

Nothing Gained But Glory



PLAY BOOK I BATTLES OF THE SCANIAN WAR

Nyborg 1659 • Fehrbellin 1675 • Halmstad 1676 • Lund 1676
Malmö 1677 • Landskrona 1677 • Warksow 1678

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General Information:

All scenarios throughout this Playbook use the following information.

Counters

Color Codes:

All leaders bear the same color as the nationality of the army or contingent they were in, not necessarily the color of their nationality of birth.

Swedish Forces and Allies:				
Nationality	Top	Stripe	Bottom	Battles
Swedish				
Units	Light Blue	Dark Blue	White	All
Leaders	Light Blue	Sky Blue	Dark Blue	All
Finnish	Dark Blue	Yellow	White	F, L, K, W
German in Swedish service	Black	Red	White	N, F, W

Danish Forces, Brandenburg Forces, and their Allies:				
Nationality	Top	Stripe	Bottom	Battles
Danish				
Units	White	Red	Red	All but F
Leaders	White	Red	Dk. Red	All but F
German in Danish service	Black	White	Red	N, H, L, M, K, W
Brandenburg				
Units	Red	Red/White	Gray	N, F, W
Leaders	Red	Red/White	Dk. Gray	N, F, W
Münster				
Units	Mustard	Red	Tan	M, K, W
Leaders	Mustard	Red	Dk. Tan	M, K, W
Imperial				
Units	Orange-Red	Yellow	Tan	N, K, W
Leaders	Orange-Red	Yellow	Brown	N, K, W
Hesse-Cassel	Dk. Gray	Red/White	Gray	F, K, W
Dutch	Dk. Gold	White	Lt. Gold	N, M
Croatian in Imperial Service				
	Dk. Tan	Tan/White	Tan	N
Polish	Blue	White	Lt. Green	N

Counter Notes:

1. Generic replacement leaders are called Överste (Swedes) or Oberst (Imperial/German and Danish). Note that this game includes two “vanity” replacement leaders with better than normal ratings. For normal play, do not use these counters. As an option, put all replacement leaders of the appropriate nationality, including the better leaders, into a pool and blindly select a replacement when one is needed.

2. Some units and leaders have more than one counter with the same unit name. Each unit has a designation on it indicating which battle it appears in. Unlike earlier games in the series, units (including artillery) and leaders are not shared between battles. Each battle has its own set of counters.

3. There are four replacement counters for units on the countersheet for *Gustav Adolf the Great*, the previous game in the *Musket and Pike Battle Series*, that are not used in *Nothing Gained but Glory*. These appeared in C3i #19, but are reprinted here for players that did not get that issue. The replacement unit counters are:

- Honigfelde: The Koniecpolski leader counter should have a wing designation of R, not L.
- Breitenfeld: Alt-Piccolomini (A4-7) and Merode should have wing designations of L and not C.
- Alte Veste: The Henderson unit should have a wing designation of C, not L.

4. We’ve also included some replacement leader counters for *Gustav* that are not used in *NGBG*. The counters only have new names (for Efferen) or new pictures on them (for the others). (In the case of Banér, it’s a corrected picture.) The leader values have not been changed.

- Breitenfeld: Efferen (Swedish Center Wing replacement commander) went by “Adolf Dietrich von Efferen called Hall zu Disternich,” so his counter should just read Hall, not Efferen-Hall.
- Breitenfeld: New/corrected pictures for von der Wahl (Imperial Center Wing replacement commander) and Banér (Swedish Right Wing commander).
- Alte-Veste: New pictures for Landgraf W. (Swedish Right Wing commander) and D. Wilhelm (Swedish Center Wing commander).
- Lützen: New pictures for D. Wilhelm (Swedish Left Wing commander) and Stålhandske (Swedish Right Wing commander).
- Dirschau: Corrected/new pictures for Banér (Swedish Right Wing commander) and Wrangel (Swedish Left Wing commander).
- Honigfelde: New picture for Wrangel (Swedish Right Wing commander).

5. The following errata was discovered after the *NGBG* counters were printed:

- Countersheet 3, back, right side, row 9: The battle/wing designations for the Swedish leaders O.W. Fersen and Schönleben should be H-L, not H-C. The fronts of the counters are correct.

Unit Types:

Setup abbrev.	Counter letter	Type
Arty:	(none)	Artillery
Cuir.:	(none)	Cuirassier
Dismtd Cuir.:	D	Dismounted cuirassiers
HI Bde:	(none)	Heavy infantry brigade
HI Bde w/Arty:	(none)	Heavy infantry brigade with organic artillery
HI no pikes:	N	Heavy infantry brigade with no or few pikemen
LI:	L	Light infantry, dismounted dragoons, or detached musketeers

Note: While in some games in the series the HI units are called “brigades,” in others they are called “battalions.” Generally, the Swedes and English called such units “brigades” and the Danes, French, Spanish, and Bavarians used “battalions.” For purposes of play, treat both terms the same, and any MPBS rule that refers to brigades applies equally to battalions.

Wing Designations:

<i>Wing Name:</i>	<i>Counter Abbr:</i>	<i>Battle:</i>
Left	L	All
Center	C	All
Right	R	All
Quast	Q	Nyborg
Eberstein	E	Nyborg
Pursuit	P	Lund
Malmö	M	Malmö
Grandvillier	G	Malmö
Meerheimb	M	Landskrona

Battle Designations:

<i>Battle:</i>	<i>Counter Abbr:</i>
Nyborg	N
Fehrbellin	F
Halmstad	H
Lund	L
Malmö	M
Landskrona	K
Warksow	W

Abbreviations Used in the Setups:**Ranks:**

Obr.:	Oberst (Colonel in Danish and German)
ObrLjt.:	Oberstløjtnant (Lieutenant Colonel in Danish)
ObrLt.:	Oberstleutnant (Lieutenant Colonel in German)
Övr.:	Överste (Colonel in Swedish)
ÖvrLt.:	Överstelöjtnant (Lieutenant Colonel in Swedish)

Nationalities:

Br.:	Brandenburg
Cr.:	Croatian
Da.:	Danish
Du.:	Dutch
Fn.:	Finnish
Ge.:	German
HC:	Hesse-Cassel
Imp.:	Imperial
Mü.:	Bishopric of Münster
Po.:	Polish
Sv.:	Swedish*

* *The Sv. stands for Svenska, the Swedish term for Swedish. (We used Sw. for the Swiss in ULB.)*

Other abbreviations used:

AKA:	Also known as
KIA:	Killed in Action
WIA:	Wounded in Action
POW:	Captured (Prisoner of War)
Lber:	Pounder (as a measure of gun size)
IR:	Infantry Regiment
CR:	Cavalry Regiment
DR:	Dragoon Regiment
RoH:	Regiment of Horse
RoF:	Regiment of Foot

General Setup and Scenario Notes:

- Any date in parentheses is a date in the old style (Julian) calendar. (While Catholic countries adopted the Gregorian calendar in the 1580s, Protestant areas of Germany didn't adopt it until about 1700, and Sweden not until 1753.) Most sources for the Scanian War still use old style dates.
- As much as possible, a leader's name and rank appear in the leader's native language, even if that leader is better known under another version of his name. For instance, the leader called Karl XI here is more often known as Charles XI outside of Scandinavia. Also, Friedrich Wilhelm of Brandenburg is better known as Frederick William.
- If a leader's nationality is not indicated, he is of the same nationality as the army he is in.
- Unless a specific setup location is indicated, Wing Commanders start stacked with any unit in their Wing as per 5.21, and Army Commanders start stacked with or adjacent to any unit of their army.
- Unless otherwise indicated, units may start in either normal mode or in Open Order.
- Unless otherwise indicated, when a line in a setup chart includes more than one type of unit, the owning player may choose how to distribute those units among the indicated setup hexes, one per hex.
- Unless otherwise indicated, when a rule mentions all units of a specific side, it includes all nationalities on that side, not just the listed one. For instance, a rule that affects "all units of the Danish side" affects not only Danish units but any German or Münster units of that side, too.
- When determining Victory Points, always subtract the points accumulated by the Anti-Swedish player from those accumulated by the Swedish player.
- Listed historical losses only include units removed from play and not losses to on-map units or leader losses.

Special Rules Applicable to All Scenarios

1. Lighter Artillery: As the artillery pieces of the late 17th century were generally lighter (in weight, not actual caliber) than those of the Thirty Years War, they were able to move faster. Therefore, artillery in these battles have a movement allowance of 3 when limbered, instead of the standard allowance of 2. Do not use this rule for Nyborg.

2. Terrain: A hex with three or less trees is considered a Clear, not a Woods, hex. Disregard all windmills and hexes with minor building art (such as hex 1317 at Warksow). These have no effect on play and are only included for artistic purposes and attention to historical detail.



Fehrbellin

June 28 (June 18), 1675

Mark Brandenburg

Prelude

On December 29 (December 19), 1674 the Swedish army invaded Brandenburg after pressure from their ally France, who wanted Sweden to remove Brandenburg from the anti-French coalition in the Dutch War.

The Swedish army was commanded by Carl Gustav Wrangel, a veteran from the Thirty Years War. Unfortunately, he suffered from gout that at times kept him incapacitated. Because of this, command of the army would sometimes fall on his subordinates, Conrad Mardefeldt and Wolmar Wrangel. This was less than optimal as Mardefeldt was suspected of cooperating with the enemy and Wolmar Wrangel was an inexperienced officer who owed his high post to the fact that he was Carl Gustav Wrangel's half brother.

The Swedish army in Pomerania numbered under 16,000 men but suffered from lack of equipment as well as determination. The initial invasion was conducted in a cautious way that displayed none of the drive and energy of the former invasions under Gustav II Adolf and Karl X Gustav, and the Swedish army went into winter quarters in Anhalt soon after its invasion.

When the Brandenburg Elector Friedrich Wilhelm learned of the invasion, he went into winter quarters and began to prepare for his army to leave the French front and march home once the campaign season started. During the winter he did what he could to secure allies so he wouldn't have to fight the Swedes alone. However, he was unsuccessful, as the Swedish army was widely feared. He ordered his subjects to respond to the Swedish invasion by avoiding all contact with them and by removing all food from areas in the Swedish line of march. The Swedish logistical situation quickly deteriorated and by spring the men were complaining about a lack of bread.

In order to sustain his army and to comply with French wishes to put more pressure on Friedrich Wilhelm, Carl Gustav Wrangel took the army deeper into Brandenburg territory in May 1675. The hungry Swedes looted and pillaged on such a scale that it even shocked their commanders. A savage small scale war broke out between the

Swedish soldiers and the desperate peasants that further devastated the countryside.

Due to the poor logistical situation the Swedish army was divided into two forces. By June 1675, C.G. Wrangel's force was west of Berlin at Alt-Brandenburg while Wolmar Wrangel's force was north of that, at Havelberg. When news was received that the Brandenburg army was marching towards them, W. Wrangel was ordered to reinforce Carl Gustav Wrangel in order to give battle in the Halberstadt region

Meanwhile, the Brandenburg army reached Magdeburg on June 21 (June 11) after having undertaken a 250 kilometer long march in only two weeks. This march is considered one of the great marches in military history, and was made possible by abandoning the army's supply wagons and buying supplies from the locals along the way and by enforcing discipline to avoid pillaging. Upon his arrival at Magdeburg, Friedrich Wilhelm learned of the division of the Swedish forces and that the crucial link between them at Rathenow was only held by a single dragoon regiment. He decided to pre-empt the Swedes and immediately ordered General Derfflinger to strike at Rathenow before the two Swedish armies could combine.

At Rathenow Friedrich Wilhelm succeeded in bribing a local official from the garrison to hold a large and elaborate banquet for the Swedish officers of the fortress in order to get them drunk before the assault began. The 69 year old Derfflinger then impersonated a Swedish officer and convinced the guards to open the gates of the town by claiming that a Brandenburg patrol was after him. Once the gates were opened for him he personally led the charge of 1000 dragoons against the city ahead of the rest of the army.

After the fall of Rathenow the Swedish position was vulnerable. Carl Gustav Wrangel found himself hemmed in and ordered Wolmar to make a circling move to the east and join him by crossing the bridge at Fehrbellin. However, when Wolmar Wrangel reached Fehrbellin he found the bridge destroyed.

On June 28 (June 18) 1675, while the Swedes were repairing the bridge, the Brandenburgers arrived from the west and took up a strong position on higher ground overlooking the Swedish position. With nowhere to go the Swedes were forced to fight in order to gain enough time for the engineers to repair the bridge.

The Battle

The Brandenburg army of 5,600 cavalry and thirteen guns faced a larger Swedish force of 7,000 infantry and 4,000 cavalry. However, the Swedes had only seven guns as the rest had been sent in advance to the bridge. The Swedish line was flanked by a swamp and a forest, but they had the Rhin River at their back, so there would be no place to retreat until the bridge was repaired.

The Brandenburg artillery was placed on a series of low hills near the Swedish positions, and from there they caused heavy casualties when they opened fire at around noon, starting the battle.

Several times the Swedish infantry attacked to wrest control of the hills to silence the artillery but, despite the courage shown by the Dellwig regiment, they were stopped each time by the stubborn defense of the Brandenburg dragoons defending the guns. Meanwhile, Friedrich Wilhelm's right wing pressed against the Swedish cavalry opposite them, eventually causing them to flee. The Brandenburg cavalry then turned against the exposed flank of the Swedish infantry and annihilated an entire regiment, which was cut down to the last

man. At this point Wrangel decided to retreat as he received news that the bridge was repaired. The Swedish right wing managed to cover the retreat and Wrangel was able to get the remainder of his army across the Rhin before darkness fell.



Aftermath

The Swedish army, although defeated, lost only 600 men to Brandenburg's 500 during the battle, but the coming days would see the Swedish numbers drop to a fraction of their former strength as raiding parties, desertion, and starvation all took their toll during the long retreat.

Although militarily only of minor importance, the battle of Fehrbellin had enormous psychological impact. It was a disaster for Sweden as defeat here broke their myth of invincibility. Friedrich Wilhelm turned the victory into a major publicity triumph and succeeded in encouraging the Emperor Leopold, the Dutch, and the Danes to join the fighting. This permanently tilted the scales against Sweden and ensured that they would be on the defensive for the rest of the war.

Friedrich Wilhelm henceforth was known as the Great Elector ("der Große Kurfürst"), and the army that he and Derfflinger had led to victory became the core of the future Prussian army. A memorial of the battle was erected at Hakenberg, and June 28 was a holiday that was celebrated in Germany up until 1914, when on the same date, the Archduke Franz Ferdinand was assassinated, setting off a chain of events that would lead to World War I and the end of the Hohenzollern dynasty.

Swedish Forces

ARMY COMMANDER: None.

Right Cavalry Wing

WING COMMANDER: W. Wrangel (0); Generallöjtnant Wolmar (Waldemar) Wrangel, Freiherr von Lindeman (1641-1675), started his military career early and fought in the wars of 1657-61 against Denmark. In 1665 he was appointed överste of a cavalry regiment, and participated in the war against Bremen in 1665-1666. In 1674 he was promoted to generallöjtnant and transferred to Germany as third in command of the Swedish forces there after Carl Gustav Wrangel, his half-brother, and Conrad Mardefeldt. As C.G. Wrangel and Mardefeldt both fell ill during the campaign, he suddenly found himself in charge—a post he wasn't skilled or experienced enough to hold. After the battle he was blamed for most of the mistakes of the Fehrbellin campaign as C. G. Wrangel was eager to make him a scapegoat. The question of who was actually responsible is still disputed today.

Nat./Unit	Ratings	Type	Setup
Sv. Wittenberg	1 x 3-6, 1 x 2-6	Cuir.	2406, 2206
<i>Companies combined from Livregementet till häst, Östgöta, and Småland cavalry when transferred to Pomerania in 1672-74, Count Johan Leonard Wittenberg commanding.</i>			
Sv. Östgöta	2 x 3-7	Cuir.	2407, 2207
<i>Övr. Baron Adam Klas Wachtmeister (KIA) commanding.</i>			
Sv. Bünow	2 x 3-6	Cuir.	2408, 2208
<i>Companies combined from Västgöta, Skånska, and Åbo läns CRs when transferred to Pomerania, Övr. Günther von Bünow (AKA Bünau, Binau) commanding.</i>			
Ge. Holst.-Eutin	2 x 3-6	Cuir.	2409, 2209
<i>Duke Friedrich August of Holstein-Eutin, Övr. Jacob von Bülow commanding.</i>			

Center Infantry Wing

WING COMMANDER: Dellwig (0); Generalmajor Henrik von Dellwig.

Nat./Unit	Ratings	Type	Setup
Ge. Dellwig	2 x 6-7	HI Bde	2410, 2411
<i>Raised by GenMaj Henrik von Dellwig (AKA Dalwig, Delwich), ObrLt. Maltzan (KIA) commanding</i>			
Ge. Riksfältherr	2 x 6-6	HI Bde	2412, 2413
<i>Riksfältherrens Livregemente, Obr. Klas Ulrik von Schwerin commanding.</i>			
Ge. Saxe-Gotha	2 x 6-6	HI Bde	2414, 2415
<i>Prince of Saxe-Gotha's IR.</i>			
Ge. Helmfeldt	2 x 6-6	HI Bde	2210, 2211
<i>Fältmarskalk Simon Grundel von Helmfeldts Livregemente, formerly Duke of Saxe-Halle's IR.</i>			
Sv. Hälsingar	2 x 6-6	HI Bde	2212, 2213
<i>Jacob Johan von Wulffen commanding.</i>			
Sv. Jönköping	6-6	HI Bde	2214
<i>Obr. Gustaf Horn commanding.</i>			
Ge. Livgardet	6-6	HI Bde	2215
<i>(Tyska Livgardet till Fot)</i> <i>German Life RoF (AKA Ulfsparrs regemente), Otto Johan von Grothusen commanding.</i>			
Sv. Artillery	3-9	3lb Arty	2412 or 2413
<i>Seven of the regimental guns were deployed in two small batteries (4+3) directly supporting the infantry and left cavalry wing in the first line. The rest (17 x 3lb, 8 x 6lb, 4 x 12lb, 2 x 60lb) were sent towards Fehrbellin.</i>			

Left Cavalry Wing

WING COMMANDER: Överste (0; generic counter)

Nat./Unit	Ratings	Type	Setup
Fn. Åbo-Björneborg	3-6	Cuir.	2416
<i>Berndt Otto von Liewen (AKA Liebe).</i>			
Sv. Småland	3-6	Cuir.	2417
<i>Fredrik von Buchwaldt commanding.</i>			
Ge. Geyso	3-6	Cuir.	2216
<i>MajGen. Johann E. von Geyso (AKA Giese), who later became commander of the Brandenburg Trabant Guard in 1676!</i>			

Sv. Planting	2 x 3-6	Cuir.	2217, 2218
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MajGen. Anders Planting-Bergeloo's "Leib Company" (AKA Blandin), consisting mostly of Jämtland cavalry that was combined with three companies of German cavalry when transferred to Pomerania, Major Cleja commanding.

Sv. Artillery	3-9	3lb Arty	2417
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See Center Wing.

Brandenburg Forces

ARMY COMMANDER: Wilhelm (–2); Elector Friedrich Wilhelm (1640-1688) of the Hohenzollern dynasty was the elector of Brandenburg and Duke of Prussia from 1640. During the Thirty Years War the Calvinist elector maintained a delicate balance between Catholic and Protestant forces and encouraged religious tolerance but couldn't prevent losing Pomerania and the mouth of the Oder River to the Swedes by the end of the war. Regaining these territories was one main aim of his politics. During the Northern Wars of 1655-1661 he allied his country with Sweden and took part in the battle of Warsaw but later changed sides, gaining the full sovereignty over the Duchy of Eastern Prussia. He emphasized rapid mobility and started the Prussian tradition of delegating decisions to the local commanders. Because of military victories during the Scanian War he soon became known as the "Great Elector." He strove to build a strong army to defend his lands and by the end of the Scanian War had an army of 40,000 men which would become the core of the later famous Prussian army.

Left Cavalry Wing

WING COMMANDER: Derfflinger (–1); Generalfeldmarschall Georg Freiherr von Derfflinger (1606-1695) was the son of Protestant peasants in Upper Austria who were forced from their home during the Peasants' War of 1626. He thereafter joined the baggage trains of various armies until he joined the Swedish army where he rose to the rank of a general major. After the Thirty Years War he re-entered military service in the Brandenburg army. Friedrich Wilhelm of Brandenburg thought highly of him and he played an important role in the reforms of the Brandenburg cavalry and artillery. Just before the battle of Fehrbellin he took the fortress of Rathenow by impersonating a Swede and persuaded the garrison to open the gates to his forces. He fought his last campaign in 1690 against France at the age of 84 and died five years later, highly respected and honored.

Nat./Unit	Ratings	Type	Setup
Br. Anhalt	2 x 2-6	Cuir.	2704, 2905
<i>Johann Georg Duke of Anhalt-Dessau.</i>			
Br. Trabanten-garde	3-6	Cuir.	3006
<i>ObrLt. Hans Albrecht von Wolfersdorff commanding.</i>			
Br. Derfflinger	2 x L2-6	LI	2605, 2706
<i>Captain Jacob Ernst Rittmeister von Kottwitz commanding.</i>			
Br. Bromsdorff	L2-7	LI	2907
<i>Obr. von Bromsdorff commanding</i>			
Br. Artillery	2 x 3-9 1 x 6-17	3lb & 12 -24 lb Arty	2605, 2706, 2907
<i>9 x 3lb, 2 x 12lb, and 2 howitzers.</i>			

Right Cavalry Wing

WING COMMANDER: Hesse-Hmbg (–2); General of Cavalry Prince Friedrich of Hesse-Homburg (1633-1708) started his military career in 1654 in Swedish service and saw action in both Poland and Denmark during the Northern Wars of 1655-1661. During the siege of Copenhagen in 1658-60 his right leg was smashed by a cannonball. Later, when he exchanged his wooden prosthesis for an enhanced one with silver hinges he earned the surname "with the Silver Leg." In 1660 he quitted military service and due to a marriage with a relative of Elector Friedrich Wilhelm joined the Brandenburg army with the rank of a general of cavalry. Three years later due to the death of his brother he became regent of Hesse-Homburg as Landgraf Friedrich II. He was made very famous by Heinrich von Kleist's novel "Prince of Homburg."

Nat./Unit	Ratings	Type	Setup
Br. Avantgarde	2 x 3-6, 1 x 2-6	Cuir.	3410, 3411, 3510
<i>Nine squadrons of commanded cavalry, taken from each CR, Prince of Hesse-Homburg commanding.</i>			
Br. Görtzke	2 x 3-7	Cuir.	3809, 3810
<i>Generalleutnant Joachim Ernst von Görtzke.</i>			
Br. Mörner	2 x 3-7	Cuir.	3813, 3814
<i>Obr. Berndt Joachim Mörner (KIA), replaced by ObrLt. Hennigs.</i>			
Br. Printz	3-7, 3-6	Cuir.	4004, 4005
<i>Obr. Johann Friedrich von Printz.</i>			
Br. Burgsdorff	3-7, 3-6	Cuir.	4008, 4009
<i>Alexander Magnus von Burgsdorff (AKA Bruckdorff, Brockdorff) commanding.</i>			
Br. Kurprinz	3-7, 3-6	Cuir.	4012, 4013
<i>ObrLt. Johann Christoph v. Strauß commanding.</i>			
Br. Leibgarde	2 x 3-7	Cuir.	4016, 4017
<i>Raised 1672; GenMajor Ulrich Count of Promnitz commanding.</i>			
Br. Lüdicke	3-7, 3-6	Cuir.	4210, 4211
<i>Gen. Major Lüdicke (AKA Lüttke).</i>			
Br. Hesse-Hmbg	2 x 3-7	Cuir.	4214, 4215
<i>Prince Friedrich of Hesse-Homburg's CR.</i>			

Special Rules:

1. Slopes: All slopes adjacent to 2605, 2706, 2805, and 2906/2907 are steep. All other slopes are gentle for purposes of 10.9.3.

2. Retreat Edges:

- The Swedish retreat edge is the northern (10xx) edge.
- The Brandenburg forces retreat towards the southern (42xx) edge.

3. Senior Wing Commanders:

- Swedish: Irrelevant as they have no Army Commander.
- Brandenburg: Derfflinger.

4. Leader Setup:

- Elector Friedrich Wilhelm sets up stacked with either unit of his Leibgarde.
- Prince Friedrich of Hesse-Homburg sets up stacked with any unit of the Avantgarde.

5. Preliminary Bombardment: The first turn (only) starts with a special bombardment by the Brandenburg artillery. Before the first activation, the Brandenburg player may have each of his artillery units fire once, and the units are not marked as having Fired. The Army Commander may not activate as part of this special fire.

6. Special Terrain Features:

A. Impassable Marshes: Marsh hexes are impassable. The Rhin Luch hexes do block LOS while the hexes of the Katherinenpfuhl do not. *Luch is a local term for the formerly large swamps along the rivers in the lowlands of the Mark Brandenburg, and the term itself derives from the Wendish/Sorbian word for meadow.*

B. Hakenberg Village: Treat the green dwelling hexes as garden hexes. Treat the church hex (1819) as a village hex.

Start Time: 8:00 AM (Turn 1)

Maximum Duration: 7 turns (through the end of the 10:00 AM turn, Turn 7). Historically, the Swedes started their retreat about 10:00 AM.

Historical Starting Orders:

Swedes: All Wings: Start under Receive Charge Orders.

Brandenburg:

Left Wing: Start under Receive Charge Orders.

Right Wing: Start under Charge Orders.

Victory Conditions:

VPs	Type of Victory
11 or more	Decisive Swedish Victory
–10 to 10	Marginal Swedish Victory
–40 to –9	Draw
–60 to –41	Marginal Brandenburg Victory
–61 or less	Decisive Brandenburg Victory

Basic Victory Levels:

Swedish:

Type	Points in Play	Losses
Horse	130	60
Foot	60	15
Artillery	10	5
Total	200	80

Brandenburg:

Type	Points in Play	Losses
Horse	220	40
Foot	0	0
Artillery	25	0
Total	245	40

Historical Outcome: A draw with a VP differential of –40.

Swedish Points: 40

Brandenburg Points: 80

Result: 40 – 80 = –40



Halmstad

August 27 (August 17), 1676

AKA Fyllebro, southwestern Halland

Prelude

When the Danish army crossed the Sound and landed in Scania near Helsingborg in late June 1676 it quickly met with success as the Swedes were unprepared to meet it, and the pro-Danish population of the province rose in support of the Danes. The hopelessly outnumbered Swedish army retreated northeast out of Scania and towards Växjö in Sweden proper to await reinforcements and within a month most of the provinces lost in 1658 were back in Danish hands.

After the fall of the fortress of Landskrona the Danish main army advanced east towards the fortress of Kristianstad, while a detachment of around 4000 men under General Jacob Duncan was sent north into the former Danish province of Halland towards the minor fortress of Halmstad. The objectives for this diversion are unclear but were either to capture Halmstad or link up with General Ulrik Frederik Gyldenløve's Norwegian army that had advanced south towards Gothenburg and was about to besiege it. The Danish leadership reasoned that the risks in splitting their effort were justified as it was assumed that the Swedes' attention would be fixed on the main army at Kristianstad, and that Duncan would therefore be able to move freely.

Duncan's force arrived at Halmstad on August 22 (August 12) and immediately began a siege, despite lacking siege artillery. Meanwhile, events were already underway that would soon prove the Danish assumptions about Swedish intentions had been overly optimistic.

The Swedish King Karl XI had received news of the Danish diversion on August 19 (August 9) and the news filled him with desperate joy and determination. Within a few days the small 5300 strong Swedish army marched towards Halmstad via Ljungby with the goal of cutting the line of communication of the unsupported Danish detachment and then destroying it.

After intensive forced marching the Swedish army reached the town of Knäred on August 26 (August 16), and were now only a 4 or 5 hour march from the only road linking Duncan's army with the Danish controlled territory to the south. However, the men were

utterly exhausted and hungry and it was decided to let them rest briefly until resuming the final advance in the evening. Meanwhile, a cavalry troop was sent to burn the bridges south of the Danish army to prevent their escape. In the early hours of August 27 (August 17) the Swedes reached Laholm and the Danish army was now trapped. A 300 strong cavalry vanguard was sent to pin the Danes in place while the still very tired main army closed the distance and formed in battle formation.

In the Danish camp, General Duncan had first learned of the presence of Swedish forces on August 26 (August 16). He now had two options: he could either lift his siege of Halmstad and advance south towards the safety of the Danish controlled fortresses, or he could go north and prepare a defense behind the Nissan River while awaiting help from either the Norwegians or the Danish main army.

He assumed that the Swedish force was only a small cavalry patrol, and therefore made no haste when he eventually decided to leave his exposed position at Halmstad and march his men south to Scania. When he reached the Fylleån stream he began to repair the bridge (which he had destroyed earlier) so his artillery and baggage could cross the stream. Meanwhile, small patrols were sent south to locate the Swedes.

The Battle

Just a few kilometers north of Laholm the Swedish vanguard under command of Ascheberg encountered one of these Danish patrols and put it to flight. After a short chase Ascheberg suddenly found himself face to face with Duncan and his entire detachment, which had just finished repairing the bridge and was about to cross to the southern bank.

At this stage Duncan was still unaware of the presence of the Swedish main army under the King, and, thinking that the troops in front of him were all he faced, he calmly let his men continue to slowly cross the bridge and form up in battle formations with their backs against the creek.

Once the entire army was across the bridge it did not attack the Swedish cavalry, but instead held its positions and thereby left the initiative completely in the hands of the Swedes, perhaps expecting them to either launch an unfavorable attack or retreat. Due to the passive Danish behavior the Swedish army had plenty of time to bring forward the rest of their cavalry as well as their infantry that had been lagging behind, and over the following hours the Swedish army opposing Duncan became gradually larger and larger while the Danish army remained completely static in their battle line. In an attempt to hide their true strength from the Danes the Swedish regiments were ordered to lower their company colors until the guns signaled for the attack to begin.

To make up for his small numbers of cavalry Duncan reassigned the infantry battalions from the second line to bolster his right and left flanks, and the entire army therefore deployed in a single line with no reserves available. He initially left his artillery and baggage behind the Fylleån, but eventually decided to bring his artillery across to support his battle line.

When the Swedish army was nearly done forming up, the Danes suddenly sprang into action when a lone squadron from Tropp's regiment of dragoons charged the Skaraborg Infantry Brigade while it was still reforming and with the courage of despair fought their way through it to safety. The rest of the Danish army remained passive and when a salvo from the Swedish guns signaled the start of the

attack the Swedish right wing launched a determined charge down the hill. After a brief fight lasting only about 20 minutes the Danish left wing was scattered.

Shortly after this the Swedes also charged on their left wing and in the center, where the infantry exchanged several salvos. The Danish infantry put up a fearsome fight and gave as good as they got. They managed to hold their ground until they came under attack from the Swedish cavalry after the collapse of the Danish wings.

As his army was collapsing Duncan realized the mistake of his position and ordered the army to retreat back across the creek to better positions, but it was too little too late, and when the Swedish cavalry on the right wing found a ford and started moving fresh cavalry squadrons across the creek Duncan understood that the battle was lost and surrendered. The action had lasted for little more than an hour, and had been an outstanding Swedish victory as they had practically eliminated the Danish army and suffered little in return.

Aftermath

The Battle of Halmstad was the first victory for the inexperienced twenty-year old King Karl XI and an important boost of morale for him, his generals, and the whole army. There could be no question of immediately exploiting the victory however, as the army was still much too weak to confront the Danish main army, which was belatedly coming to the aid of Duncan and the Swedish army therefore marched north to Varberg. Here they received fresh reinforcements and before the end of the year they would be back to challenge the Danish hold on the Scanian provinces. The experience and confidence gained at Halmstad would prove invaluable to the Swedes in the fighting to come.

The defeat at Halmstad was the first setback for the Danish army in the Scanian War and it was a hard blow to their plans of linking up with the Norwegian army, and to the optimism and confidence that reigned after the many successes of the early summer. The day after the battle the Danish King Christian V broke his camp at Kristianstad and started marching towards Halmstad to force the Swedes to battle. On September 5 he arrived and began besieging the town with no result. Three weeks later he returned to Scania to find quarters for the winter.

Note: In this battle, each strength point represents approximately 70 men.

Setup Note: S1 = Setup for Scenario 1; S2 = Setup for Scenario 2.

Danish Forces

ARMY COMMANDER: Duncan (0); Generalmajor Jacob Duncan (?-1685) was a Scotsman who, like so many of his countrymen, served as a soldier abroad. He originally served in the Swedish army where he worked his way up to the rank of lieutenant colonel, but changed to Danish service in 1672 and continued to rise in the ranks. He was captured at Halmstad, but later exchanged and fought the rest of the war on the Norwegian front. He remained in Norway until 1683 when he was called to Denmark to command the army in Holstein as it moved against Lauenburg. He was discharged in 1685 when he introduced himself to the Imperial court without the consent of King Christian V.

HISTORICAL NOTE: All counts of the number of men in the units below exclude officers and NCOs.

Right Infantry (Scen. 1)/Cavalry Wing (Scen. 2)

WING COMMANDER: Oberst (0; generic counter)

Nat./Unit	Ratings	Type	Setup
Da. Münchhausen	1 x 3-7, 1 x 2-7	Cuir.	S1: 2606, 2607 S2: 2606, 2607

A composite CR made up of troops from all of the eight national CRs (500 men), Burchard H. Münchhausen commanding. The squadrons of the regiment were divided between the right and left wings.

Ge. Bremer	5-7	HI Bde w/ Arty	S1: 2608 S2: 2310 Place a C Wing marker on it
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Johan Otto Bremer's enlisted RoF (one battalion of four companies, 304 men), raised in 1674 around the former Frikompagni Bremer, Kardorff commanding. The battalion was destroyed at Halmstad.

Ge. Walther	3-6	Cuir	S1: 2609 S2: 2608
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Walther's enlisted DR (500 men), raised with six companies in January 1676, Generalmajor Hans Walter was to be the colonel and recruited a company. In March 1676 Oberst Georg Tropp took command of the assembled regiment and commanded here. Elements of this regiment eventually reached Danish lines after breaking through the Swedish Skaraborg regiment. The squadrons of the regiment were divided between the right and left wings.

Center Infantry Wing

WING COMMANDER: Rosenkrantz (-1); Oberst Maximilian Rosenkrantz (1630-1676) was a Dane who entered Dutch service and rose to the rank of oberst. He returned to Denmark in 1672 where he received an infantry regiment and was named commander of the fortress of Fredericia. In 1675 he fought with the army at Wismar and was then transferred to the Scanian front in 1676. He was killed by a musket shot to the head as he tried to cover the retreat at the battle of Halmstad.

Nat./Unit	Ratings	Type	Setup
Da. 2. Fynske	1 x 4-7, 1 x 7-7	HI Bde w/ Arty	S1: 2509, 2510 S2: 2509, 2510

2nd Fünen National RoF, Obr. Hans Schack's IR, although he was not present with it during the battle (two battalions, one with 276 and the other with 412 men), raised in 1675, the first battalion commanded by Steensen and the second by Rantzau. A few hundred men from this regiment managed to avoid being captured and eventually made their way safely to Danish controlled territory. These remnants were amalgamated with the 1st Fünen National RoF.

Ge. Rosenkrantz	1 x 5-7, 1 x 6-7	HI Bde w/ Arty	S1: 2511, 2512 S2: 2511, 2512
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Rosenkrantz' IR (two battalions, 640 men), an enlisted regiment raised in 1657, one battalion commanded by Obr. Maximilian Rosenkrantz (KIA) and the other by ObrLjt. Frederik Wilhelm von Wamstedt. The German officer J. F. Lützow fought in this regiment and according to legend felled 17 Swedes during the battle (three of them after his legs had been cut off) until he was himself killed while defending the bridge. He has his own memorial stone near the monument of the battle. After the battle the regiment was rebuilt around the core of men who had managed to avoid death or capture and find their way back to Danish forces. The reconstituted regiment was renamed Prince Christian's IR in December 1676.

Da. Wagon	*	Wagon	S1: 2010 S2: 2010
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The Danish baggage train. General Duncan's wife was in one of these wagons. See Special Rule 8.

Da. Musketeers	L1-4	LI	S1: 2010 S2: 2010
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The baggage guards. See Special Rule 8.

Da. Artillery	6-17	12-24lb Arty	S1: With or adjacent to any unit of the Center Wing S2: Within 1 hex of 2010
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The Danish artillery consisted of 3 x 12lbbers, 2 mortars, and 12 regimental guns.

Left Infantry (Scenario 1)/Cavalry (Scenario 2) Wing

WING COMMANDER: Oberst (0; generic counter)

Nat./Unit	Ratings	Type	Setup
Ge. Walther	1 x 3-6, 1 x 2-6	Cuir.	S1: 2513, 2516 S2: 2514, 2516

Elements of Walther's DR. See Notes for the Right Wing.

Ge. Holstein	5-7	HI Bde w/ Arty	S1: 2514 S2: 2311 Place a C Wing marker on it
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Holstein National IR (one battalion, 295 men), raised in 1664, Johan Voigt commanding. See the Extended Unit Notes in Playbook II.

Da. Münchhausen	3-7	Cuir	S1: 2515 S2: 2515
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Elements of Münchhausen's composite regiment. See Notes for the Right Wing.

Swedish Forces

ARMY COMMANDER: Karl XI (-1); King Karl XI of Sweden (1655-1697) was the only son of the great warrior king Karl X. His father died when he was five years old, so Karl was educated by his governors until his coronation at the age of seventeen. Soon thereafter the Scanian War began, and the young Karl proved himself to be a skilled, although very rash, commander. Having successfully fought off the anti-Swedish alliance, he returned to Stockholm and engaged in correcting the country's neglected political, financial and economical situation, managing to sustain peace during the remaining 20 years of his reign.

REPLACEMENT: Helmfeldt (-2); Fältmarskalk Simon Grundel-Helmfeldt (1617-1677) started his career in 1641 during the Thirty Years War. He fought with distinction during that war and the Northern Wars of 1655-1661 and ended the wars as Governor-General of Ingria in 1659. Knighted in 1646, he changed his name from Grundel to Grundel-Helmfeldt. He returned to Stockholm in 1676 to become Commander in Chief of the Swedish army and advisor to the young Swedish king. He was killed at the battle of Landskrona in 1677.

Right Cavalry Wing

WING COMMANDER: Ascheberg (-2); General Rutger von Ascheberg (1621-1693; WIA) was from a German family with a long military tradition. He joined the Swedish army in 1634 during the Thirty Years War, and after served in the army of Hesse-Cassel. He returned to Swedish service in 1655 and fought in the Northern Wars of 1655-1661. Just before the start of the Scanian War he was promoted to the rank of general, and he ended the war as fältmarskalk. In 1680 he became general-governor of the former Danish provinces of Skåne, Halland, Bohuslän, and Blekinge, and a member of the

royal council the year after. During his long service of 1634 to 1679 he participated in 15 battles and took 40 standards and colors.

REPLACEMENTS: Wittenberg (-1); Generallöjtnant Johan Leonard Wittenberg, commanded the 2nd line.

1st Line

Nat./Unit	Ratings	Type	Setup
Sv. Drabanterna	3-7	Cuir.	S1: 3018 S2: Enter turn 2

The King's Lifeguard of Horse (two squadrons), a regular regiment, ÖvrLt. Hans Henrik von Siegroth commanding. See the Extended Unit Notes in Playbook II.

Sv. Livregem. (Livregementet)	4-8	Cuir.	S1: 3016 S2: Within 10 hexes of 3910
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The Royal Life Regiment (six or nine squadrons, depending on the source), Övr. Nils Bielke (WIA) commanding. The 300 men sent ahead of the main army were under command of ÖvrLt. Ernst Georg Lode. See the Extended Unit Notes in Playbook II. See Special Rule 9.

Sv. Livregem. (Livregementet)	4-8	Cuir.	S1: 3015 S2: Enter turn 2
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Same as above.

2nd Line

Nat./Unit	Ratings	Type	Setup
Sv. Livregem. (Livregementet)	4-7	Cuir.	S1: 3218 S2: Enter turn 2

Same as above.

Sv. Småland	4-7	Cuir.	S1: 3216 S2: Enter turn 2
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Småland RoH (three squadrons), a regular regiment, ÖvrLt. Elias von Hagedorn commanding.

Center Infantry Wing

WING COMMANDER: Ascheraden (-1); Generallöjtnant Martin Schultz von Ascheraden (1617-1682) was from a Bohemian family who had served Sweden since the start of the century and had received lands in Livonia for that service. He was knighted in 1652 after service in the Royal Regiment and eventually fought in most of the battles of the Scanian War. After the war he was released from the army with the rank of general and was appointed governor of Ingermanland and Kexholm in 1681.

REPLACEMENT: Mortaigne (-1); Generalmajor Barthold de Mortaigne (?-1690), who commanded the second line, was born in the Netherlands and served in the Dutch army in the Eighty Years War. After the war he offered his services to Karl X and became a lieutenant in the Swedish Life Guard Regiment. He steadily rose through the ranks and became a generalmajor in 1674 and commander of the Skåne-Blekinge Regiment in 1675. He ended the war as a generallöjtnant, and was released from the army in 1680. Due to economic problems he re-applied for service with a regiment in 1686 even though he was visibly marked by age and could hardly walk without support.

1st Line

Nat./Unit	Ratings	Type	Setup
Sv. Livgardet (Livgardet till Fot)	6-8	HI Bde w/ Arty	S1: 3112 Starts FS S2: Enter turn 6

The Life Guard of Foot Regiment (three battalions), Övr Christopher Gyllenstierna commanding. Originally a small elite palace guard unit, the Livgardet was increased in 1672 to four companies and with the coming of war it was further expanded to twelve companies. The 1st battalion of the regiment, with the four oldest companies, was positioned furthest to the right as befitted its status. One of the firsthand accounts of the battle is from the memoirs of Johan Adolph Clodt von Jurgensburg who was an 18 year old löjtnant in the Livgardet at the battle.

Sv. Livgardet (Livgardet till Fot)	2 x 6-7	HI Bde w/ Arty	S1: 3111, 3110 Starts FS S2: Enter turn 6
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Same as above. The exploits of the 3rd battalion under Maj. Jacob Johan Hastfer at the battle of Halmstad were mentioned in Hastfer's letters of nobility when he was elevated to Friherre in 1678 and Greve (count) in 1687.

Sv. Skaraborg	6-6	HI Bde w/ Arty	S1: 3109 Starts FS S2: Enter turn 6
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The Västgöta-Skaraborg IR, (one battalion) a regular regiment, Övr. Frederik von Börstell commanding. The regiment was intercepted by a squadron from Tropp's DR while it was still reforming into the line after the forced march.

Sv. Artillery	4-14	4-8lb Arty	S1: With or adjacent to any of the above units S2: Enter turn 4
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The Swedish artillery consisted of 16 guns: twelve regimental guns and four field guns, probably 6 or 8lbbers.

2nd Line

Nat./Unit	Ratings	Type	Setup
Sv. Dal	6-6	HI Bde w/ Arty	S1: 3312 Starts FS S2: Enter turn 6

The Dal IR (one battalion), ÖvrLt. Hans Abraham Kruse von Verchou commanding.

Sv. Kalmar	6-6	HI Bde w/ Arty	S1: 3310 Starts FS S2: Enter turn 6
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The Kalmar IR (one battalion), a regular regiment, ÖvrLt. Erik Soop commanding.

Left Cavalry Wing

WING COMMANDER: O. W. Fersen (-2); Generallöjtnant Otto Wilhelm von Fersen (1623-1703), cousin of Fabian von Fersen (see Malmö), was born in Reval (modern day Tallin). He started his military career in the Northern Wars of 1655-1661. At the Battle of Lund in 1676 he was shot in the face twice during the pursuit of the Danish cavalry, and then captured when his ambulance wagon was attacked. He was exchanged, and in 1678 he was fighting in northern Germany. He would be appointed Governor-General of Ingermanland and Kexholm in 1691, and in 1693 promoted to fältmarskalk.

REPLACEMENT: Schönleben (0); Generalmajor Johan Benedikt von Schönleben (1613-1706), who commanded the second line, was a member of a German family with a long military tradition. In 1631 he started his military career in a cavalry regiment in Swedish service. He fought with distinction during the Thirty Years War and the Northern Wars of 1655-1661, where he was captured at the Battle of Nyborg in 1659. He fought well in the Scanian War until he was severely wounded and captured at the Battle of Landskrona in 1677. In 1682 he was appointed governor of Göteborg and Bohuslän, and at the age of 83 he was promoted to general in 1696.

1st Line

Nat./Unit	Ratings	Type	Setup
Sv. Västgöta	4-6	Cuir.	S1: 3107 S2: Enter turn 2
<i>Västgöta RoH (four squadrons), a regular regiment, Övr. Per Hierta commanding</i>			
Sv. Skåne-Bohusl.	3-6	Cuir.	S1: 3105 S2: Enter turn 2

Skåne-Bohuslän DR (two squadrons), a regular regiment raised by Övr. Mauritz Wilhelm von Post, Major Peter Weinholz commanding. Weinholz personally took an enemy standard during the battle.

2nd Line

Nat./Unit	Ratings	Type	Setup
Sv. Västgöta	4-6	Cuir.	S1: 3307 S2: Enter turn 2
<i>See above.</i>			

Sv. Änkedr. Liv. 4-7 Cuir. S1: 3305
(Änkedrotningens livregemente till häst) S2: Enter turn 2
The Dowager Queen's Life RoH (AKA Greve Rutger von Ascheberg's regiment; two squadrons), a regular regiment, ÖvrLt. Fritz Wachtmeister commanding.

Special Rules for Both Scenarios:

1. Slopes: All slopes hexsides are steep for purposes of 10.9.3.

2. Retreat Edges:

- The Danish retreat edge is the north-western (10xx) edge and the map edge between 2022 & 1622.
- The Swedish retreat edge is the south-eastern (42xx) edge.

3. Senior Wing Commanders:

- Danish: Rosenkrantz.
- Swedish: Helmfeldt then Fersen.

4. Special Terrain Features:

A. The Fylleån: This river and its fords are hex features. Treat the bridge (hex 2210) as a normal series bridge hex, and the fords (hexes 2212 and 2314) as marshy stream hexes. Otherwise, the Fylleån is impassable terrain, except for Cavalry units. See the NGBG TEC Addendum on the back of Playbook II for how to treat these hexes. Note that it costs a cavalry unit 8* both to enter a river hex and to leave it. That means that unless a cavalry unit is in Open Order, a cavalry unit must start in Formation Normal adjacent of the river and spend one full activation to enter the river, then spend another activation to reform back to Formation Normal and then another full activation to move one hex out of the river, where it is Formation Shaken.

A Cavalry unit in a river hex may change facing normally but may Intercept only into an adjacent hex. A cavalry unit that advances, retreats, or pursues either into a river hex or out of one incurs one Formation hit (at the end of the advance, retreat, or pursuit) for entering and one for leaving the hex.

B. The Assarpsbäcken: The Assarpsbäcken was a small stream at the bottom of a gully. This stream and its ford are hexside features. See the TEC for how to treat these hexsides. Treat the ford over this stream as a normal Stream hexside.

C. Heath: Most of the region around Halmstad was covered in heath during the 17th century and this terrain hindered the mobility of the cavalry during the battle. The following rules and addition to the TEC reflect this:

- These rules apply to all Clear terrain hexes.
- Apply a +1 modifier to all Cavalry Interception rolls.
- Change the Cavalry Momentum modifier for close combat from the usual +2 to just +1.

D. Olofstorp Farm: Treat hex 2317 as Clear (heath) terrain. It was too small to have any game effects, and is included mainly for reference and detail purposes.

E. Treat the two hexsides where the main road crosses some streams as regular stream hexsides.

5. Rainy Weather: Most of the battle of Halmstad took place in heavy rain. To represent this, apply a –1 modifier to all musket and cavalry fire attacks.

6. Royal Commander: For loss purposes, King Karl XI is worth 30 victory points instead of the normal 20 for an AC.

7. Danish Breakout: Each Danish cavalry unit that receives a “Pursue off map and Eliminate” result in combat as well as each Danish unit of any type (except LI) that voluntarily exits the map off the 42xx map edge provides VPs to the Danish Player as shown here:

Unit Type	VPs for each
Cuirassier	5
Heavy Infantry	2
Light Infantry	0
Artillery	10
Wagon	10

If the Danish Player has moved units off map and earned breakout VPs during the game he is not prevented from winning by MPBS Rule 4.6 (Surrendering the Field), and can win the scenario even though all his wings are under Rally Orders or he has no units left on map. The game still ends at the conclusion of the turn in which all wings of one or both players are all under Rally Orders or one player has no units left on map—it is only the provision that the player surrendering the field is unable to win that is disregarded.

8. Danish Baggage Train: The Danish Wagon unit and the LI unit of the Center Wing are automatically in command in their starting hex (hex 2010), but once they leave this hex they must follow the normal command rules.

9. Swedish Option: Add a 4-7 Livregementet Cuir. unit to the Swedish Right Wing. It sets up in Scenario 1 in hex 3217 and enters the map together with the rest of the Livregementet in Scenario 2. There is no cost for using this variant, though it clearly favors the Swedes. *Some sources state that the 9 squadrons of the regiment were present, not just 6.*

Special Rules for Scenario 1:

This is the historical battle that started around 0830 and ended around 1030 with Duncan's surrender. Use the setups shown for Scenario 1.

Start Time: 8:20 AM (Turn 7)

Maximum Duration: 6 turns (through the end of the 10:00 AM turn, Turn 12)

10. King Karl: Set up Karl XI stacked with or adjacent to any unit in the Right Wing.

11. Start FS: Any Swedish unit that has the notation “Start FS” for its Scenario 1 setup starts on its Formation Shaken side. *These units were still reforming from column.*

Historical Starting Orders:

- Danish: All Wings start under Receive Charge Orders.
- Swedes: All Wings start under Make Ready Orders.

Victory Conditions:

VPs	Type of Victory
96 or more	Decisive Swedish Victory
81 to 95	Marginal Swedish Victory
66 to 80	Draw
51 to 65	Marginal Danish Victory
50 or less	Decisive Danish Victory

Basic Victory Levels:

Swedish:

Type	Points in Play	Losses
Horse	100	0
Foot	30	5
Artillery	10	0
Total	140	5

Danish:

Type	Points in Play	Losses
Horse	60	50
Foot	30	30
Artillery	15	15
Wagon	10	10
Total	115	105

Historical Outcome: A Marginal Swedish Victory with a VP differential of 95.

Swedish Points: 105

Danish Points: 5 + 5 points for pursuing off map

Result: 105–10 = 95

Special Rules for Scenario 2:

This scenario allows you to start the battle earlier, just as the Danes had finished crossing the bridge and were only opposed by the forward Swedish cavalry under Lode. Use the setups shown for Scenario 2.

HISTORICAL NOTES: This scenario is included so players can explore the outcome of a different Danish strategy: what would have happened if Duncan had been more energetic and attempted to attack south to break out of the Swedish trap and/or defeat the Swedish army piecemeal as it arrived on the battlefield? Another interesting what-if is the effect of a Danish withdrawal behind the Fylleån to a much stronger defensive position instead of staying in such a hopeless position.

Start Time: 6:20 AM (Turn 1)

Maximum Duration: 16 turns (through the end of the 11:20 AM turn, Turn 16)

This scenario ends later than the historical scenario to allow for variable outcomes.

12. King Karl: Karl XI may enter with any cavalry unit.

13. Swedish Entry: During setup the Swedish Player arranges his off-map units in a marching order. The marching order is the sequence the units enter the map at hex 4208. Each unit enters the map in column formation (if cavalry or infantry) or limbered (if artillery), and follows the normal MPBS rules for reinforcements (7.4).

The cavalry units are available to enter the map starting on Turn 2. The artillery unit is available to enter the map on Turn 4, but may not enter until all cavalry units have entered the map. The infantry units are available to enter starting on Turn 6, but may not enter until all cavalry and artillery units have entered the map. No units on either side may enter column formation after play begins.

14. Danish Redeployment: Note that in this scenario, the HI brigades attached to the Danish Left and Right Wings are marked with a C Wing marker, indicating that they start the game attached to the Center Wing. The Danish Player may reassign one or two HI units from the Center Wing to either of his other wings during any activation of the Center Wing.

To make a reassignment, both the Center Wing and the wing to which the unit is being reassigned must be under Receive Charge Orders and no unit of either wing may be adjacent to a Swedish unit at the time of the reassignment. If the unit’s printed Wing Designation is the same as the wing to which it is being reassigned, remove any Wing marker on the unit. Otherwise, place an appropriate Wing marker on the unit to show the wing to which it is now assigned.

Once reassigned, the unit is considered part of the new Wing for all purposes. Both units may be reassigned to the same wing, and each unit may be reassigned only once per game. Any of the HI units may be reassigned; they don’t have to be the ones that were historically reassigned. While both the Left and Right Wings start this scenario as cavalry wings, once an infantry unit is assigned to a wing that wing becomes an infantry wing.

15. Automatic Defeat: The Swedish Player cannot suffer an automatic defeat from having no units on map until after all cavalry units have entered the map.

16. Danish Breakout: The Danish Player cannot receive VPs for units voluntarily leaving the map per Special Rule 7 until Turn 3, but may receive VPs for cavalry units pursuing off map at any time.

17. Turning the Danish Line: If, at the end of the game, no Danish units have voluntarily left the map and there is at least one Swedish unit that is not Morale Broken north of the Fylleån, the Swedish Player gets 40 VPs. This represents the Swedes turning the Danish defensive position along the river, making further defense there impossible.

Historical Starting Orders:

- Danish: All Wings start under Receive Charge Orders.
- Swedes: All Wings start or enter under Make Ready Orders.

Victory Conditions:

<i>VPs</i>	<i>Type of Victory</i>
46 or more	Decisive Swedish Victory
31 to 45	Marginal Swedish Victory
16 to 30	Draw
1 to 15	Marginal Danish Victory
0 or less	Decisive Danish Victory



Lund

December 14 (December 4), 1676

Southwestern Scania

Prelude

Following their decisive victory over Duncan's small detachment at the battle of Halmstad in August 1676, the Swedish army withdrew to await reinforcements instead of risking a battle with the much larger Danish main army. By October the Swedish army had grown to 12,000 men, with a preponderance of cavalry, and the Swedish king now felt confident enough to move his army south into Scania in order to relieve his remaining stronghold there: the fortress of Malmö.

On November 3 (October 24) the Swedish army crossed the border to Scania and six days later they took the fortress of Helsingborg which had been lost to the Danes during the summer. An attempt to cut off the Danish army from their main base at Landskrona failed and the Swedes thereafter settled in a camp at Bårslöv near Helsingborg. The Swedish choice of camp soon proved to be unfortunate as incessant rains turned it into a quagmire. Also, their supply situation quickly became precarious as the supply lines through the woodlands of northern Scania were frequently attacked by the pro-Danish Snaphance guerrillas as well as lawless bandit gangs seeking loot. With the numbers of sick and dead rising alarmingly, the Swedish

army broke camp in early November and marched south in order to force a decision.

The Danish army had taken up a position at Lund, south of the Kävlinge River. The Danes controlled all the river crossings, and the Swedish army was forced to camp on the north side. This stalemate lasted for the rest of the month, but in late November snow arrived and the river slowly began to freeze.

The Danes assumed that the Swedes had gone into winter quarters and that there would be no more campaigning until spring. Karl XI, on the other hand, felt that he had to move now because his army, which was freezing and starving, would not last long in Scania. When, on the morning of December 13 (December 3), the Swedish General of Fortifications Erik Dahlberg reported to the King that the ice was thick enough to bear units, he decided to attack. The plan was to launch a surprise assault on the Danish camp, or alternatively to move around the Danes and head for Malmö to winter and resupply in that strong and well-stocked fortress.

On the moonless night of December 13-14 (December 3-4) the Swedes crossed the Kävlinge River at a ford by an old mill without being noticed by Danish patrols. Swedish scouts reported that the ground on the way to the Danish camp was blocked by many earth and stone wall enclosures. At this point the Danes had also become aware of the Swedish presence and had sounded the alarm. The impetuous Swedish king was eager for battle but his advisors succeeded in persuading him from launching a direct assault, as the Danish army was vastly superior in infantry. A council was held with the generals and the decision was made to advance towards the dominating hills just outside of Lund to gain better terrain for the cavalry as well as more secure flanks.

The Danish army quickly arranged itself in battle order and started to race the Swedes for control of the hills. (This is the starting point of scenario 1.)

The Battle

At about 0830 the forward elements of both armies reached the snowy hills to the north of Lund. The initial cavalry skirmish between the Swedish right wing and the Danish left wing escalated as both sides brought reinforcements into the fight seeking to outflank the opposing line. Units on both sides were routed, although the Danes got the worst of it; their commander Carl von Arensdorff was fatally wounded and the 4th Jutland regiment of Horse left the field completely, while the Swedes under Fersen managed to rally their troops. Both wings were disordered by thirty minutes of fighting, leaving the contested position in the hands of the Swedes.

The front now stretched along a line running from north to south, with the Danes to the east and the Swedes to the west, separated by a steep valley. The 13,000 strong Danish army was supported by 56 guns of various calibers, while the Swedish army only fielded 8,000 men after the heavy attrition of the preceding months. The Swedes had 12 guns with them. Both sides deployed in the traditional way with infantry in the center and cavalry on the flanks, although the Swedes had been forced to assign cavalry to bolster their center wing due to a shortage of infantry.

As the sun rose at about nine o'clock in the morning the main battle began. (This is the starting point of scenario 2). The Swedish right wing under the command of King Karl XI charged the Danish left wing and scattered it after hard fighting that lasted about an hour. The Danes fled eight kilometers north towards their camp and the

Kävlinge River. The victorious Swedish cavalry and King Karl XI pursued, overrunning several Danish artillery pieces along the way. As the crowded mass of fleeing Danish cavalry were crossing the ice over the Kävlinge River the ice broke and many riders and horses drowned in the icy waters. The Danish King Christian V had managed to extricate himself from the collapse of the Danish left wing, and thinking the battle was lost he now fled the field for the safety of Landskrona.

At the same time as the Danish left wing was routing, the Danish center began its attack against the Swedish center. Just before this a rather strange event occurred in the no-man's land between the two sides. A Danish captain challenged the Swedes to a duel, which was accepted by an officer of the Life Guard regiment. The men fought with the waiting armies as spectators; the Swede won and returned with the sword of his fallen opponent.

An artillery duel forced the Swedish infantry to seek shelter from the heavy fire by advancing into the steep valley between the two armies. The time was now 11:00 AM. The Danish infantry also advanced down into the valley and attacked the Swedish line. Heavy fighting broke out and the Swedes were forced to retreat back to their original positions and beyond by the sheer weight of enemy numbers. In the ensuing advance the Danish infantry captured the Swedish field guns. The Swedish center was saved from collapse by effective counterattacks by the cavalry of the second line as well as the intervention of those elements of their right wing that had not followed their king in his impetuous pursuit. Attacked from behind and the sides, panic spread among the Danish infantry and many fled, were cut down, or were taken captive.

The Swedish left wing also came under attack at the same time as the center. It too was pushed back by superior numbers but did not break, even though several regiments were crushed by the strong Danish attacks. The wing commander Galle was killed early in the battle, contributing to the defeat of the Swedish left wing.

At noon a one-hour lull in the battle occurred as both sides were thoroughly exhausted and disorganized after the heavy fighting so far. During this time both sides reorganized and reassigned troops among their wings, in an attempt to cover for the losses incurred so far. The remaining Swedes marched closer to the town of Lund, seeking a better defensive position. The Danes followed and the armies were now arranged on a line going from east to west with the Swedish army having their backs to Lund. The continued absence of their king and the pursuing cavalry was beginning to cause worries to the Swedish commanders as well as among the rank and file, as the remaining Swedish army by now counted only 1400 infantry and 2500 cavalry against a force of 4500 Danish infantry and 2100 cavalry.

Meanwhile at the Kävlinge River the Swedish king was overseeing the plundering of the Danish camp, and considering his next move. He didn't have reliable information on the outcome of the battle he had left so dramatically several hours ago, although his own success was a good sign in itself. A messenger then arrived with news that the rest of the army was in fact in trouble. Karl decided to return to the battlefield instead of continuing the pursuit of the Danish cavalry to Landskrona. He began forming up the men for the ride back, while leaving a few behind to guard the captured Danish camp.

At around 1300 hours the battle at Lund flared up again as the Danes renewed their attack on the Swedish line. (This is the starting point of scenario 3.) The outnumbered Swedes on the right flank were pushed

back towards Lund, while their center managed to hold on as the Swedish Lifeguard of Foot fought with a desperate courage. After an hour of fighting both armies once again pulled back to reorganize for what appeared to be the decisive final attack against the Swedish positions. The Swedish infantry had to take cover behind a triangle shaped wall enclosure. At 1400 hours, just as a renewed Danish attack was about to begin, the Swedish king returned to the battlefield from the north. He immediately began to move around the Danish army on a western course towards his battered army.

Once the Danish commander Friedrich Arensdorff saw the small Swedish cavalry appear in his rear he called a halt to his attacks against the battered Swedish defenders, and turned his army completely around in an attempt to crush this new threat before it could join forces with the rest of the army. As the sun began to set the Danish army raced northwest and successfully prevented the Swedish cavalry from breaking through. King Karl XI, two of his generals, and a soldier of his Drabant Life guard managed to slip through the Danish lines and join the diminished Swedish center. While Arensdorff was fighting the newly returned cavalry near the village of Nöbbelöv, the return of the Swedish king inspired the exhausted troops outside Lund to attack the Danish forces in the back. Despite the recent Swedish reinforcements the Danes still outnumbered the Swedes by approximately 4000 to 3500 at this point in the battle. However, being attacked from two sides caused the army to disintegrate after a short fight and the remaining Danish cavalry scattered into the night. Most of their remaining infantry weren't so lucky, although the King's Life Regiment of Foot along with remnants of other regiments managed to fight their way to Vallkärra church where they made a last stand, setting the village on fire as a cover. The rest of the Danish infantry were captured or killed, while the naval infantry was being massacred until the Swedish Fältmarskalk Helmfeldt ordered that the killing be stopped and the surrendering soldiers spared.

Aftermath

When the battle finally ended, darkness had descended upon a battlefield strewn with dead and wounded. Both armies were utterly exhausted after the fierce day-long battle. The number of dead was high and would increase sharply during the following hours as many of the wounded would succumb to the cold Scandinavian winter night before any help could arrive. Sources disagree on the number of men who died during the battle of Lund, but the total is around 6000 Danes and 3000 Swedes. In addition to this the Danes lost 2000 men as prisoners, while the Swedes lost 50 to 70 prisoners. Considering the size of the armies involved (around 20,000 in all), these losses were extraordinarily heavy and left both armies severely crippled, and it is known as the bloodiest battle in the history of Scandinavia. Perhaps 42 percent of the participants were killed, a high casualty rate that shocked the contemporary world. No one had ever heard of such losses in a battle.

The victory at Lund served as an immense morale boost to the Swedish army, as their outnumbered and fatigued troops triumphed against all odds. Karl XI was criticized for getting carried away by his success on the right flank, but the battle had nonetheless made him popular with his own troops. Had the battle at Lund been a defeat for the Swedish army it would most likely have meant that the war would have been lost. On December 16 (December 6) the Swedes moved into the captured Danish camp and rested there for five days.

The remaining Danish forces were forced to abandon the Scanian countryside and retreat towards the coastal fortress of Landskrona, from where the majority of the army was transferred back across the Sound to Sjælland (Zealand) to rest, refit, and absorb replacements.

Except for the fortresses of Landskrona and Kristianstad the Danes had nothing to show for their initially successful 1676 campaign, and the outcome of the battle led to a trial in which the unfortunate general Sandberg was made a scapegoat for all the mistakes of the battle. The king's own flight was masked, and it was claimed that he had fought on courageously with the center after having tried in vain to stop the rout of the right wing (a version that still today appears in many Danish accounts).

To replenish the losses the Danes were forced to fill the ranks of the enlisted regiments with conscripts from the national regiments, thus blurring the distinction between the two. In addition to raising new conscripts from the Danish provinces, the army was strengthened by transferring men from Norway to Denmark. Appeals for reinforcements also went out to Denmark's German allies and in the upcoming campaigns the Danish field army would contain regiments from the Bishopric of Münster, The Holy Roman Empire, and Hesse-Cassel.

The battle and the subsequent Swedish reconquest of most of the Scanian provinces was to have grave consequences for the local population who had in many cases declared their loyalty to the Danish cause. The Swedes used the operational lull during the coming winter and spring to hunt down Snaphance guerrilla bands and frighten the local peasantry from supporting the Danish army or the Snaphances. As a consequence, most of the population stayed away from actively supporting the Danes for the rest of the war, and simply focused on surviving while their lands and villages were brutally ravaged by the two armies as well as lawless bandits and Snaphance guerrillas.

The Battle of Lund has traditionally been seen as the turning point in the Scanian War, but this is based on hindsight as to the eventual outcome of the war and not on the actual events following the battle. The Danish control of the coastal fortresses and their successes at sea allowed them to return to Scania in 1677 to make a new attempt to reclaim the lost provinces.

Notes to All Setups: See Special Rule 5 for the abbreviations used in the Setup column and for how to set up the leaders.

S1 = Scenario 1, S2 = Scenario 2, S3 = Scenario 3

Danish Forces

ARMY COMMANDER: Christian V (0); King Christian the 5th of Denmark-Norway (1646-1699) was the eldest son of King Frederik III who had introduced absolutism to Denmark-Norway in 1660. Christian ascended the throne in 1670 and immediately began to expand the army and prepare it for reclaiming the Scanian lands lost by his father in 1658. However, the outcome of the Scanian War proved to be a disappointment and exhausted Denmark's economic resources. After the war Christian would reform Denmark's legal system, introducing the first law code for all of Denmark and a similar law code for Norway. He died in 1699 from the after-effects of a hunting accident, just as Denmark was preparing its last attempt to regain the Scanian lands in the Great Northern War.

Right Cavalry Wing

WING COMMANDER: F. Arensdorff (0); Generallejtant Friedrich von Arensdorff (1626-1689; WIA) was an officer from Mecklenburg and the brother of Carl von Arensdorff. He started his career in the Swedish army in the Thirty Years War and the Northern Wars of 1655-1661. In 1661 he entered Danish service and was appointed commander of the newly raised Horse Guards regiment, being promoted to generalmajor in 1673. He fought well at the Battle of Lund in 1676 and was wounded at Landskrona in 1677. After he failed to relieve the fortress of Kristianstad in 1678 he was relieved of command and dishonorably discharged. After the war he was reinstated and rose in status again, and by 1686 he was a member of the royal council. He was appointed Supreme General of the Army the next year.

REPLACEMENT: Meerheimb (0); Generalmajor Hans Wilhelm von Meerheimb (AKA Meerheim; 1620-1688) ran away from his home in Saxony to join a regiment of cavalry when he was only 8 years old, and fought in the Imperial army during the Thirty Years War where he slowly worked his way up the ranks. He entered Danish service in 1675 when the Danish army was besieging Wismar. The following year he was appointed commander of the Livregiment till Hest and was sent to Scania. In the stalemate that followed the Battles of Lund and Landskrona he proved to be skilled at launching raids and supporting the Scanian Snaphance guerrillas. He resigned from the army in 1684.

Then: Rantzau (0); Generalmajor Ditlev Rantzau, commanding the 2nd line.

1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Örtzen	3-6	Cuir.	S1: Per Special Rule 15 S2: 2405 S3: 2925
<i>Örtzen's DR (three squadrons), an enlisted regiment raised in 1675, Obr. Detleff Örtzen (WIA) commanding.</i>			
Ge. Hestgarden	3-8	Cuir.	S1: Per Special Rule 15 S2: 2306 S3: 2826
<i>The Horse Guards (two squadrons), an enlisted regiment raised in 1661, Obr. Samuel Kristof Plessen (POW) commanding.</i>			
Ge. Livregiment (Livregiment Ryttere)	4-7	Cuir.	S1: Per Special Rule 15 S2: 2107 S3: 2031 (-1, L Wing)
<i>Life RoH (three squadrons), an enlisted regiment raised in Mecklenburg in 1672 under the name Holstenske ryttere or Gyldenløve's CR. In 1673 the name was changed to Livregiment ryttere. GenMaj. Hans Vilhelm Meerheimb commanding.</i>			
Da. 1. Jydske	4-7	Cuir.	S1: Per Special Rule 15 S2: 1908 S3: 1931 (-1, L Wing)
<i>1st Jutland National RoH (three squadrons), raised in 1670, GenMaj Hans Friedrich Levetzau commanding.</i>			
Ge. Baudissin	4-6	Cuir.	S1: Per Special Rule 15 S2: 1810 S3: 3224 (-1, Threshold)
<i>Baudissin's enlisted RoH (AKA Bauditz; three squadrons), raised in 1675.</i>			

Da. 1. Sjællandske	4-7	Cuir.	S1: Per Special Rule 15 S2: 1711 S3: 1832 (-1, L Wing)
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1st Zealand National RoH (three squadrons), raised in 1670, General Friedrich von Arensdorff's regiment.

2nd Line

Nat./Unit	Ratings	Type	Setup
Da. Sjæll. Rostj. (Sjællandske Rostjeneste)	3-6	Cuir.	S1: Per Special Rule 15 S2: 2105 S3: 1732 (L Wing)

Sjællandske Rostjeneste (two squadrons, AKA Sjællandske Adelfane), raised in 1675, Obr. Christian Christopher Holck commanding.

Da. 2. Sjællandske	3-6	Cuir.	S1: Per Special Rule 15 S2: 1906 S3: 3124
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2nd Zealand National RoH (two squadrons), raised in 1675, GenMaj. Ditlev Rantzau commanding.

Da. 1. Fynske	4-7	Cuir.	S1: Per Special Rule 15 S2: 1708 S3: 2726 (-1)
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1st Fünen National RoH (three squadrons), raised in 1670, Kristof Otto Schack commanding.

Center Infantry Wing

WING COMMANDER: J. v. Schack (0); Generalmajor Joachim von Schack (1628-1700) was from Hamburg and entered Danish service in 1666. In 1675 he was given command of Dronningens Livregiment, a post he held until 1677 when it was decided that generals should not command regiments. During the Scanian War he served in Germany against Wismar, in Scania, and on the Norwegian front. After the war he was appointed commander of the fortress of Copenhagen, where he remained until he retired from the army in 1681 and became a civil servant.

REPLACEMENT: Cicignon (0); Generalmajor Johan Caspar von Cicignon (1625-1696), commander of the 2nd line, was an officer from Luxembourg. He joined the Danish army in 1657 and spent most of his career in Danish service. Before the Scanian War he served in Norway where he was commander of the Bergenshus fortress. After the war he was again sent to Norway in 1681 to help rebuild Trondheim after a destructive fire. There are monuments to Cicignon in both Trondheim and his home town of Oberwampach in Luxembourg.

1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Kongen (Kongens Livregiment)	2 x 4-8	HI Bde w/ Arty	S1: Per Special Rule 15 S2: 2020, 2021 S3: 2429, Dead

The King's Lifeguard Regiment (two battalions), an enlisted IR raised in 1658, GenMaj. Siegfried Bibow commanding.

Ge. Pr. Jørgen (Prins Jørgen)	2 x 4-7	HI Bde w/ Arty	S1: Per Special Rule 15 S2: 2022, 2023 S3: Dead, Dead
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Prince Jørgen's (George's) enlisted IR (two battalions), raised in 1658 as Feltherre Weyer's enlisted IR, changing its name in 1676, Aanton Gynter Potendorf commanding.

Ge. Stuart	4-6	HI Bde w/ Arty	S1: Per Special Rule 15 S2: 2024 S3: Dead
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Stuart's regiment (one battalion), an enlisted regiment raised in 1676, Obr. Jakob Vilhelm Stuart commanding.

Ge. Croÿ	4-6	HI Bde w/ Arty	S1: Per Special Rule 15 S2: 2025 S3: Dead
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Duke Carl Eugene de Croÿ's regiment, (one battalion), an enlisted regiment raised in 1675, Obr. Hans Georg von Schulenburg (POW) commanding. After the battle the survivors were amalgamated into Kongens Livregiment

Ge. Pr. Frederik (Prins Frederik)	2 x 4-7	HI Bde w/ Arty	S1: Per Special Rule 15 S2: 2026, 2027 S3: 2528, Dead
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Prince Frederik's IR (two battalions), Obr. Thomas Meldrum commanding. See the Extended Unit Notes in Playbook II.

Ge. Dronningen (Dronningens Livregiment)	2 x 4-7	HI Bde w/ Arty	S1: Per Special Rule 15 S2: 2028, 2029 S3: Dead, Dead
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The Queen's Life Guard RoF (two battalions), an enlisted IR formed in 1658 as an infantry regiment from Gyldenløve's dragoon regiment (raised 1644).

Da. Artillery	2 x 6-17	12-24lb Arty	S1: Per Special Rule 15 S2: 2023, 2024 S3: 1626, 1725
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The Danish artillery before the battle of Lund consisted of 2 x 24lb, 10 x 18lb, 7 x 12lb, 6 x 6lb and 30 regimental guns. However, not all of these guns could follow the pace of the army as it raced to intercept the Swedes before they reached Lund, and not all of it arrived in time to take part in the battle.

2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Lüthken	4-7	HI Bde w/ Arty	S1: Per Special Rule 15 S2: 1821 S3: 2329

Lüthken's IR (one battalion), an enlisted regiment raised in 1675, and Obr. Detlef Lüthken commanding. After the battle the regiment's remnants were amalgamated into Dronningens Livregiment

Da. 4. Jydske	4-6	HI Bde w/ Arty	S1: Per Special Rule 15 S2: 1823 S3: 2628
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4th Jutland National RoF (AKA the Sydjyske Nationale Regiment, one battalion), raised in 1675, Obr. Egedius Kristof Lützow commanding.

Da. 1. Fynske	4-7	HI Bde w/ Arty	S1: Per Special Rule 15 S2: 1825 S3: Dead
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1st Fünen National RoF (one battalion), raised in 1661, GenMaj. Johan Caspar von Cicignon commanding.

Da. 3. Jydske	4-6	HI Bde w/ Arty	S1: Per Special Rule 15 S2: 1827 S3: 2230
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3rd Jutland National RoF (one battalion), raised in 1675, Obr. Bartold Bülow commanding.

Ge. Schleswig	4-7	HI Bde w/ Arty	S1: Per Special Rule 15 S2: 1829 S3: Dead
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Schleswig National RoF (AKA Plön's, one battalion), raised in 1664 and disbanded in 1677, Obr. Conrad Brinck commanding. See the Extended Unit Notes in Playbook II.

3rd Line

Nat./Unit	Ratings	Type	Setup
Da. Kongen (Kongens Eskadre)	D5-5	Dism. Cav.	S1: Per Special Rule 15 S2: 1114 S3: 2427
<i>The King's Squadron (squadron in the naval sense). See Special Rule 13 and the note following it.</i>			
Da. Dronningen (Dronningens Eskadre)	D5-5	Dism. Cav.	S1: Per Special Rule 15 S2: 1116 S3: 2327
<i>The Queen's Squadron (squadron in the naval sense). See Special Rule 13 and the note following it.</i>			
Da. Pr. Jørgen (Prins Jørgens Eskadre)	D5-5	Dism. Cav.	S1: Per Special Rule 15 S2: 1218 S3: 2228
<i>Prince George's Squadron (squadron in the naval sense). See Special Rule 13 and the note following it.</i>			
Da. Artillery	2 x 6-17, 1 x 4-14	12-24lb & 4-8lb Arty	S1: Per Special Rule 15 S2: 1321, 1319, 1013 S3: 1321, 1219, 1424 (all with Disabled)

See the notes for the artillery of the Center Wing.

Left Cavalry Wing

WING COMMANDER: C. Arensdorff (-1); General Carl von Arensdorff (1625-1676; WIA) was an officer from Mecklenburg and the brother of Friedrich von Arensdorff. He started his career in the Swedish army in the Thirty Years War and the Northern Wars of 1655-1661. Sometime thereafter he entered Danish service and, with the king's permission, served in the Dutch army for a period. Upon his return he was promoted to general of the cavalry. In October 1676 he was appointed supreme general of the army when his rival Johan Adolph of Plön left the army. At the Battle of Lund in 1676 he showed that while he was a skilled cavalry commander he wasn't up to the task of army command. He was wounded in his left arm during the early stages of the battle and died three days later following its amputation.

REPLACEMENT: Sandberg (0); Generalmajor Anders Sandberg (1620-1677) started his career as a humble pikeman, serving abroad for several years before returning to serve as an officer in the Danish army. He participated in the wars against Sweden of 1657-1661. Before the Scanian War he had risen to command a cavalry regiment and during the war he fought in both Germany and Scania. F. Arensdorff, anxious to clear his brother's name, made Sandberg a scapegoat for the disastrous defeat at Lund in 1676. Sandberg was tried at a military court and sentenced to lose his honor, life, and possessions, but was later pardoned by the king. He died as a broken man less than a year later.

1st Line

Nat./Unit	Ratings	Type	Setup
Da. 3. Jydske	4-7	Cuir.	S1: 1115 S2: 2234 S3: Dead
<i>3rd Jutland National RoH (three squadrons), raised in 1670, GenMaj. Anders Sandberg commanding.</i>			

Da. 2. Fynske	4-6	Cuir.	S1: 1014 S2: 2135 S3: Dead
<i>2nd Fünen National RoH (three squadrons), raised in 1675, Obr. Konrad D. Rewentlow commanding.</i>			

Da. 2. Jydske	4-6	Cuir.	S1: 1114 S2: 2037 S3: Dead
<i>2nd Jutland National ROH, (three squadrons), raised in 1675, GenMaj. Jakob Bülow commanding.</i>			

Ge. Schwlg-Hol. (Schleswig-Holstein)	4-7	Cuir.	S1: 1218 S2: 1838 (FS) S3: Dead
<i>The Schleswig-Holstein National RoH (three squadrons), raised in 1670, Obr. Henrik Sehested (POW) commanding.</i>			

Da. 4. Jydske	4-6	Cuir.	S1: 1219 S2: Dead S3: Dead
<i>4th Jutland National RoH (three squadrons), raised in 1675, General Carl von Arensdorff's regiment. The regiment was routed during the initial skirmishing before the main battle started.</i>			

2nd Line

Nat./Unit	Ratings	Type	Setup
Da. Jydske Rostj. (Jydske Rostjeneste)	3-6	Cuir.	S1: 1013 S2: 2033 S3: Dead
<i>Jydske Rostjeneste (two squadrons; AKA Jydske Adelsfane), formed in 1675, Obr. Mogens Kruse commanding. Lost all its colors at Lund.</i>			

Ge. Rauch	3-6	Cuir.	S1: 1116 S2: 1835 S3: Dead
<i>Rauch's RoH (two squadrons), an enlisted regiment raised in 1675, Obr. Gottfred Rauch commanding. The second company lost its red standard at Lund.</i>			

Ge. Rantzau	3-6	Cuir.	S1: 1217 S2: 1637 (FS) S3: Dead
<i>Rantzau's enlisted DR (AKA Brockenhuus, three squadrons), raised in 1675, Georg Brockenhuus (POW) commanding.</i>			

Swedish Forces

ARMY COMMANDER: Karl XI (-2); see Halmstad for his biography.

REPLACEMENT: Helmfeldt (-2); see Halmstad for his biography.



Right Cavalry Wing

WING COMMANDER: Fersen (-2); WIA and later captured; see Halmstad for his biography.

REPLACEMENT: Wittenberg (-1); Generallöjtnant Johan Leonard Wittenberg (WIA), commanded the 2nd line.

HISTORICAL NOTE: All counts of the number of men in the units below exclude officers.

1st Line

Nat./Unit	Ratings	Type	Setup
Fn. Viborg	4-6	Cuir.	S1: 2707 S2: 2841 (FB) S3: Pursuit (-2, P Wing, Threshold)

Viborg DR (AKA 1. Karelska; 260 men in two squadrons), an enlisted regiment raised in 1674 that had no previous battle experience, Övr. Gottfried Johan Budberg (POW) commanding. Plus one squadron (60 men) of the Skåne-Bohuslän (AKA M. W. von Post's) DR (Scanians), a regular regiment, ÖvrLt. Göes commanding.

Sv. Drabanterna	2-8	Cuir.	S1: 2706 S2: 2640 S3: Pursuit (P Wing)
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The King's Lifeguard of Horse (150 men in one squadron) a regular regiment, ÖvrLt. Hans Henrik von Siegroth (KIA) commanding. See the Extended Unit Notes in Playbook II.

Sv. Livregem. (Livregementet)	1 x 4-8, 1 x 3-8	Cuir.	S1: 2705, 2704 S2: 2638, 2736 S3: Both in Pursuit (both with P Wing; the 4-8 is -1).
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The Royal Life Regiment (five squadrons with 550 men), Övr. Nils Bielke commanding. See the Extended Unit Notes in Playbook II.

Fn. Åbo-Viborg	4-6	Cuir.	S1: 2703 S2: 2735 S3: 2338 (-1, Threshold)
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Åbo-Viborg CR (four squadrons with 303 men), an enlisted regiment raised in 1676 that had no previous battle experience, Övr. Claus Johann Baranoff (WIA) commanding.

2nd Line

Sv. Adelsfanan	2-8	Cuir.	S1: 2702 S2: 2938 S3: Pursuit (-1, P Wing)
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The Nobles' Banner (200 men in two squadrons) was part of the regular army, recruited from the retainers of the nobility as part of their obligations to the crown, Övr. Johan Drake commanding.

Sv. Götaland-Adel	2-7	Cuir.	S1: 2701 S2: 3037 S3: 2539 (-1, Threshold)
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Adelns fördubbling i Götaland (two squadrons with 170 men), an enlisted regiment raised in 1676 as an expansion of the Adelsfana, Övr. Kristoffer von Gyntersberg (WIA) commanding.

Sv. Gl. Smålänn. (Gamla Småläningar)	3-7	Cuir.	S1: 2700 S2: 3036 S3: 2337 (-1)
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The Gamla småläningar CR (one squadron with 120 men), an enlisted regiment raised in 1676 with old retired troopers as the basis, Övr. Hans Ramsvärd commanding. Plus Civilstaten och Prästerskapets ryttare (the Civil State and the Priesthood's Horse, 100 men in one squadron), an enlisted regiment raised in 1676, ÖvrLt. Axel Rehnkiöld commanding.

Center Infantry Wing

WING COMMANDER: Ascheraden (-1); see Halmstad for his biography.

REPLACEMENT: Mortaigne (-1); commanded the 2nd line; see Halmstad for his biography.

1st Line

Nat./Unit	Ratings	Type	Setup
Sv. Livgardet (Livgardet till Fot)	2 x 4-8	HI Bde w/ Arty	S1: Per Special Rule 15 S2: 2828, 2825 S3: 2836 (-1), 2736 (-1)

The Life Guard of Foot Regiment (three battalions/brigades with 600 men), Övr. Christopher Gyllenstierna (WIA) commanding. See Special Rule 11B.

Sv. Västerbotten	5-7	HI Bde	S1: Per Special Rule 15 S2: 2823 S3: 2738 (-1)
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Västerbotten IR (AKA Västernorrland tremänningar, one battalion with 176 men), an enlisted regiment raised in 1675, ÖvrLt. Zacharias Ribbing commanding. Plus the Hälsinge IR (AKA Greve Rutger von Ascheberg's regiment), a regular regiment with 101 men that had recently been combined with the 93 men of the Österbottningar regiment, bringing its total strength to 194 men in 2 battalions.

Sv. Skaraborg	5-7	HI Bde	S1: Per Special Rule 15 S2: 2820 S3: 2637 (-2)
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Västgöta-Skaraborg IR (one battalion with 243 men), a regular regiment, Övr. Frederik von Börstell (WIA) commanding. Plus the Dal IR (one battalion with 125 men) a regular regiment, Övr. Hans Abraham Kruse of Verchou (WIA) commanding. Plus the Närke-Värmland IR (AKA Neriker, one battalion with 117 men), a regular regiment, ÖvrLt. Thomson (WIA) commanding.

Sv. Artillery	2 x 4-14	4-8lb Arty	S1: Per Special Rule 15 S2: 2824, 2826 S3: 2824, 2826 (Both with Captured)
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The Swedish artillery consisted of 8 x 6lbers placed between the infantry units in the center as well as four regimental guns.

2nd Line

Nat./Unit	Ratings	Type	Setup
Fn. Viborg	4-6	Cuir.	S1: Per Special Rule 15 S2: 3027 S3: 2340 (R Wing)

Viborg DR (AKA 1. Karelska, two squadrons with 232 men), Övr. Gottfried Johan Budberg (POW) commanding, plus Gamla Östgötar CR (Swedes, 1 squadron with 66 men), an enlisted regiment raised in 1676 with old retired troopers as the basis, Övr. Wellingk / von der Pahlen (both WIA) commanding. See Special Rule 11A.

Sv. Gästr.-Hels. (Gästrik-Hälsinge)	4-7	HI Bde	S1: Per Special Rule 15 S2: 3024 S3: 2537
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Gästrik-Hälsinge tremänningar (one battalion with 193 men), an enlisted regiment raised in 1676, Övr. Örneklou commanding, plus Västgöta-Dal IR (one battalion with 96 men), Övr. Lars Mörner (KIA) commanding.

Sv. Småland	3-6	Cuir.	S1: Per Special Rule 15 S2: 3021 S3: Dead
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Småland DR (AKA sjättingar, one squadron with 100 men), an enlisted regiment, Övr. Abraham Cronhjort commanding, plus Gamla Östgötar CR (one squadron with 66 men), Övr. Otto Wellingk / Johan Anders von der Pahlen commanding, plus Savolax DR (Finns, 1 squadron with 90 men), Herman von Burghausen (KIA) commanding.

Left Cavalry Wing

WING COMMANDER: Galle (0); Generallöjtnant Johan Galle (1614-1676; KIA) was from an old and respected Finnish family. In the early years of his career he served as an officer in the United

Provinces, but he returned to Swedish service in 1633 as a cornet with Stålhandske's Finnish regiment. He initially served as an överste in the Northern Wars where he distinguished himself during the battle of Warsaw in 1656 and ended those wars as a generallöjtnant of the cavalry. He was killed during the battle of Lund in 1676.

REPLACEMENT: Schönleben (0); commanded the 2nd line; see Halmstad for his biography.

REPLACEMENT: Wachtmeister (-1); Hans Wachtmeister (1641-1714) was a Swedish nobleman, admiral and general. He studied navigation in Paris and served in the English navy in the Anglo-Dutch naval wars. In the Scanian War Wachtmeister fought both on land and at sea. After the war he was responsible for rebuilding the Swedish navy and supervised the construction of the new naval base at Karlskrona.

1st Line

Nat./Unit	Ratings	Type	Setup
Fn. Karelska	1 x 4-7, 1 x 3-8	Cuir.	S1: Per Special Rule 15 S2: 2613, 2615 S3: 3133 (-1), 3034 (-1)

Karelska CR (AKA Viborg og Nyslotts läns ryttere; 600 men in five squadrons), an enlisted CR raised in 1674, Övr. Jürgen Mellin commanding.

Sv. Västgöta	1 x 3-7, 1 x 2-6	Cuir.	S1: Per Special Rule 15 S2: 2711, 2910 S3: 3-7: 2934, 2-7: Dead
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Västgöta RoH (four squadrons with 400 men), a regular regiment, Övr. Per Hierta (WIA) commanding. The unit took heavy losses when it was attacked by the Danish Right Wing.

Fn. Savolax	L3-6, L2-6	LI	S1: Per Special Rule 15 S2: 3211, 3109 S3: Dead, Dead
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Savolax DR (AKA 2.Karelska, three squadrons with 393 men), an enlisted regiment raised in 1675, Herman von Burghausen (KIA) commanding. The unit fought dismounted and was destroyed when it was attacked by the Danish Right Wing.

2nd Line

Nat./Unit	Ratings	Type	Setup
Sv. Svealand-Adel	2 x 4-7	Cuir	S1: Per Special Rule 15 S2: 2814, 2913 S3: 3235 (-1), 3036 (-1)

Adelns fördubbling i Svealand (AKA Nya Adelsfanan, four squadrons with 590 men), an enlisted regiment raised in 1676 as an expansion to the Adelsfana, Övr. Robert Lichton (WIA) commanding.

Sv. Änkedr. Liv. (Änkedrottningens livregemente till häst)	3-7	Cuir.	S1: Per Special Rule 15 S2: 3112 S3: 2538 (-1, R Wing)
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The Dowager Queen's Life RoH (AKA Greve Rutger von Ascheberg's CR; 332 men), a regular regiment, ÖvrLt. Fritz Wachtmeister commanding, plus Småland RoH (one squadron with 90 men), a regular regiment, ÖvrLt. Elias von Hagendorn commanding.

Special Rules for All Scenarios:

1. Slopes: All slopes hexsides are steep for purposes of 10.9.3.

2. Retreat Edges:

- The Danish retreat edge is the north corner of the map (1013 to 2800 inclusive).

- The Swedish retreat edge is the south corner of the map (4231 to 3343 inclusive).

3. Senior Wing Commanders:

- Danish: C. Arensdorff then F. Arensdorff.
- Swedish: Helmfeldt then Fersen.

4. Special Terrain Features:

A. Frozen Streams: All the streams are frozen and therefore a Stream hexside does not cause Formation Hits when crossed or provide a Close Combat modifier. However, it still costs +1 MP to cross a stream, and crossing a Stream hexside still robs a unit of any Momentum acquired up until then. Because the streams are frozen, disregard all bridges across them for purposes of Fire and Close Combat.

B. Frozen Ground: A limbered artillery unit has a movement allowance of 4 here due to the frozen ground.

C. Walls: See the lines related to Walls on the TEC Addendum (on the back of Playbook II). A Wall or Wall Opening hexside is a Reciprocal Hexside feature (MPBS Rule 14.4.) and all walls are considered to run along hexsides even if they may stray into a hex for better visual effect. A cavalry unit that enters a Wall Opening hex or crosses a Wall Opening Hexside loses any Momentum it has accumulated up to that point. A break in a wall hexside where a stream runs through it does not count as a Wall Opening.

Note: The walls served as fences between fields, and were low enough that a formation could see over them but not easily move over them.

D. Lund: The hexes of Lund are impassable to all units.

E. See the Terrain Effects Chart Addendum on the back cover of Playbook II for other special terrain for this battle.

5. Special Setup Notes:

A. Dead Units: In scenario 2 and 3 some units and leaders are designated in the setup to be placed in the Dead Box. These units and leaders are considered to have been eliminated before the start of the scenario and are counted for VPs at the end of the game.

B. Abbreviations Used:

- -1 or -2: Place a 1 or 2 Casualty marker on the unit
- FS: Place the unit on its Formation Shaken side
- Dead: Place the unit in the Dead Box
- Pursuit: Place the unit on the Turn Track for entry this turn per Special Rule 9
- Threshold: Place a Casualty Threshold marker on the unit
- Disabled, Captured: Place a Disabled or Captured marker on the unit
- R Wing, L Wing, P Wing: Place the appropriate wing marker on the unit

C. Leader Assignments by Scenario: Leaders at this battle may be assigned to different wings than the one they start a scenario with (see Special Rule 7 below.) Here is a listing of where each leader starts each scenario.

Danish Army

Leader	Scenario 1	Scenario 2	Scenario 3
Christian	AC	AC	Pursuit Box
F. Arensdorff	Right WC	Right WC <i>(starts on Finished side)</i>	AC
Meerheimb	R-WC Repl.	R-WC Repl.	Left WC <i>(starts with L Wing marker)</i>
Rantzau	R-WC Repl.	R-WC Repl.	Right WC
Schack	Center WC	Center WC <i>(starts on Finished side)</i>	Center WC
Cicignon	C-WC Repl.	C-WC Repl.	C-WC Repl.
C. Arensdorff	Left WC	In Dead Box	In Dead Box
Sandberg	L-WC Repl.	Left WC	In Dead Box

Swedish Army

Leader	Scenario 1	Scenario 2	Scenario 3
Karl	AC <i>set up w/in 1 hex of a Right Wing unit</i>	AC <i>set up w/in 1 hex of a Right Wing unit</i>	In Pursuit Box <i>as part of Pursuit Wing</i>
Helmfeldt	AC Repl.	AC Repl.	AC Repl.
Fersen	Right WC	Right WC	In Dead Box
Wittenberg	R-WC Repl.	R-WC Repl.	In Dead Box
Ascheraden	Center WC	Center WC <i>(starts on Finished side)</i>	Center WC
Mortaigne	C-WC Repl.	C-WC Repl.	C-WC Repl.
Galle	Left WC	Left WC <i>(starts on Finished side)</i>	In Dead Box
Schönleben	L-WC Repl.	L-WC Repl.	Right WC <i>(starts with R Wing marker)</i>
Wachtmeister	L-WC Repl.	L-WC Repl.	Left WC
Bielke	Not in Play	Not in Play	In Pursuit Box <i>as Pursuit WC</i>

6. Royal Commanders: For loss purposes, King Karl XI of Sweden and King Christian V of Denmark-Norway are worth 30 victory points instead of the normal 20 for an AC.

7. Break: Once per game at the very start of a turn, either player may declare a Break if no enemy units are adjacent and no wings are under Charge orders. A Break is four turns long and all wings revert to Receive Charge orders automatically. All units on the map are returned to Morale Normal and Formation Normal or Open Order, and cavalry may reload both pistols. A unit that starts the Break in Column may remain in Column. This does not change the effect of Casualty Threshold. No movement or combat of any kind can occur during a break. Simply skip four turns. If a Break occurs while the Swedish player is checking to see if his pursuing cavalry returns, he makes four additional cavalry return checks during the first turn after the Break.

During the Break both players may permanently reassign wing commanders and cavalry units from their current wing to a new one. Mark the relevant unit(s) with an appropriate “New Wing” marker. For the rest of the game the reassigned units are considered to be part of their new wing in every way. A player may reassign a WC to a new wing only if that new wing is commanded by a generic oberst / överste or has been completely eliminated. In the latter case the leader may be reassigned only if at least one cavalry unit of his current wing is also reassigned to the same new wing, so that the now-resurrected wing consists of a WC and at least one cavalry unit. Place the reassigned WC’s replacement leader in command of his old wing. If a player reassigns one or more cavalry units to a wing that was previously eliminated but does not reassign a WC to that wing, place a generic oberst /överste in command of the newly resurrected wing.

8. Infantry Incorporation: Danish and Swedish HI units may use the rules regarding Cavalry Incorporation (MPBS Rule 8.4) in order to replace losses. An HI unit may only incorporate another HI unit (whether either has integrated artillery is irrelevant), but otherwise apply the rest of Rule 8.4.

9. Possible Return of Off-Map Pursuers: All Swedish cavalry that have pursued off map may return later if the Swedish Army Commander is also off map in pursuit. In addition to the normal requirement of MPBS Rule 11.7 that a leader must accompany a unit he is stacked with when that unit pursues off map, the AC may choose to voluntarily leave the map together with an adjacent unit the instant that unit pursues off map. The Swedish Player does not get a replacement AC while the AC is off map in pursuit (and will therefore be without an AC until he returns).

The AC and the pursuing cavalry may return eight turns after the AC pursues off map. Only cavalry units that left the map on or before the turn during which the AC pursued off map may return. During the Marker Removal Phase of the turn during which the AC pursues off map, place the returning units and AC on the turn track eight turns in the future. Starting the turn they are due to return, roll a die at the start of the Initiative Phase of each turn. On a 0-1 the AC and units return as reinforcements between hexes 2500 to 2900 (inclusive).

Treat the returning units as a separate wing called the Pursuit Wing once they return by marking them with a P Wing marker. Place Bielke in command of the Pursuit Wing.

DESIGN NOTE: Historically Bielke, the commander of the Livregemente, participated in the pursuit along with his regiment, and took over command of the returning cavalry. If, during play, the Livregemente doesn’t have any units that pursue off map the Bielke WC is simply assumed to represent another dynamic officer that rises to the occasion. For Bielke’s biography, see the Swedish Right Wing at Landskrona.

All returning units enter play with normal morale (or Morale Shaken if the unit has reached its Casualty Threshold) and with both pistols loaded. Otherwise, follow MPBS Rule 7.4 for entering reinforcements (they’re under Make Ready Orders, they can be in any formation, etc.). These units may enter in Column as an exception to MPBS Rule 6.3.4.

The Swedish Player may use this rule only once per game and all subsequent off-map pursuing cavalry units are permanently out of the game as per the normal MPBS rules.

Example: During turn 3 there are two Swedish cavalry units in the Pursuit Box. The Swedish AC is adjacent to a unit that just rolled a Pursue off map and Eliminate result on the Cavalry Pursuit Table. The Swedish Player chooses to have the AC join the pursuit and places both the AC and the cavalry unit in the Pursuit Box. Later that same turn another Swedish unit receives Pursue off map and Eliminate result following a combat. Thus, there are now four Swedish cavalry units and the AC off map. During the Marker Removal Phase the Swedish Player places the units on the turn track in the turn 7 box (which is four turns from the current turn). All future Swedish off-map pursuers are placed in the Pursuit Box normally and are not eligible to return.

In the Initiative Phase of turn 7, the Swedish player starts to roll a die to see if the units return. At the start of turn 9 the Swedish player succeeds in rolling a 1 and now places the four cavalry units, the AC, and the WC Bielke in a hex between 2500 and 2900. All the cavalry units are marked with a P Wing marker to show their new wing assignment.

10. Impetuous Swedish Right Wing: Apply a +2 modifier on the Cavalry Pursuit Table when rolling for pursuit for the cavalry units of the Swedish Right Wing (only) during the indicated turns.

- Scenario 1: For seven turns starting with the first turn during which a unit of that wing is involved in a Close Combat.
- Scenario 2: During turns 1 to 5 inclusive.
- Scenario 3: Do not use this rule.

11. Swedish Options:

A. Dismounted Dragoons: Replace the Viborg 4-6 Cuirassier unit in the Center Wing with two L2-6 LI units, and set them up in or adjacent to the setup hex of the 4-6 unit. There is no cost for this option.

DESIGN NOTE: The Viborg regiment started the battle mounted but later on fought dismounted. This option is recommended for scenario 3.

B. No Regimental Artillery: Replace the two 4-8 Livgardet HI Bde w/ Arty units with the two 4-8 Livgardet HI without regimental artillery. The setup remain the same in all scenarios. There is no cost for this option (although it clearly favors the Danes).

DESIGN NOTE: Some sources state that the Swedish army only had 8 instead of 12 guns.

12. Christian's Flight: The first time a Danish wing is eliminated completely or forced into rally orders (MPBS Rule 5.8) the Danish Player must check to see if King Christian leaves the battlefield (if he has not been eliminated already). On a 0-5 he leaves the battlefield and is placed in the "Pursued Off Map" box as a reminder that he is out of the game. He is not considered dead and the Swedish player earns no VPs for his flight. If he flees, the Danish Player has no Army Commander for the rest of the turn and the next five turns, but after that the senior Wing Commander takes command as usual. If this senior WC is eliminated after assuming command following the flight of Christian he is worth 20 VPs as he counts as the first AC eliminated.

13. Danish Naval Infantry: The three units of the Third Line of the Danish Center Wing are not actually dismounted cavalry units, but sailors equipped as dismounted cavalry. For this reason, a step loss on one of these units is worth only 1 VP, and each such unit is

worth only 5 VPs when eliminated.

The Danish army at Lund contained 1300 sailors, mostly Danes and a few Norwegians and Dutch. They were transferred to the army while the navy lay in winter quarters, and were all completely inexperienced in land combat. They were formed into three squadrons (battalions) of 430-435 men each and led by naval officers. They were armed as in the navy with pistols, spiked maces, and cutlasses, and therefore represented here as dismounted cuirassiers. All three squadrons were destroyed almost to a man during the battle, and the Danish navy in fact lost more men at the land battle of Lund than in any of their naval battles during the war.

Victory Conditions for All Scenarios:

VPs	Type of Victory
91 or more	Decisive Swedish Victory
66 to 90	Marginal Swedish Victory
35 to 65	Draw
11 to 34	Marginal Danish Victory
10 or less	Decisive Danish Victory

Basic Victory Levels:

Swedish:

Type	Points in Play	Losses
Horse	170	70
Foot	25	10
Artillery	20	20
Total	225	100

Danish:

Type	Points in Play	Losses
Horse	160	12
Foot	90	75
Artillery	70	70
Total	320	265

Historical Outcome: A Decisive Swedish Victory with a VP differential of 165.

Swedish Points: 265

Danish Points: 100

Result: 265 – 100 = 165

Special Rules for Scenario 1: Early Start

This scenario depicts the positions of both armies as they deployed from march.

14. Units of the Danish Left Wing and the Swedish Right Wing set up on map as indicated. They may start in Column formation.

15. The remaining units for both sides arrive as a line of reinforcements at their entry hexes, and must follow the restrictions of MPBS Rule 7.4 regarding reinforcements. In addition, all units of the Danish Center Wing must enter the map before any unit of the Danish Right Wing may enter, and all units of the Swedish Center Wing must enter the map before any unit of the Swedish Left Wing may enter.

- **Danish entry:** Either or both 1012 or 1013, Center Wing then Right Wing

- **Swedish entry:** 2700, Center Wing then Left Wing

16. Once a unit leaves Column formation it may not reenter that formation unless it is part of the Swedish Pursuit Wing under Special Rule 9 above.

Start Time: 8:00 AM (Turn 1)

Maximum Duration: 27 turns (through the end of the 4:40 PM turn, Turn 27)

Historical Starting Orders:

Danes: All Wings: Start or enter under Make Ready Orders.

Swedes: All Wings: Start or enter under Make Ready Orders.

Special Rules for Scenario 2: The Main Battle

This is the standard scenario showing the original deployments of both armies.

Start Time: 9:00 AM (Turn 4)

Maximum Duration: 24 turns (through the end of the 4:40 PM turn, Turn 27)

Historical Starting Orders:

Danes:

- Right & Center Wings: Start under Receive Charge Orders.
- Left Wing: Start under Charge Orders.

Swedes:

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

Special Rules for Scenario 3: Late Start

This depicts the battle as it resumed after the Break.

DESIGN NOTE: Some of the units in this scenario represent consolidated units.

PLAY NOTE: If players dislike the high number of units with new Wing markers in this scenario, feel free to substitute units from the dead pile that have the correct ratings and Wing designations for other units shown in the setup.

17. Use the following modifications for this scenario.

- Do not use Special Rules 7, 10, and 12 as Christian's Flight and the Break have already occurred.
- For Special Rule 9, the waiting period is over, and the Swedish Player begins to roll for the return of the Pursuit Wing at the start of the first turn. Bielke is in command of the Pursuit Wing when it returns.
- The Swedes have no Army Commander at the start of the scenario because King Karl XI is in the Pursuit Box.

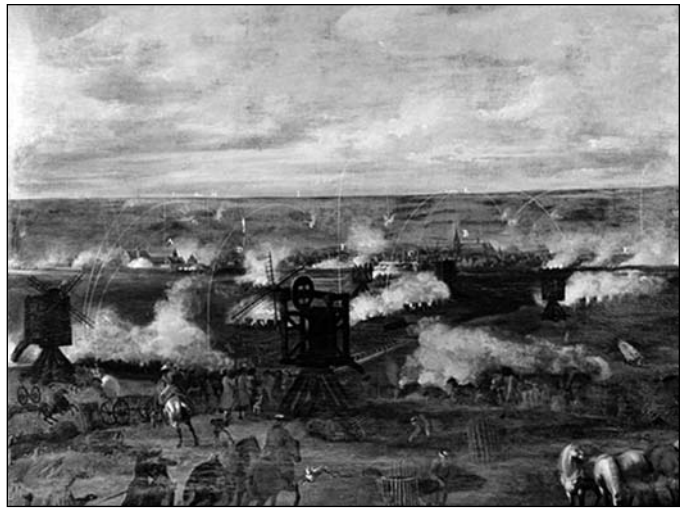
Start Time: 1:00 PM (Turn 16)

Maximum Duration: 12 turns (through the end of the 4:40 PM turn, Turn 27)

Historical Starting Orders:

Danes: All Wings: Start under Make Ready Orders.

Swedes: All Wings: Start under Receive Charge Orders.



Malmö July 6 (June 26), 1677

Southwestern Scania

Prelude

The fortress of Malmö was the only major town in Scania that didn't fall to the Danish forces in the summer of 1676, remaining in Swedish hands.

After a series of risky maneuvers with a numerically much smaller army in early summer of 1677, the Swedish generals succeeded in persuading the impetuous King Karl XI to adopt a more cautious strategy and move the army back along its lines of communications while receiving reinforcements. This left the initiative in Scania to the Danes. They decided against the risky course of leaving the safety of their coastal fortresses to follow the Swedish into the woodlands of northern Scania and southern Sweden, and instead decided to consolidate their control over Scania by capturing Malmö.

The Danish forward forces arrived at Malmö on June 16 (June 6) to the surprise of the Swedish garrison and managed to capture 400 horses and 50 cattle outside the city. The Danish main army arrived three days later. After the Swedish fortress commander Fabian von Fersen refused a demand to surrender, the Danes began digging siege works without waiting for the Danish siege train, which arrived from Copenhagen on June 22 (June 12).

The siege lines advanced towards the city on three axes. Danish troops under Bibow advanced towards the eastern gate and other Danish troops under the Duke of Croÿ advanced towards the southern gate, while Grandvillier and his troops from Münster advanced towards the citadel on the western side of the town. On June 24 (June 14) the siege lines were within musket range of the town, and on June 28 (June 18) the siege guns were finally ready to fire. The Swedish garrison reacted to the Danish activities with intense artillery fire against the siege lines, and by launching several sallies which delayed the Danish digging somewhat and inflicted significant casualties. Still, it was not enough to stop the Danes.

On the night of July 1-2 (June 21-22) the Danes attacked along the entire line, but only Bibow achieved a result when his men succeeded in reaching and holding a position near to the front of

the Stockholm bastion. Over the next few days this position was strengthened and expanded.

At this stage news arrived at the Danish headquarters that the numerically superior Swedish Navy had set sail to break the blockade of the town and possibly cut the army's line of communication across the Sound to Denmark. At the same time, news (later proven to have been incorrect) arrived at headquarters that the Swedish army was on the march and moving to relieve the town. On the basis of this information the Danes decided to force the issue and storm the town, even though the strength of the Swedish defenses had not been sufficiently reduced by bombardment and not enough engineering materiel had been built. These problems were made worse by a lack of attention to detail as command rivalries had excluded the engineer-officer Rösensteen from the hurried planning of the coming assault.

The Swedish garrison had numbered around 2300 men at the beginning of the siege. The garrison had been reduced by losses incurred during their sallies, as well as to the diseases that were so often rampant in the tightly packed space of a 17th century besieged town, so only around 2000 men were able to fight at the time of assault. The citizens of Malmö were only partially formed into a militia to strengthen the garrison, as was typically the Swedish procedure in their fortress towns in northern Germany. As the Scanian lands had only recently (1658) been ceded to Sweden, the population's sentiments were still largely pro-Danish, and the Swedish commanders were very aware of the dangers this attitude might pose for them. This caused the Swedes to only trust them with fire fighting and sentry duty on the walls, but not actual fighting. All in all some 700 townsfolk served in this limited role during the siege and they performed well.

When the Swedish commander Fabian von Fersen saw large numbers of men marching towards the trenches on the night of July 5-6 (June 25-26) with no trace of men moving in the opposite direction, he knew an attack was imminent and he alerted the garrison. He had prepared his garrison well for the coming fight during the siege, and they would fight with desperate courage as they knew that for them it was victory or death. The fortress they were about to defend was built on modern principles, but had not been entirely finished or maintained, and especially the Stockholm bastion was in a bad state at the time of the siege.

The Battle

At 1 AM the Münster guns fired the signal to begin the attack and shortly thereafter Danish assault columns launched attacks against the Swedish defenses at five places at once.

The plan was for Generalmajor Bibow to attack with 1000 men along the eastern side of the town and capture the eastern gate. The Duke of Croÿ was to attack with 1000 men between the Malmö and Göteborg bastions and 400 men on the western side of the Malmö bastion while Generalmajor Rumohr attacked with 1000 men between the castle and the town. Generalmajor Grandvillier and the Münster troops were to make a diversionary attack against the citadel. Once one of the gates had been captured it would be possible to open the city to the remainder of the Danish army and overwhelm the defenders completely.

At the head of his assaulting columns, Bibow succeeded in bridging the moat, climbing the ramparts, and driving the Swedish defenders away from the Stockholm bastion, sending them fleeing into the town

after a brief but fierce fight. He relentlessly drove his men forward to deny his opponents any rest, and ordered his reserves to cross the moat and join the attack. However, the Swedish artillery had kept up a constant fire at the bridges and damaged them severely, and when Bibow's reserves tried to cross them several men drowned as the bridges collapsed. That ended any hopes of either reinforcements or retreat.

Inside the perimeter the Danes managed to take control of the eastern gate, but lost it again to a Swedish counterattack shortly afterwards. At this point his attack had lost momentum, as it had split up in several directions and many of the men who had advanced into the town itself found the temptation to loot too hard to resist. As the Swedish forces opposing him were reinforced by troops from other sectors of the town, Bibow ordered his men to fall back to reorganize and rest, but the Swedes kept up the pressure on all sides of the isolated Danish force. Some of the Danish soldiers unsuccessfully tried to escape back across the moat and drowned in the attempt, but most fought on out of desperation. Bibow himself fought at the head of his men and urged them to fight to the last, and in the desperate street fighting that followed most were killed or wounded.

The other columns had even less luck than Bibow. The Duke of Croÿ's main attack towards the Malmö bastion area was bloodily repulsed without ever crossing the moat, while his attack against the southeastern perimeter met with more success. Here a Danish force under colonels Busch and Warnstedt succeeded in crossing the moat and climbing the town wall, but this was as far as they got. As Bibow's initially successful attacks temporarily put the Swedish defenders in the eastern sector into a state of confusion and panic it seemed for a while as if this force would also be able to continue the advance into the town. But as Bibow's men were stopped and eventually overwhelmed, the Swedish defenders became increasingly able to concentrate their forces against Busch and Warnstedt's shallow bridgehead. After two hours of fighting the Danes were forced to retreat back across the moat with the two colonels themselves among the many dead and mortally wounded.

The lack of thorough planning and preparation showed itself most clearly in the attacks against the western and southwestern sectors of the town under generals Rumohr and Grandvillier. Grandvillier was to launch a diversionary attack against the western side of the heavily armed citadel while Rumohr attacked the southern side of the citadel as well as the Norrköping bastion. The assaulting troops of the two columns advanced to the moat under very heavy fire from the more than 100 Swedish artillery pieces in the citadel only to discover that the bridges they had carried with them were too short and unable to reach the far bank. A number of troops desperately tried to cross anyway but were either shot or drowned. The rest of Grandvillier's and Rumohr's men were forced to retreat after suffering greatly and achieving little.

At 4 AM it was all over. The assault had been repelled at all points and the attackers had suffered massive losses in both men and equipment as the Danes had been forced to abandon bridges, pontoons, and storming ladders as well as most of the dead and wounded men and leave them to the Swedes.

Aftermath

In the afternoon of the July 7 (June 27) a ceasefire was agreed upon to give the Danish army a chance to bury their dead. The Danes were allowed to bury the bodies of the men who had drowned in the moat while the bodies of the men who fell on the walls and in the town were buried by the Swedes in Malmö.

As the dead were buried the Danish leadership decided to lift the siege, as soon as the siege artillery and the wounded had been transported to Landskrona from where they would be transferred to Copenhagen. The cost to the Danish army of the fiasco at Malmö is unknown. Around 1000 men were either killed or mortally wounded, and more than 500 men wounded in the assault itself and when these losses are added to those incurred during the siege the total is estimated at more than 3000.

Almost all of these losses were incurred by the infantry, and the severe losses among infantry officers and NCOs necessitated a major reshuffling among the leadership of the infantry regiments. The effects of this were to show itself three weeks later at the battle of Landskrona.

Swedish losses among the garrison as well as the citizens during both the period of the siege and the assault had been heavy as well, and disease had been widespread. The most prominent victim of these diseases was Fabian von Fersen himself, who died on August 9.

When the Swedish leadership received the news of the Danish repulse at Malmö they decided to move the Swedish army back into Scania as soon as possible to seek battle with the Danish army while it was still demoralized and before it could receive reinforcements from Denmark's German allies.

Danish Forces

ARMY COMMANDER: None (but see Variant Scenario 3 below.)

Right Infantry Wing

WING COMMANDER: Bibow (-2); Generalmajor Siegfried Bibow (AKA Siegwert Bibow, 1639-1677, KIA) was from Mecklenburg. He first entered Danish service upon the completion of his studies, but in 1664 he fought in the war against the Ottomans in service of Bavaria and Münster. After that war he returned to Denmark and in 1675 was made commander of the newly raised 2. Fynske Nationale Infanteri Regiment. He fought well in the German and early Scanian campaigns and in 1676 he was appointed commander of the King's Lifeguard Regiment. He led this regiment with distinction at the battle of Lund and the storming of Malmö, where he was mortally wounded and captured. His body was later buried at Rostock in his native Mecklenburg.

REPLACEMENT: Meldrum (-1); Oberst Thomas Meldrum (1605-1693, WIA) was a Scotsman. Very little is known about his early life but he appears to have enlisted as a private in the Danish army during its 1625-1629 involvement in the Thirty Years War. After Denmark was knocked out of the war he transferred from Danish to Swedish service, and fought in one of the Scots regiments in the Swedish army. From Swedish service he changed to Brandenburg service, but changed back to Danish service at the beginning of 1657, just in time for its involvement in the Northern Wars of 1655-1661. During his career he rose steadily in the ranks, and died with the rank of general in 1693 at the age of 88. His career spanned nearly sixty years and saw Meldrum rise from a common soldier to a respected commander.

Nat./Unit	Ratings	Type
Ge. Kongen	3 x 5-8	HI Bde
Ge. Kongen (Kongens Livregiment)	L2-6	LI
<i>The King's Lifeguard Regiment, an enlisted regiment raised in 1658, GenMaj. Siegfried Bibow (KIA) commanding. After the Battle of Lund the regiment received 400 Norwegians (among others). These replacements brought the regiment up to a strength of two battalions of 600 men, but only one battalion participated in the assault.</i>		
Da. Pr. Frederik	3 x 5-7	HI Bde
Da. Pr. Frederik (Prins Frederik)	L2-5	LI
<i>Prince Frederik's IR (one battalion), Obr. Thomas Meldrum (WIA) commanding. See the Extended Unit Notes in Playbook II.</i>		

Wing Setup: Set up each unit of this wing in any non-Marsh hex that is east of the glacis hexes and east of the Rackarebacken stream. You may also set up units in the glacis hexes that contain trenches (1421 and 1422).

Center Infantry Wing

WING COMMANDER: Croÿ (0); Generalmajor Duke Charles Eugène de Croÿ (1651-1702, WIA) was a French officer from a noble family. He entered Danish service at the outbreak of the Scanian War as commander of an infantry regiment. He was severely wounded during the storming of Malmö. Shortly after the Scanian War he left Danish service and served as a field marshal in the Imperial army during the Ottoman wars of 1687-1693. He was not well liked in Austria due to his notorious gambling and drinking (at one time he lost an entire estate by playing cards), and he therefore left Austria for Polish and then Russian service. He was captured at the battle of Narva in 1700 and died in Swedish captivity.

REPLACEMENT: Brockenhuus (0); Oberst Jørgen (George) Brockenhuus (1645-1677, WIA) was born in the Danish province of Jutland. It is unknown when he entered the army, but in 1671 he was promoted major and at the outbreak of the Scanian War in 1675 he entered Ditlev Rantzau's regiment of dragoons. He served with distinction and in 1676 was appointed commander of the regiment. At the Battle of Lund later that same year his regiment fought very well, but Brockenhuus was wounded when he was thrown off his horse and ridden over. He was mortally wounded during the storming of Malmö in 1677 and died of his wounds shortly thereafter.

Nat./Unit	Ratings	Type
Da. 2. Sjællandske	2 x 5-6	HI Bde
Da. 2. Sjællandske	4 x L1-4	LI
<i>Elements of the 2nd Zealand National RoF, Andreas Fuchs commanding. After the Battle of Lund the regiment received 206 Norwegians (among others). These replacements brought the regiment up to a strength of 600 men in one battalion.</i>		
Ge. Pr. Christian (Prins Christian)	2 x 5-7	HI Bde
<i>Elements of Prince Christian's enlisted IR, Obr. Warnstedt (WIA) commanding.</i>		
Ge. Pr. Jørgen (Prins Jørgen)	2 x 5-7	HI Bde
<i>Elements of Prince Jørgen's (George's) enlisted IR, raised in 1658 as Feltherre Weyer's enlisted IR, but changing its name in 1676, Obr. Busch commanding (KIA).</i>		

Da. Brockenhuus 4 x L4-7 LI
Brockenhuus' DR, raised in 1675 and formerly known as Rambstedt's DR. Georg Brockenhuus took over command in 1676 when Rambstedt began recruiting a new enlisted regiment with troops from this unit as the basis. The units shown here also contain minor elements of other dragoon regiments under the command of Brockenhuus.

Wing Setup: Set up each unit of this wing in any non-Marsh hex that is south of the glacia hexes, east of (and including) hexes ending in xx11, and west of the Rackarebacken stream. You may *not* set up units in the glacia hex that contain trenches (2014).

Left Infantry Wing

WING COMMANDER: Rumohr (0); Generalmajor Detlef von Rumohr (1634-1678) was a Danish officer from Schleswig. He started his career in the Sjællandske cavalry regiment but upon the outbreak of the Dutch Wars in 1667 he entered the service of Braunschweig-Lüneburg as an infantry oberst. He returned to Denmark when the Scanian War began, and was captured at Landskrona. He was quickly exchanged as King Christian V thought highly of him, and then placed in charge of the invasion and occupation of Rügen. The Brandenburg Elector Friedrich Wilhelm unsuccessfully tried to get Rumohr removed as he did not share King Christian's high opinion of Rumohr.

Nat./Unit	Ratings	Type
Ge. Dronningen	3 x 5-7	HI Bde
Ge. Dronningen (Dronningens Livregiment)	L2-5	LI

The Queen's Life Guard RoF, an enlisted IR formed in 1658 as an infantry regiment from Gyldenløve's dragoon regiment (raised 1644). After the Battle of Lund the regiment received 94 Norwegians (among others). These replacements brought the regiment up to a strength of two battalions of 600 men, but only one battalion participated in the assault while the other was part of the Landskrona garrison.

Mü. Netzw	3 x 5-6	HI Bde
Mü. Netzw	L2-5	LI

One battalion from the Netzw (AKA Nitzau) IR from Münster, disbanded in 1679.

Wing Setup: Set up each unit of this wing in any non-Marsh hex that is south and west of the glacia hexes, west of hexes ending in xx11, and south of hexrow 16xx.

Grandvillier's Infantry Wing

WING COMMANDER: Grandvillier (0; Münster); Generalmajor Grandvillier commanded the Münster contingent that was sent to assist Denmark in Scania. Not much is known about him. His full name was either Franz Gomar Grandvillier or Georg van Grandvillers.

Units of this wing are marked with a "G" wing designation.

Nat./Unit	Ratings	Type
Mü Grandvillier	4 x 7-6	HI Bde
Grandvillier's IR (two battalions) from Münster, disbanded in 1678, Grandvillier (WIA) commanding.		
Mü Tecklenburg	4 x 7-6	HI Bde
Tecklenburg IR (two battalions) from Münster, disbanded in 1678.		
Mü Netzw	2 x 6-6	HI Bde
One battalion from the Netzw IR (AKA Nitzau) from Münster, disbanded in 1679.		

Wing Setup: Set up each unit of this wing in any non-Marsh hex that is west of the glacia hexes and north of hexrow 17xx.

Danish Assault Bridges: See Special Rule 6A.

Swedish Forces

ARMY COMMANDER: None.

Malmö Infantry Wing

WING COMMANDER: F. Fersen (-2); Fältmarskalk Fabian von Fersen (1626-1677) was born in Reval (modern day Tallin) and was the cousin of Otto Wilhelm von Fersen (see Halmstad). He started his military career in the navy during the Torstensson War of 1643-1645, but later shifted to the army and served on land during the 1655-1661 Northern Wars and in the Scanian War. In 1675 he was promoted to fältmarskalk and the next year general-governor of the Scanian provinces. As an award for his outstanding performance at Malmö Karl XI appointed him to command the army in Livland, but he died before leaving for his new assignment from the diseases that had flourished inside the city during the siege.

REPLACEMENT: Wulffen (-1); Överste Gustaf Carl von Wulffen had been town commandant of Malmö since late 1676.

Units are marked with an "M" wing designation.

Nat./Unit	Ratings	Type	Setup
Sv. Helsinge	4 x N4-8	HI no pikes	Any non-Ravelin
Sv. Helsinge	4 x L2-8	LI	fortress or Town hex

One battalion of the Helsinge IR, consisting of six companies commanded by Övr. Gustaf Carl von Wulffen (AKA Wolf). The regiment was reinforced with 120 men in one company from Örnklous tremänningar under Kristian v. Bruchner in May, bringing the combined strength up to around 600 men. During the assault 13 men were KIA and 20 WIA.

Sv. Bergsregem.	3 x N4-8	HI no pikes	Any non-Ravelin
Sv. Bergsregem.	2 x L2-8	LI	fortress or Town hex

(Bergs-regemente)

400 men from the following regiments:

- Six companies from the Bergsregemente, which was raised by conscription in Bergslagen in 1674 and was commanded by Reinhold Modée when it was added to the garrison in 1675. After the war the regiment became the Drotningens livregemente till fot.

- The Småland (AKA Kronoberg) IR, a regular regiment commanded by Övr Henrik v. Vicken.

Sv. Heideman	15 x L1-7	LI	Any fortress or town hex
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This unit consisted of 400 men who had originally manned minor strongpoints outside of Malmö, but had been withdrawn into the city as the Danish army neared, ÖvrLt Heideman commanding.

Sv. Wachtmeister	2 x 4-7	Cuir.	Any Clear, Town, or Town Garden hex inside the town area of the fortress
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A composite cavalry unit under command of Fritz Wachtmeister, it started the siege at around 300 men, but by the time of the assault had been weakened by losses incurred during the many sallies.

Sv. Artillery	5 x 3-9, 8 x 4-14	Artillery batteries	Any non-Ravelin fortress hex that is not in the citadel area. Every Bastion and Gate hex must have at least one artillery unit
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See the Historical and Designer Notes following Special Rule 7B.

Sv. Artillery	8 x 3-9, 4 x Dbl. 4-14, 4 x Dbl. 6-17	Artillery	Any non-Ravelin fortress hex within the citadel area. Every Bastion and Castle hex must have at least one artillery unit
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See the Historical and Designer Notes following Special Rule 7B.

Special Rules:

1. Slopes

There are no slopes on the map.

2. Retreat Edges

Danes: The three land map edges are all friendly to the Danish Player. Retreat any unit of the Danish forces to the closest map edge.

Swedes: Retreat any Swedish unit towards Malmöhus Castle. A unit in Malmöhus Castle does not need to retreat any further. Thus, Swedish units are immune from being eliminated due to routing off the map. If a unit cannot enter the castle due to stacking limitations (see Special Rule 5E below), then leave the unit in the hex closest to the castle where it can stack and apply MPBS Rule 13.4.2.

3. Senior Wing Commanders: Irrelevant as there are no Army Commanders (but see Variant Scenario 3).

4. Non-Fortress Special Terrain Features

Use the Special Malmö Terrain Effects Chart on the Malmö map for all terrain in this battle. Disregard the standard MPBS chart.

A. The Sankt Petri Church (1515) is considered a normal town hex.

B. While the Rörsjön was a lake, it was partially dried up due to the summer weather and is considered a marsh here.

C. The pier hexes (1015, 1114) are considered to be clear hexes connected by stone bridge hexsides.

5. Fortress Hexes

A. Definitions

- As used here, “fortress hexes” is a collective term that includes all of the following types of hexes: Ravelin hexes, Wall hexes, Gate hexes, Bastion hexes, and the Castle hex. All of these hexes have one or more hexside marked with a black fortress hexside symbol.
- All fortress hexes within two of the castle are considered to be in the citadel area. All other fortress hexes are considered to be in the town area.
- A fortress hexside is any hexside in a fortress hex that has a thick black outer border with a green inner border on that same hexside. For instance, hexsides 1912/1913, 2013/1913, and 2014/1913 are all fortress hexsides. The other three hexsides of 1913 are not.

B. Movement Costs

See the Malmö TEC (on the back of Playbook II) for the MP costs of each type of hex. As an exception to MPBS Rule 7.1.1, leaders in this scenario pay movement costs using the Light Infantry column on the Malmö TEC.

C. Fire and Close Combat against a Fortress Hex

- See the Malmö TEC for the modifiers against incoming Fire and Close Combat. Note that there are two modifiers for each type of fortress hex: one is used for attacks directed across a fortress hexside and the other for attacks from other directions. These modifiers apply only to attacks into the hex; do not apply them to attacks initiated by a unit in the hex.
- Units in any type of fortress hex can use series rule 9.4.5 to take cover instead of Reaction firing if the fire is coming through a fortress hexside.
- One SPLI units defending in Close Combat are not automatically eliminated. This is an exception to series rules 11.6.
- Glacis hex is considered a clear terrain hex for purposes of Momentum.

D. Fire from a Fortress Hex

- Fire Bonus:** If a Swedish HI or LI unit a) occupies a Gate, Bastion, or Castle hex and b) fires out of the hex across a fortress hexside and c) the hex does not contain an Artillery Disabled marker, then:
 - For an HI unit, resolve its fire on the “Heavy Infantry with Regimental Artillery” side of the Heavy Infantry Musketry Tables.
 - For an LI unit, apply a +2 modifier when resolving its fire on the Light Infantry and Cavalry Fire Table.
- If a Danish unit enters a Gate, Bastion, or Castle hex, place an Artillery Disabled marker in the hex. This marker cannot be removed even if the hex is reoccupied by a Swedish unit.
- See also Special Rule 7B regarding Malmö Fortress artillery.

E. Malmöhus Castle

The old castle at the center of the citadel area (hex 1407) has a number of special rules to show the inherent strengths and advantages of this formidable position:

- The stacking limit of the castle area is 5 units, but only the top HI or LI unit in the stack may fire. (However, artillery units in the stack may fire—see Special Rule 7B).
- For Close Combat use the combined Strength Point value of all HI and LI units that are not Morale Broken when calculating size modifiers.
- An artillery unit in the castle has a Line of Fire (subject to the facing rules) to the surrounding 6 hexes as well as each hex of the Carolus, Stenbock, Banér, and Karl Gustaf bastions (the ones making up the corners of the citadel area) unless blocked units.

6. Special Rules Applicable to Both Sides

A. Setup Order

The Swedish Player sets up first. The Danish Player then sets up his forces and distributes his assault bridges (generic side up) as he wishes among his units, as long as each wing receives at least one assault bridge. (He has available one assault bridge with a success range of 0-9, two with a success range of 0-4, and five with a success range of 0-2.)

B. Stacking

As the unit scale in this scenario has been reduced to 30 men per SP, some slight changes to the normal MPBS rules are needed:

- A friendly unit is allowed to move through another friendly unit if the moving unit has enough movement point to clear the oc-

cupied hex; it cannot end its activation stacked unless otherwise permitted by the rules. Any Formation Hit suffered due to Reaction Fire while moving through a friendly-occupied hex is not applied until the unit has entered an empty hex.

- A Morale Broken unit may retreat through a friendly unit behind it as long as it does not violate stacking in the hex where it ends its retreat. Otherwise, apply MPBS Rule 11.4.5 normally.

C. Darkness

The whole assault took place at night. Because of this, the following rules are in effect:

- The maximum LOS is 2 hexes, but command ranges are unaffected.
- Apply a –2 modifier to all non-artillery Fire Combat rolls. Apply a –1 modifier to all artillery Fire Combat rolls. Apply an additional –1 modifier to grazing fire rolls at ranges of 3 or more.
- Apply a +1 modifier to all Morale Checks (thus making them harder to pass).
- Apply a +1 modifier to all rolls for Continuation and Order Changes (thus making it harder to exercise effective command in the dark), but not Preemption rolls.

D. Orders

The MPBS restrictions on movement based on the type of Orders a unit has are modified as follows:

- If a unit is under Charge Orders but there are no enemy units on the same side of the moat as the unit, that unit may a) follow the normal restrictions of 5.6.1, b) end its activation one hex closer to the nearest bridge (stone or mobile, emplaced or not), or c) if it is carrying a bridge, end its activation one hex closer to any fortress hex.
- Any Swedish unit under Make Ready Orders may move adjacent to an enemy unit if the hex the unit is entering is separated from the enemy unit by an unbridged Moat hexside.

E. One Hex Movement

As an exception to MPBS 7.1.1, a unit that has any number of Movement Points available may move a minimum of one hex, subject to all other Orders restrictions. See also 8.D below for a similar exception for any Danish Formation Broken unit stacked with Bibow.

7. Special Rules Applicable to the Swedes

A. Swedish Command

- All units of the Swedish Malmö Garrison Wing are in command if they are within the area bounded by the fortress hexes of the town and the citadel areas.
- A Swedish unit under Charge Orders is never required to leave the combined town and citadel area.
- If the result of an attack by a Swedish cavalry unit is a “Pursue Off Map” result, treat it as a “Pursue and Eliminate” result instead.
- Do not apply the Surrendering the Field rule (MPBS 4.6) to the Swedes in this scenario.

B. Malmö Fortress Artillery

The improved firing positions, prepared firing lanes, and interlocking fields of fire of a 17th century fortress is represented by the following special rules.

B.1. Rules applicable to all Swedish artillery units:

- An artillery unit cannot fire out of a non-fortress hexside.
- An artillery unit may not move in this scenario, but it may still change facing normally. (An artillery unit may still only fire out of its frontal arc.)
- Ravelin hexes do not block LOS for artillery fire, and an artillery unit is even allowed to fire through a Ravelin hex that is occupied by friendly units without affecting those units. This is an exception to MPBS Rule 10.9.2. However, units in a Gate hex cannot fire through an adjacent Ravelin hex, but may fire down the hexside “around” it. For instance, there is a valid LOS between 1812 and 2012.
- Tracing a Line of Sight for Firing Purposes: The standard procedure for tracing an LOS (MPBS Rule 10.9.5) is modified in this scenario when an artillery unit fires from a fortress hex. As always, trace from the center of the firing hex to the center of the target hex. Normally, the LOS is blocked if this line is traced through any part of a hex containing blocking terrain. In this scenario, however, a line traced from an artillery unit in a fortress hex is blocked only if the line passes through the *center* of a hex with blocking terrain, or through that portion of the blocking hex that is between the center of the hex and the part of the hex closer to the castle (for a fortress hex in the citadel area) or closer to a town hex (for other fortress hexes). Here are some examples.

◊ An artillery unit in hex 1305 has a clear LOS to a unit in 2005. While this LOS cuts the corner of 1505, that part of the hex is further from the center of the hex when tracing from the castle and so does not block the LOS.

◊ An artillery unit in hex 1808 has a clear LOS to a unit in 1504.

◊ An artillery unit in 1914 can see a unit in 1820.

Note: The map has been tweaked a bit to conform to the hex grid, and some terrain features, such as the walls and citadel area, therefore appear to be larger than they were in real life. This tweaking maintains the historical feel and effect of the terrain even if it causes it to look slightly different.

B.2. Rules applicable only to a Swedish artillery unit in a Gate, Bastion, or Castle hex:

- An artillery unit may fire from any position in a stack. More than one artillery unit may stack in a single hex, and each artillery unit may have a facing different than other artillery or infantry units in the hex. This is an exception to MPBS Rules 8.1.1, 8.2.1, and 8.3.1.
- Artillery grazing fire from a Gate, Bastion, or Castle hex is not affected by the reduced night LOS (see Special Rule 6C) as long as the target hex is adjacent to some kind of fortress hex. Thus, an artillery unit is allowed to fire at a target it can’t technically see, but only within grazing fire distance and only if the target is adjacent to a fortress hex. All fire modifiers for night and terrain apply normally.
- Artillery grazing fire that enters a target hex along the hexspine (vertex) between a fortress hex and a non-fortress hex is always considered to cross the non-fortress hex instead of the fortress hex, even if this means violating MPBS Rule 10.8.5. If both hexes along the spine are fortress hexes use the normal rules.

HISTORICAL AND DESIGN NOTES: There were some 200 guns in Malmö, about 130 in the citadel and 70 on the fortifications around the town, under command of Major Erik Johan Meck. However, there were only 100 artillerymen in the Malmö garrison, so evidently some

of the guns were wholly or partially manned by regular soldiers.

Around half of the guns on the walls and bastions around the town were light 3-lber guns, and most of the rest consisted of 8- and 9-lber guns. Many of the light guns are not depicted as separate artillery counters in this scenario but are instead shown abstractly in the rule that gives Swedish HI and LI units firing benefits in certain cases.

The exact location of many of the guns is unknown but the Stockholm Bastion contained nine guns and the Malmö Bastion eleven guns. The Söderport had eleven guns as well. I have made the assumption that some of the guns in the citadel were larger than the ones around the town, as I have been unable to find any records of the composition of its 130 guns.

8. Special Rules Applicable to the Danes

A. Assault Bridges

Assault bridges are separate counters with a generic icon of an assault bridge on the front and a die-roll range on the back.

A.1. Transporting an Assault Bridge:

- Place an assault bridge on a Danish infantry unit (either HI or LI) with the front side of the bridge up to indicate that the infantry unit is carrying the bridge. A unit may carry more than one assault bridge at the same time, and the movement allowance of the infantry unit is not affected by the bridge.
- The Swedish Player may ask to see the unit carrying the bridge, but he may not look at the back of the assault bridge. The Danish Player may always view the back of a bridge counter.
- If a unit carrying a bridge marker becomes Morale Broken or is eliminated at any time, it drops the bridge in its hex before it retreats or is removed. A unit may also voluntarily drop a bridge at no cost. A dropped bridge can be picked up by other HI or LI unit at no cost.
- Once an assault bridge has been emplaced it cannot be picked up and used elsewhere.

A.2. Emplacing an Assault Bridge:

- To have a unit emplace an assault bridge, the carrying unit must start the Activation Phase in a hex containing a Moat hexside. It may not perform any other actions during that phase. However, if the unit is carrying more than one bridge, it may attempt to emplace all of them in the same phase, either across the same hexside or across different hexsides of the hex it is in.
- The Danish Player announces that the unit will attempt to emplace the bridge. Swedish units adjacent to the emplacing unit may then perform Reaction Fire. If the Reaction Fire causes the emplacing unit to become Morale Broken or eliminates it, implement the result normally, but leave the bridge in the hex without being emplaced.
- The Danish Player flips the assault bridge counter to its back side to reveal the die-roll range and rolls the die. If the number is not within the range on the counter, the attempt is unsuccessful and the bridge counter is removed from play.
- If the roll is within the die-roll range, then the emplacement is successful. Place the assault bridge counter under the emplacing unit with the assault bridge counter pointing towards the moat hexside it is bridging.

A.3. Effects of an Emplaced Assault Bridge:

- Units may move and perform Close Combat across a bridged Moat hexside using the costs and modifiers listed on the Malmö TEC. There are no additional effects for having more than one assault bridge across the same hexside.
- If the hexside being bridged also contains a stone bridge, units that move or fight across the hexside may use either the stone bridge or the assault bridge costs and modifiers from the Malmö TEC.

A.4. Destroying an Assault Bridge:

- During the Marker Removal Phase, remove any assault bridge (emplaced or not) that is adjacent to a Swedish unit and not also adjacent to a Danish unit. For a non-emplaced bridge, the terrain between the Swedish unit and the bridge marker must be passable to the unit (not an unbridged Moat).
- If a hex containing an emplaced assault bridge is the subject of artillery fire within grazing fire range (only), then roll once on the Artillery Fire Table for each bridge in the hex (in addition to the rolls for any other units in the hex). On a result of FH+MC, remove the assault bridge from play. No other results affect the bridge. Non-emplaced bridges may not be destroyed by fire.

B. Danish Plundering

Immediately inflict a Formation Hit on any unit of the Danish side whenever it enters a Town hex (but not a Town Garden hex), even if in Open Order. This is in addition to any FH caused by the Town hex itself. This means a unit in Open Order, either HI or LI, will become Formation Broken.

C. Dynamic Danish Leadership

Apply the following to any unit in the Danish Right Wing that is stacked with its Wing Commander Bibow:

- If the unit initiates a Close Combat, apply a modifier of +2 in place of the normal +1 for being stacked with a leader. Use the normal -1 modifier when defending.
- If the unit initiates a Close Combat, do not limit the number of positive modifiers that the unit may use. In other words, do not apply the +4 limit.
- If the unit is Formation Broken it may change facing, move one hex, or both. However, the unit must still follow normal facing and movement restrictions (so it cannot enter or cross impassable terrain).

D. Taking the Stockholm Bastion (Optional Rule)

Due to the particular situation of storming a town, the Danish Player may find his chances of success dramatically reduced if he's too unlucky in his opening assault. If both players agree before the game starts, use the following rule to diminish the chances of that.

On Game Turn 1 (only), allow the Danish Player to reroll any Close Combat performed against the Stockholm Bastion until the modified result is at least 6.

9. Victory Conditions Special Rules

VPs for losses are awarded normally except for the following changes and additions.

A. Automatic Swedish Victory

The Swedish Player wins a Decisive Victory at the end of the game regardless of the VP score if a Danish unit has never occupied a fortification hex at any point in the game.

B. Automatic Danish Victory:

The Danish Player wins an instant Decisive Victory if he controls the Malmöhus Castle hex (1407) during the Marker Removal Phase at the end of any turn.

C. Danish Victory Point Locations

The Danish Player earns VPs at the end of turn 12 for controlling important locations on the map. He is awarded VPs for each of the following hexes he was the last to occupy:

- Söderport (South Gate; hex 1812): 40 VP if the Ravelin in front of it is also Danish controlled, 15 VP if not.
- Österport (East Gate; hex 1620): 40 VP if the Ravelin in front of it is also Danish controlled, 15 VP if not.
- Each hex of the Carolus, Karl Gustaf, Banér, and Stenbock Bastions (the ones making up the corners of the citadel area): 15 VP.
- Each hex of the Malmö, Stockholm, Kalmar, Norrköping, Göteborg, and Uppsala Bastions (the ones surrounding the town area): 10 VP
- Each Town hex (including the Church but not the Town Garden hexes): 2 VP

D. Artillery Losses

The Danish Player is not awarded any victory points for disabling and/or capturing Swedish artillery units in this scenario.

DESIGN NOTE: This is to prevent players from concentrating on the Swedish guns (as they are normally worth a lot of VP in MPBS) and to provide an incentive instead to concentrate on capturing or defending the fortress. As lost guns aren't worth any VPs, they can be removed from play once lost instead of being marked with disabled/captured markers as usual.

Start Time: 1:00 AM (Turn 1)

Maximum Duration: 12 turns (through the end of the 4:40 AM turn, Turn 12)

Historical Starting Orders:

- Danish: All Wings: Start under Charge Orders.
- Swedish: Start under Receive Charge Orders.

Victory Conditions:

<i>VPs</i>	<i>Type of Victory</i>
31 or more	Decisive Swedish Victory
0 to 30	Marginal Swedish Victory
-30 to -1	Draw
-70 to -31	Marginal Danish Victory
-71 or less	Decisive Danish Victory

Basic Victory Levels:**Swedish:**

<i>Type</i>	<i>Points in Play</i>	<i>Losses</i>
Horse	20	0
Foot	55	10
Artillery	345	0
Total	420	10

Danish:

<i>Type</i>	<i>Points in Play</i>	<i>Losses</i>
Horse	0	0
Foot	140	45
Artillery	0	0
Total	140	45

Historical Outcome: A Decisive Swedish Victory with a VP differential of 35.

Swedish Points: 45

Danish Points: 10

Result: 35

Variant Scenarios

The following historically plausible variants are provided to give the scenario more replay value. Variant Scenario 1 can be used together with either Variant Scenario 2 or 3. Players should note that Variants 2 and 3 are not balanced (they both favor the Danish).

Variant Scenario 1 - Free Setup:

Set up in the order given in Special Rule 6A normally, but allow each player more freedom in their setup.

- The Swedish Player may set up all his artillery freely in non-Ravelin fortress hexes, as long as every Bastion and Gate hex has at least one artillery unit.
- The Danish Player may assign his wings to the four wing setup areas as he sees fit. The only limitation is that only one wing may set up in each wing setup area.
- The Danish Player can distribute his available assault bridges as he pleases and does not have to give each wing a minimum of 1 bridge.
- The Swedish Player sets up his non-artillery units as per the standard scenario.

Variant Scenario 2 - Better Assault Bridges:

Consider each assault bridge to have a die roll range of 0-9. In other words, no roll is necessary to emplace them. The other assault bridge rules in Special Rule 8 still apply.

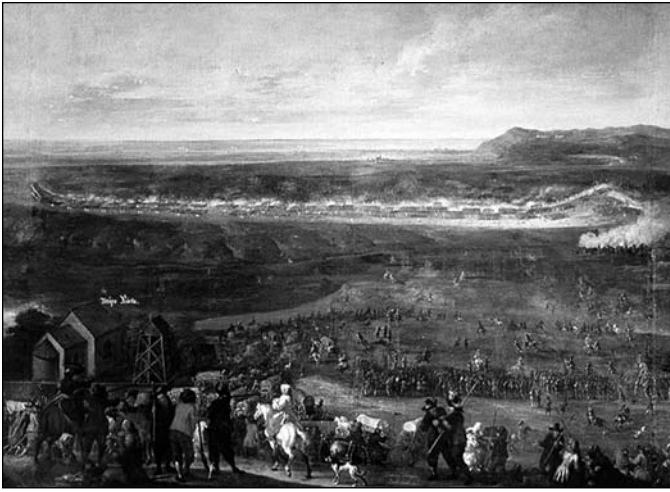
Variant Scenario 3 - Rösensteen in Charge:

Many things would have been different at Malmö if the engineer officer Rösensteen hadn't been excluded from most of the planning and relegated to command of the reserves due to command friction at Danish headquarters. Use the following rules to reflect a more active role for Rösensteen.

- The moat is considered to have been drained during the siege. Consider all Moat hexsides to be Drained Moat hexsides. See the special Malmö TEC.
- Add Rösensteen to the Danish setup as the Army Commander.

ARMY COMMANDER: Rösensteen (-1); see Landskrona for his biography.

SENIOR WING COMMANDER: None.



Landskrona

July 24 (July 14), 1677

Southwestern Scania

Prelude

After the victory at the Lund in December 1676, the Swedes took advantage of the absence of the Danish army to mop up Danish positions. Several towns and fortified locations were captured even though the Swedish army at this point was severely reduced in size, both due to battle losses as well as attrition from the winter and their unstable supply lines. In May 1677 they advanced towards the Danish main bridgehead on the Scanian mainland, the fortress town of Landskrona. The Danish army was deployed on the hills outside the town and had been significantly reinforced following its catastrophic losses at Lund. The Danish army now numbered 12,000 men, while the Swedish army only numbered around 5,000 men.

The armies lined up opposite each other but neither side took any action. The Danish King Christian V defied the advice of his generals to attack, as he wanted to await further reinforcements, while the Swedish generals succeeded in persuading their impetuous King Karl XI against attacking at such hopeless odds. This standoff lasted until the Swedish army pulled back into Sweden proper to await reinforcements, and the Danish opportunity of an easy victory against the Swedish main army was lost.

Following the retreat of the Swedish army, the Danish army concentrated its efforts on the fortress town of Malmö which was besieged and then unsuccessfully stormed with the loss of several thousand men in late June 1677.

Once the Swedish King heard the news of the successful defense of Malmö he prepared his army to seek battle with the Danish main army in an attempt to defeat it while it was still suffering from the physical and moral effects of its disastrous assault. On July 11 (July 1) the Swedish navy suffered a major defeat at the battle of Köge Bay, which made the King even more determined to seek a decision on the battlefield as soon as possible.

When the Swedish army left its camp near Klippan to march south, it numbered 5,000 infantry, 4,000 cavalry and around 4,000 newly arrived but ill-equipped peasants from the province of Småland. King Karl XI knew the Danes were expecting assistance from their allies

among the German states as well as the Holy Roman Empire and he hoped to intercept the Danish army outside Landskrona before those reinforcements could arrive. The Swedish army appeared in the vicinity of Landskrona on July 22 (July 12) and took positions to the east of the village of Billeberga.

They were too late, however. By the time the Swedish army arrived the Danes had already returned to Landskrona and had been joined by contingents from Münster, Hesse-Cassel and the Empire and now numbered 5,000 infantry and 7,000 cavalry. Instead of the broken army the Swedes had expected they were facing a strong and confident army that was looking for an opportunity to give battle.

The unexpected resolve of the Danish army and its good defensive positions at the dominating Rönneberga hills caused uneasiness in the Swedish army. Some generals advised King Karl XI to abandon the plan and retreat instead, but the Swedish King became very angry at the proposal of another retreat like the one he had reluctantly agreed to two months earlier. The King swore to attack even if everyone in the army died in the attempt, and threatened to cut down anyone who objected.

On July 23 (July 13) King Christian ordered the Danish army to leave the Rönneberga hills as he and his advisors thought that such a strong defensive position would never be attacked. In order to force the Swedish army into battle the Danes and their allies formed a new battle order behind an earthen wall on the Ylleshed moor. This was also a very well chosen defensive line which hid the Danish army from view. Swedish scouts, however, revealed the Danish ambush and the King realized that a frontal attack would be hard to carry out. He instead decided to attack the Danish left flank and redeployed his army on the night of July 23-24 (July 13-14) to positions northeast of the Danish army.

These Swedish movements convinced King Christian to move his army again in order to avoid being outflanked. Though his generals advised against it, Christian V decided to leave his favorable position behind the wall and during the morning and early midday of July 24 (July 14) he moved his army out on the Ylleshed to ensure that the fighting would be frontal. The memory of the lost opportunity in May might also have been a factor in his decision to advance beyond the wall.

The deployment of the two armies was rather unusual compared to the established system normally seen in the 17th century, with infantry in the center and cavalry on the flanks. After seeing the impact at Lund of the Swedish cavalry attached to the center wing both sides had drawn the same conclusions and decided to experiment with alternating infantry and cavalry formations on their flanks.

The Battle

In a sweltering summer heat the two armies started advancing towards each other and were soon separated only by a small valley. The artillery exchanged fire for some time but neither side seemed to be willing to attack across the valley.

Finally at 10 AM Karl XI and his Drabant guards on the right wing charged down the slope and up the other side. The King was surrounded and almost taken prisoner, but was saved by the intervention of the Livregemente cavalry. Seeing that, the rest of the Swedish right wing followed. In less than an hour the Danish left wing was in retreat south towards the village of Asmundtorp on the road to Landskrona with the Swedes hard on their heels. Karl XI was part of this pursuit that lasted until around 1 PM and was thus once again

absent from the battle for a long period of time, just like he had been at Lund the year before.

The outcome of the fighting on the other flank was in many ways the exact opposite. The Danish right wing, supported by the cavalry reserve of the center wing, was enjoying great success against the Swedish left despite some early difficulties when the cavalry outran the infantry and attacked unsupported. Both King Christian V and his brother Prince Jørgen were active in the fighting that resulted in the Swedish left being outflanked and forced to pull back with heavy losses. Among the losses was the commander Fältmarskalk Helmfeldt, who was stabbed by a Danish officer after his horse had been shot. The majority of the retreating Swedish left wing managed to get away safely behind the peasants who made a stand at the Tirup Church. As the peasants saw the Danes approaching they started to make noise with their weapons and wave their banners. This caused the Danish cavalry to think they were regular troops and they therefore halted to reform. This halt had great consequences as it gave the Swedish left the time they needed to rally and reform, as well as stabilize the situation at a time when the Swedish center was also coming under pressure.

In the center, the opposing infantry had been inactive for some time. Eventually the Danish infantry under General Rügensteen advanced when the cavalry on both flanks was already engaged. However, the advance started too late to be coordinated with the attack of the right wing, which had just reached the Tirup Church, or to support the left wing, which was being pushed back towards Asmundtorp at this time. Due to the success of King Karl XI's attack, the Danish center soon found itself threatened on their left flank as well as facing stiff opposition by the Swedish center. The attack was stopped and then followed by a counterattack from the Swedish center that pushed the Danes back beyond their original positions where the field guns were captured. General Rügensteen tried in vain to salvage the situation by committing his second line infantry, but they broke at first contact and joined the rest of the infantry on a rout towards Billeberga. The intense heat caused the collapse or even death of many men and horses. The dense gunsmoke contributed to the overall confusion.

The situation now had all the signs of yet another great victory for King Karl XI and Sweden. The Swedish left wing had withstood the pressure of the Danish right wing despite heavy losses in men and officers, and was even preparing to counterattack. The center under Ascheraden was advancing towards the open flank of the remaining Danes, whose rear was threatened by the approach from the south of the right wing under King Karl XI himself.

At 4 PM, faced with the prospect of a crushing defeat, the Danish King decided to leave the field and take his army southeast towards Billeberga in the hopes of reforming it with the large numbers of

stragglers being rallied there by Rügensteen.

Aftermath

The Danish casualties numbered around 2,000 cavalry and 500 infantry as well as large numbers of prisoners. The Swedish losses were around half of that. The Swedes not only captured many prisoners but also seventeen cavalry colors, six standards, thirty two guns, and one howitzer, while only losing two guns, eight cavalry colors, and six standards themselves.

Christian V led the remnants of the Danish army into Landskrona to protect it from the victorious Swedes. He eventually transferred it back to Sjælland (Zealand) to reorganize and receive replacements as he had done following the battle of Lund. The Swedish army outside Landskrona only counted 7,000 men following the battle and this was not enough to take the strong fortress. As the Danish main army had departed from the province of Scania, the countryside and therefore operational freedom was left to the Swedes once again. But after a couple of skirmishes around the only other Danish controlled fortress, Kristianstad, the main part of the Swedish army marched back north to Sweden to find winter quarters.

Though unquestionably a Swedish victory, the battle of Landskrona didn't dramatically change the course of the war, but instead seemed to cement the pattern that had emerged so far. As long as the Danes were victorious at sea and held the fortified town of Landskrona they could easily bring reinforcements to Scania, and the Swedes would therefore be unable to throw them out of Scania altogether. On the other hand, the battle once again demonstrated the clear superiority of the Swedish army, and the immense difficulties the Danish army had in permanently extending their control inland, let alone recapturing the whole province.

Christian V recognized that the chance of a total victory on the Scanian mainland was unlikely. He therefore decided to see spoils elsewhere that would improve his position at the negotiating table. This decision would lead to the Rügen campaign that was launched in the fall of 1677.

Danish Forces

ARMY COMMANDER: Christian V (0); see Lund for his biography.

Right Infantry Wing

WING COMMANDER: Goltz (-1); Feltmarskalløjtnant Joachim Rüdiger von der Goltz (1620-1688) was a Prussian officer in Danish service. He started his military career in the Imperial army in the closing stages of the Thirty Years War and then served in the French army, where he received the title of Baron. In 1654 he changed to Brandenburg service, where he fought against the Poles in 1656, the Swedes in 1658-59, the Turks in 1664, the French in 1672 and 74, and the Swedes once again at the Battle of Fehrbellin in 1675. In 1677 he was appointed as commander of the Danish army and received the rank of feltmarskalløjtnant while still officially in Brandenburg service. He held this position until he received permission to return to Berlin in 1678 after tiring of the constant command friction at the Danish headquarters. Three years later he entered Saxon service where he fought in the Vienna campaign against the Turks in 1683.



REPLACEMENT: Baudissin (0); Generalmajor Gustav Adolf Baudissin (1629-1695) entered Danish service in 1644 and fought against the Swedes in Scania during the Torstenson War of 1643-45. He stayed in Denmark and served again during the Northern Wars of 1655-1661 as an officer in the cavalry. During the reign of Christian V he rose rapidly in the ranks and he served with distinction in the fighting in Northern Germany during the early parts of the Scanian War. After the defeats of 1676 and 1677 he lost the king's favor and left Danish service.

1st Line

Nat./Unit	Ratings	Type	Setup
Imp. Karin	3-7	Cuir.	3433
<i>This unit probably consisted of two squadrons of KR Metternich's CR, raised in 1674, Feltmarskalløjtnant Lesly commanding.</i>			
Imp. Strassoldo	2 x 5-7	HI Bde w/ Arty	3432, 3430
<i>Two battalions of the Imperial Strassoldo IR, which overall consisted of 1422 men in three battalions, raised in 1659, Obr. Wallis commanding.</i>			
Mü. Bassem	3-7	Cuir.	3431
<i>One squadron (300 men) from Bassem's CR from Münster (AKA Grandvillier's).</i>			
Ge. Baudissin	2-6	Cuir	3429
<i>Baudissin's enlisted RoH (AKA Örtzen; one squadron), raised in 1675.</i>			
Mü. Grandvillier	4-6	HI Bde w/ Arty	3428
<i>Grandvillier's IR from Münster (two battalions), disbanded in 1678. The regiment took heavy losses at the unsuccessful storming of Malmö in which Grandvillier himself was KIA.</i>			
Da. 2. Fynske	3-6	Cuir.	3327
<i>2nd Fünen National RoH (two squadrons), raised in 1675, Baltasar Arenstorff commanding.</i>			
Mü. Tecklenburg	4-6	HI Bde w/Arty	3326
<i>Tecklenburg IR from Münster (two battalions), disbanded in 1678. The regiment took heavy losses at the unsuccessful storming of Malmö.</i>			
Da. 2. Sjællandske	3-6	Cuir.	3325
<i>2nd Zealand National RoH (two squadrons), raised in 1675, GenMaj. Ditlev Rantzau commanding.</i>			
Mü. Netzow	4-6	HI Bde w/ Arty	3324
<i>Netzow IR from Münster (two battalions; AKA Nitzau), disbanded in 1679. The regiment took heavy losses at the unsuccessful storming of Malmö.</i>			

2nd Line

Nat./Unit	Ratings	Type	Setup
Mü. Schönemacher	4-6	Cuir	3633
<i>Two companies of Schönemacher's DR from Münster (200 men) plus one squadron of Claus H. Rambstedt's DR (Danes), which was raised in 1675 and lost one of its colors at Landskrona.</i>			
Ge. Livregiment (Livregiment Ryttere)	3-7	Cuir.	3631
<i>Life RoH (two squadrons), an enlisted regiment raised in Mecklenburg in 1672 under the name Holstenske ryttere or Gyldenløve's CR. In 1673 the name was changed to Livregiment ryttere. GenMaj. Adam Hans Bars commanding.</i>			
Imp. Strassoldo	5-7	HI Bde w/ Arty	3630
<i>Strassoldo IR (one battalion).</i>			
Da. 3. Jydske	4-7	Cuir	3629
<i>3rd Jutland National RoH (three squadrons), raised in 1670, Lorenz Styrke commanding.</i>			

Da. Jydske Rostj. (Jydske Rostjeneste)	3-6	Cuir.	3628
<i>Jydske Rostjeneste (two squadrons; AKA Jydske Adelsfane), formed in 1675, Obr. Mogens Kruse commanding. After the Battle of Landskrona the Jydske and Sjællandske Rostjeneste regiments were amalgamated and strengthened by a newly recruited company.</i>			

Mü. Bassem	3-7	Cuir.	3627
<i>One squadron of Bassem's CR (AKA Grandvilliers; 300 men) from Münster.</i>			

Center Infantry Wing

WING COMMANDER: Rösensteen (0); Generaløjtnant Henrik Rösensteen (formerly Rüse; 1624-1679) was a Dutch officer and fortress engineer. He took the name Rösensteen after becoming a baron in 1664. Before entering Danish service in 1661 he served in the armies of France, Weimar, Venice, and the Netherlands, and in 1654 he published a treatise on the construction of fortifications. He took part in the extensive modernization of the fortresses across the Danish realm in the period between the Northern Wars and the Scanian War. Due to intrigues, his expertise was not used at the Siege of Malmö in 1677, and as the friction between him and Joachim Rüdiger von der Goltz continued he resigned from the army later that year.

REPLACEMENT: Meerheimb (0); see Lund for his biography.

1st Line

Nat./Unit	Ratings	Type	Setup
Da. Pr. Frederik (Prins Frederik)	5-7	HI Bde w/ Arty	3322
<i>Prince Frederik's IR (two battalions). See the Extended Unit Notes in Playbook II.</i>			
Mü. Braun	4-7	HI Bde w/ Arty	3320
<i>Braun IR from Münster (five companies; AKA the artillery battalion, as it was probably used to cover the artillery), disbanded in 1679.</i>			
Da. Artillery	1 x 6-17, 2 x 4-14	12-24lb & 4-8lb Arty	3319, 3321, 3323
<i>The Danish artillery consisted of 44 pieces: 5 x 12lb, 3 x 8lb, 3 x 6lb, 32 x 3lb and 1 x 18lb howitzer. All the field guns were lost to the Swedes.</i>			

2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Pr. Christian (Prins Christian)	4-6	HI Bde w/ Arty	3521
<i>One battalion from Prince Christian's enlisted IR (Germans), Johan Anton Elnberger and Kristoffer Bjelke commanding, plus one battalion from the 2nd Zealand National RoF (Danes), Andreas Fuchs commanding. The regiment took heavy losses at the unsuccessful storming of Malmö.</i>			

3rd Line or Separate Wing-See Special Rule 9

Nat./Unit	Ratings	Type	Setup
Ge. Goltz	3-7	Cuir.	3718
<i>Von der Goltz' enlisted RoH, formerly Rauch's RoH, becoming Goltz' regiment after the death of Rauch in May 1677. The regiment was disbanded later in 1677 and the troopers transferred to Baudissin's cavalry unit.</i>			
Ge. Hestgarden	3-8	Cuir.	3720
<i>The Horse Guards (two squadrons), raised in 1661.</i>			
Ge. Gewecke	3-6	Cuir.	3722
<i>Gewecke's RoH (two squadrons), an enlisted CR raised in 1675. It was disbanded and its troops transferred to Sjællandske later in 1677.</i>			

Ge. Schlgw-Hol. 4-7 Cuir 3724
(Schleswig-Holstein)

The Schleswig-Holstein National RoH (three squadrons), raised in 1670, Obr. Konrad Reventlow commanding.

Left Infantry Wing

WING COMMANDER: F. Arensdorf (0); See Lund for his biography.

REPLACEMENT: Walter (0); Generalmajor Hans Walter (?-1677; KIA) was an oberst in the small army of the Duke of Holstein-Gottorp, who was allied to Sweden. After he was given permission to surrender the fortress of Tønning in 1675, he and the rest of the garrison entered Danish service where he rose in the ranks. He was killed at the Battle of Landskrona in 1677.

1st Line

Nat./Unit	Ratings	Type	Setup
Da. 1. Fynske	3-7	Cuir.	3219

1st Fünen National RoH (two squadrons), raised in 1670, Kristof Otto Schack commanding.

Da. 3. Jydske	5-7	HI Bde w/ Arty	3218
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3rd Jutland National RoF (Danes, one battalion), raised in 1675, Obr. Bartold Bülow commanding; plus the Schleswig National RoF (Germans and Danes, one battalion), raised in 1664 and disbanded in 1677, Schönberg commanding. See the Extended Unit Notes in Playbook II.

Ge. Pr. Jørgen (Prins Jørgen)	4-6	HI Bde w/ Arty	3217
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Prince Jørgen's (George's) enlisted IR (two battalions), raised in 1658 as Feltherre Weyer's enlisted IR, changing its name in 1676, Aanton Gynter Pottendorf commanding. The regiment took heavy losses at the unsuccessful storming of Malmö where its commander Didrik Busk was KIA.

Da. 4. Jydske	4-6	Cuir.	3116
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4th Jutland National RoH (three squadrons), raised in 1675, GenMaj. Hans Walter commanding (KIA).

Ge. Kongen (Kongens Livregiment)	4-7	HI Bde w/ Arty	3115
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The King's Lifeguard Regiment (two battalions), an enlisted IR raised in 1658, Renard Keller commanding. One company was composed of Norwegians and the rest of Germans. The regiment took heavy losses at the unsuccessful storming of Malmö. Among its losses was its commander Siegfried Bibow (KIA).

Da. 1. Sjællandske	4-7	Cuir.	3113
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1st Zealand National RoH (three squadrons), raised in 1670.

2nd Line

Nat./Unit	Ratings	Type	Setup
Da. Brockenhuus	4-6	Cuir.	3311

Brockenhuus' DR (two squadrons), raised in 1675 and formerly known as Rambstedt's DR. Georg Brockenhuus took over command in 1676 when Rambstedt began recruiting a new enlisted regiment with troops from this unit as the basis. Plus: Nymffjen's DR (one squadron), an enlisted regiment raised in 1675, Thilo Henrik Nymphiü commanding.

Da. Sjæll. Rostj. (Sjællandske Rostjeneste)	2-7	Cuir	3418
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Sjællandske Rostjeneste (one squadron, AKA Sjællandske Adelsfane), raised in 1675, H. Schilden commanding. See the notes for the Jydske Rostjeneste regiment of the Right Wing.

Da. Juel	3-6	Cuir.	3417
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Christian Juel's (AKA Juul) RoH (two squadrons), an enlisted regiment formed in the summer of 1677 from four companies of newly raised dragoons converted to cavalry. This regiment wore dragoon uniforms until it was broken up at the end of 1677, and the men divided among the Livregiment and the National regiments.

Da. 1. Jydske	4-7	Cuir.	3416
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1st Jutland National RoH (three squadrons), raised in 1670, Frans Schwanewedel commanding.

Ge. Dronningen (Dronningens Livregiment)	4-7	HI Bde w/ Arty	3415
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The Queen's Life Guard RoF (one battalion), an enlisted regiment formed in 1658 as an IR from Gyldenløve's DR (raised 1644), Obr. Hans Georg Schulenburg commanding.

HC Hornumb	3-7	Cuir.	3314
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Hornumb's CR from Hesse-Cassel (four companies in two squadrons, about 320 men), raised in 1677, ObrLt. Wilhelm von Hornumb commanding. See the Extended Unit Notes in Playbook II.

Swedish Forces

ARMY COMMANDER: Karl XI (-2); King Karl XI of Sweden; see Halmstad for his biography.

Right Infantry Wing

WING COMMANDER: Ascheberg (-2); see Halmstad for his biography.

REPLACEMENT: Bielke (-1); Generalmajor Nils Bielke, commander of the second line (1644-1716; WIA) was made commander of the Royal Life RoH in 1673 and served with distinction during the Scanian War, during which he rose to the rank of generallöjtnant. After the war he was ambassador in France from 1679 to 1682, and then went into Imperial service. He returned to Sweden in 1687 and was appointed Governor-General of Pomerania and a member of the royal council. He was promoted to fältmarskalk in 1690. He would fall from grace under King Karl XII and be stripped of many his possessions on various charges of misconduct.

HISTORICAL NOTE: All counts of the number of men in the units below exclude officers.

1st Line

Nat./Unit	Ratings	Type	Setup
Sv. Drabanterna	2-8	Cuir.	2218

The King's Lifeguard of Horse (one squadron of 142 men), a regular regiment, Naschert commanding. See the Extended Unit Notes in Playbook II.

Sv. Livregem.	3 x 3-8	Cuir.	2219, 2221, 2223
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*(Liv-regementet)
The Royal Life Regiment (six squadrons with 984 men), Zelow commanding. See the Extended Unit Notes in Playbook II.*

Sv. Livgardet (Livgardet till Fot)	2 x 4-8	HI Bde w/ Arty	2220, 2222
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Two battalions (370 men each) from the Life Guard of Foot, a regular regiment, Christopher Gyllenstierna commanding.

2nd Line

Nat./Unit	Ratings	Type	Setup
Sv. Livregem. (Livregementet)	3-7	Cuir.	1917
<i>One squadron (166 men) from the Royal Life Regiment, plus one squadron (150 men) from the Skåne-Bohuslän (AKA von Post's) DR (Swedes), a regular regiment, Övr. Wilhelm Mauritz von Post (WIA) commanding.</i>			
Sv. Västgöta	2 x 3-7	Cuir.	1918, 1920
<i>Västgöta RoH (500 men in four squadrons), a regular regiment commanded by Lars Hierta (WIA), the son of Övr. Per Hierta, the regiment's former commander.</i>			
Sv. Änkedr. Liv. (Änkedrotningens livregemente till fot)	4-7	HI Bde w/ Arty	1919
<i>The Dowager Queen's Life RoF (295 men in one battalion), an enlisted regiment raised in 1676, Lennart Ribbing commanding.</i>			
Sv. Helsing	4-7	HI Bde w/ Arty	1921
<i>The Helsing RoF (279 men in one battalion), a regular regiment, GenMaj. Jacob Johan von Wulfen commanding.</i>			
Fn. Karelska	2-8	Cuir.	1922
<i>Karelska CR (AKA Viborg og Nyslotts läns ryttare; 200 men in one squadron), an enlisted CR raised in 1674, Övr. Bernt Mellin commanding.</i>			

Center Infantry Wing

WING COMMANDER: Ascheraden (-1); see Halmstad for his biography.

REPLACEMENT: Gyllenstierna (-1); Generallöjtnant Johan Göransson Gyllenstierna (1635-1680), commander of the Second Line, was an influential Swedish noble, who was appointed spokesman of the nobility in 1668. He was Sweden's representative at the peace congress in Lund that officially ended the war in 1679. After the war he was appointed governor-general of the former Danish provinces. At his death he was one of the most powerful men in Sweden.

1st Line

Nat./Unit	Ratings	Type	Setup
Sv. Livgardet (Livgardet till Fot)	4-8	HI Bde w/ Arty	2224
<i>One battalion (370 men) from the Life Guard of Foot Regiment.</i>			
Sv. Västgöta	4-7	HI Bde w/ Arty	2226
<i>One battalion (315 men) from the Västgöta (AKA Skaraborg) IR, a regular regiment, Övr. Frederik von Börstell commanding.</i>			
Sv. Dalkarla	4-7	HI Bde w/ Arty	2228
<i>Two battalions (295 men) of the Dalkarla IR, part of the regular army, Övr. Hans Abraham Kruse of Verschou commanding.</i>			
Sv. Artillery	1x 6-17, 2x 4-14	12-14lb & 4-8lb Arty	2226, 2225, 2227
<i>The Swedish artillery was commanded by ÖvrLt. Christer Lillieberg and consisted of about 35 pieces. The sources don't provide either the exact number of pieces or their calibers. The artillery information given in this scenario is therefore a best guess.</i>			

2nd Line

Nat./Unit	Ratings	Type	Setup
Sv. Småland	5-7	HI Bde w/ Arty	1925
<i>The Småland IR (AKA Kronoberg, 519 men in 2 battalions), a regular regiment, Övr. Henrik von Wicken commanding.</i>			

Left Infantry Wing

WING COMMANDER: Helmfeldt (-2); KIA at Landskrona; see Halmstad for his biography.

REPLACEMENT: Schönleben (-1); see Halmstad for his biography.

1st Line

Nat./Unit	Ratings	Type	Setup
Sv. Skåne	3-7	Cuir.	2231
<i>Skånska CR (300 men in two squadrons), a regular regiment raised in 1658 when the province of Scania came under Swedish rule, Övr. Georg Henrik Lübecker commanding.</i>			
Sv. Dalkarla	4-7	HI Bde w/ Arty	2232
<i>One battalion (275 men) of the Dalkarla IR, part of the regular army.</i>			
Sv. Änkedr. Liv. (Änkedrotningens livregemente till häst)	3-7	Cuir.	2233
<i>Two squadrons of the Dowager Queen's Life RoH (AKA Greve Rutger von Ascheberg's CR; 332 men), a regular regiment.</i>			
Sv. Västerbotten	4-7	HI Bde w/ Arty	2234
<i>One battalion (287 men) of Västerbotten IR, a regular regiment, Evert Horn commanding.</i>			
Sv. Änkedr. Liv.	2-7	Cuir.	2235
<i>One squadron (168 men) of the Dowager Queen's Life RoH, Övr. Lindhjelm commanding.</i>			
Sv. Adelsfanan	3-8	Cuir.	2236
<i>The Nobles' Banner (300 men in two squadrons) was part of the regular army, recruited from the retainers of the nobility as part of their obligations to the crown, Övr. Johan Drake commanding (WIA).</i>			

2nd Line

Nat./Unit	Ratings	Type	Setup
Fn. Åbo-Viborg	2-6	Cuir.	1929
<i>The Åbo-Viborg CR (200 men in one squadron), an enlisted regiment raised in 1676, Övr. Claus Johann Baranoff commanding.</i>			
Sv. Närke (Närke-Värmland)	5-7	HI Bde w/ Arty	1930
<i>The Närke-Värmland IR (AKA Neriker, 466 men in one battalion), a regular regiment, ÖvrLt. Thomson commanding.</i>			
Sv. Wrangel	4-7	Cuir.	1931
<i>Wrangel's Horse (208 men in one squadron), plus Civilstaten och Prästerskapets ryttare (the Civil State and the Priesthood's Horse, 150 men in one squadron), an enlisted regiment raised in 1676, Niels Gyllenstierna commanding.</i>			
Sv. Värmland	5-7	HI Bde w/ Arty	1932
<i>The Värmland IR (278 men in one battalion), a regular regiment, Övr. Stjerna commanding, plus the Kalmar IR (260 men in one battalion), a regular regiment, Övr. Erik Soop commanding.</i>			
Sv. Småland	3-7	Cuir.	1933
<i>Småland RoH (300 men in two squadrons), a regular regiment, ÖvrLt. Frederik von Buchwaldt commanding.</i>			

Sv. Gl. Östgötar (Gamla Östgötar)	3-6	Cuir.	1934
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One squadron (150 men) of the Gamla Östgötar CR, an enlisted regiment raised in 1676 with old retired troopers as the basis, Övr. Otto Wälling commanding; plus one squadron (150 men) from the Skåne-Bohuslän DR (AKA M.W. von Post's), a regular regiment, Övr. Göes (KIA) commanding.

3rd Line

Nat./Unit	Ratings	Type	Setup
Sv. Bänder	3 x N12-5	HI no pikes	1732, 1733, 1734

Hastily raised infantry units from the local peasants (about 4000 men in three units). The men were armed with a mixture of weapons such as muskets, cross-bows, swords, scythes, and other farming tools. They were originally raised for dealing with the Snaphance guerrilla bands that were disrupting the Swedish lines of communication in the province of Scania, and were therefore not trained to perform on a battlefield. See Special Rule 6.

Sv. Wagon	3 x Wagon	Wagon	1332, 1433, 1533
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Part of the Swedish supply train, used by the peasants in their defensive position on Tirup Hill.

Special Rules:

1. Slopes: All slopes hexsides are steep for purposes of 10.9.3.

2. Retreat Edges:

- The Danish retreat edge is the south (42xx) edge.
- The Swedish retreat edge is the north (10xx) edge.

3. Senior Wing Commanders:

- Danish: Goltz.
- Swedish: Helmfeldt.

4. Special Terrain Features

A. Only Sireköpinge (hexes 1508 and 1608), its church (hex 1606), and Tirup (hex 1733) are village hexes. The farms are treated as clear terrain, as their houses were too few or too small to have an effect on the fighting.

B. Tirup Church: Treat the church near Tirup (hex 1935) as a chateau hex due to its surrounding wall. (Do not apply the Wall effects in addition to the chateau effects.)

C. Walls: See the lines related to Walls on the TEC. A Wall or Wall Opening hexside is a Reciprocal Hexside feature (MPBS Rule 14.4.) and all walls are considered to run along hexsides even if they may stray into a hex for better visual effect. A cavalry unit that enters a Wall Opening hex or crosses a Wall Opening Hexside loses any Momentum it has accumulated up to that point.

Note: The walls served as fences between fields, and were low enough that a formation could see over them but not easily move over them.

5. Royal Commanders: For loss purposes, King Karl XI of Sweden and King Christian V of Denmark-Norway are worth 30 victory points instead of the normal 20 for an AC.

6. Commanded Peasant Militia: The three Bänder HI units with no pikes on the Swedish left wing consist of peasants without proper training and equipment. They cannot perform Salvo Fire, Advancing Fire, or Retreating Fire and fire on the Heavy Infantry Fire Table with a -3 modifier. As they were not part of the regular army, their VP value is lower, and the Danish Player only receives 2 VP's per unit instead of the normal 5 VP's for a 1-hex HI unit. A step loss on

one of these units is not worth any VP's.

7. Swedish Baggage Train: The wagons with the Swedish Left Wing have a Movement Allowance of 2 and may be moved.

8. Summer Heat: Add a +1 modifier to all Continuation rolls to account for the unusually warm weather.

9. Danish Option: Treat the four cavalry units in the 3rd Line of the Center Infantry Wing as a separate and distinct Cavalry Wing commanded by Meerheim. If used, Meerheim's Wing has a Wing Designation of "M." This option has no cost (although it clearly favors the Danes).

Start Time: 10:20 AM (Turn 1)

Maximum Duration: 17 turns (through the end of the 3:40 PM turn, Turn 17)

Historical Starting Orders:

Danish:

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

Swedish:

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

Victory Conditions:

VPs	Type of Victory
141 or more	Decisive Swedish Victory
111 to 140	Marginal Swedish Victory
86 to 110	Draw
56 to 85	Marginal Danish Victory
55 or less	Decisive Danish Victory

Basic Victory Levels:

Swedish:

Type	Points in Play	Losses
Horse	160	70
Foot	60	20
Artillery	35	0
Wagons	30	0
Total	285	90

Danish:

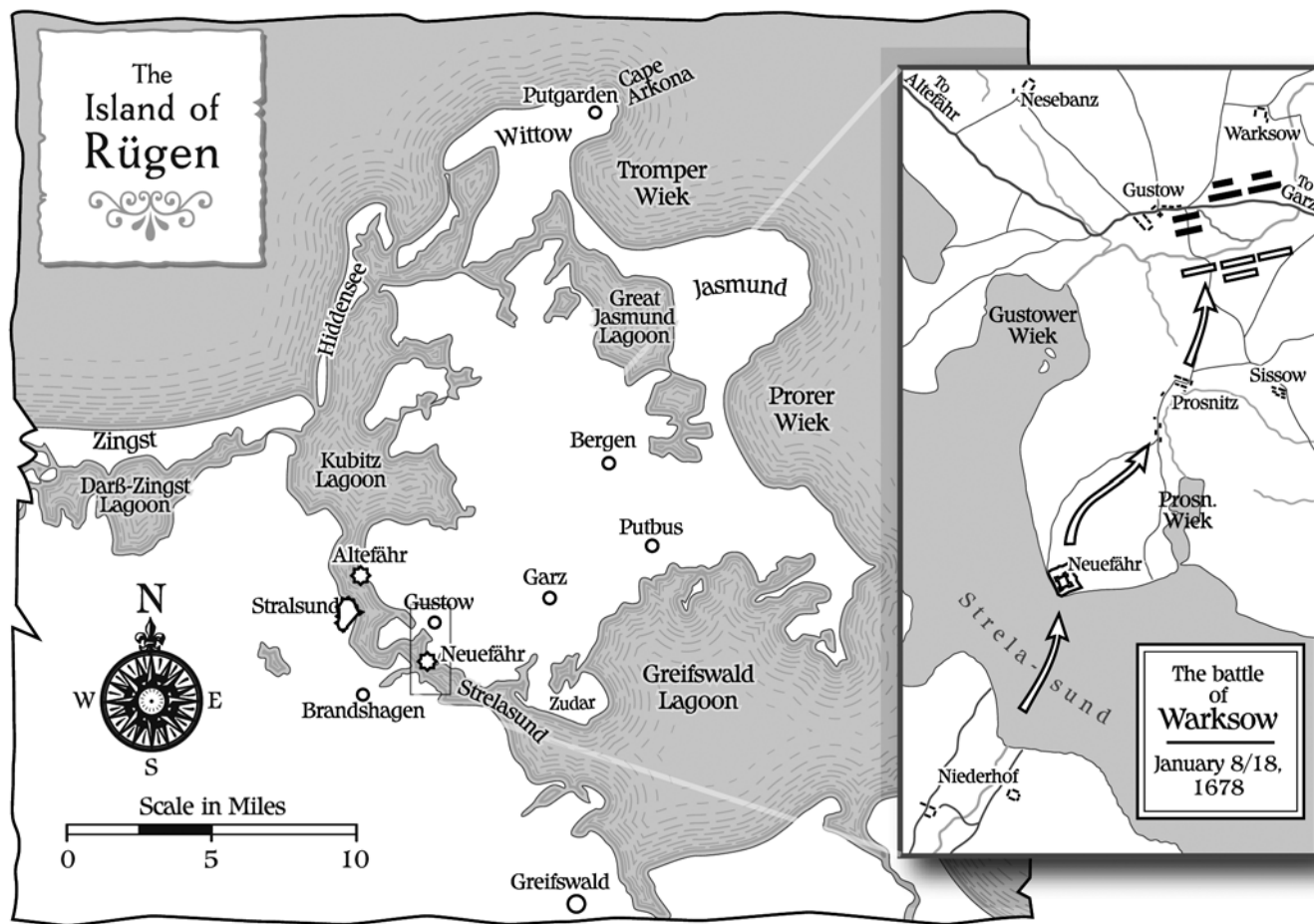
Type	Points in Play	Losses
Horse	220	160
Foot	65	35
Artillery	35	35
Total	320	230

Historical Outcome: A marginal Swedish victory with a VP differential of 140.

Swedish Points: 230

Danish Points: 90

Result: 230 - 90 = 140



Warkow

January 18 (January 8), 1678

AKA Alte Fehr, Gustow, or Rügen

Southwestern part of the island of Rügen

Prelude

After the battle of Landskrona in July 1677 the Danish decided to shift their focus from the Scanian theater to Germany by invading the island of Rügen in support of the Brandenburgers' siege of Stralsund. The 4600 strong invading army under command of King Christian V that embarked in Copenhagen on Danish and Dutch ships consisted mostly of troops from the Holy Roman Empire, Münster, and Hesse-Cassel. They landed on the Eastern shores of Rügen on September 17 (September 7), 1677, and were initially opposed on the island by a Swedish force of only 200 men, as the Swedes had not expected an attack from the sea, and so had placed their 5000 strong main army in Germany at Stralsund. Due to false rumors of a strong Swedish force of 4000 cavalry on the island the Danish army fortified their bridgehead. They then awaited reinforcements from Denmark and Brandenburg that would bring the army up to a strength of 7336 men. Meanwhile, the Swedes reinforced their small garrison as well in the expectation of throwing the Danish army back into the sea. However, by early October the Swedish commander Königsmarck considered an attack on the strong Danish positions

hopeless, and started transferring his army back to Stralsund. He left 1000 infantrymen to garrison the strong Neufähr sconce (a redoubt) on the southwestern coast of Rügen.



When the Danish king discovered that the Swedes had left Rügen he ordered his army out of its fortified beachhead, captured the island, and blockaded the sconce. The Danish king returned to Copenhagen in early October and appointed Generalmajor Rumohr governor of Rügen. During the late fall and winter the army suffered from supply problems and the high rate of attrition due to sickness and desertion led the

Danish command to transfer several regiments from the island to the Brandenburg army that was besieging Stettin. Rumohr was left with a force of around 5000 men on the island, and soon withdrew most of his army to the town of Bergen in the center of Rügen while only 150 men were left to watch the Neufähr redoubt.

On January 15 (January 5), 1678, Königsmarck returned to Rügen and began to disembark his army at the Neufähr. The crossing proceeded slowly due to a shortage of boats, but without interference from the Danish army due to Rumohr's withdrawal to Bergen. The first Swedish cavalry that arrived on the island quickly put the weak Danish cavalry patrols opposite the sconce to flight. When Rumohr received reports of Swedish boats crossing and the routing of the patrols he immediately set his army in motion and marched towards the Swedes. On the morning of January 16 (January 6) the Danish army arrived in the vicinity and took up positions on a ridge

line at Gustow to block the Swedish approach to Garz. But the army remained passively in that position during January 16 and 17 (January 6 and 7) while the Swedish completed their troop transfers.

On the morning of January 18 (January 8) Königsmarck moved his small army of 3500 men inland to seek battle with the Danish army.

The Battle

The battle started around 9 AM when parts of the Swedish artillery began firing into the flanks of the exposed regiments of the Danish right wing which had been deployed in a forward position to cover the stream in front of the Danish position. The Swedish artillery fire eventually forced the Danes to fall back, and this allowed the Swedes opposite them to cross the stream without interference. Meanwhile, the remaining Swedish guns were emplaced on their army's right flank from where they began bombarding the Danish left flank in order to cover the Swedish crossing of the stream in that sector. At this point in the battle, the Danish commander Generalmajor Rumohr decided to ride to the threatened left flank to see the situation for himself, as he was receiving contradictory reports. On his way there he was fired upon by Swedish artillery, which hit him in the side and shattered his elbow, leaving him mortally wounded. He was brought to a nearby castle where he died shortly after. The sudden loss of their army commander in full sight of the entire army left the army stunned and demoralized. Because Rumohr had not designated a successor, his sudden removal from the stage led to command paralysis in the Danish army as nobody was either able or felt important enough to assume overall command.

In the ensuing command confusion the Swedes succeed in moving all their cavalry completely across the stream on their right flank, and then begin to advance up the hill. In response to this, the commander of the Danish left flank, the Brandenburger Oberst Hülsen, launched a counterattack with five squadrons that succeeded in shattering parts of Königsmarck's regiment. However, Hülsen was soon forced to abort his counterattack and retreat as the Swedish pressure on his wing increased. The retreat of the Danish wing soon degenerated into a rout in the face of constant Swedish attacks. In an attempt to salvage the situation, seven squadrons from the Danish right wing rode to reinforce the left flank, but they soon became entangled in the fleeing troops and were themselves routed. The Imperial Schultz regiment of dragoons was now the only remaining mounted regiment on the Danish side, until they realized the futility of their situation and fled as well. The complete defeat of their cavalry on both flanks left the infantry in an utterly hopeless situation, and at around 1:30 PM, after a short council, they decided to surrender, without having fired a single shot during the whole battle. Most of the commanders of the infantry regiments abandoned their regiments before the surrender took place, and managed to get aboard the last ships leaving Rügen.

Aftermath

The battle of Warkow was a decisive Swedish victory, and in the following days nothing could prevent them from overrunning the rest of Rügen and thus securing the rear of the fortress city of Stralsund. Danish losses during the battle of Warkow and its aftermath amounted to around 330 officers and more than 4000 men. Most of these became prisoners of war and around 2000 of these agreed to serve in the Swedish army. In addition to the men, 46 colors were lost along with 16 guns, 5 mortars, 2400 horses, and a number of wagons. Swedish losses were only 6 officers and 50 men killed while

13 officers and around 100 men were wounded.

The Swedish hold on Rügen would prove short-lived, however, as a combined Danish-Brandenburg army landed on the island again in September 1678 and conquered the island for good. This invasion was helped by the fact that large parts of the Swedish garrison on the island consisted of the 2000 former prisoners of war, who now saw the opportunity to change sides once again. The successful conquest of Rügen greatly weakened the Swedish defense of Stralsund, and the city surrendered on October 25 (October 15).

Note: In this battle, each strength point represents approximately 70 men.

Coalition Forces

ARMY COMMANDER: Rumohr (0; Danish); mortally wounded at Warkow; see Malmö for his biography.

Right Cavalry Wing

WING COMMANDER: Iversen (0; Danish); Oberstløjtnant Iversen.

1st Line

Nat.	Unit	Ratings	Type	Setup
Da.	Composite	4-6	Cuir.	2607

A composite cavalry unit of three squadrons consisting of troops from various Danish regiments.

Mü.	Grandvillier	4-6	Cuir.	2608
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Grandvillier's CR from Münster (AKA Bassem, 3 squadrons), raised in 1672.

2nd Line

Nat.	Unit	Ratings	Type	Setup
Imp.	Schultz	4-6	Cuir.	2306

Two squadrons (about 200 men) from the Schultz DR, raised in 1631, plus one squadron (80 men) of commanded Brandenburg dragoons.

Da.	Marwitz	3-6	Cuir.	2307
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A composite cavalry unit of two squadrons consisting of troops from various Danish regiments, as well as a 110 strong detachment of commanded Brandenburg troops, probably commanded by Kurt Hildebrand von der Marwitz, who was a Brandenburger generalleutnant, governor, and commander of Küstrin.

Center Infantry Wing

WING COMMANDER: Wallis (0; Imperial); Oberst Georg Ernst Wallis Freiherr von Karighmain (1637-1689) was an officer of Irish ancestry whose family had been in Imperial service since the Thirty Years War. He commanded the Imperial Strassoldo regiment that was part of the Imperial contingent sent to reinforce the Danes. He would enter Danish service in 1679.

REPLACEMENT: Keller (0; Danish); Oberst Renard Keller, commander of the second line. Little is known about Keller, other than the fact that he commanded the second battalion of the King's Lifeguard Regiment of infantry in the early parts of the Scanian War, and rose to command the entire regiment after the death of its former commander at Malmö. During the battle of Warkow he abandoned his regiment before it was forced to surrender at the end of the battle, and was subsequently discharged for his conduct.

1st Line

Nat. Unit	Ratings	Type	Setup
Imp. Strassoldo	2 x 7-6	HI Bde w/ Arty	2108, 2109
<i>Two battalions from the Imperial Strassoldo IR, raised in 1659, Obr. Wallis commanding. The regiment surrendered at the end of the battle, but Wallis managed to flee after abandoning it.</i>			
HC Keller	6-6	HI Bde w/ Arty	2110
<i>One battalion of Johann Ufm Keller's IR, raised in 1677 with eight companies totalling 33 officers, 240 NCOs and Gefreiters, and 1,170 men. The regiment surrendered at the end of the battle, but Keller managed to flee after abandoning it. A new regiment was subsequently raised in July 1678, incorporating those remaining from the old one. The regiment returned to Hesse-Cassel in 1679. See the Extended Unit Notes in Playbook II.</i>			
Mü. Netzow	6-6	HI Bde w/ Arty	2111
<i>Netzow's IR from Münster (AKA Nitzau, one battalion), disbanded in 1679. The entire regiment surrendered at the end of the battle, and Obr. Netzow was the only colonel of the infantry who became a POW as the others managed to escape by abandoning their regiments at the end of the battle.</i>			

2nd Line

Nat. Unit	Ratings	Type	Setup
Ge. Kongen (Kongens Livregiment)	4-6	HI Bde w/ Arty	1909
<i>Two battalions from the King's Lifeguard Regiment (300 men in one battalion), an enlisted IR raised in 1658, Renard Keller commanding. One company was composed of Norwegians and the rest of Germans. The regiment surrendered at the end of the battle, but Keller managed to flee after abandoning it.</i>			
HC Keller	6-6	HI Bde w/ Arty	1911
<i>One battalion of Keller's IR.</i>			

Left Cavalry Wing

WING COMMANDER: Hülsen (-1; Brandenburg); Oberst Wilhelm Friedrich von Hülsen, commander of the Brandenburg detachment.

1st Line

Nat. Unit	Ratings	Type	Setup
HC Hornumb	3-6	Cuir.	2112
<i>Hornumb's CR from Hesse-Cassel (four companies in two squadrons), raised in 1677, ObrLt Wilhem von Hornumb commanding. See the Extended Unit Notes in Playbook II.</i>			
Br. Croÿ	2 x 3-7	Cuir.	2113, 2114
<i>Duke of Croÿ's CR (480 men in four squadrons), Obr. Wilhelm Friedrich von Hülsen commanding.</i>			
Br. Görtzke	L1-6	LI	2115
<i>Görtzke' DR (100 men)</i>			

2nd Line

Nat. Unit	Ratings	Type	Setup
Da. Rostjeneste	2-6	Cuir.	1913
<i>Two squadrons consisting of elements of the Rostjeneste regiment. The Jydske and Sjællandske Rostjeneste regiments had been amalgamated following the battle of Landskrona in July 1677.</i>			
Br. Schlieben	L3-6	LI	1914
<i>Schlieben's DR (200 men in three companies), destroyed as it tried to cover the retreat of the rest of the wing.</i>			

Swedish Forces

ARMY COMMANDER: Königsmarck (-2); Fältmarskalk Otto Wilhelm von Königsmarck (1639-1688) was a German officer in Swedish service. He became a fältmarskalk in 1676, and fought in Germany during the Scanian War. After the war he became Governor-General of Pomerania in 1679, and later went into Venetian service. During the siege of Athens in 1687 he become infamous for ordering his artillery to fire at an Ottoman ammunition dump located at the Parthenon, destroying large parts of the ancient site in a spectacular explosion.

Right Cavalry Wing

WING COMMANDER: Buchwaldt (-1); Generalmajor Baron Fredrik von Buchwaldt (1628-1693) was born in Scania, and became an officer in 1644. He entered Swedish service in 1654.

Nat. Unit	Ratings	Type	Setup
Ge. Königsmarck	2 x 3-7	Cuir.	3114, 3115
<i>(Königsmarcks livregemente till häst) Königsmarck Life Guard RoH (four squadrons), Magnus Johan von Tiesenhausen commanding. The regiment was formerly known as Holstein-Eutin's enlisted RoH until 1676 when it was combined with a squadron from Geijso's regiment and a squadron from C. G. Wrangels livgarde till häst.</i>			
Sv. Gyldenär	4-7	Cuir.	3113
<i>A composite regiment (three squadrons) made from elements of Livregementet till häst, Östgöta, and Småland cavalry regiments after they had been shipped to Pomerania, Arvid Gyldenär commanding.</i>			
Sv. Östgöta	4-7	Cuir.	3112
<i>The Östgöta CR (about 315 men in three squadrons), raised in 1676, Blechert Wachtmeister commanding.</i>			

Center Infantry Wing

WING COMMANDER: Grothusen (0); Generalmajor Otto Johan Freiherr von Grothusen (?-1697).

Nat. Unit	Ratings	Type	Setup
Ge. Livgardet	6-7	HI Bde w/ Arty	3111
<i>(Tyska Livgardet till Fot) German Life RoF (AKA Ulfsparré's Regiment), Otto Johan von Grothusen commanding.</i>			
Ge. Riksfältherr	5-7	HI Bde w/ Arty	3110
<i>Riksfältherrrens livregemente (one battalion), raised in 1672, Övr. Klas Ulrik von Schwerin commanding.</i>			
Sv. Västmanland	5-7	HI Bde w/ Arty	3109
<i>Västmanland IR (one battalion), raised in 1674, Övr. Sabel commanding.</i>			
Sv. Uppland	5-7	HI Bde w/ Arty	3108
<i>Uppland IR (one battalion), raised in 1672, Count Gustav Carlson, a half brother of the Swedish king, commanding.</i>			
Sv. Artillery	2 x 4-14	4-8lb Arty	3007, 3006
<i>The Swedish artillery was commanded by artillerimajor Johan Siöblad and consisted of 21 guns: 8 regimental and 13 field artillery pieces.</i>			
Sv. Artillery	4-14	4-8lb Arty	Sets up adjacent to a Swedish unit from any wing. May set-up limbered.

2nd Line

Nat. Unit	Ratings	Type	Setup
Ge. Wangelin	2-6	Cuir.	3309

Wangelin's enlisted DR (AKA Wulffen; one or two squadrons), raised in Pomerania with two companies of the Skåne-Bohusläns DR (Swedes) and two companies of the Savolax DR (Finns) as the base along with four newly recruited German companies, Bernhard Wangelin commanding.

Left Cavalry Wing

WING COMMANDER: Liewen (0); Överste Berndt Otto von Liewen was an officer from Livonia.

Nat. Unit	Ratings	Type	Setup
Sv. Mellin	4-7	Cuir.	3107

A composite regiment (three squadrons) made from elements of the Västgöta RoH (Swedes), Skånska RoH (Scanians) and Åbo läns CR (Finns) after they arrived in Pomerania, Övr. Jürgen Mellin commanding. The regiment was formerly known as Bünow's CR.

Fn. Åbo-Björneb. (Åbo-Björneborg)	4-7	Cuir.	3106
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Åbo & Björneborgs läns CR (three squadrons), raised in 1674, Övr. Berndt Otto von Liewen (AKA Liebe) commanding. This regiment is not the same as Baranoff's enlisted CR of the same name seen in the battles in Scania.

Sv. Småland	3-7	Cuir.	3105
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Småland CR (two squadrons). Fredrik von Buchwaldt's regiment.

Special Rules for Both Scenarios:

1. Slopes: All slopes hexsides are gentle for purposes of 10.9.3.

2. Retreat Edges:

- The Swedish retreat edge is the south (42xx) edge.
- The Coalition retreat edge is the north (10xx) edge.

3. Senior Wing Commanders:

- Coalition: None-See Special Rule 5.
- Swedish: Grothusen.

4. Special Terrain Features

A. Ponds: Treat pond hexsides (for example hexside 3311/3412) as impassable.

B. Streams: The battlefield at Warksow was crossed by many streams, some of them too small to have an effect at this scale. Therefore, only streams with a clear blue color (like in hex 2317) are treated as normal MPBS streams. The faded minor streams (like in hex 2418) are ignored for play purposes, and are included only for historical reference and artistic purposes.

C. Stud Farms: Pomerania was, and still is, known for its horse breeding, and the island of Rügen contained many stud farms. Treat a stud farm hex (for example, hex 2303) as a Village hex.

D. Gustow Village: The church (hex 2305) and hexes 2205 and 2206 are Garden hexes. Hexes 2304, 2306, and 2406 are Woods hexes.

5. Coalition Command Confusion: If the Coalition AC is eliminated, he is not replaced as AC by any of the wing commanders, and the Danish army will therefore be without an AC from that point on. In addition, the Danish Player is not allowed to change orders or to roll for continuation or preemptions for the rest of the turn in which the AC was eliminated and the next two turns after that.

6. Flexible and Efficient Swedish Artillery: The following two rules represent the impressive performance of the Swedish artillery:

- A Swedish artillery battery is in command if it can trace command to any WC or the AC (instead of being restricted to the WC of the Center Wing as usual). As long as an artillery unit is in command, it may move or Reform freely regardless of what Orders the Center Wing currently has and without the need for a leader. However, it must follow the standard rules to Rally.
- A cavalry unit hit by Swedish artillery fire cannot avoid a Formation Hit by sidestepping as per MPBS Rule 10.8.6 in this scenario. It must always take the Formation Hit and Morale Check called for by the Artillery Fire Table.

HISTORICAL NOTE: The Swedish artillery was a key factor in the Swedish victory at Warksow. Its fire killed the Coalition army commander, leaving the army leaderless during the rest of the battle. Its excellent performance also kept the Coalition army from interfering with the Swedish maneuvers.

Start Time: 9:00 AM (Turn 1)

Maximum Duration: 14 turns (through the end of the 1:20 PM turn, Turn 14)

Historical Starting Orders:

Coalition: All Wings: Start under Receive Charge Orders.

Swedish: All Wings: Start under Make Ready Orders.

Victory Conditions:

VPs	Type of Victory
46 or more	Decisive Swedish Victory
26 to 45	Marginal Swedish Victory
6 to 25	Draw
-14 to 5	Marginal Coalition Victory
-15 or less	Decisive Coalition Victory

Basic Victory Levels:

Swedish:

Type	Points in Play	Losses
Horse	80	10
Foot	20	0
Artillery	30	0
Total	130	10

Coalition (Standard Scenario):

Type	Points in Play	Losses
Horse	80	80
Foot	30	0
Artillery	0	0
Total	110	80

Historical Outcome: Decisive Swedish Victory with

Swedish Points: 80

Danish Points: 10

Result: 80 – 10 = 70

COMPONENT LIST

A complete game of *Nothing Gained But Glory* contains the following components:

- One game box
- One ten sided die
- Two full map sheets printed on both sides and one half map printed front only
- Three sheets of counters
- One MPBS Rulebook
- Two NGBG Playbooks
- One 11 x 17 Charts and Tables card
- One 8.5 x 11 Orders card

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