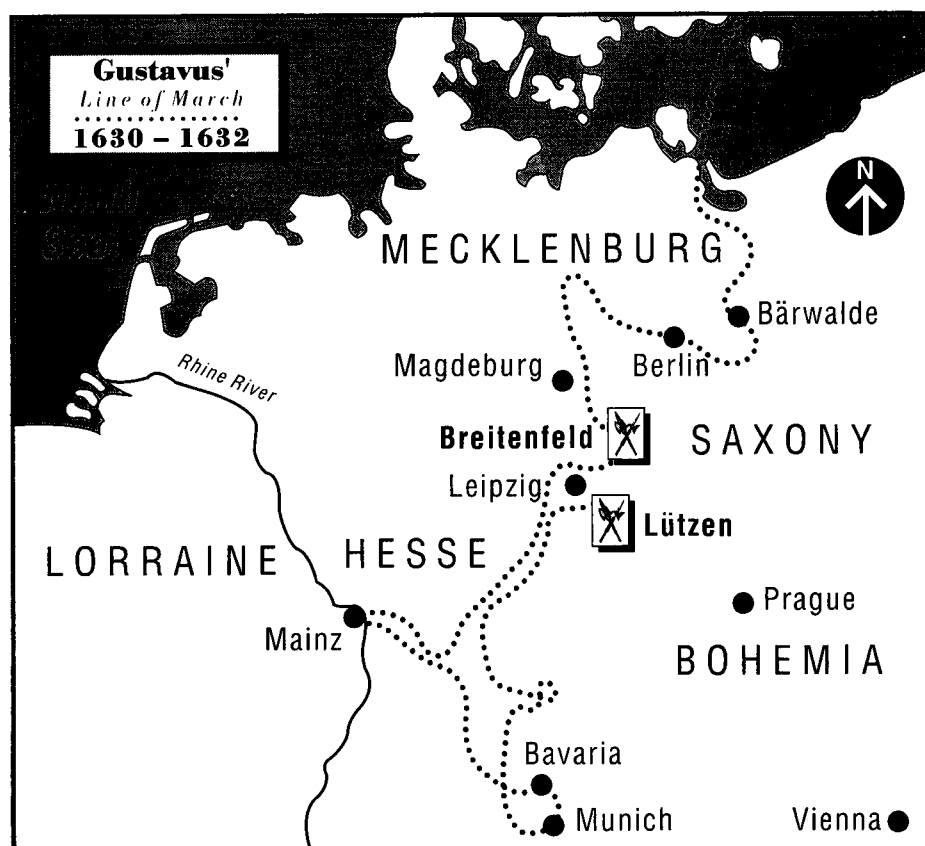


The Great Battles of History, Volume III

LION OF THE NORTH



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Rules Booklet

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1.0 Introduction



Lion of the North - the *nom de guerre* of King Gustavus II Adolphus of Sweden - is the third volume in the "Great Battles of History" Series. It simulates the emergence of what we now consider to be "modern" warfare: well-trained, professional soldiers using firepower, mobility and the rudiments of combined arms and linear tactics to achieve levels of personnel and property devastation heretofore unknown.

A Few Introductory Notes for Players

For Those Who Have Not Played the System Before: Even if you are quite familiar with simulation gaming, we suggest that you set up either battle and push the counters around for a turn or two before actually starting a game. This will reveal the basic tactical strategies available, how the different types of weapons system may best be used, and how best to (try to) protect against them. The one thing to remember is that the more you know about your units and how they act/interact, the better commander you will be.

For Those Who Have Played the System: There are some major changes in store for you, and, as firepower revolutionized tactical capabilities, the resultant changes therein have added some complexity to the system not found in earlier periods. While many of the movement and command sections have changed little from SPQR (Vol 2), "cohesion", as we used to know it, has become a minor factor in terms of movement and combat. The Major Changes are to the combat and cavalry systems, and, while we have attempted to remain within the theory and spirit of the "base" system, there are several new charts and tables. The addition of firepower, the complications of a more evolved cavalry tactical system, and the (somewhat) reduced effectiveness of shock will produce its own System Shock for prior series owners. **This game plays rather differently - in terms of tactics - from SPQR and its predecessors.**

We have indicated (>>) all the rules that are appreciably different from the last volume (#2). This does not mean that only those sections have changed; it means that they are the major game adjustments used to simulate changes in the development of warfare.

We have included Optional rules in a separate booklet. We strongly recommend you do **not** use the Optional rules until you have played the game several times and are familiar and comfortable with the systems.



2.0 Game Components and Terminology



(2.1) The Maps

Each battle has its own map(s). Lützen is printed on the back of the larger section of the Breitenfeld map, with the latter battlefield needing the extra 1/2-map to represent it in scale. If you're having trouble figuring out how to align the two Breitenfeld maps, don't drive alone. A hexgrid covers each map to regulate movement and combat, and the effects of the different types of terrain on the map are covered in the rules and charts. The numbered hexes on the Breitenfeld maps are identified by a West (large) and East (small) prefix: e.g., W2321, or E1432.

Historical Note: There is not much controversy about the Breitenfeld battlefield; there is some about Lützen. About the only thing historians seem to agree upon is that Lützen was where it is, and a road from it ran east towards Leipzig, crossing the Floßgraben, which meandered north to south (generally). After that, it's choose your side and line up for the Great Debate. Herewith are the following points of controversy:

1. **Course of the Floßgraben:** Many modern battle maps are mostly wrong: the stream makes a severe westward turn as it flows under the Leipzig road, creating an interesting bulge that caused Gustavus to pinch in his charging HC.

2. **Course of the Road and Ditch:** We have never seen a modern map that presents this as anything but a straight-as-an-arrow road, which is what the present-day road is. All period (well, as close to the period as we could get, starting with 1710) maps, however, show the southward bulge we have included. The ditch does not start for some 6-700 yards west of the stream, as it would have flooded had it been built closer.

3. **The Muhlgraben:** This elusive piece of terrain appears rarely, if ever, in modern maps. It is not present today (although there is a "ditch" indicating something did exist in that area), but it was most assuredly there when Napoleon marched through, and the period Swedish maps also show it. Evidence pointing to its presence is much stronger than for its non-existence. For one, the castle used the Muhlgraben waters for its moat. But even more importantly, Gustavus made no effort to move around Lützen and flank Wallenstein's right, and, just as tellingly, Wallenstein's dispositions indicate he had no fears from that sector. In addition, Saxon surveys from 1585 and 1610 mention its presence, and a map from 1710 shows it quite clearly! Thus, all military events point to the reality of the Muhlgraben's existence.

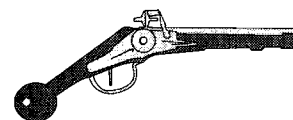
4. **Windmill Hill:** See the notes on such in the Lützen scenario.

(2.2) The Playing Pieces

There are three types of playing pieces, or counters: **combat units**, representing the various types of fighting troops; **leaders**, the individuals who command the troops; and **information markers** used to note certain types of information necessary for play.

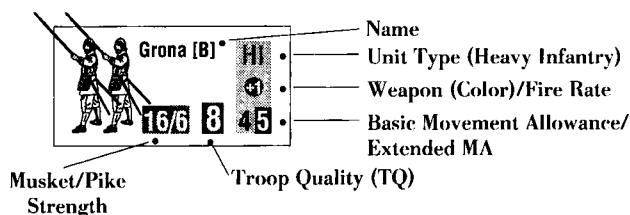
>>(2.21) **Combat units** come in three sizes: **large square**, representing the huge, anachronistic *tercio* formations used by the Catholics and the Saxons at Breitenfeld; **small square** (single), and rectangular (**double-size**), the latter representing the Swedish musket-and-pike brigades, a formation partially adopted by Wallenstein at Lützen for his heavy infantry. Each combat unit is a specific type (as illustrated below), depending on its tactical usage, weaponry and body armor/protection. All combat units are rated numerically, or by a colored indicator, for their **Shock and Fire Strengths** (manpower), **Firearm Type** and **Rate of Fire** (small-arms only; artillery rate of fire is built into the Artillery Table), **Troop Quality (TQ)** and **Movement** capability. When a unit is flipped to its reverse side, that side indicates it has been **Disrupted**. In addition, some counters have two versions, one for each battle. A counter with a [B] is for Breitenfeld; an [L] indicates Lützen. See the two "Thurn" Swedish HI brigades as an example.

(2.22) Each unit is of a certain **Type**; e.g., HI [Heavy Infantry], LC [Light Cavalry], etc.), the type being used to determine certain combat results and effectiveness *vis à vis* other types.

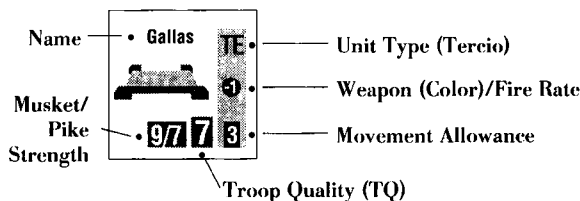


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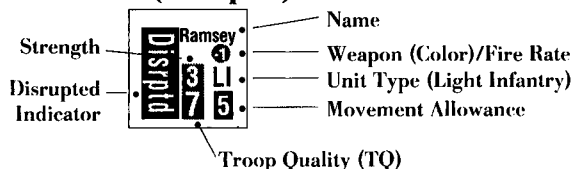
Double-Sized Combat Unit



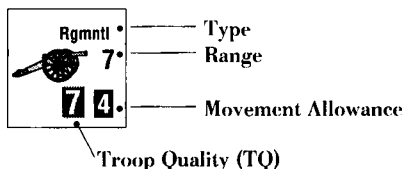
Tercio



Small Square Combat Unit (Disrupted)

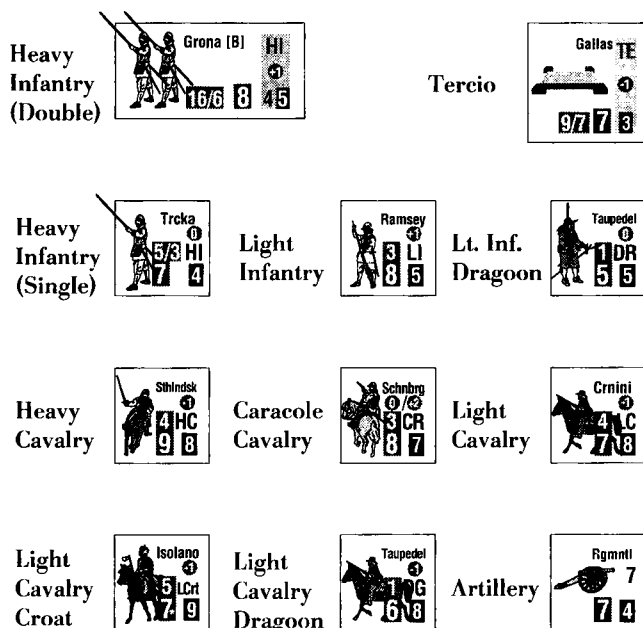


Artillery



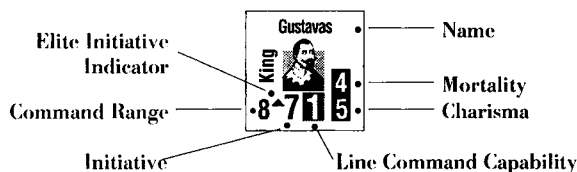
Types of combat units:

Type is important in determining Superiority (§9.25). See Terminology.

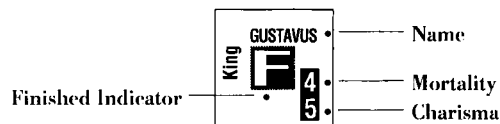


Leaders have a variety of ratings, all of which are discussed in §4.1.

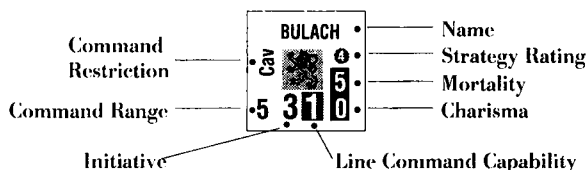
Front (Activated Side)



Rear (Finished Side)



Restricted Leader



Informational Markers, such as "Shock-Must Check TQ", "#s" (representing Strength Points lost), "Routed", Artillery Disrupted -ITQ,, etc., are used to record certain game functions, as discussed below.

(2.23) **Weapons (Color) Indicators:** The two small-arms, firing weapons in this game are Matchlock Muskets (small black circle) and Wheelock Pistols (small red circle).

(2.24) The Swedish Player is simply called "Swedish" (or variations thereof), although the army of Gustavus, defending the Protestant cause, was not entirely Swedish. Firstly, all of Finland, Estonia and Livonia, and parts of Russia, were considered "Swedish" at this time. There were, also, large contingents of German, English and Scots mercenaries, among others, and Gustavus' army at Lützen was probably more German than anything else. At Breitenfeld Gustavus had a large contingent of Saxons; their performance (and allegiance) was somewhat less than what the king was hoping for. Then again, crafty politician that he was, perhaps he expected Johan Georg to take a beating. Who knows.

(2.25) The Catholic Player is usually called the "Imperialist" player, the term standing for the combined armies of the Spanish Hapsburgs (The Holy Roman Empire) and the usually German, but sometimes Italian plus a few "renegade" French, members of the Catholic League (often called "Leaguers"). Most of the Imperialist army was either mercenary or privately raised (usually by the commander whose name appears on the counter). However you list them, both armies were a regular hodge-podge of interested, disinterested, and shanghaied Europeans.

(2.26) A Note on Names and Languages: We had access to four separate sets of sources for these battles: English, Swedish, Czech, and German/Austrian. That means several different ways to spell names. E.g., Leutersheim/Lützheim, Livland/Livonia (among many others). After a while we lost track of which name came from which source.

(2.3) Charts, Tables, and the Dice

The use of each chart and table is explained in the rules. We have provided cards with the Charts and Tables for ease and speed of reference.

>>The game uses both a ten-sided die and a six sided-die. **When using the 10-sided die; the '0' is treated as a '0' (not a '10'), and is less than '1'.** A six-sided die is used as an auxiliary die roll in certain Fire and Shock procedures. A **Dieroll Reference Chart** is provided for when you're not sure which die to use.

(2.4) Terminology

Knowledge of the following **game terms** will be useful for play.

Leader = Interchangeable with the word Commander. Leaders were the kings, electors, dukes, counts, generals, etc., who commanded and influenced the troops.

Activated Leader= The leader who is giving Orders or Line Commands to his troops at any given instant. Only one leader may be active at any one time.

Inactive Leader = A leader who has yet to be activated and is still eligible to be activated.

Finished Leader = A leader who has previously been activated that turn, is now "Finished", and (normally) may not be activated again. Leaders may be Finished for other reasons, such as failure to Trump, etc.

Orders Phase= The period during a turn when a Leader gives orders or Line Commands to his troops to move and fight. Units allowed to move/fight during this phase are sometimes termed the "phasing" units.

Line = All units that are listed on the Line Eligibility Chart as eligible to move under a single "Line Command".

Order/Line Command = The two methods leaders have of getting their troops to move. Orders apply to individual units; LC's to entire Lines of units. In terms of whether a leader can/may issue an Order or a Line Command they are treated separately.

Momentum= The mechanic by which a leader can undertake more than one Orders Phase in a turn.

Trump= The mechanic by which an enemy leader can stop a friendly leader from undergoing an Orders Phase and transfer the phase to that enemy leader. It can also be used by a friendly leader to go before another, but lower-rated, friendly leader.

TQ = Acronym for the important Troop Quality rating. TQ is used to determine how well a unit stands up to the rigors of battle.

>>**Strength** = This represents the number of men in that unit. In Heavy Infantry units it represents the number of musketeers AND the number of pikemen, divided into Fire and Shock strengths. Often referred to simply as

SP's, for Strength Points.

MA = Acronym for a unit's basic Movement Allowance. It also represents a unit's maneuverability *vis a vis* the other units in the game.

>>**Firearm** = Two small, colored circles for the type of weapon used to resolve small-arms fire. In this game, units are using matchlock muskets or wheellock pistols. Artillery units are assumed to have either Heavy, Field or Regimental cannon. The Range of these weapons is given on the Range Table.

>>**Rate of Fire** = A numerical rating within the Firearm indicator expressed as an adjustment to the Fire die roll, used solely by small-arms (non-artillery) units. The die roll adjustment accounts for the relative ability of units to fire at a faster (or slower) rate than the "opposition. Artillery rates of fire are built directly into the Artillery table and the Artillery usage rules.

Type = General, categorical description of unit, usually used to determine combat effectiveness and results. Examples: HI (Heavy Infantry), LI (Light Infantry), etc.

Shock Combat = Hand-to-hand fighting that uses the "weight/momentum" of the men involved as much as their weapons.

Charge = Momentum-generated cavalry shock.

Superiority= The relative capabilities and "killing" effectiveness of the opposing weapons/armor systems in Shock combat. Superiority, when achieved, will substantially increase an opponent's chances of being Disrupted or Routed.

>>**Cohesion** = A unit's ability to remain in an organized, fighting formation. Certain results cause a unit to lose cohesion and become **Disrupted**.

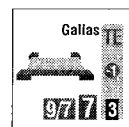
>>**Casualties** = The loss of manpower that reduces a unit's Strength.

Zone of Control = The hexes - usually directly to the front of a unit - into which that unit exerts, by its presence, enough "influence" so as to inhibit freedom of movement.

Knowledge of the following types of **combat units** will be useful for play.

Heavy Infantry = The heavy infantry of the Thirty Years War period were large formations of pikemen, surrounded by a layer of musketeers. Pikemen wore helmets, breastplates and often additional leg and arm protection, and they wielded a stout pike of about 12 feet in length. By Gustavus' time, the pikemen were there, essentially, to protect the musketeers from harm. Before the innovations of Maurice of Nassau, et al., these musket-pike units fought in densely-packed, almost square formations. Gustavus Adolphus' infantry "brigades" were the forerunners of a more linear type of warfare. Gustavus' innovations - reducing the number of ranks, spreading out the muskets to take advantage of their firepower, etc., as well as his superior levels of training and drill - helped increase the infantry's mobility. Heavy infantry still did NOT march or move in cadence, or even with the same foot moving forward (for that, we have to wait for Frederick the Great), and this, as much as their density, restricted their speed and mobility.

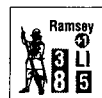
Tercio = The tercio, the "Spanish System" version of the vaunted Swiss Square, was the basic heavy infantry formation of the 16th and early 17th century. The square-like formation was instituted to protect the pikemen from being flanked by cavalry charges. Although varying from generation to



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generation, tercios numbered anywhere from 1000-3000 men, usually in about 30-40 rows (with a frontage of about 100 yards) and with a similar number of ranks with an even ratio of pike to musket, although that was variable, too, and often favored shot slightly. (In its heyday, a huge 3100-man tercio would contain about 1600 musketeers surrounding 1500 pikemen!) Much like their ancestral hoplite phalanx, the tercio relied upon its sheer weight to roll over opponents. Its outer rings, and mouse-ear-like sleeves, of arquebusiers had initially been placed there more to protect the inner core of pikemen than to provide any offensive thrust. The tercio, even at the time of Gustavus' linear changes, was still a remarkably powerful formation. However, it was too slow, too defensive, and far too inefficient, especially in its use of firepower.

Light Infantry = The only infantry one could call "light" were the small detachments of musketeers - sometimes called "Commanded" muskets - that Gustavus used to provide firepower for his cavalry. These detachments contained anywhere from 50-200 men, had a musket, a sword (which they rarely used) and maybe a small breastplate (but probably not). The musket, itself, was a somewhat lighter version of the arquebus. It was a "matchlock" variety, a firing mechanism that required the musketeer to carry around a long, slow-burning fuse. It's rate of fire - when it did fire - was about half that of the later, more effective flintlock musket. Between difficulties in loading and the inefficiency of the matchlock mechanism, a musketeer who fired his weapon more than 5 times in a battle was considered a veritable gunslinger. Moreover, its effective range was, oh, maybe 75 yards - although massed fire could be useful up to 150 yards. A bigger drawback was that, beyond 50 or so yards, the penetration power of the ball fell off precipitously. Approximate rate of fire for a 1630 musketeer was, if well-trained and in no imminent danger, maybe twice a minute ... maximum. In battle, that rate dropped considerably. As far as aiming went, your chances of hitting a man at >50 yards were as good as your chances of buying a real Rolex on a street corner. Actually, the crossbow and longbow were far more effective than a period arquebus, both in terms of range and piercing power. So, why firearms instead of longbows? Quite simply, it took days to train a man to fire a musket; it took years to become proficient at a longbow. And, because of the craftsmanship required, bows were far more expensive to manufacture than guns.



Heavy Cavalry = Here, the term "heavy" refers to either the armor the horseman wore or the charge tactics the squadron used; sometimes both. (The 17th century did not use the terms "heavy" or "light".) Until the infusion of Polish-style charge tactics, heavy cavalry of the early 17th century was heavy in name and dress only. They were essentially cuirassiers, so named for their breastplate armor. Unlike their predecessors, the "reiters" of the late 16th century, they rarely - if ever - launched a full "charge". The main tactic, sometimes called the "German" system, was the 'caracole' (see below). Gustavus, having observed, firsthand, the Polish cavalry at work and play, changed all that - at least for his horsemen. His heavy cavalry squadrons discarded much of their armor, which made them literally "lighter", and thus slightly more mobile. They usually charged in three ranks, the first rank firing their pistols and then getting out of the way as the rear two ranks slammed head-first into the enemy, swords in hand. Classic, bravura stuff which required intensive training and even greater discipline.



Light Cavalry = There doesn't appear to be too much light cavalry around, other than Croats and dragoons, although it is difficult to tell. German sources differentiate between cuirassiers and "arquebusiers", the latter carrying a musket (or musketeer) and less armor, although they did retain full helmets. Many of the units listed as the latter were intermixed with the "heavy" cavalry. Croatian cavalry ("Croats"), were nasty suckers armed with a carbine, an axe, a Rambo-like knife, and a particularly mean disposition. Although light cavalry, in that



they had no armor protection and didn't "charge" in the shock sense, Croats could be very effective in the in-fighting.

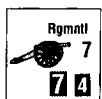
Dragoons = These were, essentially, mounted infantry that were trained to fight both on foot and on horseback, although they were probably more comfortable on a horse (at least in this era) because of their lack of armor. Descended, in part, from the Spanish *genitors*, it is not quite clear whether (or how) any of the so-called dragoons actually fought on foot in any of the two battles covered.



Caracole = Almost since the first appearance of firearms, virtually all "heavy" cavalry - except for the Poles - used The Caracole. Caracole is a term that applies to the complex move-and-fire maneuver the units undertook. Caracoling cavalry (the word "caracole" comes from the Spanish word for "snail") trotted up to the enemy line, turned to the right, fired its left-hand pistols, then turned left, rode back down the line firing its right-handed pistols, and then trotted back so that the next line could try this rather cautious exercise. This system had devolved from the "reiter" system of the previous century, in which the highly effective reiters became a sort of mini-combined-arms force: "light cavalry" fire combined with "heavy cavalry" charges. However, when the reiters, and their commanders, saw that the pistol fire was obtaining major effects with little loss of life-and-limb, and the charges against the pikes were causing (financially) disastrous losses, the reiters gradually dispensed with "charging" and simply became the "modern" equivalent of Persian mounted archers. Because they were usually the most heavily-armed cavalry on the field, they could be quite effective on the defensive.



Artillery = The artillery of the day was still in its infancy in terms of use and effectiveness. Most of the guns were so heavy they took dozens of horses to pull when limbered - which they were not during battle - which, in turn, rendered them, for all practical purposes, immobile once deployed. All cannon was smooth-bore, firing at about the same trajectory as a musket, and they were used more for psychological impact than for any casualty-causing capabilities. They were most effective when firing directly into serried ranks of enemy troops, where the shot operated like a bowling ball. Many of Gustavus' greatest innovations came in his introduction of light, "regimental" pieces that could be moved during battle and thus be used for local support. He also streamlined the calibre of each of his pieces and developed more efficient methods of fire and deployment. For game purposes - and very generally - "regimental" guns are 2 or 3+ -pounders; "field" guns around 6-12-pounders or so, with "heavy" guns in the 16-24-pounder area.



>>(2.5) Game Scale

Each Strength Point is 100 men. For HI and TE units, however, the first number represents musket strength, the second, pike strength. Each artillery counter represents 2-4 guns; the more effective a gun, the less number of guns represented by the counter. Cavalry squadrons of over 500 men are broken down into two squadrons - as they usually were on the battlefield - to account for their frontage. The larger-sized (5/8") counters represent the square-like, and denser, formations of the tercios.

Each hex is approximately 100 yards from side to side. Each game turn covers about 30 minutes of real time.

Design Note: The number of pikemen vis a vis musketeers in a heavy infantry unit was a constantly changing ratio - and the source information as to those exact ratios is often quite contradictory. This is especially prevalent in terms of the tercios, where ratios range from 2-1, musket-to-

pike, to almost 1-1. Add to this confusion the fact that the "ideal" Swedish ratio of 7-6 was rarely achieved (pike losses were somehow difficult to replace), and you have a reality in Swedish numbers of, again, about 2-1.

(2.6) Game Length

A battle is fought until one side withdraws or Night falls. Should take an evening to play either one of the battles herein.

(2.7) Questions?

If you have any questions about the rules, we'll be glad to answer them - if you do us a favor and enclose a self-addressed, stamped envelope.

Send questions to:
GMT Games
ATTN: Lion Q's
310 West Lacey Blvd
Hanford CA 93230



Or Call: 1-209-583-1236 during normal business hours.

For those of you with a computer, GMT can be reached on the GENie™ Network, in the Strategy & War Games Section. Questions are answered very quickly there. E-mail address is GMT.GAMES.



3.0 The Game-Turn Sequence of Play



Generally, players activate each of their leaders in the order determined by their Initiative Rating, as per 5.1. When a leader is activated he gives orders which allow units within his Range to move and conduct combat. After all leaders are Finished, each army/player checks for Army Withdrawal after which that game turn is concluded.

The Sequence of Play

A. Artillery Barrage Phase: The players may fire all, some or none of their artillery units once. Players alternate firing units; Swedish Player first. See 8.5.

B. Commanded Musket Phase (Lützen only): Commanded Musket (LI) units (see 10.3) may move OR fire without a leader. High die roll goes first; see 10.34. **Exception**: if it is a Heavy or Light Fog turn, this Phase is skipped.

- If using optional 10.35, this phase IS used for Breitenfeld, and only Dispersed LI may move/fire in this phase.

C. Leader Activation Phase:

1. Elite Leader Segment: The Swedish Player receives the first Orders Phase, as per 5.5. (**Exception**: Turn 1 at Breitenfeld-see Scenario.)
2. Standard Leader Segment: The player with the lowest-Initiative-rated leader, who has not yet been activated, activates that leader, unless he or his opponent attempts a Trump Activation (§5.4). If that leader wishes to use a Line Command, he rolls for such ability at this point (see 4.25).
3. Lützen Reinforcements: the Imperialist Player checks to see if the Halle Detachment has arrived.

D. Orders Phase

1. Movement and Fire Segment.

- a. For each Individual Order issued by an activated leader the player may perform any one function listed in 5.22 with one combat unit or leader. OR,
- b. For each Line Command issued, an entire Line of units may Move and/or Fire, as per 5.22.
- c. Announce Cavalry Charge attempts
- d. (**Optional Rule**): Announce Interception Attempts, and roll for those (See 9.5).
- e. Units capable of Orderly Withdrawal (6.4) and/or Reaction Fire (8.21, 8.28) may do so throughout this segment.

• The above may be inter-mixed during actual play.

2. Shock Combat Segment. After a leader has finished issuing orders, eligible units engage in Shock combat, using the following sequence:

- a. Shock Designation; all non-moving, eligible units that choose to Shock are given SHOCK-No Check markers.
- b. Resolve Charge and Counter-Charge Attempts
- c. Pre-Shock Disruption Check for all non-charging units, as required.
- d. Determine Superiority and Shock column
- e. Resolve the Shock.
- f. Check for possible Collapse (Rout) and Cavalry Pursuit

E. Momentum Phase OR Return to "C". The player for the leader who was activated in the immediately preceding Orders Phase may attempt a Momentum die roll to give that leader another Orders Phase (Phase "D"), or, play returns to Phase "C" for any leaders that remain unactivated.

F. The 3R Phase: Remove, Rout, and Replace

1. Remove "Rallied" and "Caracole" markers.
2. Rout Movement: Routed units must undergo Rout Movement
3. Replace killed leaders. Flip "Finished" Leaders to Inactive side.

G. Army Withdrawal Phase: Each Player totals the Withdrawal Points of all eliminated units to see if his army has reached its Withdrawal level and is forced to retire, ending the game and giving his opponent a victory.

At the conclusion of the Withdrawal Phase, that game turn is concluded and another game turn begins.



4.0 Leaders



Combat units may not move or fire without receiving either an Order or a Line Command from a leader. Those combat units that had received such Orders during a Phase, or that are within range of that same leader, may effect Shock Combat. Each leader counter has two sides: "Active" and "Finished". A leader who has not yet been or is now activated uses his Active side. A leader who has concluded his activation is flipped to his Finished side.

(4.1) Leader Counters

Each leader possesses several ratings:

Initiative: (Activated Side only) Denotes his basic ability to control forces and make rapid decisions. Initiative is used to determine the order of leader activation and the chances of that leader being able to use Momentum. It also

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defines the number of individual unit 'orders' that leader may issue per Orders Phase. The higher the rating, the better the leader.

Elite Commander Initiative: This refers to leaders with an Elite indicator (Δ) next to their Initiative Rating; see 5.5 for use.

Line Command: (Activated Side only) This number indicates that, if eligible (4.25), that commander- instead of issuing a series of orders to a given number of units - may issue a Move or Fire order to all units in that number of Lines.

Command Range: (Activated Side only) Denotes his overall presence - and the presence of his subordinates and "aides" - on the battlefield as well as the effectiveness of his abilities; the range in hexes over which that leader may exert his Initiative. Command Range may be traced through/across and hex(side) into/across which a leader may move.

Command Restriction: Certain leaders can command only certain troops, as stated on their counters. E.g., Swedish general Bulach can give Individual Orders only to cavalry units; he may issue Line Commands only to lines that contain cavalry. **Exception:** any leader can command artillery.

>>Strategy: (Activated Side only) For Subordinate Commanders only. Used to determine their ability to issue Line Commands when outside the Command Range of their Overall Commander. Note that two of the Saxon leaders have no Strategy rating, as they cannot issue line commands.

Charisma: (Both sides) Denotes his ability to spur his troops on to greater efforts. The rating is used to adjust the die roll on the Shock Combat Results Table in his favor for combat units with which he is stacked. It is also used by cavalry leaders to regroup pursuing cavalry and by all leaders in Rally attempts.

Mortality: (Both sides) This rating is used to determine whether a leader is killed or wounded by Fire. **Play Note:** Leaders never fight each other.

>>Movement Allowance: The number of Movement Points a Leader may expend in an Orders Phase. The MA, which is 9 for all leaders, is not printed on the counter.

(4.2) Leader Capabilities

When activated, a leader may issue either **Individual Orders** or **Line Commands**. He may not do both in any one Orders Phase, although he may issue Individual Orders in one phase and then, if he gains Momentum for an additional Orders Phase, he may issue Line Commands in that Phase. The ability to issue LC's is contingent on either being within the Command Range of the Overall Commander or the leader being able to obtain a die roll equal to or less than his Strategy Rating.

(4.21) A leader may give **Individual Orders** to any friendly combat units within his Command Range, which is measured using an unobstructed path of hexes equal to or less than the range, traced between leader and unit. Count the unit's hex, but not the leader's. A path is obstructed by hexes occupied by enemy units, an unoccupied hex in an enemy Zone of Control (ZOC), or terrain a leader could not cross or enter. Friendly units negate enemy ZOC's for purposes of tracing order paths. All other paths are considered unobstructed. Command Ranges are calculated at the instant the Order is given.

Exception: Cavalry leaders who are In Pursuit are restricted as to what they can do; see 9.67, *et seq.*

(4.22) An **Individual Order** allows one friendly unit to conduct movement, fire, rally, etc., as per 5.22. In a given Orders Phase a leader may issue a number of orders equal to his Initiative Rating. Once a leader can give no more Orders and cannot be activated again, flip him to his Finished side.

Play Note: *This means, that if using Individual Orders, a Leader may move, give an Order to a combat unit, move again, give another order, etc., all within the limits of his Movement Allowance and Order-giving capability. This cannot be done with Line Commands, below, as the leader must be "in place" prior to issuing the LC.*

(4.23) A leader, instead of issuing Individual Orders, may issue **Line Commands** to all the units in a Line (as per 4.24) - if he is eligible to do so (4.25). The units that may comprise "a Line" are listed on the Line Command Eligibility Chart. There is no limit to the number of units in a Line that may be so ordered, as long as the Chart says they may all move/fire as part of the same Line, and all the eligible units in a Line do not have to take part. (**Exception:** 4.24 "Ragged Line" units.) Units in a Line do NOT have to stay together when they move... although to do otherwise is to court organizational disaster.

Exception: Field and Heavy Artillery units may NOT be given Line Commands. Except for the Barrage Phase, and for Swedish guns within Torstensson's Command Range, they can only be given Orders. See 8.5.

>>(4.24) Line Composition.

A. The units that comprise a line must each be within two (2) hexes of at least one other unit in the (allowable) line, as per the Line Eligibility Chart. (See Charts & Tables.) If there is an intervening space, it may not be occupied by an enemy unit, a friendly unit from a different line, or an un-negated enemy ZOC.

Exception: Regimental artillery and Commanded muskets MAY occupy an intervening space without interrupting the line.

B. There are two "forms" of line: the **Ragged Line** (in which all units are within two hexes of another unit in the line, but they're not really in a straight line), and **Rigid Line** (in which the units must be either flank-to-flank OR (but not "and") Front-to-Rear (see Facing, 7.1) to be in the same line).

- A LC issued to a Ragged Line affects and includes only those units that are within the leader's range - even if units outside that Range are still within two hexes of other units.
- A Rigid Line may be of ANY length, without regard to command range.

Example: At the start of the battle of Breitenfeld, all of the tercios (except for Wangel over on the right wing) are in a Ragged line. General von Wahl's range is '5', therefore any and all tercios in that initial deployment that are within 5 hexes of von Wahl may be given a Line Command. If the tercios in the "second" line were moved up to form a straight line from Holstein-to-Wahl, von Wahl's range would not be a factor.

>>(4.25) In order for a Leader to be eligible to issue a Line Command he must start HIS Activation Phase:

1. Within two hexes of at least one of the units in that "line" with NO intervening combat units (he must have a clear LOS to that unit; see 8.24).
2. If he is **within his Overall Commander's Range** he may automatically issue a Line Command;

3. If he is **not within his Overall Commander's range** the player then rolls a die and compares that die roll to the leader's Strategy Rating. If the die roll is the same as or lower than the rating, the leader is eligible to issue a Line Command that Phase (although he does not have to). If it is higher, he may issue only Individual Orders. The ability to issue LC's lasts for the remainder of that leader's Orders Phases, including succeeding momentums. That does not include Re-activation (5.33[2]).

Exception: The above restriction (#3) does NOT apply to the first turn (only) of any game, when all leaders may automatically issue Line Commands.

4. Overall Commanders are automatically eligible to issue LC's (no Strategy Rating die roll is necessary).

Play Note: Remember that for Individual Orders the unit simply has to be within the leader's printed range, but for LC's at least one unit must be within two (2) hexes.

Historical/Design Note: The era saw much improvement in the ability of subordinates to make independent decisions, based on expanded training of officers, and the use of staff meetings and battle plans. It also saw a similar increase in staff meetings prior to battle, in which specific orders were given to all subordinates. Of course, after the first half hour or so, all bets were off in terms of what to do ... which is why subordinates have those Strategy ratings. The Swedish ratings are higher not because they were better generals, but because they were better trained ... and more definitively briefed by Gustavus. The Strategy ratings of the Catholic leaders at Breitenfeld are fairly low because Tilly appears not to have had much interest in giving out specific instructions, relying more upon the fact that his army hadn't lost in a decade than on any thought-out plan of action.

(4.26) In order for a leader to move, that leader

- must issue an Individual Order to himself,
- issue an Individual Order to a combat unit with which he is stacked (as per 4.5[2]),
- receive an Individual Order from the Overall Commander, or
- he may move at the same time as a Line to which he issued a Line Command.

See, also, 6.14.

(4.27) A leader - other than the Overall Commander - who is in an enemy Zone of Control may not issue Orders or LC's - either to combat units or to himself, and thus may not move out of that enemy ZOC - unless and until he is moved out of that ZOC by an Order/LC from the Overall Commander (§4.3). See, also, 5.24, which explains that orders are not necessary to initiate Shock.

(4.28) A leader who is "Finished" (5.15) may not issue Orders or LC's. However, he may move, but only when ordered by an Overall Commander to do so.

(4.29) Certain leaders are restricted as to which units they can command; their counters indicates this **Command Restriction**. That leader may issue Individual Orders only to that type of units, and he may issue Line Commands only to Lines that contain that type of unit.

Exception #1: Any leader may command artillery and/or commanded muskets

Exception #2: Swedish artillery commander, Torstensson, may not issue LC's to any units other than artillery. He can also issue an Order to himself to move.

(4.3) Overall Commanders

Overall Commanders (OC) are those leaders that command the entire army. OC's function like other leaders except that, when Activated, OC's can

1. Leave enemy ZOC's by issuing an Individual Order to themselves;
2. They may issue Individual Orders to other, friendly leaders (one per leader per Orders Phase) to move them. If the leader to be moved starts in an enemy ZOC it costs the OC two (2) Orders to move that leader. Note that an OC in an enemy ZOC may may not issue an Order to move another leader; he must first leave that ZOC;
3. Automatically issue Line Commands;
4. Use their Command Range to allow subordinates to automatically issue Line Commands.

(4.4) Leaders and Combat

(4.41) Leaders may enter enemy ZOC's only if stacked with a friendly combat unit or if that ZOC already contains a friendly combat unit. Like combat units, leaders, too, must cease movement for that Order upon entering an enemy ZOC. A leader may leave an enemy ZOC by himself, BUT only if he receives orders from the Overall Commander; see 4.27.

(4.42) The instant any combat unit moves within two hexes of a leader alone in a hex (not stacked with a friendly combat unit) that leader can undertake Orderly Withdrawal. (See 6.4 for details.). If it does not - or cannot (because of 6.43, enemy units or terrain) - one of the following happens:

1. If only enemy infantry units, simply place that leader with the nearest friendly unit;
2. If an enemy cavalry unit, roll the die. If the die roll is a 3-9, that leader is eliminated (captured/killed). If the die roll is 0-2, place with nearest friendly unit, as above.
3. If the leader cannot reach the "nearest friendly unit" because it is surrounded by enemy units or ZOC's through which it would have to move, it is, instead, eliminated.

There is no casualty effect from shock on leaders stacked with combat units

>>(4.43) If there is a Leader in a hex which has been fired at, after determining the effects of fire on the combat unit, the player checks to see if there is a Casualty Possibility (4.44).

- For artillery fire, a leader casualty check occurs only if the target unit was actually disrupted.
- If small-arms (musket or pistol) fire, a leader casualty check occurs only if the target has actually suffered a Hit.

>>(4.44) If there is a Casualty Possibility Check (4.43), the player rolls the die. If this die roll is:

1. Same as or lower than Mortality Rating = Nothing Happened.

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2. Higher than Mortality Rating (but not a '9'): Leader is Wounded, with the following effects:

- His Initiative is halved, rounding up. (There is no change to Elite status.)
- His Range is reduced by one (-1)
- His MA is '6' per phase.
- If wounded again, he is Killed.

3. Dieroll is a '9'. Leader is killed.

>>(4.45) Leaders may not be killed or wounded during Shock combat - other than delineated in 4.42 (or by Fire).

(4.46) All leaders may be Replaced when killed. Replacement is done by putting any one of the available Replacement leaders back on the map in the Rally Phase. The Replacement Leader may be placed anywhere the player wishes. If there are no Replacements available, the leader is NOT replaced.

(4.47) If an Overall Commander is killed he is usually replaced, as per 4.46, by a subordinate Leader as indicated in the scenario. The replacing subordinate is, in turn, replaced by a Replacement Leader.

(4.48) **Optional Rule: Death of Gustavus.** See Optional Rules.

(4.5) Leaders and Movement

Leaders may move under the following conditions:

1. An activated leader may issue an Individual Order to himself and move alone, unless that leader is in an enemy ZOC.
2. An activated leader may issue an Individual Order to a unit with which he is stacked and move along with it. The leader must remain with the moving combat unit and end up in the same hex.
3. An activated leader may issue a Line Command and move along with that line. However, he does not have to remain with that unit/line, as long as he ends movement in Command Range of one unit in that line. A Line Command may NOT be used to move another leader!
4. The Overall Commander (OC) may issue an Individual Order to move another leader (which is helpful if that leader is in an enemy ZOC, which requires two such orders).
5. The OC may issue an Individual Order to a combat unit that has a leader (or leaders) stacked with it, and that stack (combat unit plus leader) will all move with the one order. However, if only one IO is used, the stack must stay together. For the leader to move away from the combat unit, a separate order must be issued.
6. The OC may use a LC to move another leader only if that leader is stacked with a combat unit in that line, in which case the leader may move where he wishes.
7. A leader may move with a unit undergoing Orderly Withdrawal if he is stacked with that unit. However, see 6.43.
8. Leaders pay a movement penalty of +1 MP to enter a hex occupied by a friendly combat unit (See 6.57)

Leaders may not use orders/LC's to move other leaders - even if that other

leader is stacked with a combat unit that IS moving - with the exception of the Overall Commander in #4/5, above.



5.0 Leader Activation and Orders



Combat units may move and fight only when ordered to do so by their leaders. **Exceptions:**

- Artillery in the Barrage Phase ; artillery is restricted as to when it can move/fire outside the Barrage Phase
- LI in the Commanded Musket Phase.

Leaders issue Orders or Line Commands in the Orders Phase. Leaders may not issue any orders until they are activated. Players may use the Momentum rule to give an activated leader up to two additional Orders Phases. They may also use the Trump Option to activate a Leader sooner than usual.

An Important Note: For the sake of brevity, the word "order" will also mean a Line Command, unless the rule specifically uses the term "Individual Order" to distinguish it from a LC.

(5.1) How to Activate Leaders

(5.11) All leaders start the turn **Inactive**, and each has the opportunity to become **Activated** and issue Orders. After they complete issuing orders, they are then **Finished**. In a rare occurrence (5.33[2]) Finished leaders may be **Re-Activated**.

(5.12) Each game turn starts with one player activating one of his leaders. (See 5.5.) Leaders are activated in the order of their Initiative rating, starting with the lowest to highest. In case of ties, roll a die; high roll goes first, with players then alternating amongst the remaining, similarly-rated leaders. If two leaders on the same side have the same Initiative Rating the owning player decides which one goes first. See, however, 5.4.

(5.13) Only Inactive leaders that have not previously been activated in that turn are eligible for activation, with the exception of the Momentum Rule (§5.3) and Elite Commanders (5.5).

Example of Order of Activation: At Lützen, there are five leaders with a '3' Initiative: Waldtsein (Imp), Piccolomini (Imp), Stalhandske (Swede), Bulach (Swede) and v. Anhalt (Swede). The players roll a die to see who goes first - the Swedes or the Imperialists. Let's say the Swedes win that dieroll and activate Bulach. His activation would be followed by either Waldstein or Piccolomini, and then either v. Anhalt or Stalhandske, etc.

(5.14) A leader may be activated a maximum of three times in succession in a single game-turn (using Momentum for the last two times). **Exceptions:** ReActivation (5.33[2]) and, in reference to the "succession" requirement, Elite Initiative (5.5). Any Orders Phase that is generated by a Momentum dieroll is called a Momentum-generated Orders Phase; all others, including a phase resulting directly from a Trump, is an Initial Orders Phase. (This has application to when units may do certain things.)

(5.15) A Leader is **Finished** when one of the following occurs:

1. The Leader has completed an Orders Phase and does not (or cannot) make a Momentum attempt; or
2. The Leader is Trumped by an enemy leader; or
3. The leader fails a Trump or Momentum attempt.
4. A Leader using Orderly Withdrawal fails his OW die roll; see 6.43.
5. A player declines to use that leader when it is his turn; i.e., he "passes". **Exception**; see 5.25.
6. An In Pursuit Cavalry Leader moves pursuing cavalry into the Regroup Box, or from the Regroup Box onto the map. See 9.54/5.

When a leader is Finished, flip his counter over to so indicate. A Finished leader cannot undertake any further Orders Phases that turn; **Exception**; see 5.33[2].

(5.2) The Orders Phase

(5.21) Once activated, a leader can give a number of Individual Orders equal to his Initiative rating to units within his Command Range; OR, he can issue Line Commands, as per 4.24/5. Thus, when Gustavus is activated he can either issue up to seven (7) Individual Orders OR one (1) Line Command for that activation. He may choose to issue less (or none); he may not issue more in that Orders Phase.

>>(5.22) Each Individual Order allows the player to

1. **Move** any one unit. Units may also fire during their movement, subject to 8.25. The Caracole Maneuver (8.36) is a Move/Fire operation.
2. **Individual Fire** with any unit capable of doing so; or
3. **Optional Rule, Retreat Fire**, as per 8.4
4. **Attempt to Recover** from Disruption, as per 12.41; or
5. **Attempt to Rally** a Routed unit, as per 12.42.
6. **Destroy Baggage Train**, an unusual IO; see 13.23.

>>Each Line Command (see 4.23/4) allows the player to

1. **Move** any/all units in that line. Moving units may fire, subject to 8.25. The Caracole Maneuver (8.3) is a Move/Fire operation.
2. **Fire**, if capable, without movement, with any/all units in that line that may.
3. **Regroup or Return** off-map Cavalry, as per 9.63/4.

••Leaders may NOT use a LC for Individual Order #'s 3-6.

(5.23) Although a given combat unit may be ordered to move more than once per game turn, it may not move (and/or Fire) more than once per Order Phase.

Example: at Breitenfeld, if the Småland cavalry is ordered to move by Banér, it may not be ordered by Banér to move again in that Order Phase. It may, however, be so ordered in a subsequent phase (in the same turn) by, say, Gustavus, or even by Banér if he gets a second (Momentum) activation.

(5.24) Orders/Line Commands are not used to directly precipitate shock combat, which occurs in a subsequent Segment. Individual orders can be used for Fire, however. See §8.21.

(5.25) Any leader - other than the OC - who starts an Orders Phase in an enemy ZOC may NOT issue orders (as per 4.27). However, his Command Range may still be used to designate units to engage in Shock Combat in that segment of the Orders Phase (See 9.21), so he is not entirely useless. In addition, he may still use his Charisma rating. Moreover, unless he comes under 5.15, he is not "Finished" simply because he is in an enemy ZOC; just "otherwise occupied", so to speak. If, later in the turn, he becomes eligible to issue orders, the player must activate him before any higher-rated leaders.

Design Note: *The ability of leaders in an enemy ZOC to allow units in their range that are already in contact with the enemy to Shock - even if that leader cannot do anything else - is more a function of the units' proximity to the enemy, and the functions of lower-level leaders.*

(5.26) After a leader has issued all of the orders he wishes (or can), friendly units engage in Shock in the ensuing Shock Segment, as delineated by the introduction to §9.0.

(5.27) After Shock combat has been completed, that Orders Phase is finished. Two things may now happen:

1. The player may attempt to gain a Momentum Orders Phase (5.3, and subject to Trumping) for the leader who just finished the Orders Phase;

OR

2. The next, eligible leader with the lowest Initiative Rating is activated (subject to Trumping), returning to Phase "C".

When all leaders are Finished, the players proceed to the 3R Phase.

(5.28) The Artillery Barrage and Commanded Musket Phases are NOT part of the Orders Phase, nor do they require the presence of leaders. See 8.5 and 10.34.

(5.3) Momentum

Player's Note: *Momentum (and Trumping, below) are highly useful and powerful, game-oriented gambits, especially for the Player with superior leadership.*

(5.31) At the conclusion of the Orders Phase, if the leader who had issued orders for that Phase

1. is not in an enemy Zone of Control, and
2. is not Finished (5.14 and 5), and
3. was not previously Trumped (5.44),

the player may attempt to undertake an additional Orders Phase with that same leader. In order to do so, that leader must pass a Momentum die roll.

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(5.32) The player rolls the die and compares the result to the leader's Initiative Rating. If it is the same or less than the rating, that leader starts another Orders Phase; if higher than the rating that leader is Finished for the turn. Thus, Gustavus would need a die roll of 0-7 to gain Momentum; an 8 or 9 would Finish him.

(5.33) **The Die roll of Doom:** If the Momentum die roll is a 9, then the die is immediately rolled again.

1. If the second die roll is a '9' then no further leader activation may occur this turn, and play goes directly to the 3R Phase.
2. If the second die roll is a '0' or '1', **Re-Activation** is possible. Play immediately transfers to the opposing player who may activate any one of his leaders, regardless of whether they are Finished or not! A Re-Activated "Finished" leader may not use Momentum, but a leader who is not Finished and is activated by this rule may use Momentum.
3. If the second die roll is a '2-8' the leader attempting Momentum is Finished. Go Back to Phase "C".

(5.34) Momentum die rolls apply only to an active leader who has just finished an Orders Phase. You may not apply Momentum to a leader who Finished several phases ago or who was Finished and then Reactivated, as per §5.33[2].

Exception: a leader first activated by the Elite rule (5.5), then activated again - later in the turn - may still roll for one additional Momentum.

(5.4) The Trump Option

(5.41) Active Player Trump Option

The player whose turn it normally would be to activate his lowest-rated leaders may, instead, attempt to activate any other, inactive leader with a higher Initiative rating. To do this the player must roll the latter's Initiative rating or less on the ten-sided die. If successful, that leader is now activated; if unsuccessful, the originally designated leader is activated and the one who is attempting the Trump is Finished.

Example: at Breitenfeld, the Swedish player, instead of activating Torstensson, could attempt to activate Elector Johan Georg by Trumping. If he rolled a 0-3 he would be successful; a 4-9 and the Trump attempt fails, Torstensson is activated and Johan Georg is Finished.

(5.42) Inactive Player Trump Options

The opposing player has two Trump options, each usable under different circumstances.

1. **Trumping the Trump:** If - and only if - the Active player is successful with his trump (5.41) the opposing player then has the option of attempting to trump that first trump activation with his own leader - if that leader has an equal or higher Initiative rating. If successful this leader is immediately activated; if unsuccessful the initial trump-activated leader goes and the leader attempting the trump is Finished.

Example: Using the example from §5.41, the Swedish player is successful in activating Elector Johan instead of Torstensson. The Imperialist Player now attempts to trump-the-trump by rolling for Pappenheim (5). However, he rolls a '7', so Johan remains the activated leader and Pappenheim is Finished for the turn.

2. **Momentum Trump:** If the active player is successful attempting a Momentum die roll, the opposing player may attempt to trump in the same fashion as #1, above.

Example: still following the above examples, the Swedish player is successful in having Johan Georg undergo a second Orders Phase (Momentum). The Imperialist Player now attempts to trump Johan's Momentum Phase with Tilly. He rolls a '3' and, instead of Johan going, it is now Tilly's Orders Phase - and Johan is Finished.

After the successfully Trumping leader has finished his set of Orders/LC's, play reverts back to the lowest-available-leader-goes procedure.

(5.43) Each side is allowed only one Trump attempt per activation.

(5.44) A leader who fails a Trump Attempt, or has been trumped when trying for Momentum, is Finished. An inactive leader who has not yet been activated and is passed over by a successful trump is still eligible for activation (he'll probably still be next in line as the lowest-rated leader), but he may not use Momentum that turn. (Use the "Trumped / No Momentum" markers to indicate this.)

(5.45) A leader may be activated only once per game-turn, although that activation may be extended by Momentum. Finished leaders may not be activated again that turn, except by Reactivation (§5.33[2]).

Play Note: A leader that uses the Elite Commander rule to start the turn is not Finished at the end of that Orders Phase.

(5.46) A leader that successfully trumps cannot pass. He must issue an order to a unit to move or fight, or he must use his Range to have units attack.

Design and Play Note: No, you cannot move your units one hex back and then one hex forward (sort of jogging in place). You must either fire, attack or move at least one unit so that it is in a different hex - displaced, as it were.

(5.47) A leader in an enemy ZOC may attempt to Trump. However, if successful, he must do something with his units, as per 5.46. If he cannot - or will not - do so, the Trump is ignored.

(5.5) Elite Commander Initiative

Design Note: This rule simulates the marked superiority of certain commanders to "get going" before their opposition. In *Lion of the North*, the only elite commander is Gustavus II Adolphus.

A player with an Elite Overall Commander (indicated by the triangle [Δ] next to his Initiative Rating) has the option to start each turn with a single **Elite Initiative Orders Phase**. This EI Orders Phase may be undertaken by the OC or by any one subordinate leader, regardless of Initiative Rating, as designated by the player. In the first game turn (only), any subordinate may be given the EI Phase; afterwards, such subordinate must be in range of the OC to use the phase. That leader may not use Momentum to continue this EI Phase. After that Phase is completed, the chosen leader or OC reverts to inactive (but not Finished) status. He has undergone only one Orders Phase for purposes of 5.14 and may be activated again, later on (actually twice: one Initial, one possible Momentum-generated), using normal activation rules.



Example: [Lützen; 1st turn] Gustavus has the Elite Initiative, and passes it to Bernard v. Weimar in order to move the Left Wing, Front Line Cavalry. Weimar undertakes the one Orders Phase and is then "temporarily finished" - until his '5' rating makes him eligible to undertake another Phase in the normal turn of events. Weimar, the second time around, has one Initial and one "possible Momentum" phase available. By passing the initiative to v. Weimar, Gustavus retains his three-phase possibility; he does not use a phase by passing the initiative.

Play Note: *Gustavus does not get an Elite Phase on Turn 1 in the Breitenfeld scenario; see the Historical Initiative instructions therein, page 6.*



6.0 Movement



Units move across the game map from hex to adjacent hex, through their frontal hexsides (see 7.11), paying a movement cost of one (1) or more movement points for each hex entered.

(6.1) Movement Allowances

(6.11) A combat unit's printed Movement Allowance is the basic allowance for a single Order. A combat unit receiving an Order may move up to its printed MA. Units may always move less than the printed MA. Disrupted units have lower MA's.

(6.12) Swedish HI brigades have a printed MA of 4/5. This means that the normal rate of movement is '4'. However, if the player so wishes, the unit may use an additional MP (the 5th); however, if it does so, it may not Fire during that Orders Phase (see 8.25).

(6.13) There is no limit to the number of times a combat unit may move in a single turn. HOWEVER; it may move only once per Orders Phase. Thus, a line of cavalry ordered by a leader to move in that leader's first Orders phase may move again; but, to do so, it must wait for an order from either another leader or from that first leader in a subsequent, Momentum Phase. Movement also affects an infantry unit's ability to fire; see 8.25.

>>(6.14) Leaders may move any number of times in a phase, but they may not exceed their allotted MA (9) per Orders Phase. (See the Play Note to 4.22.) Leaders move using "leader" costs. Leaders have no facing and do not pay any cost to change facing. Wounded leaders have an MA of '6'.

>>(6.2) Movement and Terrain

Design Note: *Many of the soldiers of this era were trained, drilled professionals who had been taught how to maneuver over less than ideal terrain. However, commanders still preferred flat, clear terrain. Use of more difficult terrain would come into play only when infantry formations lost much of their rigidity and commanders understood the defensive benefits of ranged musket fire.*

(6.21) A unit expends Movement Points for each hex it enters. The cost to enter or cross different types of terrain depends on the unit moving. Thus, while it will cost LI two MP's to enter a Woods hex, it will cost HI 3 MP's.

>>(6.22) **The Terrain Disruption, 10-Sided Dieroll Rule:** Certain types of terrain were difficult to cross/enter in that they tended to disrupt a unit's internal cohesion. These terrain types are noted, on the Terrain Chart, with the letters "D", "D3", "DA" or "DH" next to the movement cost. This represents possible or automatic **Disruption**, as follows:

1. **"D":** Anytime a unit enters or crosses such a hex(side), the player rolls the die. If the dieroll is higher than that unit's TQ Rating, the unit is Disrupted and must stop in that hex.

Example: A HI unit pays a cost of +1D to leave a ditch hex (in Lützen). After leaving that hex, the player rolls the 10-sided die. He rolls an '8', with a TQ of '7'. The HI is now flipped to its Disrupted side and immediately ceases movement.

2. **"D3":** Same as '#1', but add three (+3) to the dieroll. See note after 6.24.

3. **"DA":** Same as above (#1), but Disruption is automatic and the unit stops as soon as Disruption is applied.

4. **"DH":** Same as "DA", plus there are possible manpower losses. The player rolls the die. If the dieroll is higher than the Disrupted Status TQ Rating the player loses a number of Strength Points equal to the Dieroll minus the Disrupted TQ.

Example: A Tercio with a TQ of '6' decides to cross the Floßgraben. It does so, using all three of its MP's and is immediately Disrupted, giving it a TQ of '5'. The Imperialist Player now rolls the die, getting an '8', which result costs him 300 men (3 SPs) to the vengeance of Neptune.

Play Note: *The ten-sider, 6.22 "Disruption dieroll" is used throughout much of the rules. However, terrain disruption dierolls are rare, as players usually avoid those types of terrain.*

Historical Note: *The main source of all the DA and DH results are the two deep streams, the Floßgraben and the Muhlgraben, at Lützen. Although there is some minor difference as to how much of a barrier these two streams were, virtually all sources agree that they did present major problems to crossing in formation. The Floßgraben was about 6-8 feet deep (swollen from November rains) for almost its entire length, with tangled banks. Aside from the Croats and Bulach's flying column, no units crossed the Floßgraben during the battle. The Muhlgraben was not quite as deep, as wide, or as difficult; however, it was extremely marshy. Oh yes, the trees dotting the sides of the streams have NO effect on movement or combat.*

(6.23) The Leipzig Road on the Lützen map, running, roughly, east to west, was, just like all of the roads on the Breitenfeld map, your usual, 17th century, European, mud-clogged, dirt-packed "road", until it became a slightly raised, planked causeway as it approached the Floßgraben, where its height created some problems in transversing. To make the unraised portion a defensive barrier, as well as a quasi-fortification for his light infantry, Wallenstein's men had dug a ditch along both sides of the road for most of its non-elevated distance. In addition to the ditches, the dug-up earth was piled up both in front of and in back of the ditches, creating a berm which the musketeers could stand behind for protected fire. There is, thus, a cost to enter these hexes as well as an added cost - and possible Disruption penalty - to leave them. The effects of the dirt berms and the resultant, raised roadway are included in the ditch movement costs. These costs do not apply to units moving down the road, from one road hex to another. However, no artillery unit may ever enter a ditch hex or cross an elevated road hexside.

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(6.24) Where the Leipzig road is "elevated" it runs along the hexside! This is because it is no longer a combat effect, simply a movement barrier. As these are clear hexes, and the only game effect of roads is to allow units to enter the town, it matters little whether the road goes in the hex or alongside it.

Historical Note: Swedish descriptions of the battle are quite succinct about the problem Gustavus' cavalry had in maintaining formation in the face of both the ditch and the causeway.

(6.25) Certain hex(sides) are impassable to certain units: no unit may enter/cross such a hex(side). Thus, most units may not cross the Town/Castle Walls of Lützen, except by means of a road. The Terrain Chart delineates all these restrictions.

(6.26) On the Breitenfeld map (and for one hex on the Lützen map) there are hexes of different elevations. These "higher" hexes represent very (VERY) gradual changes in elevation and they have NO effect on movement. The only effect they have on combat is that they may (rarely) block Line of Sight.

(6.27) A moving unit must have enough MP's to pay the terrain cost of entering a hex; if it doesn't, it cannot enter that hex. Units may also pay movement point costs to change facing; see §7.12.

(6.28) Certain terrain types may also affect shock and fire combat results. The Terrain Chart lists these, and they are explained in the combat section.

>>(6.29) **The Terrain Chart:** This chart gives the Movement costs, possible (6.22) Disruption die roll requirements, and combat effects for each type of unit moving (or changing facing in) into/across a specific type of terrain.

(6.3) Movement Restrictions

(6.31) As a unit moves it traces a path of contiguous hexes through the hex grid, paying the cost of each hex entered. One unit's movement must be completed before another can begin.

(6.32) A unit may be moved in any direction or combination of directions, provided that the hex it enters is located to its front (7.11). In order for a "single-hex" unit to change direction it must first change facing (7.1) by pivoting in the hex it occupies. Double-sized units do not change facing within a hex; they do so by moving (see 7.15).

(6.4) Orderly Withdrawal

Orderly Withdrawal is a form of retreat carried out by the non-phasing player during the Movement Segment, in the face of an approaching enemy, in which faster, and more maneuverable, units can avoid getting crushed.

(6.41) During an enemy Movement Segment, OR immediately after any enemy Advance After Combat (9.3), any non-phasing (unrouted) combat unit or leader (whether Finished or not; however, see 6.43) that is NOT in an enemy ZOC may avoid contact with an enemy unit the instant the latter either starts movement two hexes from a friendly unit and starts to move towards the latter unit, or moves within two hexes of the friendly, "defending" unit, as long as the "defending" unit has a higher movement allowance than the attacking combat unit. (But see 6.43.) To do this, the friendly, defending unit Withdraws up to a number of Movement Points (not hexes) equal to the difference between movement allowances away from the advancing unit. Withdrawal must occur the instant the enemy unit moves into two hex range (stop moving the friendly unit temporarily), or the option is lost. Swedish HI brigades use their base '4' MA for purposes of MA comparisons for Orderly Withdrawal.

Exception: See OW during the Optional Rule for Creeping Fire, 8.41.

Example #1: a LI unit (MA of '5') approached by a Tercio (MA of '3') may Withdraw one or two clear hexes, into one Woods hex, etc. (6 - 4 = 2 MP).

Example #2: A Light Cavalry unit with an MA of '8' may not Withdraw into a Garden hex in the face of a Heavy Cavalry (MA of '7') charge, because it would cost the cavalry 2 MP's to so move - and it is only allowed a 1 MP withdrawal.

Brief Play Note: Yes, it says within two hexes, so any (eligible) friendly unit can Withdraw if an enemy moves within two hexes - even if that unit doesn't actually move in his direction. Thus the friendly player **MUST** make his decision to withdraw **BEFORE** the moving enemy makes his full intentions clear! This means that infantry can never catch cavalry unless the "way out" is blocked. However, if that cavalry is Disrupted, withdrawing may disrupt it again, producing a rout; see 6.47.

>>(6.42) The withdrawing unit maintains its original facing throughout withdrawal without having to roll for Disruption. (**Exception:** see 6.47.) It does, however, roll for Disruption for entering/crossing any terrain for which it would otherwise do so. At the completion of withdrawal, if it wishes to change facing it pays any MP costs (see 7.12) inherent in such change, but those MP's come from its OW movement rate (6.41). (Thus, if a unit has only one MP to use for OW, it may change facing only one vertex; see 7.12 and 7.13.) Double-sized units, such as Swedish HI brigades, may not "change facing" after OW because that would entail movement; see 7.15. If the Withdrawing unit was being approached from a rear or flank hex (i.e., the hex into which the enemy, moving unit intended to move) the player rolls for Disruption regardless of what type of terrain into which it withdrew. Note that units so approached from the rear may "withdraw forward" - as long as there are hexes into which they may move.

A Historical/Play Note: Orderly Withdrawal is a "retreat" in the face of an approaching enemy, long before that enemy can close. This is why the withdrawing unit can return to the original facing (with minimum cohesion cost) it had before the enemy approached. In play/game terms, you simply move the counter backwards.

>>(6.43) A unit - combat or leader - may Withdraw an unlimited number of times during a game turn. No movement points are expended, no orders are needed... and a leader is always considered to have a higher MA than any combat unit. A leader may OW up to nine (9) MP's each time. However, each time a leader withdraws more than one hex in any phase the player rolls the ten-sided die. If the die roll is higher than the Leader's Initiative Rating, that Leader is automatically Finished... even if he has not yet undertaken a Phase that turn! If he is already Finished, there is no die roll, no penalty.

>>(6.44) Units may not withdraw:

- into an enemy ZOC, woods, town or marsh.

Exception #1: leaders may OW into/through an enemy ZOC if such hex is occupied by a friendly combat unit.

Exception #2: Leaders and Light Infantry **MAY** withdraw into woods if the movement differential allows.

- across a deep stream or wall (unless crossed by a road)
- across a hexside or into a hex that would cause an automatic Disruption

- in violation of Stacking Restrictions (6.5)
- or into any hex, or across any hexside, into/across which movement would be prohibited.

Units may withdraw across a hexside or into a hex for which they would normally roll for Disruption, in which case they do so. Units may NOT fire when undertaking Orderly Withdrawal. (Optional Retreat Fire, 8.42, is not treated as Orderly Withdrawal as it is by the phasing player.)

(6.45) Orderly Withdrawal takes place during the phasing player's Movement or Advance after combat. Other than the latter, a unit may not Withdraw in the Shock Combat segment. The attacking/moving unit may continue to complete its movement in the face of such withdrawal.

(6.46) Units already in an enemy ZOC may NOT use orderly Withdrawal.

(6.47) Disrupted units may use Orderly Withdrawal. However, in determining their ability to withdraw their Disrupted MA's are used, and the player must make a ten-sided Disruption die roll (6.22) at the conclusion of each withdrawal. See 12.22 and 12.31 for the effect of an additional "D" on an already Disrupted unit.

(6.48) Line Withdrawal: Under certain circumstances, an entire Line (as defined by the rules) may withdraw at the same time. The normal OW rules apply, but here, if an enemy approaches, and if the units in that individual Line have at least one unit in that Line within two hexes of an eligible commander, that entire Line may withdraw. (The Ragged vs Rigid Line rules apply as to how many units may be so withdrawn.) All units in the line do not have to do so. All other OW rules apply.

(6.49) Examples of Withdrawal:

#1. [Lützen]: A Swedish HC unit, MA of 8, is in 2217, facing West. An Imperialist HI brigade, MA of '4', is in 2220. The Imperialist player moves the HI brigade into 2219, at which point, the Swedish player - the HI brigade now being two hexes away - exercises his OW option and withdraws. The HC has an OW movement allowance of '4' MP's (8-4), and uses two of these to move into 2215, maintaining its original facing.

#2. [Lützen]: A Swedish LI unit (MA of '5') is in 2610, facing NW. An Imperialist HI brigade starts the phase in 2410, facing SE. The Imperialist player indicates he is going to move the HI unit. As this unit is starting two hexes away, the Swedish LI unit must exercise its OW option before the HI actually moves. However, it must move "away", which means back, and that means it would have to cross the Elevated road. Such a move would take 2 MP's, which it does not have. So the LI cannot use OW.

#3. [Lützen]: Six Imperialist cavalry units, all 3 SP's or more, are in 2219-2221 and 2118-2120. They are all in range of their commander. A line of 3 Swedish HI brigades is in the ditch, 2519-2524. The Swedish player gives a LC to the HI brigades, and they rumble forward out of the ditch. As the first HI hits 2420-1 the Imperialist Player exercises his ability use Line Withdrawal, which he must use to OW the cavalry (as they cannot stack, as per 6.51).

>>(6.5) Stacking

(6.51) Stacking refers to having more than one unit in a hex at any one time. The Basic rule is: one combat unit per hex. This applies at ALL times. The Exceptions:

1. A Light Infantry (LI) unit may stack with another LI unit, with a maximum of two LI units in a hex. However, at no time may there be more than 4 SP's of LI in a hex. (If using the optional 10.35 rule, a maximum of 2 "Dispersed" LI SP's, or one unit, whichever is less, are allowed per hex.)
2. One Commanded musket unit may stack with one cavalry unit, regardless of the SP of either unit.
3. "Regimental" artillery units may stack with one cavalry unit, OR one (LI) unit, OR another regimental artillery unit. Regimental artillery may not stack with HI or Field/Heavy artillery.
4. Individual Field and Heavy Artillery units may be stacked with one cavalry unit, one LI unit OR one similar cannon unit. (See #6.)
5. Two cavalry units (maximum) totalling up to four (4) SP's may stack in one hex and be considered as "one" cavalry unit for the purposes of #'s 2 and 3, above. However, Heavy cavalry (including CR's) may not stack with Light cavalry (which includes dragoons).
6. An infantry or cavalry may move through an artillery unit - friendly or enemy - at no extra cost or penalty to either unit. (However, see 8.45 for capturing artillery.)
7. One combat unit may stack with a Baggage Train unit.

(6.52) Leaders and informational markers do not count for stacking purposes. A hex may contain any number of leaders/markers.

(6.53) Both combat units stacked in a hex must have the same facing. If one unit has to change facing to do this, it must. If a unit wishes to enter a hex and stack with a unit in that hex it must have enough MP's to maintain the same facing; if it doesn't, it may not enter that hex until it does. This does not apply to a unit passing through an occupied hex (6.55). Both units in a stack may fire (but not together), and both units are affected by any results. (See 8.23 and 9.22)

(6.54) A unit may never move into or through a hex containing an enemy combat unit, except for 6.51[5].

>>(6.55) A unit may never voluntarily move (and that includes withdrawal) into a hex occupied by another, friendly combat unit in violation of stacking restrictions. However, retreating and routing units may be forced by circumstances to do so.

1. If a retreating/routing unit is forced to move through a friendly, occupied hex in violation of stacking restrictions, the stationary unit must roll for Disruption (6.22). (There is no change in the status of the retreating unit, which is, most likely, routed anyway.)
2. If a retreating/routing unit's retreat would force it to stop in a friendly-occupied hex, the retreating unit, instead, continues to move one more hex, through the friendly unit, if possible. If it cannot move that extra hex because of terrain or enemy presence, it stays in place (and does not enter the friendly-occupied hex) and loses two SPs, one for each hex it could not retreat (as per 12.32). If it does move through the friendly unit, that stationary unit rolls for Disruption (as per 6.22).
3. If a retreating/routing unit is forced to move into or through an already Routed unit, the latter is immediately eliminated.
4. Under NO circumstances, voluntary or involuntary, may a unit ever enter a Tercio-occupied hex.

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(6.56) It takes two Orders to move two units stacked in the same hex. (For leaders, this will have to be done in separate Orders Phases, as one leader cannot order another to move, unless he is the Overall Commander.)

Exception: a single Order from the Overall Commander may move every unit stacked in a hex with the OC. See, also, 5.22 and 4.5.

(6.57) Combat units may enter a hex containing only a leader at no movement cost. However, Leaders pay a Movement penalty of +1 MP to enter a hex occupied by a friendly combat unit.

(6.58) A combat unit stacked with a Leader may Withdraw together, or the leader may withdraw and the combat unit remain. If they withdraw together, they may withdraw to separate hexes or the same hex.

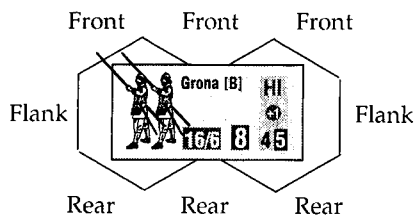
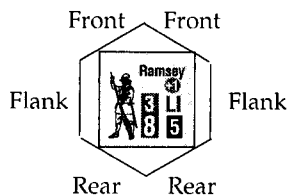


7.0 Facing and ZOCs



(7.1) Facing

(7.11) All units must be faced in a hex so that the top of the unit (the side with its name) faces into the vertex of the hex (between two hexsides, as below). All units in a hex must be faced the same way. The two hexes to the front (3 for double-sized units) are called the Frontal Hexes; those to the side, the Flanks, and those behind, the Rear. A unit may only move into a hex to its Front.



(7.12) In order for a single-hex unit to change its facing it must pivot within its hex. All units, except for tercios (see 10.11), may change facing one vertex (per hex) without any cost. All facing changes above one vertex (per hex) cost one MP per additional vertex. Tercios may reverse-face at a cost of 1MP (see 10.11). A unit cannot change facing while in an enemy ZOC (**Exceptions:** see 9.32 and 8.3.), although double-sized HI brigades may pivot in a Wheeling Maneuver, as per 10.23.

(7.13) Any Heavy Infantry or Tercio unit that changes facing more than one vertex in a single hex in the same Orders Phase rolls for Disruption (6.22). This does not apply to front-to-flank or Reverse Face maneuvers.

(7.14) Heavy infantry and heavy cavalry that change facing in a Woods or Town hex are automatically Disrupted.

(7.15) Double-sized units do not "change facing"; they can only change the direction in which they are facing by moving (and paying any costs for so moving) one side of the counter forward, thus pivoting the counter. (See 10.22.)

(7.16) Routed units have no facing. Units shock attacking routed units are automatically Attack Superior (9.25).

(7.2) Zones of Control and Shock Requirements

(7.21) All combat units, except artillery, exert a ZOC into their Front hexes (only). Tercios also exert a ZOC into their flank hexes, and Artillery units do NOT exert any Zone of Control. Disrupted and Routed units and leaders do not exert ZOC's.

(7.22) ZOC's do not extend into a hex into which movement is prohibited. They also do not extend across a hexside which produces an automatic Disrupted result, such as Deep Streams.

>>(7.23) A unit must cease movement the instant it enters an enemy ZOC. A unit in an enemy ZOC may not change facing. (Exceptions: Caracole, 8.32; Advance after Combat, 9.32.) A unit that begins movement in an enemy ZOC can move out of the enemy ZOC only if:

1. It is the Overall Commander issuing an Order to himself;
2. It is a leader issued two Orders or an LC by his OC;
3. It is a combat unit that can receive an order to move, has at least one unoccupied frontal hex, and its printed MA is greater than the MA of any enemy unit exerting a ZOC on it. (Use the Swedish double-sized extended MA of '5' for this purpose.) See 7.25.
4. **Optional Rule:** It uses Retreat Fire (8.4) to extricate itself from the enemy ZOC.

(7.24) Units in an enemy ZOC can always be given an Order/LC to Fire. Units that do manage to leave an enemy ZOC may draw Reaction Fire (see 8.21).

(7.25) A unit leaving an enemy ZOC may immediately enter another enemy ZOC, but would then cease movement for the remainder of that Orders Phase. Units voluntarily leaving a unit's ZOC during the Move/Fire segment, as part of an Order, are subject to Reaction Fire (8.21). Note that being subject to Reaction Fire when leaving a ZOC applies only to movement in the Movement segment; it does NOT apply to advance after Shock, Retreats, or anything that occurs during the Combat Segment.

(7.26) If opposing units extend a ZOC into the same hex they are both considered to "control" that hex.

>>(7.27) ZOC's in and of themselves do not require units to undertake Shock attacks; the absolute (MUST) requirement to engage in Shock applies only to undisrupted cavalry units that have attempted a Charge and/or Counter-Charge (see 9.4). All other, eligible units with enemies in their ZOC's MAY CHOOSE TO (but do not have to) undertake Shock. See 9.21 for whom and how this is applied. And as you will see in 8.3, Cavalry units (CR) that have used The Caracole Maneuver this turn may NOT Shock.

••A PRELIMINARY NOTE ON COMBAT••

There are two kinds of Combat: Fire and Shock. Fire occurs as part of - or instead of - movement at any point during the Movement segment of an Orders Phase. Shock combat comes in its own segment - at the conclusion

of the Movement Segment, after all orders have been issued and movement is completed. A unit (**exceptions:** artillery and caracoling cavalry) can participate in both types of combat during the same Order Phase.



8.0 Fire Combat



Design/Historical Note: *The main purpose of Fire was to cause casualties and, in doing so, either disrupt the enemy or so reduce its strength and morale that it could easily be swept aside (by charging cavalry or pikemen).*

Virtually all Fire takes place in the Movement/Fire Segment, although there may be Reaction Fire by the non-phasing player in the Shock Segment. Artillery Fire is treated somewhat differently from small-arms fire.

(8.1) Fire Ratings

(8.11) **Weapons:** There are two classes of firing weapons in the game: Small-arms - represented by Matchlock Muskets (black circle) and Wheelock Pistols (red circle) - and Artillery, which is simply subdivided into Regimental, Field and Heavy guns. The small-arms Weapon color refers to the Weapon Row on the Fire Table that unit uses to resolve fire. Artillery and artillery fire is covered in 8.5 and 8.6, although rules pertinent to both weapon systems occur in appropriate sections.

Historical Note: *The matchlock was a system in which a pre-packaged cartridge was propelled by exploding powder, which, in turn, was lit by applying the business end of a long fuse to the powder chamber. This meant keeping the fuse lit throughout the battle - not an easy thing, to be sure. Pistols were of the wheel-lock variety, a mechanic that was more effective than the matchlock (no fuses!). However, the wheels were delicate (and heavy) mechanisms that tended to jam quite readily. Both weapons systems were slow, unwieldy and unreliable.*

(8.12) **Fire Rate:** Each small-arms unit has a Fire Rate Adjustment, a number printed inside the Weapon Type circle, ranging from -3 (worst) to +2 (best). This rating is used as a dieroll adjustment on the Small-arms Fire CRT each time that unit fires; HOWEVER, the FRA is NOT used when using either type of Salvo (8.27). The FRA is usually (but not always) different (worse) when a unit is Disrupted. There is no limit to the number of times a small-arms unit may fire during the turn. Artillery units have no Fire Rates; see 8.6.

(8.13) Caracole-capable cavalry (CR) has two Fire Rate numbers. The second - better - rating is used ONLY when the unit is executing a Caracole, as per 8.3. Disrupted cavalry may not use caracole and thus have only one FR number.

(8.14) The range - number of hexes - over which a unit may fire is given on the Range Effects Chart. Artillery units also have their range printed on the counter. A unit may never fire at a distance in excess of its maximum range, and the ability to fire within that range may be limited by Line of Sight (8.24).

(8.15) A unit may Fire with the number of **Fire Strength Points** it has.

- The HI/TE brigade unit strengths are divided into Fire/Shock; the first number is the Fire (musket) Strength. See Sample units.
- All other units fire with the printed strength rating.

The printed strength may be reduced by casualties; see 12.1.

(8.16) Tercios and Command Musket LI have the ability to fire through their flank hexes, the only units that may do so. Actually, Tercios are required to "use" this ability. (LI are not so required, nor are they affected by any of the rest of this rule.) However, this ability reduces the TE fire strength directly forward (see note, below). Therefore, Tercios fire one half (1/2) of their Musket SP's, rounded up, into/through their frontal hexes, AND one-fourth (1/4) of their Musket SP's, rounded down, into/through their flank hexes. Thus, a tercio with a strength of "7/4" can fire 4 SP's frontally, and 1 SP into each flank. (Yes, this means the unit gets short-changed one SP, but the tercio was a remarkably inefficient formation for concentrating fire.)

(8.17) A unit's Fire strength may not be split between two target hexes.

Exception #1: Tercio fire; see 8.16.

Exception #2: A Swedish, double-sized HI brigade (but NOT an Imperialist one) MAY (not "must") split its fire between any two (but not all three) of its frontal hexes. This split must be by halves, rounding down - even if that means a point is lost. Thus a '7' SP HI brigade may fire 3 SP's into any two of its frontal hexes, each.

Design/Historical Note: *Splitting fire (a gaming term) would have been an improbable act for any unit other than the Swedish brigades. Coordination of fire was a difficult lower-level command problem, at best. To insure that everyone was doing the same thing - musketeers did NOT simply fire at anything they wanted to - everyone had to point their muskets in the same direction. (No one actually "aimed"; they simply pointed.) The Swedish brigades can "split fire" because, essentially, their musketeers flanked the pikes on either side (rather than ring them, as in the tercios), enabling either side to fire in its own direction. As for the prohibition against the Imperialist units so doing, this is because the Catholics had only recently shifted from square to more linear formation; their lines were not as well arrayed as those of the Swedes, and the level of training and command insight and knowledge was far below that of their opponents.*

>>(8.2) BASIC FIRE PROCEDURE

(8.21) Units may fire at enemy units at the following times:

1. Ordered Fire: When given an Order or Line Command to Fire, or Move and Fire. (The Caracole Maneuver [8.3] is Movement and Fire - not Shock.)
2. Reaction Fire: Any time an enemy unit:
 - Enters a unit's ZOC*; or
 - Voluntarily leaves a unit's ZOC; or
 - Fires at that unit

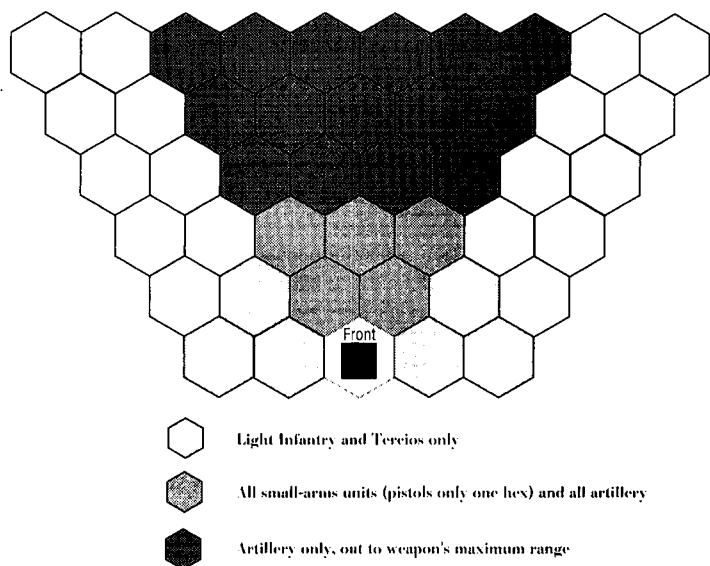
* Either voluntarily or as Advance After Combat. The latter is the only time Reaction Fire occurs outside the Movement Segment.

A unit may use Reaction Fire only ONCE in any single Phase, regardless of the circumstances. See 8.28.

Exception: Artillery operates under a specific set of restrictions; see 8.6.

(8.22) A unit may fire at any single target hex which is within its Range - which extends from its frontal hexesides (and flank hexesides for tercios and LI), through the center of the adjacent frontal (and flank, if applicable) hexes - and to which it can trace a Line of Sight.

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Firing Diagram

(8.23) Small-arms units may not combine fire, even if they are stacked. (See 8.62 for combining artillery fire.) Stacked units in a hex may each fire at different targets, or they may fire, separately, at the same target. **Exception:** stacked, charging cavalry units must fire at the hex they are charging (see 9.22). If there is more than one combat unit in a target hex, the Hits from Fire are distributed equally (with the top unit taking the "odd" hit), except that hits do not affect stacked artillery (as per 8.56) until/unless the other unit is eliminated. Disruption Die rolls apply to the top unit in a stack. If that top unit Disrupts, the unit under it must also check. A target unit may be fired at any number of times in a turn or phase.

(8.24) A unit can fire only at an enemy target unit to which it has an unobstructed **Line Of Sight (LOS)**. If the LOS is **blocked**, units may not fire. A LOS is calculated by tracing a path of hexes between the center of the hex the firing unit is in and the same for the target unit, through the firing unit's frontal (or flank, if tercio) hexsides. LOS is blocked by woods, towns/villages, and Town/Castle Walls (but not Garden Walls), unless they are in hexes at a lower elevation than both the firer and the target. LOS is also blocked if any part of a hex of higher elevation is between the two units. Small-arms LOS is always **blocked** by combat units, as is artillery fire IF the blocking unit is cavalry. If the blocking unit is infantry, and it is closer to the artillery than the target (in hexes distant), the artillery may fire over the heads of that infantry. Artillery, however, may never fire through an occupied adjacent hex.

Exception #1: Units may always fire into adjacent hexes.

Exception #2: Units may always fire through walls into hexes of which the wall is a part.

Play Note: *Because of the relatively flat terrain, LOS is usually a problem only when troops are in the way. Because they used low trajectory fire, friendly artillery rarely fired over the heads of their own troops, unless the latter were closer to the guns than the intended target. In any case, LOS is often a cause of "player tension". We suggest that LOS rules for firing be interpreted strictly, while LC LOS rules (4.25[1]) be interpreted liberally.*

(8.25) Generally, phasing units may move and fire in the same phase. However, once a phasing unit has fired it may move no more that phase. (**Exception:** the Optional Rules for Retreat and Creeping Fire, 8.4.) In addition, Infantry and regimental artillery units that have already moved in a Phase suffer a penalty when firing after such movement and in the same Orders Phase. For each Movement Point that unit expends moving in that Orders Phase before firing there is a 1L adjustment to the column on the Fire CRT. Thus, a unit that has expended 3 MP's prior to firing earns a 3L column adjustment. This penalty does NOT apply to cavalry. (Nor does it apply to the optional Rule for Creeping Fire (8.41). It also will not pertain to field and heavy artillery, nor to Swedish HI's using their 5th Movement Point (6.12), none of which can ever move and fire in the same phase.

Design and Historical Note: *This rule represents the difficulty and time entailed in actually firing one of these muskets, including setting up individually and dressing the line for coordinated fire.*

(8.26) To resolve Small-Arms Fire:

1. The firing player totals his firing Strength points and consults the row on the Small-arms Fire Table corresponding to his Weapon Type. He uses this row to find his Fire Strength column. The total strength may be increased (multiplied) if the unit is Salvo Firing (8.27). He then rolls the die, adjusting that die roll for Fire Rate (8.12). The Fire Table column may also be adjusted by the Range Effects Table, Terrain, the Density of the target hex, etc. **See the Fire Table for all adjustments.** There is no limit as to how far the columns may be adjusted in either direction, except that the final adjustment may not go lower than the "0 or less" column, or higher than the "21+" column.

2. Having found the adjusted column, the player rolls the die, adjusts if applicable, cross-indexes the adjusted die roll with the adjusted column (using the appropriate weapon-type row), and obtains a Combat Result: the number of "Hits" (12.1) the target has taken.

3. If the target unit has not been eliminated by Hits and the result is two (2) or more Hits (in **bold** typeface; e.g., '**2**'), roll the six-sided die to see if that unit is Disrupted, adding to that die roll the number of hits incurred in THAT fire (not the total a unit has absorbed). If the adjusted die roll (Hits + DR) is greater than the unit's TQ, that unit is Disrupted. If the unit was already Disrupted (including a TE or HI unit just having reached that status because it was reduced to less than half its printed SP, as per 12.13), it is Routed.

Example: A unit with a TQ of '6' takes two hits. The player rolls the six-sided, rolling a '3'. $3 + 2 = 5$; no disruption. If he had rolled a '5', the adjusted total of '7' would have disrupted the unit.

See 4.43 for fire effects on leaders.

(8.27) **Salvo Fire:** Salvo is firing by volley of massed ranks. Double Salvo is even more concentrated fire by well-trained, disciplined massed ranks.

When firing Salvo, the unit doubles (2x) its Fire Strength.

The following units (ONLY) are capable of firing Salvo:

- Swedish infantry (heavy or light):
 1. In that unit's Initial Orders phase - not a Momentum-generated phase - if they have not moved more than two (2) Movement Points (and see 8.25).
 2. Any one (1) time in a single phase in which enemy units enter their ZOC.

•• Imperialist HI units at Lützen (only):

1. In that unit's Initial Orders phase - not a Momentum-generated phase - if they have not moved more than one (1) Movement Point (see 8.25).
2. Any one (1) time in a single phase in which enemy units enter their ZOC.

Imperialists may never use any type of Salvo at Breitenfeld.

When firing Double Salvo, the unit quadruples (4x) its Fire Strength.

The following units (ONLY) are capable of firing **Double Salvo**:

- Swedish infantry (heavy or light) units that have not moved in the Initial Orders Phase - never in a Momentum-generated phase and never as Reaction Fire.

Disrupted units may NOT Salvo/Double Salvo Fire, and the Fire Rate Adjustment (8.12) is NOT used when firing Salvo.

Historical Note: *Most musket lines fired in sections, other sections being given time to reload. Thus, the impact of the musketry was dispersed and diffused. Gustavus implemented the Salvo - or combined fire by ranks - alternately with Creeping Fire (below). Its aim was to concentrate the power of the musket on one point so that it could, almost literally, blow a hole in the enemy line.*

(8.28) Reaction Fire (see 8.21) may occur at any time an enemy unit enters a friendly unit's ZOC, voluntarily leaves that ZOC or fires at that friendly unit at a range of one hex. However, an individual unit may use Reaction Fire only once per phase, so the instant a unit uses Reaction Fire place a "Reaction Fired" marker on it to so indicate. That unit may not use Reaction Fire again that phase. See, also, 8.27 for restrictions on Salvo as Reaction.

(8.29) If the target unit is Imperialist Caracole or Heavy Cavalry, there is 1-to-the-Left adjustment to the Small-Arms Fire Table column to account for the heavy armor worn by these units.

Design Note: *There is no adjustment to HI or TE because at least half (if not more) of the men - and certainly the ones most likely to be "up front" - were unarmored musketeers. The pikemen's armor, which was somewhat less than the cavalry's, is taken into account by the 2-to-1 casualty rate rule, below.*

Example of Fire: A Swedish brigade with a Strength of 11/6 moves two hexes and then fires at an adjacent tercio, which has a printed SP of 8/7, but has taken 7 Hits already. The "base" column is '11-13'. However, it moved two hexes, for a 2L adjustment, so the Swedish player rolls under the 6-7 column, getting a '7'. The Swedish HI has a Fire Rate Adjustment of '+1', so there is a die roll adjustment for that, making it an '8' die roll; there are no other adjustments. This means the tercio has absorbed two Hits, which gives it a total of '9' hits. This is more than half its printed SP, so it is immediately Disrupted. The Imperialist Player now checks to see if there is any further Disruption to his tercio. He rolls a '6', to which he adds the '2' Hits. The total of '8' is higher than the tercio's Disrupted TQ of '6', so the tercio unit now Routs!

(8.3) The Caracole

Caracole Cavalry (CR) are usually not very good at executing a full-tilt Charge. (They can try; they're just not very good at it.) What they do best is use the Caracole Maneuver, in which, during the Move/Fire portion of the



Orders Phase, they enter an enemy ZOC, taking enemy Reaction Fire (if the enemy unit is in a position to do so), and then the CR's Fire - using their higher Fire Rate adjustment number (usually a +2). Then, they must move away.

(8.31) Only undisrupted **CR** units may perform a caracole. To do so they must have sufficient Movement Points available to enter the hex adjacent to the target (usually in its ZOC), fire, and then turn (change facing) and leave, moving away at least one hex. If they cannot complete this maneuver, they may not begin it.

(8.32) As an exception to 7.23, a unit performing a caracole may enter and freely leave an enemy ZOC at no extra cost in MP's. However, that hex must be controlled by the target unit, although it may be mutually controlled by the target and another, enemy unit. The CR is still subject to Reaction Fire and potential enemy Counter-Charge. A CR unit using the Caracole Maneuver may change facing in an enemy ZOC (an **exception** to the general rule). However, it pays any MP's engendered by any such facing change. It may NOT back out like an OW.

(8.33) The following restrictions and exceptions apply to The Caracole:

- Cavalry that starts an Orders Phase in an enemy ZOC may NOT employ the Caracole.
- Cavalry may NOT advance after caracole, even if the enemy hex is vacated.
- CR cavalry that are successfully Counter-Charged fire with their lower Fire Rate instead of their Caracole Fire Rate (See example after 9.49), and must remain in the hex where they were Counter-Charged.
- CR Cavalry that are successfully Counter-Charged may NOT attempt to counter-charge during the ensuing Shock Phase.
- Cavalry that uses caracole may NOT shock or charge attack in the Shock portion of that Orders Phase. They will defend against Shock normally, but they may NOT attempt a counter-charge. Use the "Caracole" markers to indicate this status.

(8.34) Even if the caracole comes about by means of a Line Command, multiple caracoles against a single target are resolved sequentially.

(8.35) The "Caracole" takes place in the Movement and Fire segment of the Orders Phase. It is NOT a Shock (or charge) - although caracoling units may be counter-charged. CR's may always make a non-charge shock attack if they wish - and if they have not undertaken Caracole in the Movement segment. But the only time Caracole units get to use their higher Fire rate is when they perform a Caracole Maneuver.

(8.36) CR units that do not Caracole are free to do anything any other cavalry units could normally do, within the rules for such.

Example (#1) of the Caracole Maneuver :

[Lützen]: Swedish HI brigade (SP of 8/5) is in 2313-2413, facing SW. An Imperialist CR (5 SP) is in 2317, facing E. It is the Imperialist Orders Phase, Movement Segment, and the Imperialist Player decides to have his CR undertake a Caracole against the Swedish HI. He moves the CR, entering 2314, at which point the HI brigade fires a Salvo right into the caracolers, rolling a '5' and thereby reducing their ranks by 2 SP's. Undaunted, the Imperialist cavalry, reduced to 3 SP's, fires their Wheelock pistols in time-honored caracole fashion, rolling a '5', which is increased by the Caracole Fire rate to a '7', which means the HI brigade takes a 1 SP loss. The CR unit, which up to now, has expended only 3 MP's, changes facing in 2314, moves into 2315, and changes facing again, to the East, which it has the movement points to do. As the HI already fired one Reaction Fire, it may not fire another. Not a very good exchange of losses, was it? Shows why the caracole didn't really work well against the firepower-oriented Swedish infantry.

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(8.37) When a Caracoling CR moves into one of an enemy unit's frontal hexes and declares Caracole Fire against that unit, the enemy unit may either use Reaction Fire (if it has not already fired that Phase) OR attempt a Counter-Charge; NOT BOTH. When a unit using Caracole moves into a hex that is in the frontal hex of more than one enemy unit, EACH such enemy unit may either use Reaction Fire (if eligible) or attempt a Counter-Charge. In such cases, all Reaction Fire occurs BEFORE Counter-Charge attempts. ANY successful Counter-Charge forces the Caracoling unit to use its lower Fire Rating and remain in the hex, as per 8.33 and 9.47.

Caracole Example #2:

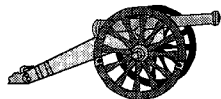
Continuing the above example, if the hex the Imperialist CR entered to Caracole had also been in the ZOC of a Swedish HC unit (as well as the HI), then the Swede could have attempted a Countercharge with the HC after the HI used Reaction Fire. If successful, that would have forced the CR to fire with its lower Fire Rate (+0), turning the '7' die roll (a Hit) into a '5' (a Miss). Additionally, the CR would have had to stand and accept the Swedish Counter-Charge in the Shock segment.

(8.38) If a Caracoling Imperialist CR is counter-charged but, in the same Orders Phase, an Imperialist HC or LC successfully charges the counter-charging Swedes, the CR is now "out of the picture" and does not take part in ANY of the charge/countercharge shock. It may fire, as per 8.37

Example: Strozzi's CR attempts to caracole Baudisson's HC, but the latter successfully counter-charges. It is still the Imperialist Orders Phase, so the Imp player now announces he is charging Baudisson with Wengersky's Polish HC. If the Polish HC charge is successful, Baudisson's counter-charge is automatic (see 9.48). However, Strozzi's CR is no longer involved in the Shock.

>>(8.4) Optional: Special Types of Small-Arms Fire

See Optional Rules.



(8.5) Artillery

Historical Note: Most artillery were really siege pieces, heavy and extremely cumbersome; they were often overrun. The major exceptions to this were Gustavus' "regimental" pieces, which could pretty much keep up with advancing cavalry and their commanded musket attachments (as long as they didn't move too fast). The three made for quite a combined arms punch.

(8.51) Heavy and Field Artillery may not move and fire in the same turn; they may do one or the other. Regimental guns are not so limited; see 8.52. Markers are provided to show whether a unit has done one - and may not do the other - during a turn. See, also, the Line Command exception in 4.23. The Artillery Usage Chart states when an Artillery unit may Move and/or Fire.

(8.52) Artillery may change facing; they do not pay any MP cost to change one vertex. Any additional changes in the same hex, at the same time, cost 1MP, regardless of how many vertices it changes facing. It may not do so in an enemy ZOC, of course, and field and heavy artillery that change facing are considered to have Moved that turn. For regimental pieces, it is simply treated as one MP of movement. The Imperialist restrictions of 8.54 do NOT apply to changing facing. The big heavy pieces may change facing one vertex without rolling; for any further changes they must roll the same as if they wished to move. Changing facing, though, is movement for these guns ... and they may not Fire after moving (and *vice versa*).

(8.53) Swedish regimental artillery may move and fire during the same Orders phase (when allowed), but each MP it expends causes a -1 die roll adjustment to its fire capability, in much the same manner as 8.25.

(8.54) Imperialist heavy artillery was close to impossible to move under battle conditions. If the player wishes to move one of these Heavy pieces he first rolls a die. If the die roll is '6-9' the unit may move. Otherwise, it is stays put for the remainder of the turn and may NOT fire. Only one such die roll per turn. Best strategy is to leave these beasts, some of which needed 30-40 horses to pull them, where they are and pray they don't get overrun.

(8.55) Artillery units do not have any Shock capability - AT ALL. If an artillery unit is alone in a hex, and an enemy infantry or cavalry unit moves adjacent to it, the latter may use Reaction Fire but, immediately thereafter, it becomes Abandoned.

- HI and TE may move into a hex with an Abandoned gun, immediately eliminating the artillery unit (so no need to worry about "stacking").
- A LI or any Cavalry unit that enters a hex with an "abandoned" enemy artillery unit may either destroy it, as above, or "Captures" that unit by stopping in that hex. (Why only LI or cavalry? See 6.4.) Flip the counter to its "Captured" side to so indicate, and placing a "Disrupted" marker on it to indicate that it is also disrupted. (See 8.56.) Abandoned guns that are captured are automatically recreated. The capturing player may now use these guns for his own purposes!!

Artillery units may never retreat or withdraw. If they are stacked with a light infantry or cavalry unit and that unit is forced to vacate the hex, the artillery is abandoned as soon as its "support" unit leaves.

Exception: Swedish "regimental" sections may Orderly Withdraw a maximum of one (1) hex per Phase if stacked with withdrawing Cavalry. They may not withdraw by themselves.

Design Note: *Virtually all artillery was manned by civilians, whose contracts did not include mixing it up with the pros with pikes. Gustavus' gunners, although more militarily professional, were similarly inclined when it came to melee.*

(8.56) Artillery units do not take "Hits". Any Hit result that would be applied to artillery becomes, instead, a Disrupted result. Disrupted artillery may neither Fire nor Move. It's TQ is reduced by one (-1). The "Artillery Disrupted, TQ-1" markers placed, so indicate.

(8.57) If a Disrupted artillery unit takes a hit, or gets another Disrupted result, it is **Abandoned**, its crew having scattered to a safer location. Abandoned artillery must be "recreated" to be of any use. The friendly player must move a LI or cavalry unit into the same hex as the Abandoned guns and then stop. The player may then remove the Abandoned marker but leave the guns in a Disrupted state. Of course, the enemy can always Capture and recreate them, as in 8.55.

(8.58) Note that artillery units are free to enter enemy ZOC's if they so wish ... and want to live dangerously.

(8.6) Artillery Fire

Artillery fire never causes casualties (hits). (What never? ... well, hardly ever.) When effective, which is not that often, it usually results in disruption. Artillery fire uses its own Artillery Fire Table, and although, like the Small-Arms Fire Table, its results are numbers, the Artillery Table numbers are applied differently. Rates of Fire are built into the AFT, thus there are no Fire Rate Adjustments on an artillery unit counter. The Artillery Usage Chart indicates when a unit may Fire.

(8.61) Artillery units have no printed Strength. Instead, they use specific columns on the Artillery Fire Table under which the unit fires, and the die rolls to which the player makes any adjustments.

(8.62) Each artillery unit fires separately at any target within range and Line of Sight. **Exception:** see the Torstensson rule in Breitenfeld. To resolve this fire the players use the Artillery Fire Table, which works rather differently from the Small-arms table because the AFT includes the effects of rate of fire. The AFT requires the use of two dice: one ten-sider, and one six-sider. The firing player rolls both dice at once. The ten-sider determines which column the player will use for the six-sided die roll, depending on which type of cannon- regimental, field or heavy - he is firing, and what "side" he is on. The six-sided die roll is adjusted as per the Artillery Die roll adjustments listed below the table to obtain the result. See 8.67.

(8.63) The result on the Artillery Fire Table is a "Disruption Number". Having gotten that number, the player now rolls another six-sided die, to which he adds the Disruption number. (A '0' means use just the die roll; a '-' means nothing happens at all so no die roll is necessary.) If the adjusted die roll is higher than the target's TQ rating, the target (all units stacked in that hex) is Disrupted. If the unit is already Disrupted, it remains Disrupted and loses 1 SP. If the target is disrupted artillery it becomes Abandoned, as per 8.57.

Exception: Regimental Hits: Any printed result of '3' or more caused by regimental fire results in the target incurring one Hit - even if it doesn't become Disrupted!

(8.64) Uncommanded Artillery Barrage: Artillery can fire without an Order or LC in the Artillery Barrage Phase. The players may fire each of their artillery units once, whether or not they are within a leader's range. The Swedish Player fires the first unit, and then the players alternate firing each unit once until both players have finished firing. A player does not have to fire all - or any - of his guns, and all LOS and range rules apply.

Play Note: As play proceeds, and the units move in front of the guns, barrages will become less and less frequent.

(8.65) One of the major adjustments to artillery fire, as you will see from the Artillery Fire Table, is the type of unit being fired at, as well as the angle of fire. In the first instance, the greater the number of ranks a formation had, the greater the chance that the "bowling ball" type of fire artillery effected would cause problems. Thus, while many Swedish brigades have just as many "men" as a tercio, the fact that the Swedes are formed in only six or so ranks makes them less inviting targets than the 30-rank tercios. HOWEVER, firing through the flanks of these units turns "rows" into "ranks", with a concomitant effect.

Exception: Regimental fire does not gain the benefit of either Rank or Flank fire.

(8.66) Exploding Guns [See Optional Rules]

An Example of Artillery Fire: Artillery Barrage Phase at Lützen. An Imperialist Heavy Artillery section in 2434 has a clear LOS to a Swedish HI brigade in 2627-2628, which is facing N/NW. The Imperialist guns therefore are firing through the Swedes' flanks. The Imperialist Player rolls a '4' on the 10-sided die for his column. He has a -1 die roll adjustment for Range (7 hexes) but a +2 die roll adjustment for Flank fire, for a total adjustment of +1. His six-sided die roll is a '6', adjusted to '7' for a Disruption number of "2". The Swede now rolls a '3' on HIS six-sided die, for a total of '5'. As his HI unit has a TQ of '7', there is No Effect.



9.0 Shock Combat



(9.1) Shock Strengths

The number of Strength Points a unit has - usually its printed Strength rating, perhaps reduced by Hits (see 12.14) - is its Shock Strength. The Tercios' and HI brigades' shock strength is the second number; see sample units. Artillery units have NO Shock strength, nor do leaders.

(9.2) Shock Procedure:

General Principles:

After the completion of the Movement Segment of an Orders Phase, shock combat occurs. Shock is part of a leader's Orders Phase, and all shock engendered by that leader is resolved before the next leader may be activated (or momentum attempted).

IMPORTANT: Each shock combat is conducted as a series of steps performed in order for all units participating in shock combat - before the next step of shock combat is conducted. Thus, Step '9.23' is completed, followed by Step '9.24' for all involved units. After which Step "'9.25' is undertaken for all units, etc. We suggest undertaking each separate step from left to right, across the map.

Design Note: It would be easier to resolve each separate combat as one "piece". However, to do so creates a "blitzkrieg" type of effect, wherein the attacker gets to choose which attacks he wants to do first so that he can achieve "breakthroughs". Despite its simplicity, this would be so far from reality as to render the system - and the game - inaccurate. HOWEVER, isolated shocks can certainly be resolved as a piece, if doing so would not affect other attacks. The method you choose should keep this intent in mind.

>>(9.21) Shock Designation Segment: This is used by the attacker to determine which of his units are going to Shock attack, and then which of them (and/or their targets) must make pre-shock Disruption die rolls.

1. As stated in 7.27, the only units that MUST shock are charging and/or counter-charging cavalry. For everyone else, shock is voluntary.
2. However, even though shock is voluntary for these units, some of these must still make a pre-shock Disruption die roll, while others do not. The basic premise is, "You Moved? You Check for Disruption!"

The following units undergo a Pre-Shock Disruption die roll. (Place a MUST CHECK marker on top of them):

- Infantry units that moved adjacent to an enemy unit in this phase that are going to shock, as well as their targets.
- Targets of a cavalry Charge that are not attempting to counter-charge.
- CR Cavalry units that did NOT execute a Caracole maneuver but did move adjacent to an enemy unit in order to engage in Shock, and their targets. (Caracoling units may not Charge; see 8.33.)

The following units do NOT need a Pre-Shock Disruption die roll:

- Charging and counter-charging cavalry (which have a "similar but different" TQ die roll; see 9.4)
- Units that began the phase adjacent to enemy units and are going to shock simply because they are already in position (and within a leader's range, as per 5.25), and their targets.

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Play Note: Remember to differentiate between which units **MUST SHOCK** and which units **MUST CHECK**. Only charging cavalry **Must Shock**, but all moving units that are going to engage in shock **Must Check** (9.23).

(9.22) **Who Can Attack Whom?** Units that attack by Shock must attack all units in their ZOC's (7.21), unless that defending unit is being attacked by another, friendly unit in that Shock Segment. The attacker determines which units will be involved in each, individual combat resolution, within the restrictions that follow.

- A friendly unit may attack more than one unit, as long as the targeted defenders are all in the attacking unit's ZOC.
 - An attacking unit (even a two-hex unit) may not split its attack capabilities, although two (or more) units may combine to attack one defender.
 - If more than one unit is defending and/or attacking, total the Strengths
 - Each unit may attack only once per Shock Combat Segment.
 - A defending unit may be shocked attacked only once per Shock Combat Segment.
- >> • **Stacked, charging** cavalry units must charge the same unit(s); they cannot split attacks into different hexes. Non-charging - but shock attacking - cavalry may split. (see 9.41)
- >> • LI stacked with cavalry units do not add their SP's to the cavalry unit's. In essence, they do NOT participate in the Shock. They do, however, automatically suffer any Disrupted, Retreat or Rout results incurred by the cavalry. They may NOT advance after Shock.

Other than the above restrictions, the attacking player may divide his attacks amongst his units as he sees fit.

Example #1: A Swedish HI brigade in 3722/3822 has three tercio units in each of its three frontal hexes (3622/3721/3821). If it wishes to Shock it must attack all defending units (which total their SPs) as one unit. If a HC unit was in 3920 and capable of attacking the tercio in 3821, the Swedish HI would have to engage only the other two tercios if it wanted to attack.

Example #2: A tercio in 2419 moves adjacent to a LI in 2518. Unfortunately for the poor musketeers, an Imperialist LC unit is sitting in 2618. The Imperialist player may either combine the cavalry and tercio units in the (voluntary) shock attack, have the cavalry unit attack and have the tercio sit by and watch, or vice versa (assuming the LC is in Command Range).

SHOCK RESOLUTION:

An Overview of the Combat Resolution Procedure:

Sections 9.23 through 9.27 *et seq.* are descriptions of the sequence and procedure used to resolve Shock Combat. While extensive in narrative terms, players will soon realize that these steps are:

1. Cavalry with "Charge Check" markers roll to see if the Charge was successful; see 9.4.
2. Non-phasing cavalry being charged may attempt to Counter-Charge (9.4).
3. Pre-Shock Disruption Check (see 9.21):
 - a. Units with MUST CHECK markers see if troops will attack/stand [see 9.23].
 - b. Units defending against cavalry charges add one (+1)
 - c. This does not apply to Charging and counter-charging units;

4. Use Clash of Arms Chart to determine which column on the Shock CRT will be used [see 9.24];
5. Determine whether terrain, leaders and/or comparative strengths and capabilities will have any effect [see 9.25];
6. Determine results using the Shock Results Table [see 9.25];
7. Defender exercises Disengagement Options; see 9.26
8. Check for Cavalry Pursuit [9.6].

After a few turns of resolving shock combat, most of this will become "second nature". Trust us.

>>(9.23) **Pre-Shock Disruption Check:** This section applies only to units that must undergo Pre-Shock Disruption Checks, as per 9.21.

All units with a "MUST CHECK" marker (AND their intended targets) undergo a Disruption (6.22) check by rolling the 10-sided die for each unit, all such checks being simultaneous. In all Charges by cavalry (9.4) defending units add one (+1) to that Disruption check die roll. Charging and counter-charging cavalry, do not undergo a pre-Shock Disruption check.

1. If the die roll is higher than an attacking unit's TQ, it is immediately Disrupted. See 13.2 for effect. It still continues with the attack, however.
2. If the die roll is higher than a defending unit's TQ, it is immediately Disrupted; the player may then exercise his **Disengage Retreat Option**, 9.26.
3. It is possible that the attacker and defender both become Disrupted, but only a defender can use the Disengage Retreat option.
4. A Disrupted unit that fails the Disruption Check Routs. See 12.22.

After the Disruption check, if the defender did not retreat, go to the next step (9.24). If Defender did retreat shock for both attacker and defender is over.

(9.24) The Clash of Arms

The Clash of Arms Chart is now consulted to determine under which Shock CRT column the combat will occur (prior to any adjustments). If there is more than one type of defending unit, defender chooses which type will be used for determination. However, if the attacker is attacking with more than one unit, and such attack is coming from more than one "angle", the attacker chooses the angle of attack most advantageous to him. If a unit is being attacked through the vertex between different facings, that defender gets the benefit of the most advantageous facing.

Example: A tercio attacking Light Infantry frontally would use Column II on the Shock Table (before any adjustments).

(9.25) The Melee

Players now determine the effect of any advantages either side has and then resolve the shock combat:

ONE-DETERMINE SUPERIORITY: There are two "types" of Superiority: Position Superiority, which results when one side's angle/position of attack is from the flank or rear; and Weapon System Superiority - the weapons and tactical system and armor/protection of one side is so superior to the other that it will result in a marked increase in "losses" to the inferior side. (See 9.25[4].) Either one side or the other may (but not must) gain superiority, either as: **Attack Superiority (AS2)** or **Defense Superiority**

(DS2 or DS3). In many instances there is no Superiority. Superiority is determined as follows:

A. If a friendly unit is attacking an enemy through its Flank or Rear (or all defending enemy units are Routed) it is considered **Attack Superior** to the defender. However, whichever unit the attacker uses to determine position Superiority must also be used to determine Shock Column on the Clash of Arms Chart - UNLESS defender chooses the column as per 9.24. In such case, defender picks column, but Position Superiority will still apply as long as it is applicable to one defending unit.

>>Exception #1: See Attacks vs. Tercios, 10.13.

>>Exception #2: Light Infantry attacking in conjunction with other unit types are never used to determine Position Superiority. (This does not apply to certain Swedish LI units at Breitenfeld - see that scenario - or when using Compact LI as per the optional 10.35.)

Exception #3: Regardless of angle of attack, NO unit may gain Position Superiority if its Flank or Rear is in the ZOC of another, enemy unit that is not being shock attacked in that same phase.

Example: A Swedish LC unit is attacking two units at once: one Caracole Cavalry (through its rear) and one LC (frontally). The defender gets to choose the unit type (9.24); if he chooses the LC he will see that designating the rear-attacked Caracole Cavalry produces the '8' column, while the frontal attack against the LC would force attacker to use the '7' column. Thus, for him, the "7" is a better column. However, the attacker has Attack Superiority because of position (attacking the Caracolers through their rear) - even though the defending LC is being used to determine the column, as per (A), above.

B. If no position superiority is attained, the opposing units check their unit type relationship (see the Shock Superiority Chart) to determine if either weapon system is superior (either **Attack Superior** or **Defense Superior**) to the other. If more than one unit type is involved on any one side the players use the units they chose to determine the Shock column on the Clash of Arms Chart.

Players' Note: Many different permutations and combinations are possible, in terms of unit types and multiple attack angles. The two precepts, above, should cover virtually all of these possibilities. If they don't, try to attain a result that best fits in with the general principles.

TWO-DETERMINE STRENGTH DIFFERENCE RATIO: Compare the total Strength points of the attacking unit(s) to those of the defender(s). (Remember, Tercios and HI brigades use the second strength number.) For each level of **Strength Ratio Difference (SRD)** greater than 1 to 1 a unit has it gets a Shock Results Table Column Adjustment of one in its favor. (The attacker adjusts to the right, the defender to the left.) Players should reduce all SP ratios to a # - 1, rounding off in favor of the defender. Thus a 5 SP unit attacking a 4 SP unit is 1-1; but 4-5 is 1-2. Players may use the SRD Chart to eliminate the math in determining this adjustment.

Example: Attacking at 10-5 (or 2-1 odds) adjusts the Shock Table one column to the right. Likewise, using the SRD Chart, we see that 10 points attacking 5 will produce a 1R adjustment.

THREE-ADJUST COLUMNS AND RESOLVE: To resolve shock, the Attacker consults the Shock Table, determines the "base" column and adjusts that column for any Strength Ratio Difference, Disruption and/or Terrain effects. He then rolls the die, modifying the die roll by the Charisma Rating of any Leader stacked with the units of either side. For example, if Gustavus were leading (stacked with) the attackers the die roll adjustment would be +5. There are NO Leader casualties in Shock.

>>**FOUR-DETERMINE DISRUPTION POSSIBILITY NUMBERS:** The results on the Shock Table are Disruption Possibility Numbers (DP#) for both attacker and defender. The # in parentheses is the DP# for the defender.

- If the attacker was superior (AS2) then double the defender's DP#.
- If the defender was superior (DS3), then triple the attacker's DP#.
- If the defender was superior (DS2), double the attacker's DP#.
- If the sole unit inflicting the DP# was enemy LI, halve the DP#, rounded down; See 10.3.

Design Note: Players of the two previous games in this series will note a change in the application of the numbers on the Shock CRT. This is in line with the decreasing effectiveness and use of shock combat, vis a vis fire.

>>**FIVE - DETERMINE RESULTS OF SHOCK; DISRUPTION POSSIBILITIES:**

- If the adjusted DP# was greater than the unit's TQ, that unit is automatically Disrupted.
- If the adjusted DP# was less than one-half (1/2) the unit's TQ, nothing further happens.
- If the adjusted DP# was the same as or more than one-half (1/2) the unit's TQ, roll the six-sided die, adding to it the DP#. If that adjusted die roll is greater than the unit's TQ, it is Disrupted; otherwise, No Further Effect. See 12.2.

Exception: See the "Saxon Courage" rule in the Breitenfeld scenario.

See 12.0. for descriptions of combat results.

>>(9.26) The Disengage Retreat Option: A defending player that suffers a Disruption from Shock - either from the Shock Table or Pre-Shock Check - has the option to Retreat one hex the instant the Disruption is applied.

Exception #1: Disengage is not available when the attacker is charging (or counter-charging) cavalry.

Exception #2: Disengage does not apply to Post-Charge Disruption (9.49) or to any Disruption that occurs from anything other than Shock.

To Disengage, the disrupted unit retreats one hex, retaining its original facing. It may not retreat into an enemy ZOC or an occupied hex (even if friendly), and it may not retreat into a hex that would normally cost that unit more than 1 MP to enter. BUT, after completing the retreat, the player now rolls the ten-sided die. If the die roll is higher than the unit's TQ (Disrupted side), the unit immediately Routs! See 12.32.

(9.27) If Disengagement is successfully effected, the attacking units may NOT advance! If, however, the Disengaging unit Routs, the attacking unit that caused the original Disruption, if it, itself, is not disrupted, then may advance into the vacated hex. See 9.3. (This section is an **exception** to 9.31.)

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An Example of Infantry Fire and Shock Combat: [Lützen]

The Swedish Bose HI Brigade is in 2215-2216, facing NW; the Mitzlaff brigade is in 2212-2213 also facing NW. For the Imperialists, the Kehrans HI brigade is in 2103-2014 facing SE; the v. Breuner brigade is in 2105 and the Waldstein brigade is in 2017-8, all facing SE. It is Wallenstein's Orders Phase (he is in 1914) and he gives a LC to the three Imperialist units, which move as follows: Waldstein into 2116-2217, v. Breuner into 2115, and Kehrans into 2112-2113. (For sake of the example, the Swedes do not use Orderly Withdrawal, which they could.)

The Swedes can use Reaction Fire, so they do. They are eligible to use Salvo. The Mitzlaff brigade, with 10 musket SP's, fires a Salvo at the Kehrans brigade, giving him a Fire Strength of '20'. There are no adjustments (Fire rate adjustments do not apply to Salvo fire), the die roll is a '4', so the Kehrans brigade takes two Hits, reducing its strength to 6/4. The Bose brigade, with a musket SP of '11' now chooses to split its strength to '5' and '5' (see 8.17) but use Salvo, which means each side of the brigade is firing at a strength of '10'. The right half of Bose fires at von Breuner (using the 8-10 column) - again, no adjustments; the player rolls a '7', and that results in the von Breuner brigade taking 2 Hits, reducing its SP to 1/2. It passes the Disruption die roll (8.26[3]). It does not become Disrupted (from 12.13) because it has not taken more than half its SP in hits ... yet. The left half of Bose fires at the Waldstein brigade (which it can do because the left half of the brigade is in 2116, a frontal hex for Bose), using the 8-10 column, the player rolls an '8', and Waldstein absorbs 2 Hits, lowering its 10/5 SP to 8/5. It passes its Disruption die roll (8.26[3]). Now the Imperialists, having moved into position and taken some fearful pounding from the Swedish musketeers, set themselves to reply.

The Kehrans brigade has used 1MP to reach the Mitzlaff, so any fire has a 1L adjustment for movement (8.25). There are no other adjustments (their Fire Rate Adjustment is '0'), so the Kehrans is firing with an SP of '6' (as per the above losses). The Imperialist player rolls a '6', and the Mitzlaff takes a Hit, reducing its SP to 9/6. The von Breuner, which has a 1L movement adjustment, now fires at the Bose with a musket SP of '1'. The player rolls a '3': No Effect. The Waldstein brigade, which used two MP's to reach the Bose flank (and earn a 2L adjustment) now fires with its reduced musket SP of '8', the 2L adjusting the resolution to the '4-5' column. The player rolls a '7', so Bose absorbs one Hit, and is now a 10/4. The sides, having exchanged fire, now prepare for the Imperialist Assault.

The Kehrans brigade, somewhat smaller in strength than the opposing Mitzlaffers, but of higher TQ ('7' to '6'), opts to shock assault, even though it is at a manpower disadvantage. There is no Superiority of either kind, but the Swedes, with 6-4 advantage in Pikes, force the Imperialists into a 1L Shock Column adjustment for Size. There are no other adjustments. HI vs HI in a frontal attack uses the '7' column, adjusted here to the '6'. The die roll is a '3', so the Disruption Number result is 2/2. The numbers are less than 1/2 the TQ of each unit, so there is No Result from the Assault.

The Imperialist Player now uses the Waldstein brigade to assault the Swedes from their flank. He holds back the von Breuner - they do not join in. The Waldstein has Position Superiority on the Bose, so the Imperialist is Attack Superior in this Assault, which is even in terms of Size (5 to 4). HI vs HI in the flank uses the '10' Column on the Shock Table. There are no other adjustments. The Imperialist Player rolls a '1' (Aargh!!), which produces an Attacker DP of '2' and a Defender DP of '2', doubled, however, to '4' because the Imperialist was AS2. Since the DP# was at least 1/2 of the Swede's TQ(6), the Swede rolls a six-sided '5' which, plus '4', is 9 and higher than his TQ (of '6'). The Bose brigade is now Disrupted and flipped to that side; it stays in place, however, preferring not to Disengage. The Imperialist Waldstein player does not need to roll as the unit has a TQ of '8', and since its DP# is '2' (less than 1/2 its TQ), no die roll is necessary.

(9.3) Advance After Combat

(9.31) Attacking units that are not Disrupted must advance into any hex vacated by enemy units as a result of Shock (only). **Exception:** see 9.27. This does not require an Order, but the advancing unit undergoes all possible Terrain Disruption die rolls engendered by such a move. See 6.45 for continuing movement in the face of enemy Withdrawal. Victorious defenders may never so advance. Advance takes place before Post-Charge Disruption; 9.49.

Exception: Victorious counter-charging cavalry (see 9.43) must advance.

Play Note: *Essentially, advances (including Cavalry Pursuit) occur when defending units are routed. As successfully disengaging units are not routed, there is no advance.*

(9.32) Advancing single-hex units may change their facing one vertex upon finishing the advance, even in an enemy ZOC. (This is an exception to 7.23.)

(9.33) Advancing double-sized units may change the direction in which they are facing only if they can move, as per 7.14 and 6.54. A Swedish double-sized unit advancing after shock may use either straight-ahead advance or a Wheeling Maneuver, if opportunity for such presents itself - as long as it undergoes any Disruption die rolls inherent in such advance. See 10.22-3.

Example: [Lützen] Swedish HI brigade in 2321-2 has just routed an Imperialist HI unit in 2223. There is also an Imperialist HI in 2221. The Swedish HI could either advance by moving directly forward into 2222-2223, or it could advance by Wheeling into 2222-2321, after which it would undergo a Disruption check. See 10.23

(9.34) If there was more than one attacking unit, the unit that had Superiority (if any) must advance. If no such unit, the one with the highest TQ must advance. Tie? Player chooses. See, also, Cavalry Pursuit, 9.6.

(9.35) There is usually no advance after Fire, alone, regardless of what the target unit does.

Exception: Charging and/or counter-charging cavalry that "empty" a target hex by the fire that precedes a charge (but not a normal shock or caracol; see 8.26[3]) must advance.

Design Note: *The on-charging cavalry were usually preceded by a wave of pistol-firing troopers, all proceeding at a fairly rapid pace by the time they hit the enemy. Thus, if the pistol fire happens to rout the defenders, the attackers' inertia enables them to advance. This would never happen with infantry, which are standing still when firing, or non-charging cavalry or caracolers, whose movement is of the slow-and-steady variety.*

(9.36) Units advancing after Shock are subject to Reaction Fire from enemy units if the advancing units enter the latter's ZOC AND the non-phasing enemy is not in the ZOC of a unit other than the advancing one.

(9.4) Cavalry Charges

Cavalry shock is divided into Charge and non-charge, the latter being handled in the same fashion as standard Shock. This section covers only what happens in a Charge.

A Procedural Overview: (Helpful as a preview and handy-dandy reference)

1. In Movement/Fire Segment:
 - a. Move cavalry adjacent to intended targets
 - b. Place "Charge Check" markers
 - c. **Optional Rule:** Undertake Interception attempts; see 9.5.
 - d. Attempt Counter-Charges against Caracoling Cavalry (9.47)
2. Shock Segment (Use 9.23 overview):
 - a. Resolve Charge attempts
 - b. Resolve Counter-Charge attempts
 - c. Pre-Shock Disruption Check for non-cavalry targets
 - d. Resolve Shock/Charge
 - e. Resolve any Pursuits.
 - f. Post-Charge Disruption

(9.41) A Charge is a Shock attack which is precipitated by Movement. Only cavalry that moves two (2) hexes or more to move adjacent to an enemy may Charge. A move of only one hex will not bring about a Charge. In addition, the charging cavalry unit may NOT change facing in any of the last two hexes it enters before moving adjacent. Other than that, it can move anywhere in any fashion. It can charge into or across any type of terrain that it could normally move across/into; however, it must make all required Disruption die rolls, and if the unit becomes Disrupted it stops in the hex in which it does so. For any such terrain-mandated Disruption die roll during a charge, add one (+1) to the die roll.

Play Note: *This means, for example, that the Swedes can attempt to charge across the ditch at Lützen (assuming there is no opposition therein), as they did historically. However, the player would add four (D3 plus the charge + 1) to the Disruption die roll for leaving the ditch. Risky, and they could not counter-charge across the ditch.*

(9.42) A cavalry unit may always shock attack without Charging; they simply do not get any benefit that accrues from charging. The following units may not attempt to charge or counter-charge:

- Disrupted units - but a Charging unit disrupted by the Charge attempt must still Shock. See 9.46 example.
- Units starting the phase in the ZOC of an enemy unit.
- Units that have used The Caracole Maneuver that turn (8.36).
- Units that move less than two hexes.
- Units that use Orderly Withdrawal or Reaction Fire may not counter-charge in the same phase (a vice-versa).

(9.43) Implementation and resolution of a cavalry Charge covers both the Movement and the Shock segments of the Orders Phase, as follows:

1. The player moves the cavalry units with which he wishes to charge adjacent to the intended target in the Movement Segment. He then places a "Charge Check" marker on top of that unit and the target.
2. At the start of the Shock Phase, the phasing player uses the Cavalry Charge Table (9.44) to determine how successful his cavalry has been in charging. See also, 9.47.
3. After all phasing cavalry units have undergone their Charge Check, all eligible defending cavalry may attempt to Counter-charge, again using the Cavalry Charge Table (9.44).

(9.44) A player wishing to Charge (or Counter-charge) rolls the ten-sided die and consults the Cavalry Charge Table. This table lets the player know:

- What he must add to his Charge Attempt die roll. In addition to the adjustments listed, Leader's Charisma ratings may be subtracted from any charge/counter-charge die roll, as long as that leader is stacked with that unit and partaking in the charge.
- What result - in terms of success - that die roll produces.
- The augmentation value of being able to Charge/Counter-charge. This is either a multiple of the Shock strength or a die roll addition (or subtraction if counter-charging). It may also mean using a different column (charging HC) or row (counter-charging HC and CR) on the Shock Superiority Chart.

(9.45) Cavalry attempting to charge (or counter-charge) do NOT undergo a pre-Shock Disruption die roll (9.23). Target units being charged that cannot counter-charge (usually infantry or disrupted cavalry) DO undergo Pre-Shock Disruption checks. If they are the target of a successful charge, add one (+1) to the die roll (9.23).

(9.46) As noted above, all Charge Checks are resolved before the defender checks to see if he can Counter-Charge. The methodology is the same - except that the player adds one (+1) to all counter-charge attempts in addition to other adjustments; but the defender gets to wait to see how the attacker does before he makes his decision. Given that, remember that the Charge/counter-charge results are independent of each other, and the strength multiples, etc., are applied to the individual units regardless of what is happening to an opponent.

Example: A Swedish HC (4 SP) attempts to charge an Imperialist CR (3 SP) but fails and must attack Disrupted, with a 2L column adjustment. The Imperialist player, hearing opportunity knock, attempts a counter-charge and succeeds. The result is that the Swedes must charge with 4 SP against an adjusted 6, with a total of 3 columns to the left adjustment (2 for being disrupted, 1 for attacking at 4-6). Moreover, the Swede uses the normal HC column on the Superiority Chart while the Imperialist gets to use his CR Counter-charge row.

(9.47) As an exception to having Counter-Charges determined only in the Shock segment, a defending cavalry unit may attempt to CC a Caracole Maneuver in the Movement Segment, before the CR fires. If the counter-charge is successful:

- The CR fires with its '0" rate and stops.
- The Counter-charge is resolved in the Shock segment AND the defender is now the attacker, using the Charge augmentations. The now defending CR may NOT counter-charge.

If unsuccessful (i.e., the die roll is not lower than the TQ), the Caracole continues normally, with the initial defender either in normal or disrupted status, as per the Charge table results.

(9.48) A unit may attempt to counter-charge only those enemy units in its ZOC. however, while a unit may make only one counter-charge die roll attempt per Shock segment of the phase, if successful, it will counter-charge any and all units that are charging it, regardless of angle of position! In the latter case, if the counter-charging units are "flanked", Position Superiority will still apply for the attacker! And remember 7.23.

Play Note: *Therefore, a defending cavalry unit successfully charged both frontally and through its flank can still attempt a counter-charge. If the frontal charge was unsuccessful, but the flank charge succeeded, the defender could NOT attempt a counter-charge! Soemthing to ponder when making those tactical decisions you all love.*

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(9.49) **Post-Charge Disruption:** ALL cavalry units involved in a Charge - this includes those attacking by charge, counter-charging or defending against a charge - even Pursuing cavalry - are automatically Disrupted at the conclusion of combat and any Pursuit. If a unit has already been Disrupted, it remains Disrupted and retreats two hexes maintaining its original facing. If it cannot so retreat the two hexes, it retreats as far as it can and becomes Routed (but moves no further at that time).

An Example of a Cavalry Action [Lützen]

The Swedish Finland HC is in 2112, the Uppländer HC is in 2112, and the Östergötland HC in 2213, all facing NW. There are also Swedish units in 1910 and 2413. The Imperialists have both squadrons of the Alt-Trcka CR in 1715, 1816, while Piccolomini's CR is in 1615, all facing SE. It is an Imperialist Orders Phase, and the Imperialist player decides to Caracole the Swedish cavalry.

The two Swedish units in 1910 and 2413 prevent the Imperialists from undertaking a flank attack, so a frontal caracole is necessary. In the Imperialist Movement Phase, he starts with Piccolomini's CR, moving into 1912... at which point the Swedish player states that he is attempting a Counter Charge with the Finns. As the Finns' TQ is '9', and the Swede rolls a '4', the Counter-Charge is successful. He places a "Counter-Charge" marker on the Finns, but after Piccolomini's troopers get to fire... at their reduce "0" rate. The fire has no effect. The same sequence takes place with the first Alt-Trcka CR attempting to Caracole the Uppländers; the latter is successful in counter-charging the Alt-Trckas, but the Imperialist cavalry (now in 2013) do inflict a Hit from their fire on the Uppländers, reducing their SP to '2'. When the other Alt-Trcka starts its charge, the Östergötlanders, instead of counter-charging, use Orderly Withdrawal to retreat into 2212. Given the new position of the Swedish units (they have units in 2112 and 2413, plus the Uppländers in 2112), the Imperialist player, seeing that he does not have enough MP's remaining to undertake a Caracole, given the situation, stops his Alt-Trcka regiment in 2214.

As we move to the Shock Phase, we have a situation where the two Swedish HC units, having counter-charged Caracoling Cavalry, are the attackers - in terms of resolving the charge. (The Charge/dieroll situation has already been resolved, because this was a Caracole) The two Swedish HC each double their SP and use the HC Charge column (as they are the attackers); the two Imperialist CR's use their printed strength and the normal CR row on the Superiority Chart. This unfortunately for the Hapsburgers, means that the Swedes are Attack Superior. The Finns Charge at 10-5, for a 1R shift from the '6' column on the Clash of Arms Chart to the '7'. A dieroll of '4' produces a result of 2/2, with the AS making it 2/4. This means the charge has had no effect on the Finns, but, as the '4' is half the Piccolomini's TQ (of 8), the Imperialist must roll for Disruption. He does so, and the Piccolomini CR's pass with no Disruption.

The Uppländers now counter-charge the Alt-Trcka regiment at 4(2x2)-4, which earns no shift, although the Swedes are still AS. A dieroll of '8' produces a 2/3, adjusted by the AS to 2/6. Again, no effect on the Uppländers and a possible disruption for the Alt-Trcka. This time the disruption dieroll is bad, and the Alt-Trcka is Disrupted by the counter-charge.

As there has been a counter-charge during shock, all four of the participants are now, and automatically, Disrupted. As the Alt-Trcka CR was already Disrupted, it is now forced to retreat two hexes, which it does.

(9.5) Advanced Rule: Intereception

See Optional Rules

(9.6) Cavalry Pursuit

One of the problems with victorious cavalry throughout military history is that it was often difficult to stop from pursuing the fleeing, enemy troops. The telling factor in getting the runaway horse back into the battle was usually the regimental/squadron level of leadership control.

Pursuit results when units are Routed by Cavalry Charges (or counter-charges). Pursuit is resolved before Automatic Disruption (9.49).

(9.61) If an enemy cavalry unit is Routed by a friendly, CHARGING or COUNTER-CHARGING cavalry unit - not simply normal Shock or Fire (e.g., from a caracole) - the victorious cavalry must check to see if it must **Pursue**. If more than one cavalry unit causes the rout, all of them have to roll (individually) for Pursuit!

Exception #1: Disrupted units do NOT pursue.

Exception #2: If the defending unit would be eliminated because it cannot complete its rout because it is surrounded (as per 12.31 et seq. and 12.35), and at least one of the surrounding units was NOT one of the attackers, there is NO pursuit. Or "If they can't run away, you can't chase 'em."

Exception #3: If a cavalry unit shock attacks two separate units at once and only one routs, there is no Pursuit.

Exception #4 : There is NO pursuit after a Disrupted result, nor after any result from fire, nor if "pursuer" is in the ZOC of another enemy unit.

(9.62) To resolve Pursuit, players roll on the Cavalry Pursuit Table, applying the applicable, listed adjustments. One of three things can happen:

1. Break-Off: There is No Pursuit. Routed unit undergoes Rout Movement. Pursuing cavalry breaks off pursuit but may advance into vacated hex.
2. Eliminate and Pursue Off-Map: Fleeing, routed unit is eliminated (no combat necessary) and the pursuing cavalry unit is picked up and placed in the "In Pursuit" section of its Off-Map Cavalry Pursuit Box. See 9.49.
3. Eliminate and Break-Off: Fleeing, routed unit is eliminated (no combat necessary) and the pursuing cavalry unit advances into the vacated hex.

>> The rolling player may choose to ADD or SUBTRACT his in-range leader's Charisma, depending on what effect he wishes to affect. Choice must be made before rolling the die.

(9.63) Pursuing cavalry that pursues off the map must first be Regrouped before it is eligible to return. To be regrouped, any leader that can command cavalry (as per 4.29) must also be off-the-map and in the "In Pursuit" box. See 9.66. Regrouping occurs when that leader is activated. He may then issue a "**Regroup**" **Line Command** to all units in the "In Pursuit" box and then move them (and himself) into the Regrouped Box. That leader is immediately Finished for the turn.

(9.64) Cavalry units in the Regroup Box are eligible to Return to the map starting with the TURN after they have been Regrouped AND if there is a leader in the Regroup Box. When it is that leader's turn to give Orders, the player simply moves all cavalry in the Regroup box onto the map through any hexes along the map edge on the side of the map which contains their Cavalry Pursuit Box, as if they were Reinforcements. The leader may either enter with them or be moved back to the Pursuit Box. If the leader is placed on the map, he is Finished for the turn (no Momentum allowed).

(9.65) Pursuing cavalry that leave the map are not considered eliminated, and they do not count towards determining victory. This also applies to leaders that go off-map to recall them. Disrupted pursuing cavalry may be Rallyed instead of being Regrouped.

(9.66) A player may place a leader in the Pursuit box.

- (a) during Combat Resolution the instant any cavalry unit in his Command Range goes into Pursuit; or
- (b) instead of issuing Orders or LC for that leader when it is his turn to do so.

(9.67) Leaders are simply picked up and placed in the In Pursuit Box. They may not be placed directly into the "Regroup" Box; nor may they be removed from the map if they cannot trace a line of hexes free from enemy units/ZOC's to the map edge which contains the box. Leaders that are so moved off-map are now Finished.

(9.68) A Leader "In Pursuit" may give only one Regroup or Return Line Command to cavalry units in the same, off-map Box per turn. OR he may Rally Disrupted cavalry.



10.0 Special Unit Capabilities



(10.1) Tercios

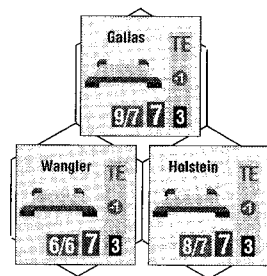
(10.11) Tercios pay a movement cost of 1 MP each time they change facing (voluntarily), for each vertex of face change. However, they may change facing 180° (three hexsides), in essence reversing their facing, at the cost of only 1 MP. The **Reverse-Face maneuver** may not be done in any hex into which tercio movement would cost more than 1 MP (such as a woods hex). Disrupted tercios may not Reverse-Face.

(10.12) If a tercio changes facing more than one vertex per hex it must roll for Movement Disruption, as per 6.22[1]. **Exception:** they do not so check after a Reverse-Face maneuver, 10.11.

(10.13) The Tercio Benefit #1: Regardless of the position of the attacking unit, no single unit may ever gain Position Superiority against a Tercio. However, if enemy HI, HC, CR, and/or LC units are attacking a tercio from two different angles (i.e., front and flank, flank and rear, or front and rear) then the attackers do gain Position Superiority against the Tercio. Attacking LI or Dragoons (mounted or dismounted) may never be used to gain Position Superiority against a Tercio, even in combination with other-type units.

(10.14) The Tercio Benefit #2 (or, as the Playtesters called it, The **Death Star Formation**): Tercios often favored a pyramid-like formation, which used one tercio directly in front of two, rear tercios. This was a rather powerful, defensive formation ... and the Imperial Player may choose to adopt it during Breitenfeld. As long as the three units maintain this "formation" - one directly in front of the other two - all of them are treated as one unit for purposes of Individual Orders, Line Commands (they are considered in Rigid Line) as well as resolution of Shock, both attack and defense. Thus, any unit that Shocks one of the tercios in pyramid formation essentially attacks them all! Moreover, no units may ever gain Position Superiority against a Death Star; - 10.13 (multi-positions) does not apply. Any pre-shock Disruption die-roll is made only for those sections of the formation actually adjacent to the enemy. Any Disruption or Rout result is applied only to those units in direct contact with the enemy. (See, though, 10.15 for effects on the formation.) Fire is handled as per 8.16, and hits are absorbed by individual

tercios. Maintaining such deployment carries with it no specific movement penalties, other than the built-in problems with keeping such units in line. Each grouping, however, must maintain the same facing to be eligible for the above benefits.



(10.15) There are some drawbacks to the "Death Star", however.

- If a Death Star is issued one Individual Order or a Line Command it may NOT voluntarily split, each brigade going in a different direction. That would take three Individual Orders. However, in moving adjacent to an enemy unit/line, the formation may be "adjusted", so that the two rear brigades move forward to transform the Death Star into an "extended line". This is allowable as long as the brigades remain adjacent. However, once done, the benefits of the Death Star - combined strength, etc. - disappear. The advantage is only using one Individual Order to get three tercio brigades into a line opposite the enemy.

Example: [Breitenfeld] Two Swedish HI brigades are in W2421-2424. A Death Star tercio formation is in 2622 + 2721/2. The formation is issued an Individual Order to move. It moves into 2521+2621/2. Then, the two rear brigades continue to move into 2250 and 2522. This move is allowed, even though only one IO has been issued. However, each of the tercio brigades is now treated individually, with no Death Star benefit.

- If a Death Star is victorious in shock and must advance, only one of the brigades advances, as per the usual rules for such. Combat will tend to disintegrate the formation.

- If any of the brigades in a Death Star formation becomes disrupted, the units may stay in that formation, but they do NOT receive any of its benefits until all units are in normal status again.

Historical/Play Note #1: *There is much argumentation, back and forth, over the exact make-up of the Imperial deployment at Breitenfeld. Most sources say they used the pyramid; others that they were more elongated (as we have done) to extend their frontage vis à vis Gustavus' superior numbers. The Scots LI commander, Monro - a major source of information on the battle - says they adapted a diamond-like, four-tercio formation. (Sure, Robbie, and it's a wee too much peat and haggis ye've had, me lad) Notice, also, that Elector Johan has placed his Saxon "Leipziger Bund" in a sort of massive pyramid. Fat lot of good it did them.*

Historical/Play Note #2: *There is some controversy as to whether Wallenstein used tercios at Lützen. Merian's detailed lithographs certainly depict them as such (and using ye olde Monro-mentioned, diamond-like, four tercio grouping, to boot). However, it is our feeling that, by Lützen, Wallenstein had abandoned the square-like tercios for a more linear approach. Period sources indicate that Wallenstein had reduced the number of rows in his heavy infantry regiments from c. 30 (at Breitenfeld) to c. 10 at Lützen. Recent*

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German scholarship agrees with that position. So, why does Merian show them as pure tercios? Because he was drawing from "interviews", rather than on-the-spot information. Merian's sources were likely still referring to the Imperialist/Leaguer Heavy Infantry as "tercios"... so that's what he drew them as.

(10.2) Heavy Infantry Brigades

Historical Note: In his applied study of the works of Maurice of Nassau, et al., Gustavus realized that the depth and density of the tercios was a waste of manpower, especially in the new age of effective firearms. Trained and drilled to maneuver at rates far in excess of what normal heavy infantry of the day could achieve, the speed, flexibility, and firepower of the musket-and-pike brigades were an unfortunate revelation to Tilly and the Imperialists at Breitenfeld.

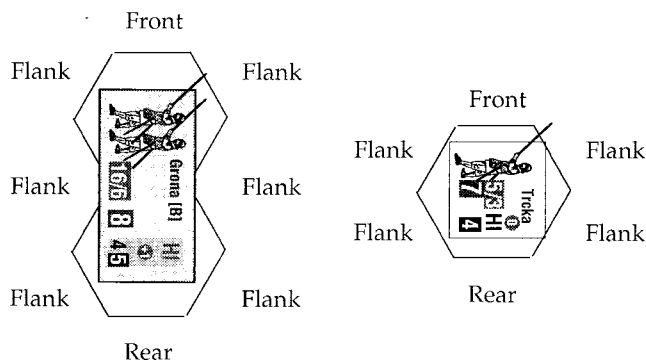
(10.21) The Swedish HI Brigades have an augmented Movement Capability; see 6.12. Imperialist HI brigades do not have this.

(10.22) The Front-to-Flank Maneuver: A double-sized HI can either go forward, with both halves of the unit entering new hexes, or one half of the unit can enter a hex while the other half pivots in the space it occupies (in essence changing the facing of the unit). There is no additional MA cost for this pivot, other than the cost to enter the hex. However, Front-to-Flank may NOT be performed if the unit is Disrupted. It can be undertaken in an enemy ZOC; see 10.23.

(10.23) The Wheeling Maneuver: (This is a Front-to-Flank performed while in an enemy ZOC.) If one side of a double-sized unit (that is not Disrupted) is in an enemy ZOC the other side may still move forward (in essence, using the front-to-flank maneuver). After completing such pivot (even in an advance after shock), the player undergoes a Disruption check, as per 6.22. HOWEVER, the Imperialist Player adds three (+3) to this Disruption die roll. See 9.33 for an example.

Exception: If the enemy unit exerting the ZOC is Light Infantry there is NO TQ check for Disruption.

(10.24) Column Movement: Infantry units are, essentially, in "Line" formation. They were capable, however, of using much looser, more mobile formation (in modern terms, "Column"). A double-sized HI brigade - or ANY non-TE infantry - that is neither in an enemy ZOC nor is Routed/Disrupted may change to "Column", with a MA of "5". "Column" HI's move using the LI column of the Terrain Chart, except that they still may not enter any hex they were prohibited from entering in normal formation. There is no cost in Movement Points to change formation; however, that change may occur only at the conclusion of movement. Moreover, that change may occur only at the conclusion of movement. Moreover, the new "front" - the edge the pikes are point at - must face the hexside (not the vertex) and only the hex directly in front of them is frontal, as below:



(10.25) Column units may move, "short-end" first, into either their frontal hex or the flank hexes adjacent to the frontal hex. They may not shock attack, they may not fire, they may not change facing; they may only move. If attacked, the attacker is automatically Attack Superior, regardless of the type of unit attacking or the angle of attack.

(10.26) In Column units (that are neither Disrupted, Routed nor in an enemy ZOC) may voluntarily change to normal, combat-linear formations by being given an Individual Order to do so, at which time it may change back to its normal formation (at the end of movement, as per 10.24). However, they cannot move until another Order/LC is given. In addition, a unit changing from Column to normal battle formation must roll for Disruption after the change is effected. They must "face" in whatever direction they happen to be at the time.

Example: If a brigade in 3828/3928 facing directly north, in Column, changes to linear, it is automatically facing east.

(10.27) If an In Column unit is shock attacked or fired at by anything other than cannon, at the conclusion of that Orders Phase the unit automatically goes back to its "combat" formation and is Disrupted (if it has not already been so by the combat). A unit In Column may NOT use Orderly Withdrawal.

Historical Note: There was really no "column formation" in this era. In fact, units rarely made such maneuvers on the battlefield during this era because of their susceptibility to attack.

(10.3) Light Infantry (Commanded Muskets)

(10.31) Commanded muskets may fire through their front or flank hexsides; see 8.22. CM's do not have a ZOC into their flank hexes, only the ability to fire into them.

(10.32) The following adjustments apply to LI in Shock combat:

- Halve (rounding down) all DP#'s "inflicted" (solely) by LI in Shock Combat. Thus, if a Light Infantry attacking a HI would produce an unadjusted result on the Shock Table of 4(2), the actual result would be 4(1), with DS3 making it 12(1).
- LI unit may never be used to gain Position Superiority, even in a coordinated attack with other-type units. If a LI unit attacks an enemy in conjunction with another Type of friendly unit (e.g., a HI unit), the other, non-LI, unit determines superiority - never the LI unit, even if the LI is flanking!!

Exception: if only LI is shock attacking solely LI, none of the above apply.

Play Note: In the Breitenfeld scenario, Ramsay's (Scots) and Hamilton's (English) regiments have special Shock capabilities. See, also, 10.35.

(10.33) If a 1SP Commanded Infantry unit (either printed or reduced) suffers a Disrupted result from Shock combat it is NOT disrupted; it is Routed. However, it does NOT lose 1 SP from such a Rout. This does not apply to LI with >1 SP. Non-combat induced disruptions are applied.

(10.34) Lützen only: Commanded Musket units may move without benefit of an Order or a Line Command in the Command Musket Phase. (See, also, 10.35.) Each unit may either Move OR Fire, although units that are only firing may change facing one vertex (maximum). High die roll goes first, and

that player gets to move/fire all of his units (if he wishes) before the other player goes.

Exception: If there is Light or Heavy fog, there is NO CM Phase.

(10.35) **Optional:** Advanced Play Light Infantry Usage
See Optional Rules

(10.4) Dragoons

Design and History Note: *There is no mention of dragoons fighting on foot in any descriptions of the battles we could find. However, we do have some information concerning specific units being "dragoons", so we include this rule for those who wish to use these units in their multiple roles.*

(10.41) Dragoons have two separate counters: one for their mounted state (DG), and one for their dismounted state (DR). Mounted dragoons are Light cavalry; dismounted dragoons are Light infantry.

(10.42) To change dragoon status from mounted to dismounted (or *vice versa*) requires an Individual Order; it cannot be done with a Line Command. The change must be done at the start of the Order Phase, before any movement occurs. The "changed" unit then can move in that phase with one-half of its MA, rounded down.

(10.43) Each time - after - a dragoon changes status, the player must make a Disruption Check die roll, as per 6.22. Regardless of the result, it always gets to change its status.

(10.44) Disrupted and routed dragoons may not change status.

(10.45) Dismounted dragoons may be treated as Commanded Muskets for the purposes of being used in the Commanded Musket Phase. Optional 10.35 does not apply to dismounted dragoons; they are always "dispersed".



11.0 The Combat Tables



The way in which these tables and charts are used are discussed in 8.0 and 9.0. The effect of the actual combat results, and how they are applied, is discussed below.

(11.1) The Range Effects Chart

This table is used to determine the effects of Range upon the strength of a firing unit. Small-arms effects are column adjustments; artillery effects are die roll adjustments.

(11.2) The Fire Tables

There are two Fire Tables: one for small-arms and one for artillery.

•• The Small-Arms Fire Table: This table is used to determine how many "hits" the target unit has received from such fire. The effect of fire is often ameliorated or augmented by other factors, and these - listed beneath the table - are taken into consideration when determining results. The Hit number is also used to check for possible Disruption from fire.

•• The Artillery Fire Table: This table is used to obtain a DP# which is then

added to a six-sided die roll to see if Disruption occurs. In certain cases - where the DP# is 3 or more - regimental gun fire causes casualty hits.

(11.3) The Shock Superiority Chart

This chart is used to determine the superiority (if any) of one type of unit compared to another, depending on which side is attacking or defending. Always read down the column - from the Attacker's point of view. Superiority is used to augment the DP# on the Shock Table.

(11.4) Clash of Arms Chart

This chart is used to determine which Column will be used on the Shock Table (subject to adjustments).

(11.5) Strength Ratio Difference Chart

Use this Chart to help determine the Shock Table column adjustment for strength. Cross-referencing the total attacking Strength to the total Defending strength will produce the applicable column adjustment.

(11.6) Shock Table

This Table is used to determine the DP# for both attacker and defender. The DP# is compared to TQ to see if Disruption results.



12.0 The Effects of Combat



The following sections describe the effects of what happens in combat. Essentially, Firepower causes casualties and Shock causes Disruption and, perhaps, loss of position.

(12.1) Hits

(12.11) Hits result from fire by Muskets and pistols ... and occasionally from Regimental gun fire. See, also, 12.32 and 12.35, for rout-induced hits.

(12.12) Hits reduce a unit's Strength, although this reduction is applied in different ways depending on the unit. SP markers are used to indicate the number of hits a unit has taken. When this number reaches the unit's printed Strength it is immediately eliminated.

Light Infantry and all Cavalry: Hits reduce the units' Strength for both Shock and Fire. Use the large number on the marker.

Tercios/Heavy Infantry: Tercio and HI brigades have dual strengths, the sum of which is the total manpower available. Regardless, every "third" hit absorbed by a HI unit reduces its Shock (pike) strength; all others reduce its Fire (musket) strength. Thus an 8/6 tercio that has absorbed 5 hits has a reduced, usable strength of 4/5. The next hit would reduce it to 4/4. Use the two smaller numbers on the marker. See, though, 12.14.

Artillery: Artillery units do not suffer "Hits". Any hit against an artillery Disrupts it. If it is already Disrupted, it is considered "Abandoned"; place an "Abandoned" marker on top of it. (The crew has routed.)

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Design Note: *The reason why the tercios, with their almost 1-1 ratios, still take 2-1 in hits, is that most of the musketeers were "up front", in a ring around the inner pikemen. Their lack of armor also made them more vulnerable.*

(12.13) A Heavy Infantry or Tercio unit (**only** - not LI nor cavalry) that has absorbed hits greater than half its original, total strength is automatically - and permanently - Disrupted.

Example: A Swedish HI with a printed SP of 7/4 has 5 Hits, for a reduced SP of 3/3. If/when it takes a 6th Hit, its SP is reduced to 3/2 and it is automatically Disrupted. It may never be flipped over to its normal side again.

(12.14) Some of the HI/TE units do not have strengths that are in an exact 2-1 ratio, musket to pike. It is mathematically possible that such units will have one kind of strength remaining but none of the other. For example, a 16/6 HI unit that has taken 18 hits (12/6) would have 4 musket SP's left, but no pike SP's. When this happens, instead of using the usual hit markers to indicate losses, use the special Musket Strength or Pike Strength markers to indicate exactly what IS left. In addition:

- Units reduced to only muskets are automatically LI for all combat purposes.
- Units reduced to only Pikes may NOT fire. (Obviously.)

(12.15) Units may not recover lost SP's.

(12.2) Disruption

(12.21) There are two types of Disruption results: combat-induced Disruption and Terrain-induced Disruption.

• **Disruption from combat** may be a direct result (e.g., see 12.13) or it may come from a six-sided die roll augmented either by Hits inflicted by Small-Arms Firepower, or by Disruption Die roll #'s (DP's) that appear on the Artillery Table or the Shock Results Table.

• **Disruption from Terrain** comes in four forms:

- D** = Roll for Disruption; if the ten-sided die roll is higher than the TQ, unit is Disrupted.
- D3** = Roll for Disruption, but add three (+3) to that die roll
- DA** = Automatic Disruption
- DH** = Automatic Disruption, plus roll die. If die roll greater than TQ, DR - TQ = number of Hits.

For ANY D-type die roll in the above categories, if the unit is charging or counter-charging cavalry, +1 to die roll.

(12.22) A Disrupted unit is flipped to its reverse/Disrupted side. The TQ and Movement Allowance of a Disrupted unit is (usually) lower than its normal status, although the printed (and adjusted) Strength remains the same. If a Disrupted unit receives an additional Disrupted result it is usually **Routed** (see 12.3).

Exception #1: Artillery Fire, 8.63

Exception #2: Post-Charge Disruptions, 9.49

(12.23) **A Disrupted unit may NOT:**

1. Enter an enemy ZOC. (It may leave one if already in one.)
2. They may Shock Attack only if they **MUST** attack. (This will happen only when an attacking unit is Disrupted immediately prior to Shock by enemy fire OR when cavalry fails a Charge die roll) If a Disrupted unit Shock Attacks, there is a 2L adjustment to the Shock Table Column.
3. Disrupted infantry and cavalry may Fire, but they may not use Salvo, Creeping or Retreat Fire. Disrupted Artillery may NOT fire.
4. Disrupted units have NO Zone of Control.
5. They may not Advance after Shock.
6. They may not use a Front-to-Flank maneuver (10.23)
7. They may not change into Column (10.24).

(12.24) Disrupted units may use Orderly Withdrawal; see 6.47.

(12.3) Rout

Aside from being worthless until rallied, a routed unit usually lost considerable manpower during its flight - soldiers simply outran their leaders and the rest of their brethren.

(12.31) There is no specific "Rout" result. Routs occur when a Disrupted unit gets another Disrupted result; that unit is now Routed (exceptions-8.63, 9.49).

(12.32) An infantry unit that Routs, as per 12.31, instantly loses 1 SP and then is immediately moved two (2) hexes away from the unit that caused the rout. (Note that this means that when a unit, already reduced to an SP of '1', is Routed, it is, instead, eliminated; but see 10.33.) Cavalry units that rout do not so lose SP's. If a routing unit cannot complete the mandated Rout Retreat (either here, or as per 12.34), it moves as far as it can and loses one SP for each hex it cannot so retreat; see 12.35.

(12.33) The ultimate "destination" of each routed unit is its **Retreat Edge**. The unit may be refaced as needed, with no penalty to do so, although "facing" of routed units is a moot point (7.16). No Movement points are expended, but the unit may NOT enter an enemy-occupied hex, a hex into which it could not normally move, or an enemy-controlled hex not occupied by a friendly unit. However, the path it takes to get there may be somewhat convoluted and tortuous because of its position *vis a vis* other units, both friendly or otherwise. The Basic Premise is that a routing unit routs into the hex of "least resistance" (see below), taking the most direct path possible that will least likely cause it harm - even if that means moving away from its Retreat Edge initially. The following are the Hexes of Least Resistance, in order of preference (and remember 6.55[4]):

1. Vacant hex not in enemy ZOC
2. Friendly-occupied hex not in enemy ZOC
3. Friendly-occupied hex in enemy ZOC (if allowed by stacking rules)

The routing unit will always enter a '1' before a '2', etc., always with an eye towards its Retreat Edge. Units that cannot retreat the full distance lose SP's; see 12.35. Place a "Routed" marker on a unit to indicate such status.

Exception: Cavalry Pursuit, 9.6, may render Rout movement and concomitant hit loss extraneous.

Play Note: Remember, these men are trying to get out of there, and they're trying to avoid running into anyone else. So, if a routed unit has to first move away from the RE in order to get into position to then head for it, that's the way it's done. However, don't take this as an invitation to meander around the map trying to avoid the Retreat Edge.

(12.34) In the Rout Movement Phase all routed units are moved their full, printed movement allowance in the same fashion as in 12.33 - even if they moved previously during the turn. Routed units use normal movement rules, except that they may not enter enemy ZOC's unoccupied by friendly units. They do not have to roll for terrain Disruption during Rout/Retreat movement. Routed units use their Disrupted Movement Allowance, so flip the unit over. However, all Routed units have a TQ of '1' and no facing; see 7.16.

Play Note: Rout in the Rout Movement Phase is usually farther than the original Rout result (12.32). They both use the same premises and retreat rules, though.

(12.35) Routing units lose SP's under certain circumstances:

- Each and every time an infantry unit Rout Moves it loses one Strength Point. (This does not apply to 12.32, wherein the unit has already lost an SP.)
- If any routed unit - infantry or cavalry - cannot complete its mandated rout movement because it is blocked by impassable terrain, enemy combat units or enemy ZOC's (not occupied by friendly units, 6.55[4]), it loses 1 SP for each Movement Point it could not expend. It is possible for a unit to be totally eliminated in this fashion.

(12.36) A unit that rout moves off the map (for whatever reason) is permanently removed from play and considered eliminated for Army Withdrawal purposes. Routed units may NOT stack, regardless of country, class or type. See 6.55 for situations where stacking appears unavoidable.

>>(12.37) If, as a result of Shock, ALL attacking and defending units would rout, the side with the unit that incurred the highest DP# routs; the opponent stays in place, Disrupted, and loses one SP from each unit. If the DP#'s were the same, the side with the lowest TQ-rated unit routs, etc. If TQ-ratings are all equal (and we're picking at nits here, folks), neither side Routs! Both stay in place, Disrupted, and each affected unit loses 1 SP.

(12.38) If a Leader is stacked with a routing/retreating unit that leader may rout move along with that unit. He is otherwise - and usually - unaffected by the rout. If the combat unit is eliminated, simply move the leader up to three hexes in any direction. If that is not possible, THEN he is eliminated.

(12.39.) Routed units may not receive or use Orders, other than Rally, nor may they fire. They may not enter an enemy ZOC and they may not shock attack. Routed units have no Facing and pay no cost to change facing when rout-moving. If attacked, they defend normally; however,

- they have a TQ of '1';
- they have no ZOC!
- they have no facing, and all attacks against them are automatically AS.
- they use their Disrupted MA, and are so flipped.
- if they receive a new Disrupted result, they are eliminated. See, also, 6.55[3].

(12.4) Recovery and Rally

Players may Rally Routed units and attempt to get units to Recover from Disruption. However, lost SP's may never be recovered, regardless of how they were lost.

>>(12.41) Getting units to **Recover** from their Disrupted status requires an Individual Rally Order - never a LC - from a commander that has the unit in its Range. The Disrupted unit may not be in an enemy ZOC, may not bear a "Rallied" marker, and the range may not be traced through impassable terrain or enemy occupied or controlled hexes.

- If the leader is stacked with or adjacent to that unit, simply using one Order allows that unit to recover, Flip it to its normal status side (retaining any SP markers, of course).
- If the leader is two or more hexes away (but within range), the player rolls the die. He adds the distance in hexes between the leader and the Disrupted unit AND subtracts his Charisma Rating. If the adjusted die roll is the same as or lower than the unit's Disrupted TQ, it recovers. Otherwise, no effect if it fails. See 12.44 for attempt limitations.

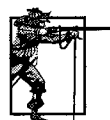
>>(12.42) During an Orders Phase a player may attempt to **Rally** any routed unit which is not in an enemy controlled hex by using an Individual Order (never a Line Command) for each unit. To Rally a unit the player makes a Rally die roll, using the same mechanics as in 12.41; however, the difference, here, is that the TQ Rating is '1'! Stacked and adjacent leaders need not use a die roll; their rally is automatic.

THE RECOVERY-RALLY FORMULAE:

- If DR + Hex distance, minus Charisma = or < TQ... Recover/Rally
- If DR + Hex distance, minus Charisma > TQ... Nothing

>>(12.43) A successful Rally (die roll or automatic) flips the Routed marker to its Rallied side and returns the unit to its Disrupted status. It may be refaced at no cost. However, the player may not attempt Recovery (12.41) for that unit until the next turn, regardless of which commander is where with how many orders left. It is free, however, to move, etc.

(12.44) If a Rally attempt fails the unit remains Routed, but it does not move. No further attempt may be made that Phase. Additional attempts to Rally may occur in a later Phase, as long as there is only one attempt per Phase. The same mechanic applies to Recovery.



13.0 Victory



>>(13.1) Army Withdrawal

(13.11) As play proceeds, each player keeps track of his units that have been eliminated, either as a direct result of combat or by Routing off the map. These Eliminated Units are used to determine whether an army has reached its Withdrawal Level.

(13.12) Each combat unit is worth its **TQ times its SP** in Withdrawal points. (Normal side; not the Disrupted side.) Thus a tercio with a 9/4 SP and a TQ of 7 is worth 91 Withdrawal points (9+4 x 7 = 91). **Exception:** each artillery unit is worth five (5) Withdrawal Points if Abandoned; ten (10) Withdrawal Points if captured or eliminated.

(13.13) Each leader killed is worth double his Initiative times his Charisma in Withdrawal Points. Thus, Brahe is worth 16 WP's (4 x 2 x 2 = 16). Treat "0" Charisma Ratings as '1', but do NOT double. Overall Commanders are

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worth five times (5x) their Initiative times Charisma. (Thus, Gustavus is worth 175 WP's if killed!!)

(13.14) Destruction of an enemy's Baggage Train unit is worth 25 points. The "train" must be destroyed, not simply looted. See 13.2.

(13.15) During the Army Withdrawal Phase each player totals the WP's of all his eliminated units. If that total is the same or higher than the Army WD Level for that army in that battle (see the individual scenario instructions), that army has Withdrawn from the field and that player has lost the game.

(13.16) If both sides reach Army WD Level at the end of the same turn, it's a draw.

Design & Historical Note: *Historically, most battles were fought to a fairly decisive result - at least tactically, if not strategically - with the losing side suffering around 30-50+% losses, while the winners kept their casualties down to the 10% area. At Breitenfeld, Tilly lost 60% of his army, while Swedish losses were less than 10%. (Saxon losses were of the "good-riddance-to-bad-rubbish" variety.) However, at Lützen, losses were relatively even!*

(13.2) Destroying Baggage Trains

Most of the troops in the 30 Years War were poorly-paid mercenaries. It was actually policy to pay the troops by having them loot, although Gustavus' system was more professional. Looting, therefore, was fairly common on a battlefield, as the enemy's Baggage Train usually contained all sorts of goodies. (At Breitenfeld, routing Saxon soldiers actually stopped to loot their Swedish allies' train before heading home!)

(13.21) Both sides have Baggage Trains in each battle. However, in both scenarios, one side has it's Train off-map. On-map trains may be voluntarily destroyed as victory objectives (13.14) or involuntarily looted (13.3), as per below. The off-map trains are covered in the individual scenarios.



(13.22) Any undisrupted, unrouted combat unit may attempt to destroy an enemy Baggage Train counter. To attempt to do so, the train must be unguarded - i.e., not stacked with a "guard" combat unit. If there is a guard, the guard unit must first be forced away from the train by any combat means allowed by the rules. The trains never move.

(13.23) For voluntary destruction, a single unit must be given a special "Destroy Baggage Train" Individual Order to do so. Place a "Destroy Train Order" marker on the unit. That unit now must move as directly towards the train as possible. However, it does not need any more Direct Orders to do so, nor does it need a direct IO to attack any guards. The owning player simply uses an Individual Order from ANY leader whose phase it is, who is anywhere on the map!! This order enables that Train-targeted unit to undertake whatever it takes to destroy the train. The effect of this order ceases either after the unit has, instead, Looted (see 13.3), been routed, or has successfully destroyed the train and returned to a friendly commander's range. Once the train is destroyed, the unit may attempt to destroy another train, or return to the battle. It cannot do anything else (like attack an enemy unit not with the train).

Play Note: *Essentially, a unit given a Destroy Train Order is a unit with a narrow, single purpose. However, it may not move more than other units, so we have enabled this unit to be propelled on its merry way simply by having any other leader expend an order, regardless of their relative locations.*

(13.24) If (or once) the train is unguarded, and the "destroying" unit starts an Order Phase adjacent to the train, the player rolls the die.

- If the die roll is the same as or lower than its present TQ, the unit Destroys the train. Remove the train counter.
- If the die roll is higher than its present TQ, the unit, instead of Destroying the train, Loots it. Looted trains are NOT Destroyed. This die roll is in addition to that undertaken in 13.32!!

(13.25) Baggage Trains may not move during the game. (If they could, you'd move them off the board to forestall all of the above antics, and we're not about to let you do anything THAT slimy.)

(13.3) Looting

(13.31) Looting of Baggage Trains occurs involuntarily, either during a botched Destruction mission (13.24) or simply by having the wrong type of units come too close to the tempting targets. See, also, the special rules on Saxon looting in the Breitenfeld scenario.

(13.32) Any combat unit (including a unit with a Destroy Train Order) that comes within four (4) hexes - the path may not go through enemy-occupied or controlled hexes - of an unguarded (i.e., there is no combat unit stacked with it), undisrupted enemy Baggage Train unit, must check to see if it decides to Loot, instead. Roll a die, and adjust it by the following:

- All Swedish units, and all Imperialist infantry, subtract one (-1)
- Croatian cavalry adds two (+2)
- Routed units add one (+1)

The above are cumulative. If the die roll is higher than the unit's undisrupted TQ rating (the one on the front), the unit has opted for Looting.

(13.33) A Looting unit is immediately removed from the game (and appropriate WP's taken), but the Looting player does get 10 WP's for doing that Looting.

(13.34) Marauding Croats The Imperialist Croatian cavalry were tough, bloodthirsty little troopers, about two (small) evolutionary steps removed from Neanderthalic banditry (... as they still seem to be.) Unfortunately they cared little whose baggage they looted. Therefore, in addition to the above (13.32, *et seq.*), any time a Croatian cavalry unit routs off the map, roll one ten-sided die. If the die roll is higher than the Croat's Disrupted TQ level, the Croats have looted the Imperialist Train. Give the Swedes 10 VP's, but do nothing else to the baggage counters.



Exception #1: Croats that are pursued off the map by Swedish cavalry do not Loot.

Exception #2: In Lützen, Croats that Rout east of the Floßgraben do not Loot.



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Lion of the North Optional Rules

(4.48) Death of Gustavus

Play Note: *This is an optional rule for those who like lots of flavor and historicity. It's involved, but it happens only once!*

First off, if Gustavus dies, there is NO Elite Commander Segment any more - as the Elite Commander is No More; however, see below.

Breitenfeld: If Gustavus is killed at Breitenfeld, in the turn following his death, and for the next turn, the TQ of all Swedish units, normal or disrupted, is raised by one (maximum of '9'). In addition, for all Shock Combat in which the Swedes attack, the Swedes receive an adjustment of 2R on the Shock Table. For the following turn, the TQ is back to normal, and the shock adjustment drops to 1R. After that, all is normal.

Lützen: If Gustavus is killed at Lützen, the Swedish Player may Withold the information, so that there is no effect to his units ... which could prove to be dangerous. Thus, there are two possible results: Told, and Rumor.

TOLD: At the instant the Swedish Player decides to release the information of Gustavus' death to his troops:

- Each HI, HC and LC unit must undergo a ten-sider, 6.22 Disruption Check.
- In the turn following being TOLD the TQ of all Swedish units, normal or disrupted, is raised by one (maximum of '9').
- In addition, for all Shock Combat in which the Swedes attack, the Swedes receive an adjustment of 2R on the Shock Table. For the following turn, the TQ is still +1, but the shock adjustment drops to 1R. After that, all is normal.

RUMOR: Starting with the turn following Gustavus' death, in the Elite Commander Segment To Have Been, the Swedish Player rolls one die. If he rolls a '0' or a '9', Gustavus' death has become a wildfire Rumor and it hits the troops.

- ALL units undergo a Disruption (6.22) Check, BUT, in addition to Disruption results, all HI units that fail that check lose a number of SP's equal to that Disruption Dieroll minus their TQ (at the time of the dieroll) - as deserters.
- HOWEVER, all Non-Disrupted units become **Frenzied**: for the next two (2) turns, the TQ of all Frenzied Swedish units is raised by one (maximum of '9'). In addition, for all Shock Combat in which the Frenzied Swedes attack, the Swedes receive a Frenzy adjustment of 2R and +2 DR (i.e., 2 columns to the right and add 2 to the dieroll) on the Shock Table. For the following two turns (after the first two), the TQ is still +1, but the shock adjustment drops to 1R/+1.

>>(8.4) Special Types of Small-Arms Fire

Design and Play Note: 8.21 and the Fire rates pretty much cover how fire was undertaken in this era. However, there were several "tactical" fire maneuvers that were used. Players should be aware that using these rules makes the Fire system rather complex, and add only peripheral flavor. The game plays quite well without them. Therefore, we include them for players who do not mind such added complexity.

(8.41) **Creeping Fire:** Swedish Heavy Infantry units (only; see 10.35 and Breitenfeld LI exceptions) that start an Orders Phase two hexes from an enemy unit can use Creeping Fire. There is no Movement penalty (8.25) when using Creeping Fire. The procedure is as follows:

- The phasing unit fires once at the two hex range; then
- The phasing unit moves one hex adjacent to the target unit; OR
- The non-phasing unit may use Orderly Withdrawal (if capable) before the phasing unit moves - but after it fires. If OW is used, the phasing unit still gets to advance into the vacated hex but stops there.
- The non-phasing unit may, if it wishes, stay and use Reaction Fire (8.21) instead of using OW; in which case
- The phasing unit fires again (with possible enemy Reaction Fire).
- It may not use either form of Salvo during the Creeping Fire process.

Disrupted units may not use Creeping Fire, and the one hex of movement must not cost more than one MP to enter. The unit, of course, is free to Shock after it uses Creeping Fire.

Play Note: *So why use this somewhat complex method of firing while advancing ... a forerunner of the standard tactics of the late 17th century, et. seq.? Well, the phasing player gets two shots, one of which comes before - and even if - OW is effected by the non-phasing player, and he fires with no Movement Penalty. Then again, he has to start two hexes away and forfeits the use of Salvo (no time to implement the strict formation and discipline requirements for such).*

(8.42) **Retreat Fire:** This is a type of fire used only by a Phasing Player to back out of an enemy ZOC in the Move/Fire segment; it may be effected only by an Order - not a Line Command; and it may be used by Swedes, Imperialists, and Saxons alike. Only undisrupted infantry units may use Retreat Fire. The unit must start in an enemy ZOC with its rear hexes consisting of unoccupied, clear terrain, with no streams, walls or whatever to cross. The unit may then, having been given an order/LC, fire at the enemy to its front and move backwards one hex. (See 6.41 for movement methodology.) Salvo of any level may not be used, and this type of fire may not be used during Orderly Withdrawal. Retreat Fire has an automatic 2L adjustment. Retreat firing units are subject to Reaction Fire after the Retreat Fire, but before they move.

(8.66) Exploding Guns

Mid-17th century cannon could still be explosively unreliable, especially when fired at too rapid a rate. Exploding guns, while not usual, were common enough to be an occupational hazard often remarked upon by observers. Therefore, each time an artillery piece fires and the player rolls an adjusted '4' on the 6-sided die to resolve that fire, it is possible one of the firing guns has exploded. The player rolls the (six-sided) die again. If he rolls another "4" a gun has exploded. Place an "Exploded Gun / -2" marker under it. This means that unit has an automatic -2 dieroll adjustment on the Fire Table when it fires. If such a unit has another explosion, it is eliminated. *This rule is optional because, while adding historicity, it requires additional markers and a dieroll.*

(9.5) Interception

Play Note: *This is a rule that adds "accuracy", in terms of cavalry tactics, some interest, in game terms, and even more complexity. We heartily recommend you know the game and the system before adding it in. Even then, do so only if you don't mind the type of "do this, but not that" that the rules entail.*

A non-phasing cavalry unit that is not already in an enemy ZOC may attempt to "Intercept" an enemy cavalry unit while the latter is moving during the Movement/Fire segment of the Orders Phase. The moving/phasing unit does not have to be charging; it simply must be moving.

(9.51) A cavalry unit may attempt Interception against any moving enemy cavalry that comes within two or three (3) hexes (traced through its frontal or flank hexsides; do not count the hex the counter-charging unit is in when determining distance) of the non-phasing unit. That distance must use LOS rules, and may never be traced through another combat unit. As it is undertaken by the non-phasing player, Interception does NOT require an Order or a LC.)

(9.52) The attempt may be made when the moving unit comes within two or three hexes. The two-or-three hexes must be Clear terrain with no terrain hexsides to cross. (Thus, a unit may not intercept across the elevated road). Only one attempt may be made per phase - regardless of how many units move within that range.

(9.53) The Intercepting unit MAY change facing one vertex in its original hex to effect the counter-charge. It may not change facing while moving or when adjacent to the target.

(9.54) If all of the above are met and followed, the Intercepting player rolls a ten-sider, to which he adds any die roll adjustments listed on the Cavalry Charge Table for charges. In addition, he adds one for each hex he must move to intercept.

• If the adjusted die roll is less than the unit's TQ the moving (enemy) unit stops (no facing change!) where it is and the counter-charging unit moves forward until it is adjacent to the target. The intercepting unit is now the Attacker, even though the attack is resolved in the other player's Shock segment. **(This is an exception to the basic premise that the phasing player is always the Attacker.)** The phasing, counter-charged unit, if eligible, may use Reaction Fire (an exception to the rule about phasing players not able to use Reaction Fire ... then again, the "positions" have shifted here) and the now-defending unit may attempt counter-charge, but only if the intercepting units are in his frontal hexes!

• If the die roll is the same as or greater than the unit's TQ, the attempting unit stays where it is and rolls to see if it is Disrupted (ten-sider), adding two (+2) to such die roll.

(9.55) A unit may not Orderly Withdraw from a unit and then intercept it.

(9.56) Units that attempt an Interception may NOT attempt a normal Counter-charge, whether they are successful with the former or not.

(10.35) Advanced Light Infantry Usage

LI can assume one of two "formations": Dispersed or Compact. The decision as to which formation is to be used must be made at the start of the game and cannot be changed during its course. Use the "Dispersed"/"Compact" markers - of which there are, admittedly, far too few - to so indicate.

Compact: Compact LI may not fire thru their flank hexsides. However, they may be used to gain position superiority (an exception to 10.32). In addition, 10.33 does NOT apply to Compact LI. Use the H column when determining Movement costs. Compact LI may not be moved or fired in the Commanded Musket Phase.

Dispersed: Dispersed LI may fire thru flanks. However, all of 10.32 and 10.33 applies, the latter applying regardless of the SP of the unit. In addition, subtract two (-2) from ALL fire die rolls in which a Dispersed LI is the target. Dispersed LI may NOT use Salvo Fire in any form. Dispersed LI may NOT be part of a Line with cavalry. Dispersed LI may be moved/fired in the Commanded Musket Phase.

Design Note: *This rule reflects more of the details as to how Light Infantry could have been used. It simulates the difference between LI acting as "Commanded Musketeers" and LI acting as LI, vis a vis Gustavus' Scots*

and British regiments. Note that no commander of the day used musketeers as "skirmishers" in the sense one saw them with Frederick or Napoleon, so this application does not reflect the abilities created by such usage. Gustavus tended to use his LI, even when "commanded", in Compact formation, to gain the edge their firepower could give. At Lützen, Wallenstein deployed his ditch musketeers in what we would consider a quasi-skirmisher format, or, as we call it, Dispersed ... more for their annoyance/delay capabilities than anything else.



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Summary of Orders and Line Commands

Each **INDIVIDUAL ORDER** allows the player to:

1. **Move** any one unit. Units may also fire at any time during their movement, subject to 8.25. The Caracole Maneuver (8.3) is a Move/Fire Operation.
2. **Individual Fire**, with any unit capable of doing so; or
3. [Optional] **Retreat Fire**, as per 8.4
4. **Attempt to Recover** from Disruption, as per 12.41; or
5. **Attempt to Rally** a Routed unit, as per 12.42.
6. **Destroy Baggage Train**, an unusual IO; see 13.23.



Each **LINE COMMAND** allows all the units in one line to:

1. **Move** any/all units in that line. Moving units may fire, subject to 8.25. The Caracole Maneuver (8.3) is a Move/Fire operation.
 2. **Fire**, if capable, without movement, with any/all units in that line that may.
 3. **Regroup or Return** off-map Cavalry, as per 9.63/4.
- Leaders may NOT use a LC for Individual Order #s 3-6.

The Dieroll Reference Chart

Use the 6-Sided Die When/For

- Check for Hit-induced Disruption (8.26[3]; Hits + Dieroll)
- On Artillery Fire Table, to determine the DDR#: the 1st 6-sided dieroll (8.52)
- On Artillery Fire Table, add dieroll to DDR# for Disruption; the 2nd 6-sided dieroll (8.53)
- Optional: Check for Exploding Guns (consecutive 4's; 8.56)
- Shock Disruption Resolution; DP# + dieroll (9.25 and Shock CRT)

Use the 10-Sided Die When/For

- Line Command capability (Strategy Rating) determination (4.25)
- Forced Leader Withdrawal check [3-9=Captured] (4.42)
- Check for Leader Casualty (4.44)
- Optional Gustavus Death Checks, including Frenzy and TQ Checks (4.48)
- Momentum (5.32)
- Dieroll of Doom ('9' on Momentum; 5.33)
- All Trumps Attempts (5.4)
- All Terrain/Movement mandated Disruption Checks from the Terrain Chart, including "D", "D3", and "DH" (6.22)
- Leader Voluntary OW "Finished" check (6.43)
- Disrupted unit uses OW, check for Disruption/Rout (6.47)
- Resolve Fire on the Small-Arms Table (8.26[1])
- Determine whether Imperialist Heavy Artillery may move [6-9, Yes] (8.44)
- To Determine Column on the Artillery Fire Table (8.52)
- To attempt a Cavalry Charge or Counter-Charge; Table has many adjustments (9.45ff)
- To determine DP# on Shock Table (9.25)
- Disengage Rout Check (9.26)
- Cavalry Pursuit (9.52)
- Tercio Facing Change > 1 vertex, Disruption Check (10.12)
- HI Wheeling Maneuver Disruption Check (10.23); Imperialists +3
- Change Column to normal formation Disruption check (10.43)
- Dragoons mount or dismount Disruption check (10.43)
- All Recover and Rally Attempts (12.41, 12.42) See Formula for adjustments
- Destroy/Loot Train (13.24)
- Saxon Cut-Out (Breitenfeld)
- Imperialist Reinforcements (Lutzen)

Line Command Eligibility Chart

Swedes

1. Heavy Infantry [a]
2. Light Infantry
3. Cavalry, Light Infantry [b], Regimental Artillery
4. Heavy Infantry and Regimental Artillery

Imperialists

1. Heavy Infantry
2. Light Infantry
3. Cavalry (either or both types)
4. Cavalry and Light Infantry (Lutzen ONLY)

[a] = If using Optional 10.35, line may include Compact LI

[b] = When using Optional 10.35, only Dispersed LI may be in the same line with cavalry.

•• Field and Heavy artillery cannot receive Line Commands

•• Light Infantry also includes dismounted Dragoons, at the player's option.

The Artillery Usage Table

Field and Heavy Artillery *

May Move Only in a Leader's INITIAL Order's Phase

May Fire

1. Artillery Barrage Phase
2. In Momentum-generated Orders Phase **
3. As Reaction Fire (once)

Regimental Artillery

Any Time

1. Artillery Barrage Phase
2. In a Leader's INITIAL Orders Phase
3. As Reaction Fire (once)

* = May not Move and Fire in the SAME TURN (not Phase...TURN).

** = If Swedish artillery and within Tortensson's Range, may fire in any Tortensson Orders Phase.

The Sequence of Play

A. Artillery barrage Phase

B. Commanded Musket Phase (Lützen only)

C. Leader Activation Phase

1. Elite Leader Segment
2. Standard Leader Segment
3. Lützen Reinforcements

D. Orders Phase

1. Movement and Fire Segment
2. Shock Combat Segment

E. Momentum Phase OR Return to "C"

F. The 3R Phase: Remove, Rout, and Replace

1. Remove Rallied and Caracole Markers
2. Rout Movement
3. Replace Killed Leaders; Flip Finished Leaders

G. Army Withdrawal Phase

The Great Battles of History, Volume III

LION OF THE NORTH

Cavalry Pursuit Table

Cavalry Charge Procedure

1. In Movement/Fire Segment

- Move Cavalry adjacent to intended targets.
- Place "Charge Check" markers.
- Optional Rule:** Undertake Interception attempts; see 9.5.
- Attempt Counter-Charges against Caracoling Cavalry. See 9.47.

2. Shock Segment (Use 9.23 overview):

- Resolve Charge attempts
- Resolve Counter-Charge attempts
- Pre-Shock Disruption Check for non-cavalry targets
- Resolve Shock/Charge
- Resolve any Pursuits.
- Post-Charge Disruption

Result	LC	LC Croats	HC
Break Off	0-7	0	0-5
Pursue Off Map and Eliminate	8	1-8	6-7
Eliminate and Break Off	9	9	8-9

Dieroll Adjustments

- Player may Add OR Subtract Cavalry leader's Charisma Rating, if within range, His choice.
- If fleeing units are infantry, add five (+5)

SEE 9.62 FOR DESCRIPTIONS OF RESULTS



The Cavalry Charge Table

Potential Charging or Counter-Charging Unit	Add to 10-sided Dieroll **	Effect of Successful Charge	Effect of Successful Counter-Charge
HC	NO	SP x 2 Use HC Charge Column on Superiority Chart	SP x 2 Use HC Counter-Charge Row on Superiority Chart
CR	+4 (Breitenfeld) +2 (Lützen)	SP x 2	SP x 2 Use CR Counter-Charge Row on Superiority Chart
LC, DG	+3 (Croats) +5 (all other)	+2 to Shock Resolution dieroll	-2 to Shock Resolution dieroll

- ** = a. Add one (+1) to all Counter-Charge dierolls, regardless of unit type.
b. Player may subtract Leader's Charisma Rating if LEader partakes in that charge/counter-charge.

Charge Success Result

Adjusted Dieroll LESS THAN TQ: Charge is successful. Use augmented strengths and different Superiority Column, if applicable.

Adjusted Dieroll SAME AS TQ: Charge fails, unit MUST Shock using normal rules and strengths.

Adjusted Dieroll LESS THAN TQ: Charge fails, unit is Disrupted. Must attack at printed strength but with a 2L column adjustment, as per 12.23

Counter-Charge Success Result

Adjusted Dieroll LESS THAN TQ: Counter-Charge is successful. Use augmented counter-charge strengths and different Superiority Row, if applicable.

Adjusted Dieroll SAME AS TQ: Counter-Charge fails, but unit is able to defend using printed strengths.

Adjusted Dieroll LESS THAN TQ: Counter-Charge fails, unit is Disrupted. It defends using Disrupted TQ and printed strengths.

Clash of Arms Chart

Defender Weapon Class	Defender Orientation	Attacker Weapon Class							
		TE	HI	LI	HC	CR	LC		
Tercio	Front	7	4	1	3	2	2		
	Flank	9	6	1	6	5	4		
	Rear	10	8	2	8	6	5		
Heavy Infantry	Front	8	7	2	6	5	4		
	Flank	11	10	5	9	7	7		
HI	Rear	13	12	7	11	9	9		
Light Infantry *	Front	13	9	7	10	8	8		
	Flank	13	9	9	11	9	10		
	Rear	13	11	11	13	10	11		
Heavy Cavalry	Front	9	8	4	7	6	5		
	Flank	10	9	5	8	7	6		
HC	Rear	11	10	7	9	8	7		
Caracole Cavalry CR	Front	10	10	3	6	7	4		
	Flank	10	10	4	7	8	6		
	Rear	12	11	6	9	9	7		
Light Cavalry **	Front	11	10	6	9	8	7		
	Flank	11	10	7	9	8	7		
	Rear	12	11	9	11	9	8		

= Shock Column to be used, subject to adjustments

* = LI includes DR

** = LC includes DG and LCRT

Shock Combat Results Table

Die Roll	Shock Column											
	1	2	3	4	5	6	7	8	9	10	11	12
0	6(1)	5(2)	4(2)	4(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	2(2)	2(3)
1	6(1)	4(2)	4(2)	3(2)	3(2)	3(2)	3(2)	2(2)	2(2)	2(3)	2(3)	
2	5(1)	4(2)	4(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(4)	
3	5(1)	4(2)	4(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(4)	
4	5(2)	4(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(4)	1(4)	
5	4(2)	4(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(4)	1(4)	
6	4(2)	4(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(4)	1(4)	
7	4(2)	4(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(4)	1(4)	1(5)	
8	4(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(4)	2(4)	1(4)	1(5)	
9	3(2)	3(2)	2(2)	2(2)	2(3)	2(4)	2(4)	2(4)	2(4)	1(4)	1(5)	1(6)

#(1) = Attacker DP# (Defender DP #)

If AS2, DOUBLE the Defender #. If DS2, DOUBLE the Attacker #. If DS3, TRIPLE the Attacker #.

Each player compares the result (modified by AS or DS, if applicable) with his unit's TQ.

If the result is:

< 1/2 of the unit's TQ, then the unit is unaffected.

>= the unit's TQ, then the unit is immediately Disrupted.

>= 1/2 but less than the unit's TQ, then the unit makes a Disruption die-roll with the six-sided die. ADDING the modified shock result to the die roll. If the resulting number is greater than the unit's TQ, it is immediately Disrupted.

Shock Superiority Chart

Defender Type	Attacker Weapons/Armor System vs. Defender						Charging HC
	HI/TE	LI	HC *	CR	LC	HC	
HI or TE	-	DS3	DS3	DS3	DS3	DS3	
LI	AS2	-	AS2	-	-	AS2	
HC/LC **	-	-	-	-	-	AS2	
CR **	-	DS3	-	-	DS2	AS2	
Counter-Charging HC or CR	-	-	DS2	-	DS3	-	

* = Normal (no Change) Shock; do NOT use when Charging.

** = Use this row ONLY when defending without a Counter-Charge. Light Cavalry, however, always use this row when defending.

ALWAYS READ DOWN THE ATTACKER COLUMN TO EACH PLAYER

AS2 = Attacker Superior: DOUBLE the Defender's DP# on the Shock CRT.

DS2 = Defender Superior: DOUBLE the Attacker's DP# on the Shock CRT.

DS3 = Defender Superior: TRIPLE the Attacker's DP# on the Shock CRT.

- = No Superiority: no change in DP# for either side.

Regardless of weapons/armor type, any unit that **ATTACKS** an enemy through its Rear or Flank is automatically Attack Superior.

Exceptions: See 9.25(A) and 10.13.



Column Adjustments:

Strength Ratio Difference: Consult the SRD Chart to determine column adjustment, if any.

Terrain Adjustments: See Terrain Chart (use best position available to defender).

Disruption: If ANY attacker is Disrupted, there is a 2L column adjustment. There is no column adjustment for Disrupted Defenders.

(Optional) Gustavus' Death: 2R or 1R, see Optional rule 4.48.

ALL ADJUSTMENTS ARE CUMULATIVE

Die Roll Modifiers:

Leader Adjustments:

1. If Leader stacked with attacking unit, add Charisma Rating to the die-roll.
2. If Leader stacked with defending unit, subtract Charisma Rating from the die-roll.
3. (Optional) Gustavus' Death + Swedish Frenzy: +2 or +1 only if attacking; see 4.48.

Croats: If Croatian cavalry is **ATTACKING**, +2 to die-roll. This addition is cumulative with any die-roll additions for "charging" Croats (see the Charge Table).

Strength Ratio Difference Chart

Defender Strength	Attacker's Strength									
	1	2	3	4	5	6	7	8	9	10
1	0	1R	2R	3R	4R	5R	6R	7R	8R	9R
2	1L	0	0	1R	1R	2R	2R	3R	3R	4R
3	2L	1L	0	0	0	1R	1R	1R	2R	2R
4	3L	1L	1L	0	0	0	0	1R	1R	1R
5	4L	2L	1L	1L	0	0	0	0	0	1R
6	5L	2L	1L	1L	1L	0	0	0	0	0
7	6L	3L	2L	1L	1L	1L	0	0	0	0
8	7L	3L	2L	2L	1L	1L	1L	0	0	0
9	8L	4L	2L	2L	2L	1L	1L	1L	0	0
10	9L	4L	3L	2L	2L	2L	1L	1L	1L	0
11	10L	5L	3L	2L	2L	2L	1L	1L	1L	1L
12	11L	5L	3L	3L	2L	2L	1L	1L	1L	1L
13	12L	6L	4L	3L	2L	2L	1L	1L	1L	1L
14	13L	6L	4L	3L	2L	2L	1L	1L	1L	1L
15	14L	7L	4L	3L	2L	2L	2L	1L	1L	1L
16	15L	7L	5L	3L	3L	2L	2L	1L	1L	1L
17	16L	8L	5L	4L	3L	2L	2L	2L	1L	1L
18	17L	8L	5L	4L	3L	2L	2L	2L	1L	1L
19	18L	9L	6L	4L	3L	3L	2L	2L	2L	1L
20	19L	9L	6L	4L	3L	3L	2L	2L	2L	1L

#R= Shift Shock CRT column the indicated number of columns RIGHT (in Attacker's Favor).

#L= Shift Shock CRT column the indicated number of columns LEFT (in Defender's Favor).

The Shock Resolution Procedure

1. Cavalry with "Charge Check" markers roll to see if the Charge was successful; see 9.4.
2. Non-phasing cavalry being charged may attempt to Counter-Charge (9.4).
3. Pre-Shock Disruption Check (see 9.21):
 - a. Units with MUST CHECK markers see if troops will attack/stand (9.23).
 - b. Units defending against cavalry charges add one (+1).
 - c. This does not apply to Charging and counter-charging units.
4. Use Clash of Arms Chart to determine which column on the Shock CRT will be used (see 9.24).
5. Determine whether terrain, leaders, and/or comparative strengths and capabilities will have any effect (see 9.25).
6. Determine results using the Shock CRT (see 9.25).
7. Defender exercises Disengagement Options (see 9.26).
8. Check for Cavalry Pursuit (9.6).

Terrain Chart

Terrain Type	Cost in MPs to MOVING UNIT										Combat Effect on	
	HI	TE	LI	HC	LC	Artillery H/F	Rgmt	Ldr	Wl/Instn	Fire Table	Shock Table[d]	
Clear	1	1	1	1	1	1	1	1	1	NE	NE	
Woods	3D	3D	2	3D	3D	NA	3	2	3	1L/NE[o]	2L	
Garden	2	2D	1	2	2	NA	2	1	1	NE	NE	
Marsh	2	2	2	3	3	NA	NA	2	3	NE	1L[e]	
Village/Town	3D	3D	3	5	4	NA	NA	2	2	2L	2L	
Castle Walls[a]	NA	NA	+4DH	NA	NA	NA	NA	NA	NA	4L/-6	NA	
Town Wall[a]	NA	NA	+4DA	NA	NA	NA	NA	NA	NA	2L/-3	5L	
Garden Wall[a]	+3D	NA	+2D	NA	NA	NA	NA	+2	NA	1L/-1	2L	
ENTER Ditch[b]	1	2	1	2	2	NA	NA	1	2	1L/-1	1L[g]	
LEAVE Ditch[b]	+1D	+1D	+1	+1/D3	+1/D3	NA	NA	+1	+1	1L/-1	2L[g]	
CROSS Elevated Road	+1D	+1D	+1	+1/D3	+1/D3	NA	NA	+1	+1	NE	1L	
Berm[p]	NE	NE	NE	NE	NE	NE	NE	NE	NE	1L/-1[p]	1L[p]	
Deep Stream	+3DH	+2DH	+3D	+6DA	+6DA	NA	NA	+6	NA	NE	NA	
Shallow Stream	+1	+1	+1	+1	+1	NA	+1	0	+1	NE	1L	
Marshy Stream	+2	+2	+2	+3	+2	NA	NA	+1	+2	NE	2L	
Pond	NA	NA	NA	NA	NA	NA	NA	NA	NA	NE	NA	
Road[i]	1	1	1	1	1	1[n]	1[n]	1	1	NE	NE	
Change Facing 1 Vertex	0	1	0	0	0	0	0	0	0	NE	NE	
Change Facing for each additional vertex	1D	1[m]D	1	1	1	1	1	0	0	NE	NE	

NA= Not Allowed

NE= No Effect

D= Roll for Disruption

For ANY D-Type dieroll in the above categories, if the unit is charging or counter-charging cavalry, add one (+1) to dieroll.

D3= Roll for Disruption and add three (+3) to dieroll.

DA= Automatic Disruption

DH= Automatic Disruption, plus roll die. If dieroll is greater than TQ, DR-TQ=number of SP losses.

Notes:

a= Units prohibited from crossing a Wall hexside[NA] may do so only if crossed by a road, and the unit is IN COLUMN infantry, in which case they use the Road costs. The road has no effect on combat modifiers, though.

b= This cost does not apply if units are using the road by entering that hex from another, connecting road hex. Units pay the cost for leaving the ditch in addition to the cost to enter the new hex.

c= Fire Table Column adjustments apply if the target unit is in that hex, or is in a hex and is fired at through a listed hexside that is part of that hex (eg., Town Wall). The number to the left of the slash is the Small Arms column adjustment; to the right, the artillery dieroll adjustment.

d= Shock column adjustments apply if any defender is in that hex, unless otherwise noted.

e= This adjustment applies only if all attackers are in a Marsh hex.

g= The column shifts apply only to shock attacks entirely across a berm hexside. Shock "into" a ditch is when the attacker is outside the ditch; shock "leaving" a ditch is when the attacker is in the ditch and the defender is not.

h= The Causeway/Ditch Fire adjustment applies only if the target unit is IN the ditch hex and is fired at from a non-ditch hex.

i= Road rates apply only to leaders, cavalry, and infantry in Column.

They also apply only if the unit moves directly from one road hex into another, connected road hex.

m= Tercios may Reverse Face at a cost of 1MP, total, with no Disruption die roll.

n= Artillery units may NEVER enter a Ditch hex, even if road-connected.

o= If artillery is firing there is NO column adjustment, because any possible protective effects of the woods is negated by the deleterious effect of the flying splinters created by the balls hitting the trees.

p= The effects of the berm on movement are included in the Ditch (both entering and leaving). Combat effects apply only to units NOT in a Ditch but in a clear hex with a berm hexside; shock applies only if all attacking units are doing so through a berm hexside.

CHANGES IN ELEVATION: These have no effect on movement, and the only effect on combat is possibly blocking Line of Sight.

Range Effects Table

FIRST: Use 10-Sided Die to Determine Column

Weapon Type (Max Range)	Range in Hexes						
	1	2	3-4	5-6	7-9	10-13	14-17
Musket (2)	NC	3L	-	-	-	-	-
Pistol (1)	NC	-	-	-	-	-	-
Regimental Arty. (7)	+2	NC	-2	-3	-4	-	-
Field Artillery (13)	+1	NC	NC	-1	-2	-3	-
Heavy Artillery (17) +1	NC	NC	NC	NC	-1	-2	-3

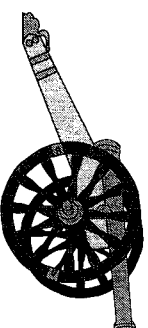
**SMALL ARMS NUMBERS ARE COLUMN ADJUSTMENTS
ARTILLERY NUMBERS ARE DIEROLL ADJUSTMENTS**

- = May not fire at that Range.

NC = No Change

#1 = Adjust Column on Small-Arms Fire Table that number to the Left.

+/- = Add/Subtract that number to/from Artillery Fire Table die roll.



Adjustments to 6-Sided Roll

- = No Effect

= The Disruption Number. Add to another six-sided die roll. If adjusted die roll is higher than target's TQ, target is Disrupted. If target is already Disrupted, it remains Disrupted and loses 1 SP.

EX= Check for Exploding Gun if using optional rule 8.56

**** = Regimental Hit:** In any fire by Regimental guns in which the result # is "3" or more, the target suffers one Casualty Hit, whether it is Disrupted or not.

Leader Casualties: If a Leader is in the target hex AND the target unit was Disrupted, check for possible casualty, as per 4.43 and 4.44.

possible casualty, as per 4.43 and 4.44

L/Commanded Musket *	-2
Artillery *	-1
Imperial HI (Lutzen)	+1
Tercios	+2

No other units are affected.

* = Does not apply if Compact, or stacked with other unit of any type.

All DRMs are cumulative, and there is no maximum adjustment, limited only by the "<0" and "9+" rows.

6. **Swedish Combined Fire:** (See Tortenson rule in Breitenfeld) +1 For each counter more than one.

7. (Optional Rule) Exploded Gun: -2. See 8.56.

7. (Optional Rule) Exploded Gun: -2. See 8.56.

Small-Arms Fire Table

Weapon Type Firing		Modified Fire Strength									
Pistol		<1	1	2	3-4	5-8	9+				
Musket		<1	1	1	2-3	4-5	6-7	8-10	11-13	14-16	17-20
											21+
Ten-Sided Die Roll											
<0	-	-	-	-	-	-	-	-	-	1	1
0	-	-	-	-	-	-	-	-	-	1	1
1	-	-	-	-	-	-	-	-	1	1	1
2	-	-	-	-	-	-	-	1	1	1	1
3	-	-	-	-	-	-	1	1	1	1	2
4	-	-	-	-	-	1	1	1	1	2	2
5	-	-	-	-	1	1	1	1	2	2	2
6	-	-	-	1	1	1	1	2	2	2	3
7	-	-	1	1	1	1	2	2	2	3	3
8	-	1	1	1	1	2	2	2	3	3	3
9	1	1	1	1	2	2	2	3	3	3	4
10	1	1	1	2	2	2	3	3	3	4	4

Small-Arms Fire Results

- = No Effect
 # = Hits. If there is a **BOLD** result, roll a SIX-SIDED DIE, and ADD the Hit Result. If the resulting number is higher than the "Hit" unit's Troop Quality, that unit is immediately Disrupted. See 8.26[3].

Leader Casualties: If a Leader is in the target hex, AND the target unit was Hit, check for possible casualty, as per 4.44.

Column Shifts

1. **Terrain**, as per "Fire Table" column on the Terrain Chart.
2. **Range**, as per the Range Effects Table.
3. **Armor**: Target is Caracole (CR) or Imperialist HC, **1L**
4. **Movement**: **1L** per Movement Point for Infantry (8.25).
5. **OPTIONAL Retreat Fire**: **2L** (See Optional 8.4)

All Column Shifts and Die Roll Adjustments are cumulative, and there is no maximum shift or adjustment, limited by the "<0" and "10" rows and the far left and far right columns on the Fire Table.

Adjustments to 10-Sided Roll

1. **Fire Rate**: Adjust the die roll as per the Fire Rate on the Firing unit's counter (see 8.12). DO NOT use this Fire Rate Adjustment when using either type of Salvo Fire.

Strength Point Multipliers

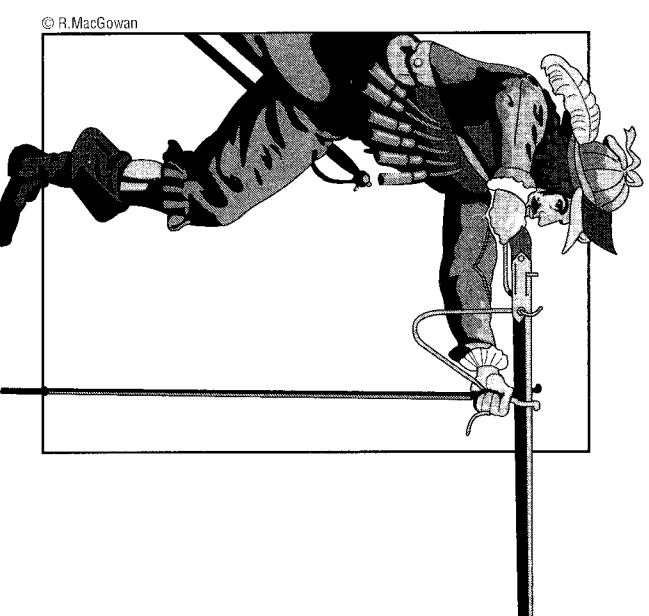
1. **Salvo Fire**: (See 8.27 for Eligibility)
 Normal Salvo = 2 x Strength Points Firing
 Double Salvo = 4 x Strength Points Firing

Range Effects Table

Weapon Type (Max Range)	Range in Hexes							
	1	2	3-4	5-6	7-9	10-13	14-17	
Musket (2)	NC	3L	-	-	-	-	-	
Pistol (1)	NC	-	-	-	-	-	-	
Regimentl Arty. (7)	+2	NC	-2	-3	-4	-	-	
Field Artillery(13)	+1	NC	NC	-1	-2	-3	-	
Heavy Artillery(17) +1	NC	NC	NC	NC	-1	-2	-3	

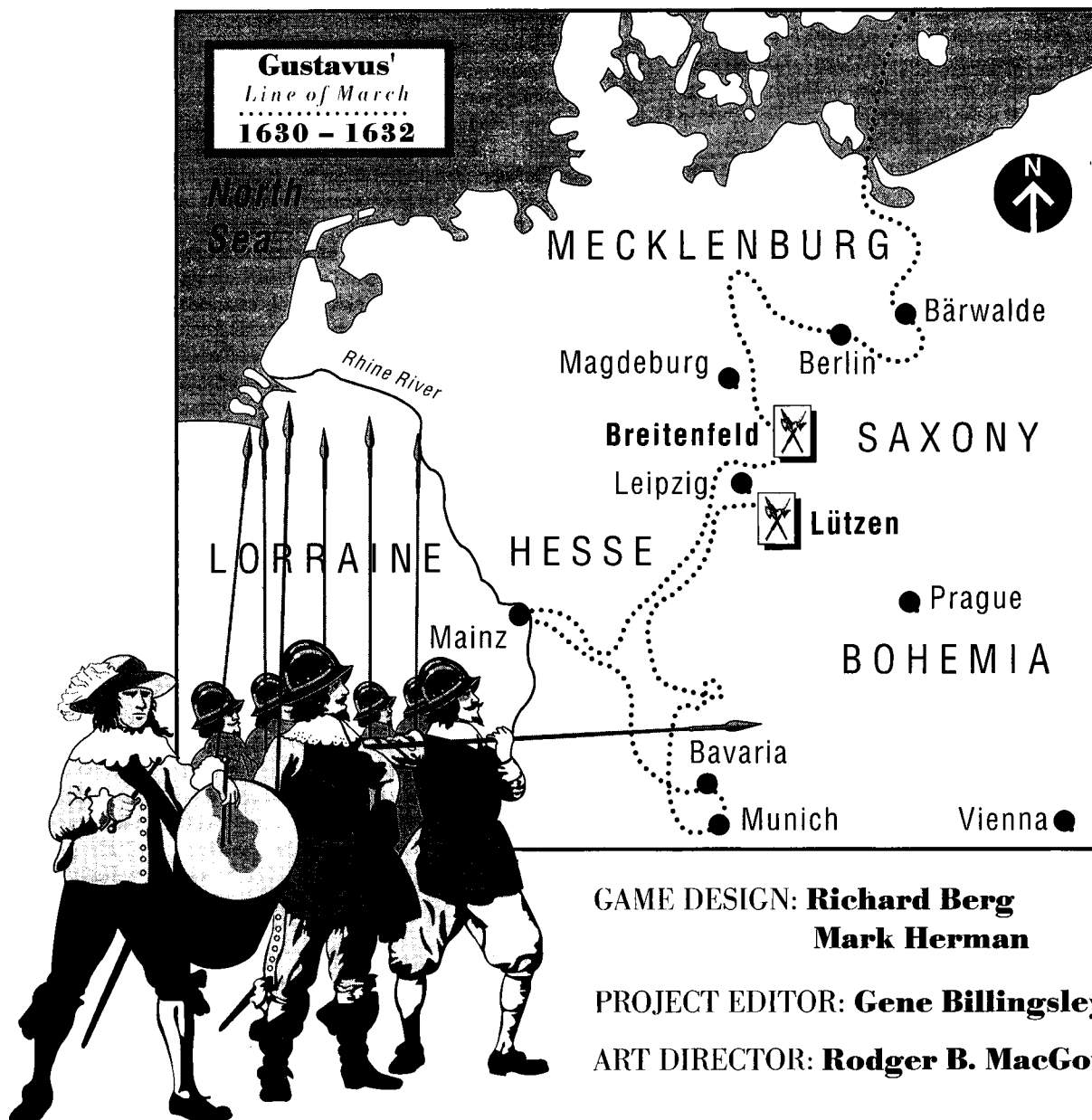
SMALL ARMS NUMBERS ARE COLUMN ADJUSTMENTS ARTILLERY NUMBERS ARE DIEROLL ADJUSTMENTS

- = May not fire at that Range.
 NC = No Change
 #L = Adjust Column on Small-Arms Fire Table that number to the Left.
 +/- = Add/Subtract that number to/from Artillery Fire Table die roll.



Scenario Booklet

LION OF THE NORTH



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The Battle of Breitenfeld 17 September, 1631



Historical Background

The battle of Breitenfeld is a watershed event in Western, military history. It not only pretty much stalled, forever, Emperor Ferdinand II's dreams of a Hapsburg/Catholic German power, but it changed, forever, the way wars were fought. As such, Breitenfeld is considered the dawn of modern warfare.

The Thirty Years War, one of mankind's more depressing exercises, was a modern war in ways more than military, in that it was truly a "conflict for the hearts and minds". Ostensibly an argument between Catholics and Protestants over whose view was "correct", it was equally a battle between political systems, pitting small, independent-minded German duchies and states against the imperial system of the Holy Roman (read Hapsburg) Emperor. From the start of the war until 1630, the armies of the Emperor Ferdinand II (the Imperialists) and his Catholic allies, The Catholic Leaguers, had pretty much had their way throughout most of Germany - and we use the word in a geographical sense, as "Germany" as a state simply did not exist, which was one of the peripheral bones of contention - in repressing the Protestant, anti-imperial uprisings of the heretofore, independent local princes. However, in making eyes at Denmark and the south shore of the Baltic, they had succeeded in diverting the attention of Sweden - and her king, Gustavus II Adolphus - away from Poland and towards an expedition into Germany.

For Gustavus, any expedition into Germany was more of an enterprise aimed at securing the northern, Baltic shores of Germany to ensure Sweden's economic and political growth than a Protestant Crusade. Sweden already had several footholds in Europe, mostly in Eastern Europe, and she was still in the midst of a protracted and desultory war with Poland. By 1629, Ferdinand felt that he had the situation in Germany well in hand, so he ordered Wallenstein's army disbanded. Moreover, much of the Imperialist manpower was busy in Italy helping to determine who would be Duke of Mantua. Gustavus, therefore, had no opposition when he landed at Peenemünde on June 26, 1630. He also had no allies.

The German princes who opposed the Emperor were not exactly overwhelmed in their enthusiasm for Gustavus' enterprise, either. They preferred to neutralize the Emperor on their own and feared that the Swedes were simply looking to expand their European holdings. In reality, Gustavus' army of some 20,000 was too small to conduct a full campaign, especially if he had to garrison what he took, and too large to feed without some local support. The first step was signing an agreement with the city of Magdeburg, which had just survived an Imperialist siege. By autumn of 1630 he had picked up a few more allies, but the Protestant princes still seemed intent on forming their own league. The key was the most powerful of the Lutheran princes, Johan Georg, Elector of Saxony. But John was a problem: he essentially believed in the Imperial power, he preferred peace to war, and he jealously guarded his political prerogatives. Therefore, all talks intent on neutralizing both Ferdinand and Gustavus ended in disagreement.

By early 1631, Gustavus managed to reach an agreement with France's chief minister, Cardinal Richelieu, whose political machinations were aimed at annexing Bavaria. Richelieu viewed Gustavus as a hired sword; Gustavus essentially ignored anything that had to do with French policy,

and the only real value the treaty had was to raise a few princes' eyebrows as well as Swedish morale. And it was not a moment too late. At almost the exact same time Gustavus and Richelieu were coming to terms at Bärwalde, the Mantuan War in Italy was ending, freeing a considerable number of the Emperor's troops, and Count Tilly had arrived at Frankfurt-on-Oder to take command of the Imperialist army. The political machinations were over. After some initial cat-and-mouse, Tilly decided, in March, to take Magdeburg. The city was in weakened condition from the previous siege, and, when captured, it would provide the Imperialist forces with a valuable supply base. Gustavus decided on a diversion to pull Tilly away from Magdeburg, so he stormed Frankfurt-on-Oder. The problem was, the attack was so ferocious and so instantly successful that Gustavus had seized the city before Tilly could react! Unable to do anything about Frankfurt, Tilly returned his attention to Magdeburg. Gustavus was now in a bind; his army was too small to march across central Germany to attack Tilly's, and, even if he wished to do so, such a march would take him across Saxony ... and Elector Johan was still ruminating. So, and to everybody's horror, Magdeburg fell on May 10... and fell with a resounding crash. In the midst of the usual sacking, the city caught fire and burnt to the ground, killing at least 20,000 of its inhabitants. This horror, which no one - and certainly not Tilly - intended, not only deprived Tilly of the supply base he needed, but it spurred the recalcitrant German princes to a modicum of action.

With the Protestant princes rattling swords in the south, Tilly was forced to move against them, thereby virtually emptying out central Germany, into which vacuum Gustavus now rushed. And, given the recent events, many of the princes moved to help him, not the least of which was Elector Johan, whose policy of moderation and procrastination was now in ruins. In early August, with Tilly knocking at his door, Johan Georg reached a "defensive" agreement with Gustavus. The fact that there was about as much mutual trust as can be found at a Greco-Turkish soccer match was reflected in the fact that each retained control over his own army. Moreover, Johan was not about to expend too much of his treasury on an enterprise with which he was not fully in accord. This was reflected in his reducing his command staff, and then giving this skeleton crew - of whom only the excellent Count von Arnim had any ability - an army even the least perceptive Gaul would have rejected. Whatever, it swelled Gustavus' army to some 42,000 (of which 18,000 were Saxons), and Gustavus and Johan immediately headed south, towards Leipzig (just 25 miles away) and Tilly's veteran force of 35,000.

Tilly probably would have been wiser to retire into the easily defensible Leipzig and wait until winter cancelled further operations. However, Tilly's second-in-command, the fiery cavalier, Gottfried, Count Pappenheim, was itching for action and considered Tilly senile at best. He, therefore, took his cavalry out and initiated a series of skirmish actions against the approaching Swedish-Saxon army that virtually required Tilly to come to his aid. To await Gustavus' approach, Tilly moved his army five miles north of Leipzig and positioned it on a slight ridge overlooking a pleasant valley just to the east of Breitenfeld. On the evening of September 16, Gustavus' army bivouacked for the evening just north of the Lober, about a mile or so north of Tilly's position.

The following morning, in a misty haze, Gustavus' army crossed the Lober, marched through Podelwitz and spent the next several hours deploying. (See the game for specific information.) While his men were moving into position, Gustavus held a staff meeting, re-acquainting his officers with what he expected each of them to do. Tilly held no such conference, assuming his "ever-victorious" army, powerful tercios and veteran commanders would know what to do when the time came. As for Elector Johan, who knows what he did ... probably spent the morning waiting for his trip-tik back to Wittenburg.

of the North

At about 2 P.M., all hell broke loose. The Swedish cannon, which not only outnumbered the Imperialist guns but out-fired them at a rate of 3-to-1, started a ferocious bombardment of the Imperialist lines. After about a half hour or so of this Pappenheim - ever eager for battle, and equally eager to make Tilly look bad - could stand it no longer, and, disobeying specific orders to the contrary, took his left wing cavalry - mostly heavily armored, caracole-style troopers - and galloped straight at the Swedish right wing horse under Field-Marshal Johan Banér. The first of several military revelations immediately took place. Pappenheim's men rode up in time-honored, Caracole style to the Swedish lines and began to fire their wheelock pistols. Before they could make even a dent, Banér's platoons of commanded musketeers sent volleys of salvo fire into their ranks, and the Swedish Heavy Cavalry charged forward to drive away the Imperialists. A bit nonplussed, but still undaunted, Pappenheim tried again ... seven times, and each time the combination of musket fire and hard-charging cavalry drove the Imperialists off until Pappenheim had had enough. He wheeled his men, the entire Imperialist left wing, and rode off the field towards Breitenfeld. Whether Pappenheim was seeking to avoid further losses, or he was seeking to ensure that Tilly would be embarrassed, is open to conjecture. Whatever, the immediate result was that it freed the Swedish right wing cavalry to help out elsewhere ... and help was definitely needed over on their left.

The Saxons were in deep trouble. While deploying, they had endured some raiding, slashing and harassment from Isolano's Croats. Now, as soon as Pappenheim took off on the left, so did Furstenburg's cavalry. The Imperialist right wing slammed into the unwilling Saxons, who, almost without any resistance, fled the field ... with Johan in the lead, marking the route home. Seeing these developments, Tilly immediately ordered his line of tercios forward in oblique fashion, towards the Saxon position. His intent was to move opposite the now denuded Swedish left flank and wheel his tercios into the Swedes while Furstenburg swung behind and squeezed them from the rear. Tilly, however, did not count on the ability of the Swedish brigades to maneuver at speeds only dreamed of by the lumbering tercios. By the time his musket-and-pike squares had reached the Swedish left, Gustavus had wheeled most of his - and Horn's - front line around to face the tercios, while his second echelon of infantry moved to the left of Horn's line to keep Furstenburg in check. With Horn's infantry holding off the tercio advance with volley after volley of deadly, salvo-level musketry (a fire effectiveness easily 3-to-4 times that of the poorly arrayed Imperialist musketeers), Gustavus galloped across the field to Banér and ordered him to cross to the other side to assist Horn. While Banér set off with most of the heavy cavalry, Gustavus, himself, took several squadrons and rode south, overrunning the undefended Imperialist artillery, capturing them and training them on their own tercios.

When Banér arrived, the encirclement of the tercios, too slow to move against such a maneuver, was complete. With both Torstensson and the captured guns pouring shot into their massed midst, and with Horn's infantry likewise pounding away, the battle turned into a debacle. The tercios, proud veterans, stood their ground, taking heavy losses, but the outcome was never in doubt. After only a few hours of fighting, Tilly's army had been totally destroyed. Pappenheim's previously vaunted cavalry was in shocked disarray, and the Imperialists had lost 13,000+ men and all of their artillery. Gustavus' losses, aside from the fleeing Saxons, were around 3000.

And, along with the bodies of the 16,000+ casualties, lay the carcasses of the tercio, the caracoling cavalry ... and a Hapsburg-ruled, Catholic Germany. The death-knell had been sounded for the phalanx-bound, Renaissance-style warfare that had predominated for over 200 years. Modern warfare had been born.

Set-Up Information

Playing Time: 3-6 hours. Maybe less, if the Imperialists stand around waiting for the sky to fall.

Play Balance: Pretty much favors the Swedes, unless Tilly can quickly run the Saxons off and negate Gustavus' superiority elsewhere. We suggest that the more experienced player play the Imperialists, if it's balance you desire.

Difficulty: The terrain is easier, and there are far fewer "extra" rules, than Lützen, so this is somewhat easier to play. It does require an Imperialist player with good tactical skills to make it evenly-matched.

The Maps: The two maps are labelled, for deployment purposes, as West (the large portion, with Podelwitz), and East (the smaller section). Deployment hexes are listed as either W or E.

Initial Deployment

N.B. The number in (#) indicates the number of units in that "regiment"/brigade.

SWEDES (facing South, except as noted)

Konungen Gustavus II

Adolphus [OC] [e]	W2528
Fltmrskl Gustav Horn	W2606
Överste Maximilian Teuffel	W2620
Överste John Hepburne	W2216
Flimrski Johan Banér	W2329
Överste Lennart Torstensson	W2819

Rhengreve Otto von Ludwig,

Överste Adolf Didrik von

Efferen-Hall and Överste

Nils Brahe plus any Repl

Leader counters

Available as Replacements

Field (4) and Heavy Artillery (2) W2816-2821

Regimental Artillery (14), two
in each hex

W2613, 2616, 2619, 2622, 2215,
2218, 2221

Gula (King's Own) HI	W2620-1
Blåa HI	W2611-2
Oxenstierna's Svensk HI	W2617-8
Hand's HI	W2614-5
Gröna HI	W2216-7
Vitzthum's HI	W2213-4
Thurn's HI	W2219-20

Ramsay's LI [b]	W2418
Monro's LI [a]	W2416
Hamilton's LI [b]	W2414

Banér's Commanded Muskets-LI (4)	W2624, 2626, 2629, 2833
Waldstein's Commanded Muskets-LI	W2609
Oxenstierna's Commanded Muskets-LI	W2607
Hand's Commanded Muskets-LI (2)	W2603, 2605

Baudisson [d] HC (3)	W2602, 2604, 2606
Caldenbach's HC (2)	W2608, 2610
Horn's Life Guards	W2610

Östergötland HC	W2623	SAXONS (facing South)	
Småländer HC	W2625	Elector Johan Georg	E2539
Västergötland HC	W2628	General Hans Rudolph	
Tott HC (2)	W2730, 2731	von Bindauf [a]	E2635
Wunsch (Finnish) HC	W2933 (Facing SE)	Field Marshall Hans	
Stalhandske's Finnish HC	W3035 (Facing SE)	Georg von Arnim [a]	E2643
Rhengreven HC (2)	W2530, 2632 (Both Facing SE)	Field Artillery (4)	E2735, 2737, 2739, 2741
Sperreuter HC	W2326		
Damitz HC	W2328	Arnim's TE (2) [b]	E2638, 2639
Donhoff's Kurland HC	W2330	Klitzing's TE (2)	E2640, 2540
Livland (Livonian) HC	W2332	Löser's TE (2) [c]	E2537, 2437
		Schwalbach's TE (2)	E2438, 2439
Ortenburg Life Guards (2)	W2415, 2417	Starschedel's TE (2)	E2440, 2441
		Schaumburg's Kurfursten HI [d]	E2539
Courville's HC	W2205		
von Efferen-Hall's HC (2)	W2207, 2209	Arnim's Life Guard CR	E2643
		Bindauf's CR	E2635
Schaffman's HC	W2116	Bindauf's LC	E2534
Kochitzky's HC	W2117	Kurfursten (Elector's) Life	
		Guard CR (2)	E2542, 2543
Swedish Baggage Train and		Sachsen-Altenburg CR	E2443
Taupadel's Dragoons (4), one		Sachsen-Altenburg LC	E2444
of each in [c]	W1116, W1415, 1515, 1615	Steinhaus CR	E2442
		Löser's CR [c,e]	E2535, 2536
		Pflugk's CR [e]	E2434, 2435

a = Monro's regiment of musketeers was actually German, although he was Scots. They appear to be operating as "dispersed (10.35)", commanded muskets. Although Monro, whose diary of the events of the war is one of the valuable, prime sources, was quite capable, his hired-hand Germans were probably best in quasi-skirmisher mode.

b = Ramsay's (Scots) and Hamilton's (English) regiments were somewhat more "shock-oriented" than the usual LI/CM units. It is possible that the pikemen originally in these regiments were distributed among the other brigades, as the returns of ten days prior show them each with about 100 pike. These LI may be used in conjunction with other-type units to gain Position Superiority against non-LI units. All other LI restrictions and adjustments apply. If using 10.35, simply make them "Compact".

c = Taupadel's regiment of German dragoons, 464 strong, is listed in the SK OoB for Breitenfeld. This unit appears nowhere on any deployment map (and there are many of those), nor is there any other mention of it. It is our educated guess that these men were assigned to guard the baggage train. They may be deployed mounted or dismounted.

d = Lt.General Wolf Henrik von Baudisson (boy, they had great names, didn't they!) was Gustavus' adjutant, along with Överste Nils Brahe, who gets to command at Lützen and, if I'm not mistaken, is a descendent of the early scientist, Tycho Brahe (another great name!), who was one of the men responsible for spreading (and adding to) Paracelsus' "Lion of the North" prediction (see the back of the box), a prediction which had a palpable effect on the German people. Not truly necessary to play the game, but we don't waste information around here. Wait'll you read the next note.

e = I used to think that this Gustavus was the one who got "the shaft" at the masked ball in the Auber/Mercadente/Verdi operas on that subject. But, no, that was Gustavus III. Whatever, Gustavus II did look like a tenor, with his rather un-martial, rotund physique. That "portliness" was rather misleading, however, and GIIA - as our Swedish researchers insist on calling him - was a man of impressive physical and intellectual reserves. Actually, one of his more impressive physical feats was showing up alive in the Greta Garbo movie, "Queen Christina", to pass the crown to his daughter. He did look rather old, though ... travelling all the way from Lützen to Stockholm while dead probably aged him tremendously.

Saxon Baggage Train (2) E1937, 1939

a = Yes, these two have no ability to issue Line Commands, mostly a simulation of the lack of command structure brought upon by the Elector's budget reductions. Bindauf bought it rather quickly (supposedly killed by Imperialist commander Furstenburg, himself) ... his death resulted in almost his entire wing routing. Obviously, none of these guys had seen "El Cid". Von Arnim, whose low ratings reflect those budget/command situation rather than his talents, was actually a rather active and highly capable leader throughout the 30 Years' War. He formerly worked for Wallenstein and the Imperialists, but then went free agent and signed up with the Saxons.

b = The Saxon infantry was not organized or deployed along any purely regimental or brigade lines, although the units listed were those that supplied men. This bunch, in some sources called the "Leipziger Bund", was newly-raised, mostly-disorganized rabble, simply dropped into tercio-like places, 25 or so ranks deep and totally without a clue. The formation used for the game is one suggested by several sources, although it looks rather fantasy-like to us. In any case, these bozos didn't stay around long enough for anyone to jot down where and how they were standing.

c = The most propitiously named unit in the game; art imitating life as it were. Rumor has it that an Imperialist tercio commander, Colonel Alois Baldiron, later joined up with these Losers to form a rock group: Bald Iron and the Losers. They specialized in biting the heads off peasants.

d = The Elector's Own Regiment. Their deployment is entirely guesswork by your intrepid designers.

e = These two cavalry regiments were from the nobility. They ran off the field pretty much the instant the Imperialist RW cavalry made contact. So much for upbringing and family lineage...probably extras from "Covington Cross", which, thankfully, disappeared almost as fast as these two regiments.

of the North

IMPERIALISTS AND CATHOLIC LEAGUE (facing North, except as noted)

Count Johan Tzerclaes	
Tilly [OC]	W3710
Fieldmarshal Gottfried Hans	
Graf Pappenheim	W3619
Generalmajor Egon	
Graf Furstenburg	E3640
General Rudolph	
Colloredo von	
Wallsee (Cav) [c]	W3910
Generalmajor Johan Wilhelm,	
Duke of Sachsen-	
Altenburg	W3713
Generalmajor Count Joakim	
Kristin von Wahl	W3700
Field (1) and Heavy Artillery (2)	W3411-3
Field (1) and Heavy Artillery (2)	W3300-2
Holstein TE [e]	W3618
Chiese TE	W3716
Gallas TE	W3615
Neu-Sachsen + Furstenburg TE	W3713
Baldiron + Dietrichstein TE	W3712
Alt-Tilly TE	W3611
Geleen TE	W3709
Goëss TE	W3708
Savelli TE	W3607
Blankhart TE	W3705
Pappenheim TE	W3703
Camargo + Reinach TE	W3602
Wahl TE	W3700
Wangler TE [a, f]	E3741
Isolano LC Croats (3)	
and Dragoons[g]	E4026-4029
Wengersky Polish HC	E3733
Schönberg CR (2)	E3734, 3735
Alt-Sachsen CR (2)	E3736, 3737
Crönberg CR (2)	E3738, 3739
Baumgarten CR	E3740
Montecuccoli CR (2)	W3904, 3905
Haraucourt LC [b]	W3906
Erwitte CR, LC	W3907, 3908
Coronino LC	W3909
Colloredo LC [c]	W3910
Strozzi CR	W3619
Neu-Sachsen CR	W3620
Rangoni CR	W3621
Neu-Piccolomini CR	W3622
Alt-Piccolomini CR, LC	W3623, 3624
Pernstein CR (2) [d]	W3625, 3626
Merode LC	W3627
Tilly's Life Guard	W3710[e]
Imperialist Baggage Train	No Counters. Deployed Off-map for looting and WP purposes. See Note below.

a = The *Sveriges Krig*, as well as other sources, also list the tercio regiments of Cratz and Farensbach. Neither, however, are shown on any deployment. Both units were recently raised (1630 and 1631), and there is some indication that they were "late" arriving, whatever that means. This brings up the question exactly how many tercio were present, with numbers ranging from 14 to 18. There were, actually, 18 "units" on the lists. However, six of these "brigades" - Baldiron's and Dietrichstein's, Neu-Sachsen and Furstenburg's, plus Camargo's and Reinach's - were combined into one tercio each, while the strongly-backed suspicion remains that Cratz's and Farensbach's brigades never arrived. Eminent Gustavus scholar, Michael Roberts, makes the statement that, and I paraphrase, "7,000 men arrived late," ... Late for the battle? Late for dinner? And 7,000!! Our guess is he's referring to those Imperial troops returning from the Mantuan wars in Italy, but no such, specific explanation was forthcoming, so we go with what we see ... and we see 14 tercios.

b = Also listed as Caffarelli's cavalry.

c = Several sources show this regiment as being commanded by Hieronymus Colloredo - who may or may not be the Rudolph Colloredo of Lützen. Difficult to tell if there's any difference... probably not, as most sources list only one Colloredo. We went with the theory that you've seen one Colloredo, you've seen them all. However, he does have two counters, as his level of command and responsibility changed. For Breitenfeld, use the "Cav" Colloredo.

d = Also listed as Aldobrandini's regiment.

e = Tilly's Life Guard is treated as his "Personal Guard". Any time Tilly moves, the Life Guard moves. They are treated as any normal combat unit, except that if Tilly moves (or is given an order to move) and they are stacked with Tilly, they (the LG) moves with the same Order. This does not apply if they are NOT stacked. (For those of you who have and play **SPQR**, treat them as Leader Elephants ... sans rampage rules.)

f = Both Holstein's and Wangler's tercios are actually not part of the "main line" of tercios under Tilly and Dietrichstein. See special rules, below, for attaching them to a cavalry line.

g = Yes, the Croats are way out of command range. It appears that these Jolly Ranchers had participated in some early morning skirmishing north of the Lober and then retired to the far right of the Imperialist wing ... where they sat, idle, for most of the battle. It wasn't until they saw the Saxons streaming from the field that they saw their opportunity. Instantly, and in the best tradition of the Croatian Light Cavalry, they made a mad dash for the Saxon Baggage Train, looted it, and went home. Nice work, guys.

Free Set-Up Scenario

Not much to say here, except that you can feel free to experiment, using the parameters of both side's historical lines. The Imperialists set up first, then the Swedes and Saxons.

Some of you might ask, why not follow history, have the Imperialists set up, and then have the Protestants enter the map through Podelwitz? Well, for one, any Imperialist game-player who allows this to happen without doing anything is probably allergic to dice. Which brings up the question as to why Tilly let it happen. Seems they didn't do that sort of thing; partially because those were the rules - both sides knew how long it took to actually deploy an army* - and partially because they were afraid once someone actually did do something like that, that would become The Rule (as eventually happened). Try it, if you wish.

* **17th Century Bean Counters:** They actually had engineers with rulers and string who, upon being told the exact numerical make-up of each brigade, would make some quick mathematical computations based on rank-and-file requirements and then go lay out, with that string and some sticks, the literal parameters for the brigade. It was then up to the "non-coms" to herd that brigade into formation within those parameters. You can imagine how long it took to set up a tercio with about 1000+ men, 20+ ranks and columns. And you can imagine how much easier the linear age looked simply in terms of deployment!

HISTORICAL INITIATIVE

The Imperialists actually started the battle. As noted above, Gustavus' army had begun to emerge from the Lober valley at about noon, and Tilly allowed the Swedes and Saxons to deploy with only a desultory cannonade to disrupt them. By about 2 P.M. - and here the sources differ as to why - Tilly's army swung into action. The usual hoo-haa is that the Swedish cannon had started to annoy Pappenheim's cavalry, so they charged. More reasonable is that Tilly noticed that Banér was starting to outflank his left, and this he could not allow to happen. Thus, Pappenheim charged ... and the battle was on.

There is NO Elite Initiative for the 1400 game turn. In addition, after the first turn Artillery Barrage Phase, the Imperialist player gets three Orders Phases, which he treats as if they were Elite Initiative Phases (in that the play sequence reverts to normal after the Freebie Threebie and the used Orders phases count against the leaders' usual three-max). An Imperialist leader given one of these phases may try for a second one (via Momentum), but no leader can use more than two (2) of these phases. A bad Momentum die roll (for the Imperialists) has no effect other than to deny that leader momentum; there is no Die roll of Doom. The Swedes may not attempt to Trump during the Threebie Freebie. Once the three Orders Phases have been completed, the game proceeds naturally.

DURATION OF GAME AND DARK

The game starts with the 1400 turn. Dusk arrives for the 1800 turn, and Darkness is complete (militarily) at 1930, so the 1900 turn is the last turn in the battle. (Historically, the battle was over way before then.) There are a total of 11 possible turns, 8 of which are full daylight ... but that may be shortened by one side achieving victory before then.

Dusk turns are treated as Light Fog turns; Dark turns are treated as Heavy Fog Turns. See the Lützen rules for these effects.

RETREAT EDGE

Swedish: The Swedes retreat off the northern edge of the western map.

Saxons: The Saxons retreat off the northern edge of the eastern map

Imperialists/Leaguers: The Catholics retreat off the southern edge of the western map. (Actually, Tilly's Lines of Communication were to the SW.)

TORSTENSSON AND ARTILLERY BARRAGE

Swedish Field OR (not "and") Heavy artillery (but NOT regimental artillery) in Command Range of Lennart Torstensson, the great Swedish artilleryman, may combine fire with any artillery units within his Range any time they fire. The guns that are combining must be within two hexes (maximum) of at least one of the other guns in the barrage, and Field guns may NOT combine with Heavy guns. All guns that are combining fire must

be firing in the same Hex Range Grouping (e.g., 3-4 hexes; 7-10 hexes, etc.) For each counter over the first, add one (+1) to the die roll. Thus, if 4 Swedish Field Artillery units were combining fire, the Swedish Player would add +3 to his (first six-sided) die roll.

Historical Note: *Torstensson was not available at Lützen; he had been captured in a smaller engagement prior to that. However, he was in command of the Swedish army at Nordlingen - where the Swedes finally lost.*

.....and now, a series of rules calculated to cheer the hearts of any old Normans left around... the "How Bad Can the Saxons Be?" rules

SWEDES AND SAXONS, AND NEVER THE TWAIN SHALL MEET

For all intents and purposes, the Swedes and the Saxons were fighting different battles. Despite being lined up on the same side of the field, their "political" goals were quite different. Neither trusted the other. The Lutheran, Johan - a fairly capable ruler who was not only somewhat of a pacifist but had Imperialist (but not Catholic) leanings - was there only because Gustavus was putting the political screws to him, while Tilly and his Catholics were stomping all over Saxony. Anyway - and we're not making this up - it appears the hot rumor around the Saxon camp was that the Swedes were really Lapplanders with reversed kneecaps, riding moose. Presents an interesting mental picture, doesn't it, though.

No Swedish leader may command Saxon troops ... and vice versa. Gustavus may not give Line Commands to any Saxon leaders.

Exception: Any Saxon cavalry unit with a TQ of '7' (that means Arnim's cavalry and the Elector's Life Guard) that are within command range of a Swedish commander when (I'd say "if", but, let's face it folks: it's "when") the Saxons Withdraw (exceed their Withdrawal Level) may remain on the battlefield and fight with the Swedes. (This, of course, simulates what actually happened.) Until then, however, the leader/command restrictions still apply.

SAXON LINE COMMANDS

The Saxon command structure was pretty bad; only von Arnim had any real, military capability, and that was severely ameliorated by Johan's mixed feelings about being where he was. In addition, in a purely fiscal move, the Saxons had cut their officer staff at least in half, making command communications on the battlefield almost impossible. As a result, neither Bindauf nor von Arnim can give Line Commands, and Johan can give Line Commands only if the Protestant player gets a positive die roll vis a vis Johan's Strategy rating, as if he were an out-of-range subordinate.

SAXON COURAGE

Many (but certainly not all) of the Saxon units, as you can see from their TQ's, were BAD ... mostly because they either had no training (the infantry) or no desire to be there (much of the cavalry). Quite a few were divided in their religious sympathies, while the upper classes were rather unsure as to just what camp they should be in, with much jockeying for political position going on. To replicate this, any Saxon unit with a TQ of '3' or less that receives a combat-induced Disruption result - meaning a D received from anything that occurs as a part of combat, as opposed to a terrain-induced movement D - Routs instead.

SAXON HESITANCY

Apologos of all of the above, it can be discerned that the Saxons were not

of the North

Happy Campers. The alliance was shaky, leaders were uninspired, and most of the troops were rawer than sewage. For players who want a bit of the ole historical feel, we recommend that Saxon units may not move during the first (1400) game turn, unless they are shock-attacked by Imperialist troops.

SAXON CUT-OUT

Aside from the rather low Army Withdrawal levels the Saxons have, they appeared to have a rather heart-warming affinity for their beloved leaders. Why, the instant the right wing cavalry commander, H. Rudy Bindauf, got blown away, all of his men instantly rushed to his home to console the grieving widow ... who apparently lived off the north edge of the map.

To simulate this occurrence, if any Saxon leader gets killed, the instant it happens, the Swedish player rolls the 10-sided die for each Saxon unit in that leader's Command Range. If the die roll is the same as or higher than the unit's TQ, the unit is immediately routed.

Note that some Saxon units have a Disrupted TQ of "0". This is also their Routed TQ - not the '1' the Routed markers say.

See the Withdrawal Levels for further Saxon Travel bulletins.

SAXON LOOTERS

As they were leaving the battlefield, several Saxon units thought it would be a good idea to loot the Swedish baggage train. After all, they had to have something to show for their efforts. Therefore, for each Saxon unit that routs off the north edge of the map between the two sections of The Lober (W1010 and E1039 ... and remember, routers move as directly as possible to the retreat edge, so no Gobschewitz Side-Step-Shimmy across the eastern Lober, thank you), the Protestant player rolls the 10-sided die. If he rolls an even number, that Saxon unit will attempt to Loot. If there is an unguarded train unit, looting and destruction is automatic. If there are only guarded trains, roll again. If the die roll is higher than the guard's TQ, the routing Saxons have blown away the guards and looted and destroyed an unguarded Swedish Baggage Train unit. Pick any one - and assess the Swedes 25 WD Points for a Saxon Loot and Destruction. If all trains are destroyed, don't roll.

... and now for Something Completely Different

AD HOC TERCIO COMMAND

Both Wangler's and Holstein's tercios - but mainly the former - are not really deployed with the main body of infantry. Each one appears to have been detached to the cavalry wings. In fact, Holstein's tercio appears to have advanced with Pappenheim's cavalry and remained semi-isolated on the Imperialist left for the entire battle. Wangler's tercio, while it appears to have advanced initially with Furstenburg's cavalry wing, later seems to have joined in with the advancing line of tercios that hit the Saxons.

Therefore, one tercio may be attached and made part of a cavalry line, for Line Command purposes. In addition, Imperialists cavalry commanders may give Orders to any one tercio in any given turn. They may not change which tercio it is within the turn, but they may do so in a succeeding turn. Movement rates remain, of course.

Also, note that Tilly's Life Guard cavalry may be moved in the same Line Command as any units to which Tilly gives a Line Command.

IMPERIALIST/LEAGUER BAGGAGE TRAIN

Tilly's Train was south of the ridge his army is on - and off the map. To counter this seemingly unfair deployment, for each Swedish (not Saxon) cavalry unit that exits the map between W4202 and 4218 (inclusive) the Protestant Player receives credit for burning one Imperialist Train unit. However, the cavalry unit may not return, and it is treated as having been eliminated for VP purposes. A maximum of 4 train burnings are allowed.

ARMY WITHDRAWAL AND VICTORY

Sweden: Army Withdraws when units with WP totaling **605** have been eliminated.

Saxon: Army Withdraws when units with WP totaling **125** have been eliminated. Obviously, there is an excellent chance the Saxons will reach this level before the other two armies. Therefore, instead of simply removing the Saxons when they reach their WP level, all Saxon units immediately Rout. Only the leaders are removed. The Swedish Player will continue to Rout retreat these units until they are all off the board.

Imperialists: Army Withdraws when units with WP totaling **900** have been eliminated.

Size and TQ Levels

Player	Inf SP's*	Cav SP's*	WD Pts	WD Ratio***
Swede	1070	574	1729	35%
Saxon**	384	231	615	20%
Imperial	1429	793	2252	40%

* = Does not include artillery

** = Elector Johan counts as 20 WD points if eliminated

*** = The Imperialist WD ratio is higher than that of the Swedes because (a) the Swedish army was basically untested in a major battle, and (b) this was a crack Imperialist army with a virtually unbroken decade-long string of victories.



The Battle of Lützen 16 November, 1632



Historical Background

After Breitenfeld, Gustavus was the "man of the hour" for most of Protestant Germany, Paracelsus' prediction (see the box back) come true. Ignoring the Emperor's "capital" at Vienna because of, in Gustavus' mind, major supply problems, oncoming winter, and the relative lack of worth of such an objective, he now headed south for the rich lands of the Rhinish Palatinate. Here he would not only have supply and manpower in abundance, but he would lie athwart the Hapsburg route between the Netherlands and Italy. After a successful, and relatively restful winter, Gustavus set out to find Tilly.

Tilly had not been idle. He spent the winter raising another army, and when, in the spring of 1632, Gustavus set off north and crossed the Danube, Tilly sat behind the River Lech, blocking his passage. On April 16, with the help of a massive bombardment, Gustavus forced a river crossing and soundly defeated Tilly's new army. Tilly, severely wounded, died shortly thereafter, leaving Gustavus with a virtually open field ... and Ferdinand without

a reliable field general. That meant only one thing - and the one thing Ferdinand really had sought to avoid - the return of Count Albrecht Wallenstein.

Wallenstein, a Czech of rather diverse, often exceptional, and usually malevolently self-involved talents, was a perverse model of a Machiavelian prince. Greedy, mercenary, totally without guilt or scruples, and so powerful as to be feared by the Holy Roman Emperor, Wallenstein, the foremost military leader in the Imperialist camp, had one objective: to set himself up as the Hapsburg version of Richelieu. So, when Ferdinand, desperate for some means of stopping Gustavus, came 'a calling, Wallenstein was ready with his demands ... and they were rather considerable. With Ferdinand reluctantly acquiescing, Wallenstein was not only placed in supreme command of all Imperialist/League troops - "General of the Baltic and Oceanic Seas" was the sign over his tent - reporting to no one, but he forced the Emperor to funnel all decisions of state through him!

Wallenstein, carte blanche in hand, wasted no time. In late April, 1632, he seized Prague, driving Elector Johan's Saxon army out of the picture and setting in motion a cat-and-mouse game of march, counter-march with Gustavus. Each sought to catch the other out of position, and, for the most part, Wallenstein's maneuvers worked. Gustavus had caught up with the Imperialist army entrenched at Fürth and had stormed the position to little avail, losing 3000 men in the bargain. By this time, disease and fatigue were starting to severely reduce Gustavus' manpower, and, in an effort to draw Wallenstein into an unfavorable position, another round of maneuvering began. Gustavus did get some help from Bernhard and Wilhelm of Saxe-Weimar, but by this time (early November), his army was badly in need of a rest - or a victory.

Wallenstein, having kept the Swedes at bay, now intended on withdrawing into Leipzig for the rapidly approaching winter. To that end, he encamped most of his army around Lützen, about 20 miles to the west. Sure that Gustavus would do the same, Wallenstein despatched about one-third of his force, under Pappenheim, to Halle, so that the encampment shouldn't become over-crowded. The splitting of Wallenstein's army, though, was just what Gustavus was waiting for. For this brief window of opportunity, Gustavus' army now outnumbered Wallenstein's, and he moved rapidly to attack, intending to use surprise as a factor. The ground, however, was in bad shape, slowing down his progress, and, at Rippach, he ran into several squadrons of Croats under Rudolph Colleredo. The ensuing skirmish was nothing, tactically, but it did serve to warn Wallenstein of Gustavus' approach.

The count, though, was in a foul mood. His gout had flared up, forcing him to be carried around on a sedan chair, and he had no desire to fight Gustavus at this time. To that end he began entrenching his army and planning such deployment as to dissuade Gustavus from attack. When, on the morning of November 16, he realized that Gustavus fully intended to seek battle, he sent a hurried message to Pappenheim, in Halle, to get his men over to Lützen as fast as possible. In the meantime, he began to plan for Gustavus' approach.

He withdrew his men north of the Lützen-Leipzig road, between the town and the Floßgraben, a usually sluggish stream that November rains had turned into a somewhat fordable but problematical military headache for any sort of formed units. To make any Swedish attack even more difficult, Wallenstein had his men dig out the area in front of and behind the road, creating a ditch into which he placed small platoons of commanded muskets. As for his deployment, well, that shifted with each incoming bit of news. Basically, he had his infantry in the center and his cavalry on the flanks ... standard set-up for almost any battle. The major question of interest, though, is exactly what type of infantry he had. Were they the time-

honored tercios, as some historians (still) claim, or were they closer to the Gustavian model of linear, firepower brigades? (See the notes, below.) Even more difficult to determine is how Wallenstein's army was deployed when the battle started. Here, it is hard to find even two sources - period or modern; compare, e.g., Fuller to the *Sveriges Krig* to the more recent Germans - that agree. (Again, see the deployment notes, below.) As a final obstacle to the approaching Protestants, as dawn approached, Wallenstein fired the town of Lützen, and, with the wind in a generally southwestern direction, the dense smoke, together with the swampy Muhlgraben, added an additional level of protection to his right flank.

As for Gustavus, having finally maneuvered Wallenstein to ground, he had every intention of attacking, regardless of the obstacles. His Breitenfeld army had been reduced some 20% by combat and (mostly) disease. Pike replacements had been hard to come by, but he had filled the ranks of lost musketeers with German mercenaries so much so that his army was far more German than Swedish. Early on the morning of the 16th of November, while Wallenstein was busy redeploying and setting fire to the town, Gustavus' army crossed the Floßgraben (it turned westerly at the rear end of the battlefield; see the game-map). As a flying column, he despatched General Bulach and several squadrons of cavalry around the eastern side of the stream to grab the bridge that controlled the Lützen-Leipzig road. The only problem was, by the time Gustavus had gotten into position, an extremely thick fog had developed, shrouding the entire battlefield.

The two armies stood, peering through the mists for several hours until, at around 10 A.M., the fog suddenly lifted, the heavy artillery of both sides rang out, and Gustavus and his right wing cavalry shot forward. Despite some initial problems crossing the elevated causeway, the Swedish heavy cavalry pushed the Imperialist left back and withstood a determined counter-charge from Piccolomini's armored troopers. In the meantime, the Swedish left and center moved slowly forward, pushed Wallenstein's musketeers out of the ditch rather easily, and engaged their opposing numbers.

At this point, several things happened, all of which lead to massive confusion for all the participants ... as well as the commentators. The Swedish left and center, under Bernhard of Saxe-Weimar, appeared, after some initial success, to be having some trouble. Gustavus sought to cross the field, directly in front of the Imperialist lines (he was north of the ditch), at the same time the heavy fog fell again. Outriding his cavalry escort, Gustavus appears to have stumbled into a group of Imperialist cavalry, been shot from his horse and then shot again, several times, while he lay on the ground. Although almost no one knew it at the time, the King was dead.

With the fog having descended, confusion reigned until the fog lifted again at about midday. At the same time the view became somewhat clearer, Pappenheim galloped onto the field with his Halle cavalry. His arrival proved exceedingly timely, and his heavy squadrons quickly pushed the Swedish right back across the causeway. Unfortunately, the peripatetic Pappenheim suffered the same fate as Gustavus, being mortally wounded in his charge. Given this respite, the Swedish cavalry once again surged across the causeway in yet another reversal of fortune.

Meanwhile, by mid-afternoon, the bulk of the Swedish army heard the news of Gustavus' death. After some initial confusion, and spurred on by the urgings of Bernhard to "... win one for the Dolpher", the Swedes - and, yes, even the German mercenaries - reached a level of battle fury that drove them, once more, into the Imperialist right, commanded by Colleredo. It was late afternoon by now, and the battle had disintegrated into a Hollywood-style free-for-all, with little organized control over what was happening. The Imperialist guns were captured, retaken and then lost again. The fighting around Lützen surged back and forth. The Swedish rightwing

of the North

cavalry, under the Finnish hero, General Stahlhandske (... old Hands of Steel; his coat of arms emblazons the Finnish flag today), was holding their own but was still too busy to help on the other side of the field, even if they had known what was happening.

By dusk, the Swedes appear to have gained the upper hand around the windmills, and, with his retreat rout to Leipzig cut off - the Swedes controlled the easterly banks of the Floßgraben - Wallenstein, despite the late arrival of his (very tired) Halle infantry, sought to avoid the end-of-battle fiasco that Breitenfeld had produced and ordered his army to retire in fairly good order to Halle. As night fell, the Swedes held the battlefield, had blocked Wallenstein's lines of communication to the east, but had lost the key element of their army: the king.

Disregarding the importance of Gustavus' death, exactly who "won" the battle is a bit of a contentious mystery. Several sources insist that had Wallenstein hung in and used the arriving 3000 infantry he could have turned the tide before the lack of light made it far too confusing to continue. Other sources (guess whose) state definitively that Wallenstein had been driven from the field in disarray. Strategically, and because of the Leipzig question, it was a Swedish victory. Tactically, we'd call it a Swedish "near run thing".

Politically, and with the death of Gustavus, it was a Swedish disaster. Actually, with hindsight, the entire war should have ended there. Both parties were in shambles, and the Swedes were "headless". Wallenstein soon fell out of favor and was assassinated two years later. The Swedes, under Bernhard and Torstensson, were finally defeated at Nordlingen at about the same time. What was left? Well, Richelieu was left, and he was determined to assert French control over the Rhine, so the war dragged on for another fifteen years.

Playing Time: 4-7 hours.

Balance: Depends on the Fog and the arrival of the Imperialist reinforcements to some extent. All things being equal, slightly in favor of the Swede.

Difficulty: This battle is somewhat more difficult to play than Breitenfeld. First, there's the fog ... and then there are the problems with the ditch. The units are also more evenly matched, so options do not seem so obvious. Of the two battles, this presents the biggest challenge to the tactical capabilities of both commanders.

Initial Deployment

SWEDES (facing NW)

Konungen Gustavus II	
Adolphus [OC]	3317
Överste Nils Brahe	3321
Överste Knijphausen	3720
Duke Bernard von	
Saxe-Weimar	3326
Gen. Stahlhandske	3307
Gen. Bulach	3711
Christian, Prince of	
Anhalt-Bernberg [c]	3728

Only the "Repl" leaders are available as replacements. If Gustavus is killed, he is replaced by the v. Weimar "Repl/OC" counter, with a Repl counter taking von Weimar's position as subordinate leader

Heavy Artillery (2)	3119-3120
Field Artillery (5)	3121-3125
Commanded Musket LI (10)[a] and Regimental Artillery (10), one of each in each hex	3335, 3333, 3331, 3329, 3327 3316, 3314, 3312, 3310, 3308
Finland HC	3307
Vstrgld HC	3309
Sodermanlander HC	3311
Uppländer HC	3313
Östrgld HC [e]	3315
Småländer HC	3317
Svenska Brigade HI	3318-3319
King's Own (Gula) Brigade HI[d]	3320-3321
Blåa Brigade [L] HI	3322-3323
Gröna Brigade [L] HI	3324-3325
B.v.Weimar HC [3SP]	3326
B.v.Weimar HC [2SP]	3328
Karberg HC	3330
Donhoff [b] HC	3332
Tiesenhausen HC	3334
Courville HC	3336
Henderson HI regiment	3522
W.v.Weimar HC	3707
Goldstein HC	3709
Bulach HC	3711
Beckermann HC	3713
v. Dalwigks Hessian HC	3715
Georg v. Usler HC	3717
Bosc HI Brigade	3718-3719
Knijphausen HI Brigade	3720-3721
Thurn HI Brigade [L]	3722-3723
Mitzlaff HI Brigade	3724-3725
Hofkirchen Saxon HC	3726
v. Anhalt Saxon HC	3728
Lowenstein HC	3730
Brandenstein HC	3732
Steinbach HC	3734
Stechnitz HC	3736
Öhm LC	3922
Swedish Baggage Train	See Note, below
[a] = These appear to be from Lowenstein's regiment	
[b] = Alternately listed as the Kurländers	
[c] = One of the few "heros" for the Bohemians at White Mountain, 1620.	
[d] = IMPORTANT: This unit starts with a strength of "7/4", not the "9/5" as printed. (We saved on counters.) Give it 3 Hits (a 3, 2/1 hit marker), but remember its base strength is '11'.	
[e] = IMPORTANT: This unit starts with a strength of '1' (give it 1 Hit). All other ratings are as printed, and its starts in normal state (not Disrupted ... again, saving counters).	
Design Notes: The Swedish "flying column" across the Floßgraben appears to have crossed that stream about two miles to the south, as	

Gustavus' army approached. The Croats, who also appear in many battle plans "across the Floss", appear to have done that by galloping past the pond and across the bridge when Gustavus' intentions became apparent. Our main source for Swedish deployment was the battle diagram in the Sveriges Krig, Vol. VI, augmented by Matthius Merrian's period lithograph of the battle (a sort of visual, legendized OoB). Merian, not totally reliable in all things, is best for the Swedish units and their locations. His positionings are also borne out by other, drier sources. His drawings are less felicitous for the Imperialists and the terrain, unfortunately.

IMPERIALISTS/LEAGUERS (facing SE)

Design Notes: *There are some major differences between Swedish and German/Austrian sources as to which regiments were present and where they were. What we have done is noted where the sources differ, and where you can adjust for same. As for positions, the Imperialist army did a lot of unit shifting before and during the battle ... and we've got to start somewhere. You are always free to come up with your own deployment, although we feel the one we have provided is the most probable/accurate/historical (pick your own adjective).*

Count Albrecht

von Wallenstein [OC] 1923

General Rudolph Coleredo

von Wallsee (LtZ) 2132

Ottavio Piccolomini,

Duca d'Amalfi [g] 2017

Fieldmarshall Heinrich

Graf Holck 1913

Berthold von Waldstein [d] 2129

Field Artillery (4)[f] 2223, 2225, 2227, 2229

Heavy Artillery (3)[f] [j] 2233, 2333, 2434

Commanded Muskets (1) [j] 2942

Commanded Muskets (4) [j] 2737, 2838, 2938, 3039

Trcka Dragoons (Dsmntd) 2637

Commanded Muskets (15)[a] Any hex inside ditch or directly behind (north of) ditch, between 2712 and 2535 inclusive.

Waldstein HI [d] 2129-2130

Grana HI 2126-2127

Camargo HI 2124

Sachsen HI 2122

Mansfield HI 2120

Kerhaus HI[b] 1921-22

Trcka HI 1928

Alte Breuner HI 1721

von Breuner HI 1723

Jung Breuner HI 1725

Baden HI 1727

Colloredo HI 1729

Reway Croats LC 1708

Isolano Croats LC [h] 1609

Corpes Croats LC 1709

Beygott Croats LC 1608

Hagen LC (2) 1811-12

Holck CR 1913

Alt-Trcka CR (2) 1914-15
Piccolomini CR 2017
Götz CR 2118
Commanded Muskets (3) [k] 1912, 2016, 2117

Fontinelli CR [e] 1919

Lohe CR [d] 1925

Westrumb CR [e] 1930

Loyers LC [c] 1732

Hatzfield CR (2)[c] 1718, 1719

or Drost CR [c] 1719

H.Westphalen LC 2132

V.Westphalen CR 2133

Leutersheim LC [e] 2134

DesFours Polish HC 2136

Goshütz LC 2138

Commanded Musket LI (2) [k] 2135, 2137

Imperialist Baggage Train (4) 1319, 1321, 1323, 1325

[a]=These appear to have been from Thun's and Reinach's infantry brigades. The muskets behind the ditch may fire over the heads of the units IN the ditch. They are also protected by the berm if fire is directed through a berm hexside.

[b] = This is Chiesa's regiment from Breitenfeld with a new commander (and name).

[c] = There is a possibility that Hatzfield and Loyers actually arrived towards evening, and that Melchior von Hatzfield's cavalry didn't show up until after the battle was over! Swedish sources say Loyers arrived during, Hatzfield after. German sources list Loyers as present, but no Hatzfield. They do list Drost's HC as present, though - something the Swedes do NOT do. If you play the Swedish version you may either start with both Loyers and Hatzfield present at the start - or use the Loyers/Hatzfield reinforcement sections. If using the Imperialist version, start with Loyers and Drost present, and use the Hatzfield reinforcement schedule.

[d] = Wallenstein's personally-raised "guards" units. It is possible that these two regiments were dissolved (or so the emperor hoped) when Wallenstein fell into political disfavor at about the time the Imperialists felt they had sewn the whole enterprise up (around 1629), only to have the crafty Wallenstein give them different "names" and, in effect, "hide" them until he returned to prominence. "Waldstein", of course, was the family name for Wallenstein. Although there is some confusion as to who commanded the "center" infantry - Wallenstein himself was the overall commander - several sources indicate that it was Berthold. Whether he was a relative or not (the Count's adopted son(?), Bernhard, appears to have been running the artillery, so having another nepote hanging around would not be far-fetched) we were unable to ascertain.

[e] = The Italian/Catholic League, Fontinelli cavalry regiment is alternately listed as Tontinelli, the latter apparently a "typo". The Leaguers also had a Ferrari regiment (eat your heart out, Tom Oleson), but, alas, they were on duty in Italy. The German/Austrian sources do not list this regiment, or the Westrumb regiment, at all. It is possible that they were "Croats" - the Imperialist sources tend to lump all non-Germanic units into groups of "others" (Croats, Poles and Hungarians, to be specific). However, there is no indication they are Croats; Swedish sources, which are quite specific as to which units are Croats, etc., do not include these two units. We also note that the Germanic sources do not list the Leutersheim (a.k.a. Leutzheim)

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unit, either. If you are very strict about playing with the Germanic sources, none of these three units should be deployed! Fat chance.

[f] = Swedish sources indicate that the Imperial artillery left its train with the baggage (in the rear) and thus were not capable of any movement. Players wishing to use this piece of information may treat all Imperial artillery as having a MA of "0". Not going to affect play much, is it.

[g] = The Czech authority on this era, J.V. Polisensky, refers to the Duke, rather deliciously, as the "sinister" Piccolomini. We assume it didn't just mean he was left-handed, and, throughout playtesting, we, too, referred to him as such.

[h] = This unit - chose any one of the Isolanos - starts with 2 Hits to bring it to its actual "maximum" strength of "3" for this battle. The Isolanos performed far better at Lützen than they did at Breitenfeld.

[j] = These infantry units may be faced in any direction desired; PLUS the heavy artillery unit in 2434 should probably face SE, directly towards the ditch, but that's up to you.

[k] = IMPORTANT: These are optional and not supported by most of the sources. There is much evidence that Wallenstein started to use Commanded Musket detachments, á la Gustavus. However, the Imperialist RW commander, Holck, says they appeared only on the reinforced Left Wing. We suggest leaving them out, with their inclusion a benefit (albeit slight) for a beleaguered Imp.

Historical & Design Note: As noted, the historical deployment of the Imperialist units is rather difficult to pin down, and subject to some controversy. We have used the information from a map in the S.K., which is based on a map from 1710 of the battlefield. Recent German sources, especially books by Seidler and Golo Mann (which, we think, is Paraguayan for "soccer goalie"), go to some lengths to debunk much of the SK info on Imperialist deployment. The librarians at the Swedish War Archives do admit that there may be some "romanticizing" in their Imperialist information, but we think that the differences arise from what Wallenstein did before Gustavus moved up from the south, and what he did during the night before the battle upon viewing the Swedish dispositions. In any case, what we have suggested as the "Historical" deployment is quite different from what appears in most modern-day maps of the battle, especially as pertains to the refusal of the Imperialist left - which may have been so situated to await expected reinforcements (see the notes on Hatzfield and Loyers, as well as the arrival of Pappenheim's men) as well as the placements of what now amounts to the 2nd and third lines in the center. The second line - mostly the two extra HI "regiments" - is more of a "halfway" measure between linear and tercio style, which, based on our readings, is about where Wallenstein stood in terms of adapting Gustavus' linear methods. The third line of HI units appears in many modern maps - even in Merrian (and also in SPI's Thirty Years' War/ Lützen scenario) - as the right wing, interspersed with cavalry. Given our position that the Imperialist right was anchored - and made safe - by the Muhlgraben and the burning Lützen and its castle - and Wallenstein's dispositions thereunto, we feel that so reinforcing the right against a perceived non-threat is untenable. It is more likely, and German/Hapsburg records seem to agree, that this line was a true 2nd/rear line, used in echelon as a reserve. The S.K. maps agree wholeheartedly.

FREE DEPLOYMENT

As you can see from the above notes, the "historical" deployment is open to some speculation. It would be well within the bounds of "historicity" to experiment. Therefore, feel free to attempt your own deployments, based on other - or your own - ideas and sources. We do suggest the following parameters:

1. Set up the Imperialist/Leaguer army - the units listed in the historical deployment - first. Except for the garden hexes and the castle of Lützen, no units may be south of the Lützen-Leipzig Road, and only Command Muskets are allowed IN the ditch. No units may set-up east of the Floßgraben. Remember to choose between the "Swedish" and "Germanic" source deployments.

2. Now set up the Swedes, all units being placed on or south of the 31xx line. The Swedes may place only cavalry east of the Floßgraben; how many - and which ones - is up to him.

3. The Imperialist Player may now change one "Line" of units - as if he were moving these units in a Line Command - to any position on the map north of the ditch/road. Ignore any disruption problems that would normally arise by such movement.

4. Remember to place all your Baggage Train units in the hexes listed historically.

5. You are now ready to start play.

IMPERIALIST REINFORCEMENTS: THE HALLE DETACHMENT

The dashing, capable - and impetuous - Imperialist commander, Gottfried, Graf Pappenheim, was sitting in Halle, to the North- and some miles away - when Gustavus' approach was detected by Wallenstein's advance guard. He had with him about 2200 cavalry and somewhat more foot. Upon receiving word from Wallenstein that the battle was about to be joined, he headed towards Lützen.

Pappenheim's horse arrived just in time (see rules, below on just from where) to repel Gustavus' initial attack against the Imperialist left - and just in time to get Pappenheim killed. His infantry showed up - tired, pikes and tongues dragging (which is why their TQ's are low) - just as night fell; they were not involved in the actual battle. Sources indicate they also had some heavy artillery pieces with them, but they have not been included as they would have been useless at this time of day(night) anyway.

We have also included the Loyers and Hatzfield cavalry units in their Reinforcement Mode, as discussed above.

Players can handle this one of two ways: Historical Arrival, and Random Arrival.

HISTORICAL ARRIVAL: Group "A" (see below) arrives in the 1200 game-turn thru any hex between 1035 and 1008. The infantry (Group "B") arrive 1700 thru hex 1035.

RANDOM ARRIVAL: At the start of each game turn - in the Leader Activation Phase - for which each group may arrive, roll one die. If it falls within the listed range, those units may arrive as reinforcements. If the turn happens to be Heavy Fog, subtract three (-3) from the die roll.

	Group A	Group B	Loyers**	Hatzfield**
1030	0*	NO	NO	NO
1100	0-1*	NO	NO	NO
1130	0-4	NO	0*	NO
1200	0-6	NO	0*	0*
1230	0-8	NO	0-1*	0*
1300-1500	AUTO	NO	0-2	0*
1530		0*	0-3	0-1*
1600		0*	0-5	0-2
1630		0-1*	0-7	0-3
1700		0-7	AUTO	0-5

** = See Initial Deployment notes

Design and Play Note: *There is little chance that the late-arriving HI regiments will have any effect on the game. Then again, one never knows, do one?!*

Location of Arrival:

1. * = All Reinforcements that arrive from a successful die roll in a 0-1 range (the * ones) MUST enter via the Halle Road, 1035.
2. For units that do not enter as per #1 (the * units), at the beginning of the Turn Orders Phase of the turn immediately after the last asterisked turn, the Imperialist Player must choose which hexes his cavalry Reinforcement hexes will enter - as per #3 or #4, below - writing the locations down as proof of his honesty. He may NOT change this decision. The same applies to the late-arriving infantry reinforcements for the 1700 turn.
3. Reinforcements may arrive thru any hex between 1035 and 1008. However, all reinforcements arriving at the same time may enter only through two adjacent hexes. Thus, all units in Group A could enter through 1010 and 1011, but not 1011 and 1026.
4. If the Imperialist player so chooses, he may bring in any of his reinforcements through any hexes on the north edge of the map, east of the Floßgraben. However, if he so designates those hexes, the units so designated arrive one turn after they are eligible to arrive. The Imperialist player may split his reinforcements between the two sides of the river (a tricky option, considering command problems), and he may delay units coming on west of the stream in an effort to confuse the Swede.

Example: At the beginning of the 1130 turn, the Imperialist player decides to bring all of Pappenheim's cavalry (Group A) in east of the Floßgraben, writing such down. He rolls a '7' for the 1130 turn, and then, in the 1200 turn, he throws a '2'. However, because they are scheduled to come in east of the stream, they actually enter the game in the 1230 turn.

Historical Note: *The routes from Halle to Lützen included a somewhat better road (than the one leading to Leipzig on the map) that branched off towards the Leipzig Road (which it joined some miles east of the Floßgraben) about a mile and a half north of the battlefield. Historically, Pappenheim and his cavalry appear to have headed down the Halle road, turned eastward on the Halle-to-Leipzig road, then turned directly south along the western banks of the Floßgraben, appearing (sometime before noon, or thereabouts) on the Imperialist left just in time to blunt Gustavus' charge. HOWEVER, it is our Crack Researcher, Johan Arve's, opinion that at least several of the Pappenheim cavalry units - and all of the infantry - came in on the EAST side of the Floßgraben, the infantry actually entering via the Leipzig Road! The interpretational question here is, do the SK notes and personal reminiscences which refer to the Leipzig Road mean the Halle-Leipzig Road, or the Lützen-Leipzig Road? It is OUR opinion that none of these units actually arrived via the Leipzig Road that is on the game map, as they would most likely have been intercepted by the Swedish right wing cavalry. However, you have the opportunity to prove us wrong, and Johan right.*

Group "A": Pappenheim, Batthyanyi, Bredow, Lamboy, Varoux, Orossy, Forgach*, Sparr and Beninghausen cavalry units, plus Pappenheim's dragoons (mounted).

* = Forgach's Croats, while listed as "Croats" appear to actually have been Hungarians.

Group "B": Gil de Haes, von der Goltz, Moriametz, Reinach and Pallant HI regiments. They may arrive in Column.

Arriving reinforcements move normally, with the time of arrival during the turn dependent upon the accompanying leader's Initiative Rating. Arriving leaders may NOT Trump, but they may attempt Momentum once on the map.

Reinforcements arriving without a leader enter after all leaders are Finished. They may move - only - as if they had a Line Command from a leader, and once they have finished movement (one Orders Phase) they stop and that portion of the turn is over. They may not enter an enemy ZOC and, if their entrance is so blocked, they must delay their arrival until they may enter freely.

DURATION OF GAME AND DARK

The game starts with the 1000 turn. Dusk arrives at 1600, Darkness is complete (militarily) at 1730, so the 1700 turn is the last turn in the battle. (Historically, neither side wished to continue in the dark.) There is a total of 15 possible turns, but that may be shortened by Fog or one side achieving victory before then.

Treat the 1600 and 1630 game turns as "Light Fog". Treat the 1700 game turn as "Heavy Fog".

Historical Note: *Dawn was actually around 0700. However, the fog was exceptionally thick, and neither side truly deployed so that Gustavus was not actually ready to begin until some time after 9 AM. As quasi-chivalric custom - and his defensive position - dictated, Wallenstein was content to sit and wait for Gustavus, as long as the Swedes didn't get to use their potent artillery as they did at Breitenfeld. See the "Bean-counter" note under the Breitenfeld Free Set-up for further insight.*

WALLENSTEIN'S GOUT

The Imperialist Overall Commander at Lützen, Count Albrecht von Wallenstein, Duke of Friedland, has a greatly reduced movement allowance of '4', as well as his own column on the Terrain Chart. This was because he was suffering from a severe attack of gout and was being carried around on a palanquin. Tangentially, this is why his Charisma rating is "0".

Exception: for any ONE turn during the game - and for that entire turn - Wallenstein may move with a normal Leader's MA of 9. He uses the normal Leader column on the TEC for that turn. In addition, his Charisma for that turn (only) is '3'.

Historical Note: *Despite his painful leg and sedan-chair condition, at one point during the battle Wallenstein roused himself, mounted his horse, and dashed off. His sudden, mounted, presence served to rally several Imperialist units on the verge of returning home. His ride was brief, however, as the gout was too much for him, and he quickly returned to his Leader on a Platter status. Interestingly, at the battle of Sekigahara, Japan, 1600, there was also a leader, Otani, being carried around in similar fashion. His problem, however, was leprosy ... a condition alleviated at the end of the battle by his death.*

FOG

One of the key features of Lützen was the importance fog played in the course of the battle. A heavy fog - a result of several days of rain - lay over the field in the morning and delayed the start of the battle by about two hours. It lifted briefly, giving the Swedes just enough time to launch their initial attacks, after which it descended again, its re-appearance being one of the factors in Gustavus' death. When it lifted a second time it did so "permanently", allowing the battle to rush to its conclusion.

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In design terms, fog, itself, is not that great a problem. It's the lifting and falling that creates the problem. To use the exact times of its occurrence is to allow the players to actually plan for it; this is foresight known only to D&D'ers with the appropriate traits. While we list, below, the historical turns of Fog, we strongly suggest using the Random Fog Tables. Of course, you can obviate the whole problem and ignore the rule. Rather wimpish of you, though, don't you think, hmmm? And, if I were the Imperialist Player, I would strongly - very strongly - reject any such suggestion.

EFFECTS OF FOG:

There are three "thicknesses" of fog: Heavy, Light, and Clear.

Heavy Fog/Dark:

The effects of Heavy Fog are as onerous as they are numerous. There's not much you can do ... but for those who wish to try:

Command

1. No Commanded Musket or Artillery Barrage Phase.
2. For units to be in a Line (4.24) they **MUST** be adjacent.
3. For Individual Orders, the Command Range is halved, rounding up.

Movement

1. All Movement Allowances (including Leaders') are halved, rounding up. **Exception:** artillery MA's remain the same. Swedish brigades that use their Extended MA of '3' (halved, from '5') undergo a Disruption roll as if they had used all '5'.
2. If a unit moves, before it enters the last hex it would enter (where it would stop) the moving player rolls the die. If he rolls a 0, it enters the hex intended. If he rolls a 1-3, it enters the hex to the frontal Left; 4-6 it enters the hex to the right. (One of these may actually be the intended hex, to be sure.) The unit pays all necessary costs and penalties to so move. If it does not have the MP's remaining to move into the designated hex, or the die roll is 7-9, it stops where it is and does not enter the intended hex. This does NOT apply to Leaders.
3. If aberrant movement from #5 would cause a unit to move into a friendly unit it, of course, does not, and stops. However, both units now roll a 10-sided for Disruption (and add +2 to the die roll.) This applies even if both units could normally stack!
4. Add two (+2) to all terrain-mandated Disruption rolls.
5. No Orderly Withdrawal is allowed

Combat

1. All firing ranges are one (1) hex, as LOS is limited to one hex.
2. The following may NOT be undertaken: Retreat Fire, Creeping Fire, Salvo of either kind, Caracole, Cavalry Charge or Counter-charge, and Cavalry Pursuit

Doesn't leave much, does it?

Light Fog/Dusk:

1. The maximum fire range is eight (8) hexes.
2. Any artillery fire at a distance greater than three hexes incurs an

automatic -1 die roll adjustment, in addition to any other adjustments.

3. Movement Restrictions #'s 2, 3 and 4 from Heavy Fog still apply, but they do so **ONLY** if a unit is going to use more than half its MA in a Phase. If a unit uses only half its MA, there are no directional problems.
4. No Commanded Musket Phase.

Clear: No restrictions.

DETERMINING FOG:

At the start of the first turn of the game (1000), the Fog is Heavy. Prior to the Artillery Barrage Phase, a player rolls one die and consults the table, below, for the column under which he checks (the present fog condition). The new fog condition is given at the left. Thus, if Fog is Heavy and the player rolls a '4', fog for this turn is now Light. Starting with the 1500 game-turn, as soon as any turn is Clear, there are no more Fog die rolls and the condition is Clear until game's end.

Present Fog Condition

New Condition	Heavy	Light	Clear
Heavy	0-2	0-1	0
Light	3-7	2-3	1-3
Clear	8-9	4-9	4-9

Historically: Heavy Fog 1000; Light Fog 1030; Clear, 1100 and 1130; Light Fog 1200, 1230; Clear 1300 to Dark.

OPTIONAL EARLY START: Players may start the game in the 0930 turn with fog die rolls. However, for the 0930 and 1000 turns, subtract three (-3) from any die roll. This rule will mostly likely help the Swedish player, but might be worth exploring in terms of meteorological possibilities.

MUD [OPTIONAL RULE]

The Swedish reports of the battle make several references to the fact that the battlefield was quite muddy, drastically reducing maneuverability for the entire battle. Movement rates (we assume for infantry) were estimated at 500 meters per hour ... that's 5 hexes every two turns!!! That's quite a reduction! Now, no one likes a game where the units seem to move in millimeters, with MA's of '1' and '2', and we're not too sure that these "sources" are accurate. (The subject doesn't seem to come up elsewhere.) They may have been over-exaggerating, something not unknown in this field. Therefore the "Mud" Rule is an optional, albeit interesting variant.

- All Clear, Garden and Marsh terrain costs are doubled, including Fog Turns. Simple, huh?

IS LÜTZEN BURNING?

In order to protect his right wing against Swedish incursions, Wallenstein set fire to the town of Lützen. With a southwesterly breeze, the resultant dense smoke pretty much covered that approach.

No unit may enter any hex inside Lützen; they are on fire. In addition, all hexes directly SW and within two hexes of a town hex (e.g., 2641 and 2642) have Dense Smoke; any unit that enters a Dense Smoke hex stops and is automatically Disrupted. The Castle hexes are an exception, they are not affected by smoke.

There is one benefit to Lützen being on fire; it acts like a lighting system! In the 1600 and 1630 turns, which are normally Dusk, any/all non-smoke hexes within five hexes of a city hex are NOT treated as Dusk hexes. For the 1700 turn, those hexes are treated as Dusk hexes.

WINDMILLS

Any LI infantry unit in a hex with a windmill receives a 1L defensive adjustment when fired upon. They have no other effect on play.

Historical Note: *Yes, we know. Virtually every map you've ever seen shows these windmills on a hill - usually called Windmill Hill or "Gallows" Mountain/Hill. SPI's Lützen game had them on a hill (plus another similar hill behind it). Unfortunately, this appears to be pretty much a fiction. The Swedish archives insist there is/was no such hill; even Merian's lithos show no such elevation change. Most conclusive, however, are pictures taken by our intrepid German researcher, Dirk Dahmann, showing no perceptible elevation or rise in the area - at least not one of a militarily usable nature. The Lützen battlefield - in reality very lightly undulating, with an even slighter roll upwards in favor of the Swedes - is, essentially, and for game purposes, level. There was a slight "gully" effect in the area around where the Leipzig Road crosses the Floßgraben - which is why there are no ditches there - but this was not great enough to treat on a game level. The one hex of higher elevation is a small (very small) hill that appears in Dahmann's photograph of the Halle road, looking south towards the city. Who knows if it was actually there in 1632? This is very likely the city "Gallow's Hill", a location borne out by several period maps. It has little - if any - effect on the game.*

SWEDISH BAGGAGE TRAIN

The Swedish Train was south of the Floßgraben - and off the map. To counter this seemingly unfair deployment, for each Imperialist cavalry unit that exits the map from the southern edge and east of the Floßgraben the Imperialist Player receives credit for burning one Swedish Train unit. However, the cavalry unit may not return, and it is treated as having been eliminated for VP purposes. A maximum of 4 train burnings are allowed.

Beygott's Croatian LC is most likely the runaway Croat company that swept wide of the Swedish right past the Schkolziger Wald, stopped for a brief looting foray amongst the Swedish Train, and then headed for Club Croat for the weekend.

THE BROTHERS HOFKIRCHEN

It appears there were two Hofkirchen brothers present in the battle - one on each side! The Imperialist "Hofkirch" was in command of several companies in Sparr's cavalry squadron, which arrived with Pappenheim - and then refused to fight much of the time, reportedly because of the brother's presence across the field. The Swedish "Hofkirch's" cavalry unit did not seem to have that sort of problem. This little bit of melodrama is reflected by the relatively low TQ of Sparr's cavalry as utilized by the Cavalry Pre-Charge TQ Check rule.

RETREAT EDGES:

Swedes: South, behind their lines.

Imperialists: North, behind their lines, but:

SPECIAL IMPERIALIST RETREAT EDGE RULE. The Imperialist Lines of Communication - and their winter supplies - were actually

towards Leipzig. Imperialist units may use the Leipzig Road at 2500 as a rout retreat direction. Units that Rout off the map through this road hex, or through any hex within two hexes of 2500, are eliminated. However, the Imperialist Player halves (rounding up) their WD Points when determining Withdrawal levels.

Example: If Holck's cavalry routs off the north edge of the map it is worth 24 WP's; if it routs towards Leipzig through 2500, et al., it costs the Imperialists only 12 WP's.

Design Note: *In essence, even if beaten tactically, if Wallenstein's troops can fall back on Leipzig they will have deprived Gustavus of any chance for a strategic victory. Historically, few - if any - troops were able to do so, as Gustavus' cavalry quickly sealed off the road. Tangentially, and in reference to the discussion in the reinforcement section, above, this may be a reason why Pappenheim's troops may have arrived east of the Floßgraben!*

ARMY WITHDRAWAL AND VICTORY

Sweden: Army Withdraws when units with WP's totaling 615 have been eliminated.

Imperialists: Army Withdraws when units with WP totaling 500 have been eliminated.

Note: Wallenstein's charisma rating is based on his illness. For victory purposes, the loss of Wallenstein is worth 90 points for the Swedes. In addition, we did not include the Drost cavalry or the optional Commanded Muskets, but we did include the Leutersheim and Westrumb cavalry.

Strength (Numbers) and TQ Levels

Player	Inf SP's*	Cav SP's*	WD Pts	WD Ratio
Swede	132	69	1544	40%
Imperialist	117**	97	1424	35%

* = Does not include artillery

** = Does NOT include HI reinforcements. Essentially, their presence is a "freebie".

Historical Note: *Although most sources consider Lützen a Swedish victory, despite the death of Gustavus, the victory was more of a strategic nature in that Wallenstein decided to retire rather than continue the battle. In doing so, Gustavus accomplished his aim, denying Wallenstein access to Leipzig. In pure tactical/battlefield terms, the result was much, much closer, so close that there are sources that insist that had Wallenstein stood firm and used his approaching infantry he would have been the winner. It was truly the Swedish version of "... a near run thing."*



of the North

CREDITS:

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The Solitaire Hawkeye: Jack Polonka
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A MAJOR THANK YOU for the incredible research job done by our European friends, the following of whom proved tireless and ceaseless in gaining access to Swedish, German and Hapsburg sources, enabling us to get those names and numbers simply unavailable here in the USA. For that work, we are greatly indebted to the indefatigable **Johan Arve**, and his GENIE sidekick, **Tom Bjorklund** (Sweden); **Dirk Dahmann** (Germany, who also provided on-site photos of the battlefields), **Bert Fridlund** (Sweden), **Detlef Wenzlik** (Germany), and **Neil Danskin** (England). The width and depth of the information they provided was unparalleled in all our years of doing work on games. We literally could not have done this project without them.

SOURCES:

A Brief Note: There is not a whole lot of information in English on Gustavus Adolphus and/or The Thirty Years War, although there are some excellent books on period tactics and history in general, as noted below. The main sources are in Swedish, with some excellent information available from German authors (mostly Seidler and Opitz). The one sticking problem, regardless of sources, is Order of Battle. While OoB information is plentiful for the Swedes, it is fairly spotty (and often contradictory) for the Imperialists/Leaguers - even from the German sources. Interestingly enough, the most complete and accurate OoB in English for these battles - before this game - was contained in the old SPI "Thirty Years War Quad game, and its companion magazine piece, "Breitenfeld".

Brzezinski, Richard and Hook, Richard, The Army of Gustavus Adolphus: 1 Infantry (Osprey Publishing, Ltd., London, 1991) The usual excellent artwork (by Hook) Osprey provides is enhanced by some surprisingly good "numbers" work along with good analysis of Gustavus' innovations. Brzezinski tries really hard to be controversial. I kept waiting for the cavalry volume to show up, but, alas, that tome managed to maintain its Godot-like stature for the entire developmental period.

Chandler, David (ed.), A Guide to the Battlefields of Europe, Vol II, (Chilton Books, NY, 1965). Exactly what the title says: where to find the battlefields today (along with "ratings" as to their importance and accessibility). Each battle contains a short, but well-written, essay (here by Michael Roberts, no less). Breitenfeld map contains elevation lines! Thank you, David.

Delbrück, Hans, The Dawn of Modern Warfare (Transl. by Walter Renfro; University of Nebraska Press, Lincoln and London, 1990). A new edition of the fourth volume of Delbrück's "History of the Art of War Within the Framework of Political History", 1920 edition. Delbrück was, probably, the first modern military historian, and his insights and opinions are still fresh, if arguable. Extremely valuable for tracing the development and interplay of the various weapons, formations and tactics. Delbrück's ability to combine common sense with historical insight make this an invaluable, although opinionated, book. Anyone catch Hans' appearance in "Young Frankenstein"?

Dodge, Theodore Ayrault, Gustavus Adolphus, (Houghton, Mifflin and Co., Boston and N.Y., 1895) Somewhat dated, but still interesting survey of Gustavus, Turenne, Condé, Marlborough and almost everybody else in that era. Maps not overly accurate (at best), and the little headlines on each page are rather marvelous in a Victorian way: "Pappenheim's Error", "The Saxons Run Away", "The Swedes Elated", and so forth. Quaint ... but interesting, and not totally dismissable.

Gindely, Anton; trnsldt by Andrew Ten Brook, History of the Thirty Years War (G. P. Putnam Sons, NY 1884). A landmark work by the eminent Czech scholar. General, interesting, but a bit dated.

Griess, Thomas E. (ed.), The Dawn of Modern Warfare (Avery Publishing Group, Wayne, NJ, 1984). One in a series of West Point Military History, this one - at least in terms of information - is better than most. A good chapter on Gustavus, and some nice schematics of tercios, Swiss squares, matchlock muskets, etc. West Point series maps are often open to question, although the Lützen map is better than you find in most modern works. However, the Saxons at Breitenfeld seem to be too far back - at least in comparison to other maps. Otherwise, again, better than most.

Jones, Archer, The Art of War in the Western World (U. of Illinois Press, Chicago, 1987). A valuable survey of the whys and wherefores of military developments, the book has an excellent chapter on Gustavus Adolphus and the mid-17th century. Book is especially valuable for tracing the rise of the square, the use of firearms and, most importantly, the relative effectiveness of weapons systems - which is the heart of the game's mechanics.

Konze, Dr. Felix, Die Starke, Zusammensetzung und Verteilung der Wallensteinischen Armee Während des Jahres 1633 (Verlag von Hermann Behrendt, Bonn 1906) Ever notice how long the names of German texts are? Whatever happened to short and peppy? Anyway, although in German, most valuable for unit types and commanders, especially the latter.

Kudert, Otto, Die Kämpfe um Leipzig im Großen Kriege (Kommiffionsverlag der Buchhandlung Heinrich Matthes, Leipzig 1937) Printed in Gothic German, I can safely say all we did was check for names and numbers, of which it had plenty.

Livesey, Anthony, Great Commanders and Their Battles, (Macmillan Publishing Co., NY, 1987). Essentially a coffee-table special with great visuals. There is an evocative chapter on Lützen, with a great painting of Gustavus' charge across the causeway.

Nofi, Albert A., "The Thirty Years War" (in Strategy & Tactics, nr. 55, SPI, NY, 1976) As good a survey article as you're ever going to get. Great cover featuring the exceptional (and informative) period engraving of Breitenfeld by Matthaeus Merrian. Part of the "Thirty Years War" Quad game, this is the only English source that contains unit names!! Don't expect to learn that much about period warfare from the game, though.

Nosworthy, Brent, Anatomy of Victory (Hippocrene Books, NY 1992) The ex-SPI designer's excellent book on the development of linear tactics includes a good introductory chapter on Gustavus' innovations. Has some interesting info on artillery.

Opitz, W. Die Schlacht bei Breitenfeld am 17 September 1631 (Leipzig, 1892) Our German researchers placed heavy reliance on this source, which appears to contradict some of what the Swedes have to say. Given it's another one of those Gothic German typefont specials, I'll take their word for it. Has good map of Lützen, despite it's title!

Parker, Geoffrey, The Military Revolution, (Cambridge Univ. Press, Cambridge, 1988) Interesting study of development of modern warfare and its effect on the rise of Western Power vis a vis the East.

Parker, Geoffrey, The Thirty Years' War (Routledge & Kegan Paul, London 1984). Parker is the present-day, English language expert on the war. This is actually a series of scholarly essays, with several authors contributing on a wide variety of subjects. Any book that includes, in its bibliography, a specific reference to SPI's "Thirty Years War Quad" must be on a higher plane!

Polisensky, Josef V.; transl. by Robert Evans, The Thirty Years War (Univ. of California Press, Berkeley, 1971) Polisensky and the Czechs have done major research on the Bohemian area of the war - and the book is rather tilted in that direction. However, it was useful in tracking down a lot of commanders and their full names. "Enter the Duca d'Amalfi, with sinister expression, from Stage Left."

Pratt, Fletcher, The Battles That Changed History (Hanover House, NY, 1956). The usually breezy, opinionated, and sometimes suspect discourses by ole Fletch. Full chapter on Gustavus, but nothing new or surprising.

Preil, Arndt, Oesterreichs Schlachtfelder (H. Weishaupt Verlag, Graz, 1990) Recent book on "Austrian" (viz. Hapsburg) battlefields. Poor maps, but good pictures and some OoB information on both battles. In German, translated for us by Mike Reed, who says it's like a German Osprey book; tour the battlefield, see the bodies, and all that.

Roberts, Michael, Gustavus Adolphus, A History of Sweden, 1611-1632; Vol II, (Longmans, Green and Co., New York, 1958) The definitive, English-language history of Gustavus by an eminent historian. Excellent chapter on the tactical developments of Gustavus - as well as some insight into the "Spanish" school of tactics. Roberts differs from some others in his assessment of where that school was at the time of Breitenfeld, but he is the only source that points out (in detail) that Wallenstein pretty much adopted Gustav's methods by Lützen. Invaluable. There is a one volume, condensed version of this work also available.

Seidler, J., Untersuchungen über die Schlacht bei Lützen 1632 (Memmingen, 1954) The Germans accept much of the Swedish work on Swedish OoB but flatly deny any sort of accuracy as to their work on the Imperialist names/numbers. Seidler's well-researched tome is considered the definitive German view of the battles, although it eschews pure OoB info for more "why's and wherefores". The differences between Seidler and the S.K. on the Catholic OB are an endless source of design problems.

Weigley, Russell, The Age of Battles (Indiana University, Bloomington, 1991) Informative study of how battles developed into massive, all-or-nothing brouhahas. Good opening, survey-level chapter on Breitenfeld. Weigley is author who claims cross/longbow was 40-60 times as effective as arquebus in this era.

—————, Sveriges Krig 1611-1632 (Volumes IV and VI), edited by the General Staff of the Swedish Army (Stockholm, 1936-1939). If you've ever read the OR's for the American Civil War, you know what this is. Monumental and definitive, especially if you can sort through the various papers, letters and side notes, as did Johan Arve and his crack staff of researchers. Absolutely impeccable for the Swedish information; somewhat suspect for Imperialist OoB. Marvelous maps. The initials "SK", used throughout the rules, refer to this massive work.

THE MAPS

Both battlefield game-maps were based mainly on the maps contained in the *Sveriges Krig*, a group of early-18th century Saxony survey maps, several modern terrain elevation maps, the German maps in Opitz (which agreed with the Swedish/Saxon sources), as well as the battle site photos taken by Dirk Dahmann... all, of course, interpreted through the rheumy eyes of the game designer.

