialist units attached to their Brigades:

Scots: One commanded *shotte*.

Swedes: One musketeers.

Dutch: One squadron of dragoons.



The Battlefield Redoubt

Redoubts were used on battlefields and in sieges. The redoubt for our battle featured embankments on three sides with a rear entrance. Thus, we decided that each side could be defended either by an artillery piece or small infantry unit. To represent the fortified nature of the redoubt, we opted to give it most of the characteristics of a building as in the *Pike & Shotte* rules. The exception, of course, was the rear of the redoubt where there was nothing to impede an attacker. Therefore, in our battle, when the German pike block advanced against the redoubt it could not break in on the move in which it attacked. It could have done so on the next turn, but unfortunately for them the Imperial musketeers disordered the Germans and compelled them to fall back.



A glorious sight - Wallenstein's Imperial Cuirassiers



Harquebusiers
prepare their pieces



The Imperial battle line ready for action

SIEGE WARFARE

Siege warfare was the most common military activity in the Thirty Years War, unless you count marching up and down of course! We therefore need rules for siege warfare, especially if attempting a campaign game.

Setting-up

- In an attack/defence game both players should be aware of the defences to be used in the game, with the attacker allowed at least 50% more points than the defender.
- Alternatively, points for defences used on both sides may be determined by the points system outlined at the end of this section and added to the points for fighting forces found in *Pike & Shotte*.
- Column formation is allowed at full combat value when attacking narrow defiles, city streets, gateways, earthworks and breaches in walls. In those circumstances the '-1 unit in column' morale-save modifier is ignored. Players using Combined Pike & Shotte formations must specify whether pike-armed or musket-armed troops are leading the column as this will dictate the column's combat and shooting values.

Siege Equipment

Petards (+20 points per unit)

- See *Pike & Shotte* page 56.

Grenades (+1 point)

- See *Pike & Shotte* page 89.

- This classification also includes fire weapons and fire pots. Enemy ignores all bonuses for cover when engaged in hand-to-hand. Any unit may use, but its deployment is limited to once a game.

Scaling Ladders (+1 point per unit attacking)

- Ladders were used to assault low walls. After charging the wall, one extra move is needed to erect ladders.
- Attackers cannot be pike-armed and do not get a charging bonus.
- Attackers must re-roll all hand-to-hand combat hits when fighting steady (not shaken or disordered) defenders.
- Defenders get +1 cover morale save modifier (not +2 buildings and fortifications as the use of ladders negates that).
- A break-test 'retire' result on the attackers means the ladders are destroyed, but 'spare' ladders may be purchased before the game to provide replacements.



Imperial Salzbürger regiment awaits the enemy

Heated-Shot (+3 points per cannon & cost of battery commander)

- Heated shot may be used by light, medium and heavy cannon, but not mortars.
- All cannon firing heated shot must be grouped together in a battery (normally in emplacements with a brazier to heat the shot).
- The battery cannot be moved during the length of the game and must have a commander whose sole command is the artillery firing heated shot.
- Each cannon with heated shot must be ordered to shoot with a command roll just as if it is a unit being ordered to move. Failure of a command means the cannon cannot shoot that move and no further shooting orders can be given until the next move.
- A blunder result of a double-six means that the cannon explodes prematurely and is destroyed. Such explosion causes damage to any other unit within 3" of the unfortunate artillery piece. The damage equates to three hits with -3 on morale save. This is just like the rule for Petards.
- Unlike mortars, using heated shot is the only way cannon can set fire to buildings in this period.



It's not all grand designs – an engineering party get their hands dirty

Fascines & Faggots (+2 points per unit)

Fascines are large bundles of sticks tied together and used to fill ditches and trenches to allow troops and wheeled vehicles to cross.

- A unit of infantry or cavalry can carry enough fascines to fill one trench or ditch to enable them to cross in march-column formation. More units will need to drop further fascines to cross wider frontages. Large ditches need twice as many fascines to fill the gap.
- It takes more than one turn to drop fascines into the gap. Units are moved into contact with the gap but cannot proceed over until their next turn.
- Any troop type may cross a gap bridged with fascines.
- Standard or large size units carrying fascines may shoot and fight as normal but will lose the fascines if they are forced to retire or break. Small units cannot shoot or fight whilst carrying fascines.

Siege 'Engines'

- Penthouses or 'sows' can move at 3" per turn on flat terrain and can give cover to battering-rams, sappers or

petardiers. The number of crew to move a penthouse is provided in the points-cost of the device. The crew are also lost once the penthouse is destroyed.

- Penthouses are immune to small-arms but can be hit with any artillery hit-dice that roll a '6' (but not mortars). Any hits that fail a morale 'save' of 3+ for light artillery, or 4+ for medium and heavy artillery results in the destruction of the penthouse and its contents.
- Battering Rams are used to penetrate structures or doors or gates. Light rams are carried by two to six figures. Heavy rams are operated by more figures and must be housed in a penthouse. The effect of rams are worked out in the shooting phase just as if they were artillery firing. A ram rolls a D6 per pair of figures carrying or operating it. Each die scores a hit on the structure or gate with a roll of 4+.
- The defence of the structure (number of hits it can take before destruction) is decided by a number plus the roll of one die: see *Pike & Shotte* page 169.
- A light penthouse sufficient to give cover to a sapper, petard or light battering ram unit costs 6 points. A larger penthouse, which can carry a heavy ram, costs 12 points.

Missiles from Ramparts

Comprise rocks, stones, cauldrons of boiling oil or water, molten lead and grenades. Grenades thrown from ramparts are classed as fire weapons. They cost one point per unit but can be used once per game. Other fire weapons (such as boiling water, molten lead and burning fascines) must be operated by small teams and cost 10 pts each. Each team carries the following fighting qualities:

Fire weapon teams cannot be assigned to other units, they must operate independently. Fire weapon teams can be placed anywhere on the defences at any time the defending player wishes, even after enemy attacks have started. However, once placed, they must remain in that position.

Like grenades, their fire weapons can only be used once (but they can still use their Hand-to-Hand factor as normal).

- Once used they are expended and cannot be used again. Their effect is three hit dice at 4+ to hit. There are no 'morale saving' throws allowed for cauldron or fire weapons. Grenades have a -2 morale-save modifier. Hits from other missiles can be saved with a normal morale 'save' for the troop type.

Defences and Obstacles

These are divided into three broad categories, Minor, Major and Special. Specific details of each type are listed below. This should provide sufficient information for other defences and obstacles not listed here to be slotted in as required.

These may be placed on the table and used separately or 'combined' to form more substantial defences – see 'Redoubts & Redans' below.

Minor Obstacles

Low walls, fences, hedges, ditches, saps, trenches, streams, overturned or reinforced wagons, mantlets, gulya gorod and earth or turf banks.

- Low walls, earth banks and hedges provides a '-1 not clear target' shooting modifier against troops positioned behind them.
- Negate the +2 'cavalry versus non-pike infantry' combat-result bonus for mounted attackers (not ditches or fences).

- Low walls, wagons, ditches, carts, mantlets and gulya gorod provide '+2 morale save' against shooting with small arms. But '+0 morale save' against artillery.
- Earth or turf banks and trenches provide '+2 morale save' against shooting with small arms and artillery.
- Provides a '+1 morale save' in hand-to-hand if attacked from the defender's front quarter.
- Streams and fences provide no cover from shooting and do not benefit the defender with the 'not clear target' modifier.
- If defenders lose a round of combat during hand-to-hand then the defence bonus is lost.
- If undefended, crossing the obstacle carries a 3" movement penalty with the chance of disorder as outlined in *Pike & Shotte* page 41.
- A sapper or engineer unit can create a 3" gap in all minor obstacles, or fill a ditch, sap or trench, or bridge a stream in one entire turn of contact.

Major Obstacles

High walls, chevaux de frise, storm-poles, abatis, plashed wood edge, palisade, fordable river, breaches in castle or city walls, substantial earthworks and significant ditches.

- Negate attackers' charging bonus against defending troops.
- Can only be attacked or crossed and defended by foot troops.
- All but rivers, chevaux de frise and storm poles provide a '-1 not clear target' shooting modifier against troops positioned behind, or inside in the case of ditches and trenches.

Units	Unit Type	Weapon	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Fire Weapon Team	Skirmish	Fire	-	1	5+	1	Marauder	10



Shootout on the Danube



A valiant storming party charges in

- Provide a '+2 morale save' for the defending troops in hand-to-hand if attacked from the defender's front quarter.
- High walls and substantial earthworks provide '+2 morale save' against shooting with small arms and artillery.
- Palisades and breaches provide '+2 morale save' against shooting with small arms, but only '+1 morale save' against artillery.
- Abatis and plashed wood edge provide '+1 morale save' against shooting with small arms but '+0 morale save' against artillery.
- Rivers, chevaux de frise and storm poles provide no cover from shooting and do not benefit defenders with the 'not clear target' modifier.
- If defenders lose a round of combat during hand-to-hand then their defence bonus is lost.
- If the major obstacle is undefended it takes more than one turn to cross and causes disorder. Attackers are moved into contact with the obstacle but cannot proceed further until their next turn and then are allowed only one move per turn until they are clear of the obstacle. 'City/Castle Walls can only be crossed by infantry units provided with ladders or similar equipment.
- A sappers or engineer unit can create a 3" gap in chevaux de frise, storm poles, abatis, plashed wood edge, palisade in one entire turn of contact.

Special Obstacles

These fall outside general classification. Special obstacles have their own specific rules.

Abatis (20 pts per 12" frontage)

Felled trees with branches pointing towards the enemy.

- Major Obstacle

- Takes more than one turn to cross and causes disorder. Attackers are moved into contact with the abatis but cannot proceed further until their next turn.

Chevaux de Frise (18 pts per 12" frontage)

Similar substantial anti-personnel defences made from steel blades or sharpened timber spikes driven into a log, usually used to defend artillery emplacements or block important routes of access. They are pre-prepared and cannot be set up during the course of a game.

- Major Obstacle
- Effect of such devices is defensive and applied to hand-to-hand, not shooting.
- Negates all charging bonuses.
- Provides a '+2 morale save' for the defending troops in hand-to-hand if attacked from the defender's front quarter.
- Impassable for all but infantry.
- If defenders lose a round of combat during hand-to-hand then the chevaux de frise defence is considered breached and destroyed.

Stakes or Swedish (Swine) Feathers (4 pts per unit frontage - standard unit; 6 pts per unit frontage - large unit)

A portable shortened pike used by musketeers as a musket rest similar to the wooden stakes sharpened at both ends and driven into the ground used by medieval archers. Effect of such devices is defensive and applied to hand-to-hand, not shooting.

- Special Obstacle
- Negates all charging bonuses.
- Negates cavalry -v- non pike combat result bonus
- Need one complete turn for the defenders to set up or remove. If defenders lose a round of combat during hand-to-hand then the stakes or swine-feather defence is lost.

Storm Poles (18 pts per 12" frontage)

Thicker versions of pointed stakes driven into the ground. Often protruding from the steep banks of earthworks. Their effect is similar to thinner stakes (above) carried by individual soldiers.

- Major Obstacle
- Such devices are defensive and applied to hand-to-hand, not shooting.
- If undefended they take an entire move to cross with the risk of disordering as in linear obstacles.
- Impassable for all but infantry.
- If defended then they negate all charging bonuses and automatically disorder the attacker. If defenders lose a round of combat during hand-to-hand then the storm poles are destroyed.

Pits (8 pts per 12" frontage)

- Special Obstacle
- Hidden pits can be positioned on a map before play starts or set up on the table with equal numbers of real and dummy markers.
- Crossing a line of pits causes instant disorder to any unit. In addition, roll one hit die for each infantry unit and two hit dice for each artillery or mounted unit. Hits are scored on a 4+. There are no saving morale throws.
- Negates all charging bonuses.
- Negates cavalry -v- non pike combat result bonus for mounted attacking foot positioned directly behind the pits.
- Once used and revealed they are classed as a linear obstacle and cause disorder only.

Mantlet or *Gulay Gorod* (+6 pts per unit or +2 pts for a sniper figure or sapper team)

Movable wooden barricades with loopholes providing cover for musketeers, sappers or a sniper.

- Minor Obstacle
- Can be used by small skirmishing units only. Normally one Gulay Gorod per pair of musketeers.
- Can be moved 3" per turn on flat terrain.
- Provides hard cover '-2 morale save' against small arms fire, but not against artillery.

Palisade (28 pts per 12" frontage)

Heavy timber barricade.

- Major Obstacle
- Provides '+2 morale save' against small arms fire but only '+1 morale save' against artillery.

Plashed Wood Edges (18 pts per 12" frontage)

Cut and bent branches to provide difficult going and cover along the edges of a wood.

- Major Obstacle

Turf or Earth Bank (23 pts per 12" frontage)

About half man-height and thick enough to provide some protection from artillery and small arms fire. Gabions (large baskets filled with earth) are often added to strengthen the defence.

- Minor Obstacle
- Upgrade to 'major obstacle' if storm poles are fitted and/or palisades built along the top.

Substantial Turf or Earth Bank (32 pts per 12" frontage)

Man-height or higher and thick enough to provide good protection from artillery. Gabions (large baskets filled with earth) are often added to strengthen the defence.

- Major Obstacle

Points Costs of Obstacles & Field Defences

Hindrance to Movement

3" deduct for crossing	1 pt
Automatic disorder	2 pts
More than one turn crossing	4 pts
Potential to cause casualties while crossing	3 pts
Need ladders or similar equipment to cross	3 pts

Hand-to-Hand

No Charging bonus	2 pts
Negates +2 Cavalry v non-pike bonus	2 pts
+1 Morale Save bonus for Hand-to-Hand	4 pts
+2 Morale Save bonus for Hand-to-Hand	8 pts

Shooting Morale-Save Bonus

+1 Morale Save for Small Arms Shooting	2 pts
+2 Morale Save for Small Arms Shooting	4 pts
+1 Morale Save against Artillery	4 pts
+2 Morale Save against Artillery	8 pts

Cover

-1 'Not Clear Target'	2 pts
-----------------------------	-------

Points cost is all applicable bonuses added together. Points cost is per 12" of frontage. Additional points are added to each 12" frontage of obstacles depending on how close to the defences/ opponent the attacker wishes to place them.

Add 50% to the cost in points if positioned within 18" of the defences/opponent.

Fractions are rounded up. Obstacles smaller than 12" frontage must be given a proportional points cost – fractions are always rounded up.



Count Tilly leads the Catholic League to war



Cuirassiers – the heavy armour of the Thirty Years War!



War comes to a sleepy Bohemian village



Saps or Trenches (21 pts per 12" frontage)

Dug to provide cover for shooting parties and hinder movement.

- Minor Obstacle
- Wheeled vehicles such as wagons, artillery, gulya gorod and siege-engines cannot cross them.
- Upgraded to major obstacle if chevaux de frise or storm-poles are also added to the trench defences.

Significant Trenches or Ditches (32 pts per 12" frontage)

Dug to hinder movement.

- Major Obstacle
- Only crossable by infantry and then with difficulty. Often used in conjunction with chevaux de frise and storm-poles.
- Sometimes flooded in which case it is classed as a moat and cannot be crossed by anyone until filled by fascines or faggots.

Example Obstacles & Field Defences

OBSTACLES	Points per 12" of Obstacle	HINDRANCE TO MOVEMENT					HAND-TO-HAND				SHOOTING				
		Potential to cause casualties (3pts)	3" Move deduction (1pt)	More than one turn to cross (4pts)	Need ladders or similar to cross (3pts)	Automatic disorder (2pts)	No charging bonus (2pts)	Negates cav v non-pike bonus (2pts)	+1 Morale Save H-to-H (4pts)	+2 Morale Save H-to-H (8pts)	-1 Not Clear Target (2pts)	+1 Morale Save v Small Arms (2pts)	+2 Morale Save v Small Arms (4pts)	+1 Morale Save v Artillery (4pts)	+2 Morale Save v Artillery (8pts)
Sap or Trench	21	✓					✓				✓				
Gulya Gorod/Mantlets	13		✓				✓	✓	✓						
Earth/Turf Bank	23		✓				✓	✓	✓		✓				✓
Abatis	20			✓			✓	✓		✓	✓				
Chevaux de Frise	18			✓		✓	✓	✓		✓					
Storm Poles	18			✓		✓	✓	✓		✓					
Palisade	28			✓		✓	✓	✓		✓		✓	✓		
Plashed Wood Edges	18			✓		✓	✓	✓		✓	✓				
Substantial Earth Bank	32			✓		✓	✓	✓		✓		✓			✓
Significant Trenches	32			✓		✓	✓	✓		✓		✓			✓
Pits	11	✓	✓			✓	✓	✓							
City/Castle Walls	35			✓	✓	✓	✓	✓		✓	✓	✓			✓

Redoubts & Substantial Earthworks

Major earthworks such as redoubts were normally constructed to provide a strong position for artillery and infantry and used by besiegers and defenders. These would often combine several of the defence structures listed here. For example, a redoubt might consist of a thick earthen bank and have storm poles inserted along the outside to further discourage enemy attack. Such structures may also benefit from the protection of chevaux de frise and pits dug directly in front of the position.

To establish a structure's level of protection during a game, simply use the highest level of protection for a given shooting or hand-to-hand attack.

Example of substantial earthwork:

- Cannot be attacked by cavalry.
- Takes longer than one turn to cross (4 pts)
- Shooting with small arms and artillery equals '-1 not clear target' shooting modifier (2 pts), '+2 morale save' for the defenders (12 pts).
- Hand to hand: Storm poles and pits automatically disorder the attacker (2 pts).
- Crossing pits for the first time causes one hit-die casualties (2 pts).
- No charging bonus (2 pts).

- Major earthwork gives '+2 morale-save' H-to-H bonus on defenders (8 pts)
- Total 32 points per 12" frontage.

City/Castle Walls & Stone Buildings

This is slightly adapted from the 'Walls & Breaches' special rules for the 'Siege of Worcester' scenario in the *Pike & Shotte* rules.

- Walls, buildings and barricades are given 'structure' points. Once the number of hits from cannon matches the structure points of a wall section then a 3" breach is formed. Each hit from light or medium cannon equals one point of damage. Each hit from heavy cannon equals two points of damage.
- City/Castle Walls - 10+D6 structure points.
- Stone Buildings - 5+D6 structure points.
- Barricades & gates - D6 structure points.
- Firing at defences with a view to causing a breach does not inflict any casualties on the defenders. Firing at defenders sheltering behind defences does not cause any structural damage to the obstacle.
- Palisades can be counted as barricades for the purposes of breaching.



Sapping & Mining

Saps were trenches excavated while under defensive musket or artillery fire in order to advance a besieging army's position in front of an enemy fortification.

Sapping was conducted by trained sappers or miners. When an army was defending a fortress with cannon they had an obvious height advantage over the attacker's guns. The attacking army's artillery therefore had to be brought forward under fire to facilitate effective counter-battery fire. The sappers began the trench at such an angle so as to avoid enemy fire enfilading the sap. As they pressed forward, a position was prepared from which cannon could suppress the defenders on their bastions. The sappers would then change the course of their trench, zig-zagging toward the fortress wall. Each leg brought the attacker's artillery closer until the besieged cannon would be sufficiently suppressed for the attackers to breach the walls.

Sometimes the cannon were unable to breach the fort walls. Then the sappers would dig a tunnel from the forward-most sap up to and under the fortress wall, then place a charge of gunpowder and ignite it, causing an explosion which would hopefully destroy the wall and permit attacking infantry to close with the enemy.

Mining & Tunnelling in a Siege Wargame

Mining and tunnelling operations are necessarily stylised to keep the game flowing. In reality, such works could take weeks or months to complete so we need to 'telescope' time somewhat to bring them into the same scope as the wargame. These rules are designed so that the services of an umpire, although useful, are not strictly needed.

- Saps and trenches must be 'purchased' before the start of the siege game as are sapper/engineer/mining units. The defender may purchase his own sapper/mining units in order to conduct countermining even though he will have no way of knowing whether the attacker will use mines or not.
- Enfilade firing is permitted on saps and trenches.

Tunnelling Operations

If the attacker wishes to use mining to tunnel under a point in the defences where he wants to cause a breach then he must indicate the point on a prepared map before the game starts.



He must also indicate where the tunnel starts on the map. Obviously he does not need to show the defender.

- Mines or tunnels cannot be dug under rocky outcrops or water-filled moats.
- Only one Sapper/Engineer/Mining unit is needed to dig a tunnel.
- If the mining unit is destroyed then the tunnel may be continued with another mining unit.
- Entrances: The attacker places the entrance to the tunnel on the table after the defences are positioned but before the troops are deployed. Several dummy entrances can be placed to confuse the defender. A tunnel entrance may start from the forward position of a sap and can be protected by any of the defences listed above. The tunnel entrance can of course be disguised as something else, such as an artillery redoubt. An existing building outside the defensive walls can also be used as a tunnel entrance. The besieged defender may fire upon any suspected tunnel entrances if they are in range. Any hits are taken from the attacker's sapper/engineer/mining unit. If it is a dummy entrance that is hit then the attacker may pretend to count casualties in order to keep his opponent guessing.
- A Sapper/Miner/Engineer unit can dig 'saps' or trenches in the same way as digging tunnels except the saps are always visible to the enemy and can deviate in any way the player wishes (including the 'zigzag' pattern used at this time). The sapper/miner/engineer unit becomes a viable target when digging saps but with the following modifiers:

SAPPER/MINER/ENGINEER UNITS

A sapper, engineer or mining unit is represented by a number of figures with picks, shovels, barrows etc. These can be left single as in skirmishers or mounted on a single base. They are specialist troops and too few to be an effective fighting unit. Consequently they are likely to suffer severely if caught in shooting or hand-to-hand.

Unit	Unit Type	Weapon	Hand-to-Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Sapper/ Mining/ Engineering	Skirmish Engineers	Picks, Shovels	2	-	5+	2	Marauder, Engineers	23

- Shooting '-1 not clear target' shooting modifier and +2 Morale save for the defenders.
- Hand to Hand No charging bonus and earthworks give '+2 morale-save' Hand to Hand bonus to defenders.

Procedure

The attacker rolls one 'tunnelling' die per turn during his command phase after all other commands have been ordered. The score is the number of inches a tunnel is dug towards the defences. The attacker can keep rolling once per turn but can miss a roll or stop the digging at any time. He totals all the scores together with the running total being kept in a position where both sides can see it. The tunnel must be dug in a straight line towards the target. It cannot deviate in any way. In order not to reveal the target point to the defender, the attacker must estimate when the tunnel has reached its target point. He can measure the distance at any time but this is likely to reveal the location of the breach attempt to the defender!

Disclosure

The attacker must announce when he is sure he has reached the point of his breach attempt. If his estimate falls short then he may continue the digging process as before, but now the defender will know exactly where his tunnel is! If his estimate is over then the target point is moved back to the breaching area. The defender can add the number of inches of 'overshoot' to any countermining operation he is undertaking. The defender can announce his own countermine operation at any time but obviously this would be better when he is sure of the target and direction of the attacker's tunnel.

Once the point of the tunnel is reached, a successful command roll is needed to see if a breach has been caused. Any failed command roll can be retried in the following move. The breach will be 3" wide. In addition, any units

within 3" of the blast point will take three hits with a -3 to their morale save. This is the same as for a Petard explosion.

Counter-mining

Defensive countermining proceeds in the same way as the attacker's mining operation. The defender must write down the position of his tunnel entrance on a map and the direction it is heading - a terrain location or simple arrow on the map should be sufficient. He also rolls a D6 every turn and keeps a running total visible to both players. Like the attacker, the defender's countermining operation must be in a straight line and can be paused or stopped at any time.

Tunnel-Breaks

During their respective turns, if the attacker or the defender suspect that the tunnels have intersected then he may declare a 'tunnel break'. If indeed they do intersect then hand-to-hand combat occurs with the phasing player being the attacker, classed as charging with a +1 'to hit' modifier. Because of the small numbers involved in tunnelling operations, only two dice are rolled per side, needing a 4+ plus modifiers. Tunnel combats were vicious and bloody so no morale 'saving' throws are made and the loser automatically breaks without taking a break-test. Draws are resolved immediately with another round of combat until one side (or both!) break.

The winner automatically renders the loser's tunnel unusable for the remainder of the game. If the loser has any more sapper/miner units then he may start a new tunnel in the same way as before. If the winner is the attacker then he may continue his mining operation until the breach is ready to be made. The defender may start a new countermine if he loses his first one.

Swedish cavalry engage Imperial Cossacks



Arson – Setting Buildings on Fire

- See *Black Powder* page 85.
- Cannon (firing heated shot) and mortars can target occupied or unoccupied buildings with the intention of setting them on fire.
- Empty buildings can also be set aflame by otherwise unoccupied units that are touching the building at the end of their movement. Units that choose to set fires cannot do anything further that turn including shooting. It is not permitted to set fire to occupied buildings in this manner – those inside being likely to take action to prevent it!
- If there are any hits on a building or the occupants within from a mortar or cannon firing heated shot, the attacker rolls a D6 after all shooting is complete. If the building has been hit more than once by such fire, add +1 to the score. If units are attempting to set fires then they do so instead of shooting – roll a D6 once all shooting is complete as before.
- On a score of 6 or more, the building has caught fire. Roll a dice to determine the ‘ferocity’ of the fire. Place a dice in or near the building to indicate how fiercely it is burning. Once a building is burning, it is not necessary to

roll for the effect of further incendiary hits or arson attempts unless the fire goes out in the meantime.

- Alternative – roll for the effect of further incendiary hits or arson attempts and add these to the ferocity dice (any ferocity score higher than 6 means the fire cannot be extinguished).
- If a building burns for three consecutive turns, it is deemed destroyed. Any troops still inside are removed from the game.
- If a burning building is occupied by troops, they may attempt to douse the fires by rolling a D6. They do this automatically if they end their movement in the building. It does not matter if the unit is also shooting or fighting combat. Only one attempt is made per turn, regardless of the number of units in the building.
- If the score equals the ferocity of the fire, the blaze is extinguished. If the score is less than the ferocity of the fire then it has no effect and the fire continues to burn at the same value.

Note: For those who do not own a copy of the *Black Powder* rulebook, we have attached the relevant rules at the end of this document.

“You cannot take war across the countryside in a sack.”

Popular sayings



Size isn't everything! A small scale Imperial army arrayed for battle



Sorties

Sorties are raids conducted by the besieged defenders to hopefully surprise the besiegers and provide a setback to their attack plan. They are often conducted at night or just before dawn, but can also take place in misty or foggy conditions or under the cover of smoke.

Again, as in tunnelling operations we need to stylise sortie operations to fit into our wargame. Essentially we need to create surprise for the raid to succeed. In normal circumstances this can be difficult to do, given the 'godlike' view of the combat area that each player has, but the following rules attempt to do it:

- Only one sortie per game can be undertaken by the besieged defender.
- At the beginning of any turn, the besieged may roll to see if the 'conditions' are right for a sortie. Two dice are rolled and the scores added together. If the total is 12 then the besieged may declare a sortie.

Sortie Modifiers

+1 for each turn that has elapsed in the game so far (not counting the current turn).

+1 per building that is on fire.

- The raiding party can consist of any infantry/cavalry unit or group of units that the besieged wishes to use from his defending forces. This then becomes the raiding 'battalia'. It must follow all the command restrictions given in the *Pike & Shotte* rules.
- Sorties must exit from a viable entrance in the defences such as a gateway, door, breach etc.
- The units concerned may be taken from any position within the defences; they do not have to be next to the exit point at the start of the sortie.
- The commander of the sortie must make a command roll for the forces he is using. He can roll for individual units or the whole raiding battalia provided each unit is within 6" of the next. The first move of a sortie can be to move the commander to a suitable position outside the defences.

- The commander of the sortie can continue making command rolls as long as the previous roll was successful. Units can be commanded more than once, so long as they remain out of contact with the enemy. During this time the besieger can do nothing; no closing fire or traversing fire from the besieging forces are allowed. Deductions for crossing obstacles or field defences must be taken from each move the units in the sortie make.
- Once the sortie commander fails one of his command rolls or all his forces are in the positions he wants them to occupy, the movement part of the sortie is over. All hand-to-hand combats are now undertaken, but without the besieger being allowed closing or traversing fire. The besieger's shooting can take place in the shooting phase of his own next turn as normal.
- The sortie is over after all the sortie hand-to-hand combats are resolved. The sortie units must remain where they are until it is their turn again. In which case they may attempt to return to their defences (or continue to attack) using normal command rolls. The besieger may use closing and traversing-fire as normal.
- The first move of a sortie **must** be to move the sortie commander to a suitable position outside the defences. This is a 'free' move of up to 27" from the exit.

Further Reading

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French Armies of the Thirty Years War (2013)

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Peter H. Wilson,
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C. V. Wedgwood,
The Thirty Years War (1938)

Excerpt from p.85 of the *Black Powder* rulebook

Setting Buildings on Fire

Howitzers, mortars and rockets can target unoccupied buildings with the intention of setting them on fire. Occupied buildings can also catch fire if troops within are shot at by these weapons. Stray rockets can also set fire to buildings if they land upon them accidentally. Empty buildings can also be set aflame by otherwise unoccupied units that are touching a building at the end of their movement. Units that choose to set fires cannot do anything further that turn including shooting. It is not permitted to set fire to occupied buildings in this manner – those inside being likely to take action to prevent it!

If a building or troops within a building are hit by howitzer, mortar or by rocket fire during a turn then roll a dice once all shooting is complete. If the building has been hit more than once by such fire, add +1 to the score. If units are attempting to set fires then they do so instead of shooting – so roll a dice once all shooting is complete as before.

On a score of a 6 or more, the building has caught fire. Roll a dice to determine the 'ferocity' of the fire. Place the dice in or near the building to indicate how fiercely it is burning. Arrange painted cotton wool flames and smoke effects to further enhance the scene of destruction.

Once a building is burning, it is not necessary to roll for the effect of further incendiary hits or arson attempts unless the fire goes out in the meantime.

Movement and Firing from Walls or High Ramparts

It takes one move for an infantry unit to climb up to or down from a high wall or rampart (if they are positioned next to it). It is assumed that the necessary stairways or ramps are there even if they might not be represented in model form.

If a building burns for three consecutive turns, it is considered uninhabitable and is deemed destroyed. Any troops within it at that time are removed from the table – they have either fled or been consumed by the flames.

If a burning building is occupied by troops, they may attempt to douse the fires. They do this automatically if they end their movement in the building. It doesn't matter if the unit is also shooting or fighting combat – some troops can always be found for fire-fighting duties. Only one attempt is made per turn regardless of the number of units in the building. Roll a dice.

If the score equals the ferocity of the fire, deduct one from its value – eg, if the fire is burning with a ferocity of 6 a roll of 6 will reduce this to 5.

If the score beats the ferocity of the fire, the blaze is extinguished – eg, if the fire is burning with a ferocity of 3 a roll of 4, 5 or 6 will extinguish it.

If the score is less than the ferocity of the fire it has no effect and the fire continues to burn at the same value – eg, if the fire is burning with a ferocity of 4 a roll of 1, 2 or 3 will have no effect.

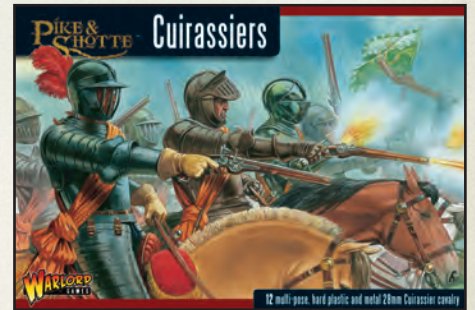
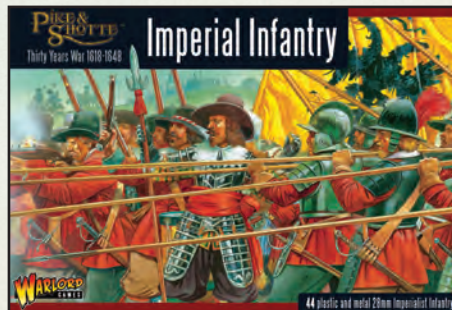
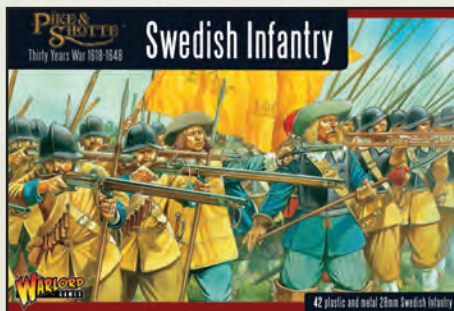
Artillery and small arms firing from elevated positions greater than man-height can fire over the heads of other troops provided a gap of at least 6" divides the intervening troops and the target unit. Artillery positioned on high walls or ramparts cannot engage targets closer than 12" from the wall, whilst similarly positioned units equipped with smallarms cannot engage an enemy closer than 6".



Most of the miniatures on the pages of this book are designed and manufactured in Great Britain by Warlord Games. This page shows a few examples.

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