

# Saints in Armor

*Tilly's Battles in the early Thirty Years War*



## PLAYBOOK

**Musket and Pike Battle Series, Volume VI**

White Mountain 1620 • Wimpfen 1622 • Höchst 1622,  
Fleurus 1622 • Stadtlohn 1623 • Lutter am Barenberge 1626

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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.

<b>Protestant Forces and their Allies:</b>							
<i>Nationality or Army</i>	<i>Units</i>			<i>Leaders</i>			<i>Battles</i>
	<i>Top</i>	<i>Stripe</i>	<i>Bottom</i>	<i>Top</i>	<i>Stripe</i>	<i>Bottom</i>	
Germans & Austrians in Bohemian service	Black	White	Med. Gray				WM
Germans in Mansfeld's Army	Black	White	Med. Gray	Black	White	Dark Gray	W, F
Germans in Baden-Durlach's Army	Black	Black-Yellow	Med. Gray	Black	Black-Yellow	Dark Gray	W
Germans in Braunschweig's Army	Black	Red	Med. Gray	Black	Red	Dark Gray	H, F, S
Germans in Danish service	Black	White	Red	Black	White	Red	L
Dutch in Protestant Service	Dk. Gold	White	Med. Gray				WM, H, F
Bohemians	White	Red	Med. Gray	White	Red	Dark Gray	WM
Moravians	White	Red-Tan	Med. Gray				WM
Silesians	White	Black-Yellow	Med. Gray				WM
Transylvanians	Blue	Red	Yellow	Blue	Red	Yellow	WM
Lorrainers in Mansfeld's Army	Maroon	White	Med. Gray				W
Hessians	Black	Red-White	Med. Gray				S
Danish	White	Red	Red	White	Red	Dark Red	L
Swedish	Light Blue	Dark Blue	Med. Gray				L

<b>Catholic Forces and their Allies:</b>							
<i>Nationality or Army</i>	<i>Units</i>			<i>Leaders</i>			<i>Battles</i>
	<i>Top</i>	<i>Stripe</i>	<i>Bottom</i>	<i>Top</i>	<i>Stripe</i>	<i>Bottom</i>	
Imperial (Germans & Florentine)	Reddish-Orange	Yellow	Tan	Reddish-Orange	Yellow	Brown	WM, S, L
Catholic League (Lorrainers, Germans, & Bavarians)	Blue	Blue-White	Tan	Blue	White and Blue (Bavaria)	Brown	WM, S, L
Spanish	Dk. Yellow	Red	Lt. Yellow	Dark Yellow	Red	Yellow	WM, W, F
Walloon	Maroon	Dark Yellow	Lt. Yellow				WM, W, F
Neapolitans & Italians	Green	Dark Green-White	Lt. Yellow				WM, F
Polish	Blue	Yellow	Green				WM
Germans in Spanish service	Black	White	Lt. Yellow				W, F
Croats	Dark Tan	Dark Tan-White	Lt. Yellow				W, S

**Counter Notes:**

1. A generic replacement leader is called an Oberst (in German-speaking armies) or a Maestro de Campo (Spanish).

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.

- **Exception:** in order to fit the replacement counters into the game (see next), we had to use generic Obersts for the Catholic League. That is, there are three CL Obersts that are used in any battle that requires a non-named CL replacement leader.

3. There are nine replacement counters for units on the countersheet for Nothing Gained But Glory, the previous game in the *Musket and Pike Battle Series*, that are not used in *Saints in Armor*. (One is actually a replacement for Gustav Adolf the Great as its replacement in NGBG was incorrect.) There is also one two-hex replacement unit for Gustav. The replacement unit counters are:

- **Nyborg:** The Trampe leader had a gray stripe along its right side.
- **Malmö:** One of the Grandvillier units had a white stripe on its left side.
- **Landskrona and Warkow:** Two Danish units for Landskrona and four Danish units for Warkow should have had white boxes around their morale ratings.
- **Alte Veste (GAG):** The Henderson unit should have had a white background color.
- **Alte Veste (GAG):** The O.H. Fugger two-hex unit had an incorrect Wing designation.

4. **Counter Errata for Saints in Armor:** Errors on two counters were noticed after Sheets 1 and 2 had been printed but before Sheet 3 went to press. The two counters are the Catholic Longvy unit at Fleurus (whose ratings on its front are missing) and the one-hex Protestant Red Rgt. unit at Lutter (whose Morale Value colors are wrong). *We were able to provide replacement counters on the marker sheet so just ignore the incorrect units on the first two sheets.*

**Unit Types:**

<i>Setup abbr.</i>	<i>Counter letter</i>	<i>Type</i>
Arty	(none)	Artillery
Cuir.	(none)	Cuirassier
Arq.	A	Arquebusier
CrC.	C	Croat Cavalry
HI	(none)	Heavy infantry
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	WM W H F L
Center	C	WM W H F L
Right	R	WM W H F L
Transylvanian	T	WM
1st Echelon	1E	WM L
2nd Echelon	2E	WM L
3rd Echelon	3E	L
League	L	WM
Rearguard	Rg	S
Cavalry	Cv	S H
Main	M	S H
Cavalry	C	S
Avantgarde	A	S
Gronsfeld's	Gr	L

**Battle Designations:**

<i>Battle:</i>	<i>Counter Abbr:</i>
White Mountain	WM
Wimpfen	W
Höchst	H
Fleurus	F
Stadtlohn	S
Lutter	L

## Abbreviations Used in the Setups:

### Ranks:

Col	Colonel
GenKom	Generalkommissar
GenLt	Generalleutnant (Lieutenant General in German)
Graf	Count
LtCol	Lieutenant Colonel
Markgraf	Margrave
Obr	Oberst (Colonel in German)
ObrLt	Oberstleutnant (Lieutenant Colonel in German)
ObrWM	Oberstwachmeister (Major in German)

### Nationalities and Armies:

Au.	Austrian
Bav.	Bavarian
Boh.	Bohemian
Bur.	Burgundian
CL	Catholic League
Cr.	Croatian
Da.	Danish
Du.	Dutch
Fl.	Florentine
Fr.	French
Ge.	German
He.	Hessian
It.	Italian
Lo.	Lorrainer
Mor.	Moravian
Ne.	Neapolitan
Sil.	Silesian
Sp.	Spanish
Sv.	Swedish (Svenska)
Trs.	Transylvanian
Po.	Polish
Wal.	Walloons

### 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 or Cuirassier Regiment

## Special Rules Applicable to All Scenarios

**1. Terms and Definitions:** For all scenarios the term “Catholic” is used for the Catholic League, the Imperial army, and the armies of Spain, while the term “Protestant” is used for the Bohemians, the Danes, and the various German forces opposed to the Holy Roman Emperor. We are very aware of the limitations of these simplified terms, and they are used for consistency only.

**2. Maps:** A hex with three or less trees is considered a Clear, not a Woods, hex. Disregard all minor tracks and minor building art such as the mill in hex 3318 at Wimpfen or the Pöbbecken Mill at Lutter. Ignore all faded minor streams and use whatever other terrain is in the hex. These features have no effect on play and are only included for artistic purposes and attention to historical detail.

### 3. Setups:

**A.** Unless otherwise indicated units may always start in Open Order instead of Normal Formation as per series rules 6.3.3.

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

**C.** Unless a specific setup location is indicated, Wing Commanders start stacked with any unit in their Wing as per 5.21, and Army Commanders start stacked with or adjacent to any unit of their army.

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

**E.** 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 Braunschweig here is more often known (at least in English) as Brunswick.

**F.** If a leader’s nationality is not indicated, he is of the same nationality as the army he is in.

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

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

### 6. Changes to the MPBS Series Rules for all scenarios

**A. 7.3.3 Limbered Guns:** Artillery units cannot limber. Any artillery unit that is designated to setup limbered may unlimber, but once unlimbered it cannot limber up again.

*Design Note:* Most of the artillery in this period was very heavy (in actual weight, not caliber) and required time as well as large numbers of horses and oxen to move. For these reasons they were very rarely moved around on the battlefield once emplaced.

**B. 10.4 Salvo Fire:** Salvo fire is not available to any HI units.

*Design Note:* Salvo fire was not used at this early stage of the 30 Years War. It was introduced by the Swedish army when it intervened in 1630 and eventually adopted by most armies.

**C. 11.3.6 Attacker Momentum:** Only Cuirassier Cavalry units are eligible for the +2 Momentum modifier in Close Combat. Other cavalry units only receive a +1 modifier.

*Design Note:* The training and doctrinal differences between the close-combat oriented Cuirassiers, the shooting-oriented Arquebusiers, and the skirmishing Croats and Hussars was more pronounced during the early part of the Thirty Years War.

**D. 15.0 Determining Victory:** Eliminated Heavy Infantry with a printed strength greater than 20 SPs are worth 15 VPs at game end instead of the normal 10.

*Design Note:* The early battles covered in this game saw some very large infantry formations compared to the later battles of the century covered in the other games in the series. For this reason we made this rule, as the loss of one of these manpower-heavy units was felt deeply.

As a side note, the deeper formations used during this period is also the reason why it generally takes more SPs to have enough frontage to be classified as a two-hex unit compared to other games in the series.

**7. Croat Cavalry:** Units of this new type have a “C” in front of their SP values and are listed as CrC in the setups. This type represents not only true Croat cavalry, but other nationalities that fought similarly in loose formation. Units of this type use the following special rules.

**A.** Like LI, they do not take Formation Hits from terrain.

**B.** Like LI, they may use the “Anti Suicide Clause” when under Charge orders (Series Rules 5.6.1), and are not required to move adjacent to the front of an HI unit.

**C.** Like Cavalry, they have 8 movement points and use cavalry MP costs, can sidestep artillery fire, can use cavalry reaction movement, can intercept, and can force HI units into Hedgehog formation.

**D.** Like Cavalry, they can use pistols in Close Combat and fire on the Cavalry Fire table.

**E.** To account for their lower status (at the time) and value (gameplay-wise) they are only worth 5 VPs if eliminated, and a step loss on them is only worth 1 VP.

**F.** Modify the Close Combat Matrix as follows (see chart below) to account for them:

*Design Note:* We felt that the use of light cavalry on the battlefield was more significant during these battles and therefore decided to make them a distinct unit type to show both their disadvantages as well as their unique strengths. The rules above are in effect a mixture of the regular series rules for Cavalry and Light Infantry.

**G. Optional Rule:** Players desiring a simpler game can choose to disregard all the rules above and just treat all C type cavalry as Arquebusiers instead. If this option is used, we recommend that the units in question setup in Open Order formation.

*Design note:* This is in fact what is done in earlier games in the series, and is certainly a valid design choice as players might feel rule 7 to be too much hassle for too little effect.

**8. Heavy Artillery:** Some battles contain a new gun type with a longer range. A heavy artillery unit is treated as normal artillery in all respects except for new columns on the Artillery Range Chart and the Artillery Fire Table. See the updated charts on the last page of this Playbook. A heavy artillery unit is worth the same number of Victory Points as a 12-24lb gun if captured or disabled. The counters for these units are labeled 26-48lb.

*Design Note:* Heavy Artillery used as a term in the game for guns with a caliber larger than 24 lbs. The early period of the Thirty Years War saw more widespread use of these very heavy pieces in battles than the later period, where they were usually found only as part of the siege train due to the huge efforts required to move them. Because of their low rate of fire they do not get the usual +1 DRM when firing at adjacent units, but their bigger caliber makes them more effective at longer ranges.

**9. Units with Special Rules:** Units affected by a scenario specific rule (that is, a rule besides these standard SiA rules) are marked with a white border around their unit names as a reminder of the special rule.

*Design Note:* As many of the battles included in SiA are not classic set-piece battles and were often heavily influenced by unusual events and circumstances, the scenarios often contain a lot of important special rules besides this set of standard SiA rules. We hope this innovation in MPBS graphics will help players remember the special rules in the heat of battle. We have also aimed at making those scenario special rules that are used in multiple battles (for example, Catholic Command Rivalry and the various garrison units) similar in wording and effect to help players remember them.

Attacker	Defender						
	Cuirassier	Arquebusier	Croat Cav	Heavy Inf	Light Inf	Hedgehog	HI No Pikes
Cuirassier	0	+1	+2	-1	+2	-2	+1
Arquebusier	-1	0	+1	-2	+1	-3	0
Croat Cav	-2	-1	0	-3	0	-4	-1
Heavy Inf	+1	+2	+3	0	+2	-1	+1
Light Inf	NA	NA	0	NA	0	NA	NA
HI No Pikes	-1	0	+1	-1	+1	-2	0

**10. Variant Rule - Protestant Command:** In the standard scenarios, the Protestant player has no leaders that function as Army Commanders at any of the battles. As an alternative to this, at the beginning of each turn before determining Initiative, the Protestant player declares whether the historical commander will act as an Army Commander or a Wing Commander for the current turn.

- If he chooses to have him function as a WC, mark the leader with the WC marker and play normally with no AC this turn.
- If he chooses to have him function as an AC, mark the leader with the AC marker and treat him as an AC in all respects this turn. However, he is not considered to be a WC for his own Wing for the current turn; treat that Wing as having no leader as per *MPBS* rule 5.3.2.

When using this variant do not remove the overall commander from play if his Wing has no units left on the map. Instead, place the AC marker on him and treat him permanently as the Army Commander for the rest of the scenario.

The overall commanders for the scenarios are as follows:

- White Mountain: Due to the total breakdown of command this variant cannot be used at this battle.
- Wimpfen: Duke Georg Friedrich of Baden-Durlach.
- Höchst: Duke Christian of Braunschweig.
- Fleurus: Peter Ernst II, Graf von Mansfeld.
- Stadtlohn: Duke Christian of Braunschweig.
- Lutter: King Christian IV of Denmark-Norway.

If the overall commander is lost there is no senior WC to replace him in his capability as AC (although he is replaced as a WC normally), and this variant rule is ignored for the rest of the game from that point on.

**Design Note:** *This is in fact how command was treated in one of our initial scenario drafts, but in the end we simplified it, as we reasoned that it might feel too fiddly and that most players would choose WC almost all the time. But here it is for people who want to experiment with the joys of playing with leaders with more responsibility than ability.*



## White Mountain (*Bílá hora* in Czech)

**November 8 (October 29), 1620**

On the western side of Prague in the Kingdom of Bohemia (what is today the Czech Republic)

### Prelude

The first few years of the Bohemian rebellion had seen huge swings of fortune as both sides desperately tried to raise new forces and gain the upper hand. As the 1620 campaign opened the Catholics were in a strong position as the Imperial army was reinforced with several elite regiments and Polish Cossacks as well as the intervention of the Catholic League and Saxony. In addition, generous funding was received from the King of Spain.

During the autumn the Imperial and League armies managed to outmaneuver the Protestants and combine their forces for a thrust at Prague. As the previous two years of war had devastated the landscape the conditions within the large combined army quickly deteriorated. Camp fever (typhus) broke out and caused the loss of as many as half the League troops.

This only made the Catholic League commander, Johann Tserclaes von Tilly, more determined to pursue an aggressive strategy and press for a decision by bypassing strongpoints to capture Prague, the political heart of the rebellion. His arguments eventually won over the more conservative and systematic approach of the Imperial commander, Graf von Bucquoy.



From October 30th to November 4th the armies stood still as the Protestants adopted a strong defensive position and blocked the Catholics. The Catholics managed to outflank them and opened the way towards Prague. The Protestants fell back and took positions on the last defensive position in front of Prague, called White Mountain.

As the Catholic armies pushed the weak Protestant pickets aside and crossed the stream in front of the them, some Bohemian commanders wanted to counterattack the Catholics before they reorganized. But caution and command friction in the Protestant camp prevented any form of active defense and the army merely held its ground. The Protestants were confident in their strong position and convinced that once again the Catholics would not dare attack directly.

In the Catholic camp many commanders were indeed skeptical of an immediate attack, and instead wanted to outflank the position. Tilly and Maximilian were, however, certain that the superior quality of their army would prove decisive and after a friar took the floor and roused the others' religious fervor they all supported Tilly's plan.

## The Battle

The Bohemians were deployed in a strong position along the ridgeline of White Mountain, with one flank covered by the Chateau Stern but the other flank open. The two armies were evenly matched in terms of numbers as they both had around 24,000 men, but they were composed very differently. The Catholics had 18,000 infantry compared to only 12,000 on the Protestant side, and this superiority was further enhanced by the quality of the Catholic regiments which was generally higher than the Protestants. They were equally matched in numbers of regular cavalry, but the Catholics had more cuirassiers and their regiments were generally more experienced. The Bohemians were vastly superior in numbers of light cavalry (5,000 to 800) but this was hardly a comfort in a pitched battle.

The Catholics deployed with the Imperials on the place of honor on the right flank while the League deployed on the left. The Bohemian's allies the Transylvanians were placed in the third line to give depth to the deployment.

A simultaneous barrage from all the Catholic guns (called the Twelve Apostles), opened the battle and was the signal for a general advance to begin. The Imperial army with its veteran Spanish regiments attacked first in order to distract the Bohemians and ease the League's attack up the slopes of White Mountain. The Imperial cavalry quickly pushed back the opposing cavalry while the Cossacks began an outflanking move around the open flank of the Bohemian left.

As the Bohemians had not expected the Catholics to attack them in such a strong position they were slow to react as their command structure collapsed. However, Thurn on the left flank was determined to make an active defense and managed to mount a counterattack at around 12:30, supported by some cavalry from the center. The cavalry managed to push back the Imperials and even managed to severely disrupt some of the infantry, but the Protestant infantry performed very badly and their attacks result-

ing in the collapse of some of the regiments. The Transylvanians refused to participate in the attack and stood idly by.

At this point Tilly rushed League cavalry to assist the Imperials, while the wounded Bucquoy took personal command and led a renewed attack on the spent Bohemian left wing. Under this pressure the Bohemian line broke, and at around 1:15 the Catholic armies had reached the ridgeline and captured all the earthworks.

As the situation had now become desperate the Bohemians once again pleaded with Kornis and his Transylvanians to throw their forces into the fight, but the pragmatic Kornis could clearly see the writing on the wall and the Transylvanians instead abandoned the field, leaving the Bohemians to their fate. Upon seeing this several other regiments followed their example and fled as well, and by 1:30 the battle was as good as over. Only the Chateau Stern complex still held out and even this position surrendered half an hour later.

## Aftermath

The battle of White Mountain was a great victory for the Catholics. Tilly's risky strategy to offer battle despite the Protestant strong position had been vindicated and the combined Catholic losses were less than 800.

The battle meant the complete collapse of the Bohemian rebellion. Their army ceased to exist as some 4,000 were killed or captured and all the guns were lost. Huge numbers of men deserted following the battle and whole regiments changed sides, while the Transylvanians withdrew their support. Even though Mansfeld's army was still intact the rebellion fell apart as political support for the rebels vanished. Friedrich of the Palatinate met his fleeing army outside Prague and managed to get himself and his family out of Bohemia before they were seized by the mob.

The Bohemian phase of the Thirty Year War ended and the focus of the war turned to the Palatinate where Friedrich still refused to give up, and was joined by several new actors in the war.

## Bohemian Protestant Forces

**ARMY COMMANDER:** None.

**Design Note:** *The nominal AC of the Army of the Bohemian States was Christian I (the Older), Prince of Anhalt-Berneburg who failed to prevail against the other commanders. He was also the WC of the Right Wing. However, he did not perform well in either post, and ended up effectively commanding no more than the Royal Guard while Schlick took over command of the Right Wing.*

### Right Infantry Wing

**WING COMMANDER:** Schlick (0); Heinrich Graf Schlick zu Bassano und Weisskirchen (1580-1650). A Moravian Lutheran and professional soldier who had served the Habsburgs in previous wars, he joined the rebels after Moravia was overrun in 1619. After the White Mountain campaign he rejoined the Habsburgs and eventually became president of the Imperial War Council.

Start this leader on his Finished side. **See Special Rule 9.**

**Chateau Stern Garrison**

Nat./Unit	Ratings	Type	Setup
Du. Saxe-Weim.	6-7	HI	2826
<i>The Saxe-Weimar IR (600 men in 7 companies), J.E. Saxe-Weimar commanding. Raised in 1620 from soldiers supplied by the Dutch. This unit also included the Royal Guard (just a company), which was also composed of Dutch soldiers. See Special Rule 6.</i>			
<b>Design Note:</b> <i>The three units inside the park were under the command of Wilhelm of Saxe-Weimar but did not participate in the real battle until after the main Bohemian army broke and ran. Several Catholic units climbed the wall and there was some fighting in the park.</i>			
Ge. Jung-Anhalt	2 x 5-6	HI	2823, 2527
<i>The Jung-Anhalt IR (about 1000 men in 7 companies). Raised in 1620 and probably consisted of Germans. See Special Rule 6.</i>			

**Avantgarde**

Nat./Unit	Ratings	Type	Setup
Boh. Artillery	8-20	26-48 lb. Arty	2320
<i>Three heavy field guns in a prepared position.</i>			
Mor. Musketeers	L1-4	LI	2320
<i>Commanded musketeers from the Schlick infantry regiments.</i>			

**1st Line**

Nat./Unit	Ratings	Type	Setup
Ge. Styrum	A4-6	Arq.	2622
<i>Styrum CR, AKA Stirum, a mix of Cuirassier and arquebusiers (about 400 men in 4 companies). Raised in 1620 from soldiers supplied by German Lutherans.</i>			
Mor. Schlick	8-6	HI	2621
<i>One battalion from the Schlick IR, AKA Slik (800 men in 4 companies). The full regiment was under command of Col. Jindrich Schlick and numbered 2000 men split into 2 battalions. Raised in 1619.</i>			
Sil. Silesia	A3-6	Arq.	2620
<i>A Silesian CR (approx. 300 men in 4 companies). Raised in 1619.</i>			

**2nd Line**

Nat./Unit	Ratings	Type	Setup
Mor. Stubenvoll	1 x A4-7, 1 x A3-6	Arq.	2822, 2821
<i>Von Stubenvoll CR (about 700 men in 5 companies).</i>			
Au. Pechmann	5-6	HI	2820
<i>The Pechmann IR, AKA Bechmann (240 men in 2 companies and 300 men in 3 companies), ObrLt. Gabriel Pechmann commanding. Raised in 1619.</i>			
<b>Design Note:</b> <i>two very small battalions combined into one counter for playability reasons.</i>			

**Center Infantry Wing**

**WING COMMANDER:** Hohenlohe (0); Generalleutnant Generalleutnant Georg Friedrich Graf von Hohenlohe-Neuenstein-Weikersheim (1569-1645). After White Mountain he joined Baden and Mansfeld, but later sought Imperial pardon. Following the initial Swedish victories he rejoined the Protestant cause and lost everything after the battle of Nördlingen in 1634.

Start this leader on his Finished side. **See Special Rule 9.**

**1st Line**

Nat./Unit	Ratings	Type	Setup
Mor. Schlick	10-6	2-hex HI	2619-2618
<i>1 battalion from the Schlick IR (about 1000 men in 4 companies). See notes on Schlick above.</i>			
Au. Hoffkirch	A4-6	Arq.	2617
<i>Hoffkirch CR (350 men in 8 incomplete companies), ObrLt. von Hoffkirch commanding. Raised in 1619.</i>			
Ge. Alt-Anhalt	A5-7	Arq.	2616
<i>The Alt-Anhalt CR (550 men in 4 companies), ObrLt. Streiff commanding.</i>			
Ge. Hohenlohe	10-6	2-hex HI	2615-2614
<i>1 battalion from the Hohenlohe IR (about 1000 men in 4 companies). The full regiment numbered 2000 men and was split into 2 battalions. Raised in 1618 from German soldiers supplied by the Dutch. This regiment collapsed without firing a shot when the left wing collapsed.</i>			
Ge. Hohenlohe	A5-6	Arq.	2613
<i>Hohenlohe CR (about 500 men in 5 companies). Raised in 1618 from German soldiers supplied by the Dutch.</i>			
Ge. Hohenlohe	10-6	2-hex HI	2612-2611
<i>1 battalion from the Hohenlohe IR (about 1000 men in 4 companies). See notes on Hohenlohe above.</i>			
Boh. Artillery	4-14	4-8 lb Arty	2514
<i>1 heavy field gun and perhaps 2 light field guns in a prepared position</i>			
Ge. Musketeers	L1-4	LI	2514
<i>Commanded musketeers from the Hohenlohe infantry regiments.</i>			
<b>2nd Line</b>			
Nat./Unit	Ratings	Type	Setup
Boh./Ge. Jung-Anhalt	A3-7	Arq.	2819
<i>Jung-Anhalt CR (300 men in 3 companies), Christian Anhalt the Younger commanding. Composed of Germans and Bohemians; raised in 1620.</i>			
Boh./Ge. Jung-Anhalt	A4-7	Arq.	2817
<i>Jung-Anhalt CR (400 men in 3 companies). Same as above.</i>			
Boh. Kaplir	8-6	HI	2815
<i>1 battalion from the Kaplir IR (800 men in 3 companies). The full regiment numbered 2400 men and was formed into 3 battalions. Raised in 1618.</i>			
Mor. Borseda	3-6	Cuir.	2813
<i>Borseda CR, AKA Borita, Budce (about 300 men in 4 companies). Raised in 1619.</i>			

## Left Infantry Wing

**WING COMMANDER:** Thurn (0); Heinrich Mathias Graf von Thurn (1567-1640). A Bohemian German, Protestant extremist, and one the principal leader of the Bohemian Revolt, he was the supreme commander of the rebel forces until superseded by Anhalt. He later fought as a general in the Danish and Swedish armies until abandoning the Protestant cause following his defeat at Steinau in 1633.

Start this leader on his Finished side. **See Special Rule 9.**

### 1st Line

Nat./Unit	Ratings	Type	Setup
Boh. Royal-Bohemia	4-7	Cuir.	2610
<i>The Royal Squadron (about 100 men) and the Bohemia CR (approx. 300 men), in all 4 cuirassier companies in 1 squadron. Raised in 1620.</i>			
Boh. Bubna-Solms	A5-7	Arq.	2609
<i>Bubna-Solms mixed arquebusier squadron (3 companies from the Solms CR and 6 from the Bubna CR, 550 men total). Raised in 1618/19. Col. Solms was captured during the battle.</i>			
Boh. Thurn	13-6	2-hex HI	2608-2607
<i>1 battalion from the Thurn (The Elder) IR (1320 men in 6 companies). The full regiment numbered about 2200 men and was split into 2 battalions. Raised in 1618, it was the oldest regiment in the army. It was known as the best regiment but performed poorly in the battle, breaking and running after firing a single un-aimed shot.</i>			
Boh. Artillery	6-17	12-24 lb. Arty	2506
<i>2 heavy field cannon in a prepared position; 2 additional cannon in an unprepared position.</i>			
Boh. Musketeers	L1-4	LI	2506
<i>Commanded musketeers from the Thurn and Kaplir infantry regiments.</i>			

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Boh. Kaplir	8-6	HI	2811
<i>1 battalion from the Kaplir IR (800 men in 3 companies). See notes on Kaplir above.</i>			
Mor. Kien	A3-6	Arq.	2810
<i>Kien CR, AKA Kain (about 300 men in 4 companies), ObrLt. Kien commanding. Raised in 1619.</i>			
Boh. Kaplir	8-6	HI	2809
<i>1 battalion from the Kaplir IR (800 men in 3 companies). See notes on Kaplir above.</i>			
Boh. Thurn	9-6	HI	2806
<i>1 battalion from the Thurn (The Elder) IR (880 men in 4 companies), Bernhard Thurn (the Younger) commanding. See notes on Thurn above.</i>			

## Transylvanian Cavalry Wing

**WING COMMANDER:** Kornis (0); Gáspár Kornis. On the day of the battle the Transylvanian főkapitány (Overall Commander) Jarmusch Bornemissa was still in Prague recovering from the wounds he had received in a hard skirmish. While he was absent Gáspár Kornis was in command.

Start this leader on his Finished side. **See Special Rule 9.**

*Units are marked with a "T" wing designation. See the Special Rules for this Wing.*

Nat./Unit	Ratings	Type	Setup
Trs. Bornemissa	1 x C4-5, 1 x C5-5	CrC.	3107, 3109, 3111, 3112
Trs. Horváth	2 x C4-5	CrC.	
<i>Jarmusch Bornemissa's contingent consisted of 2000 men (including 800 men under Istvan Horváth). 300 of them were detached from the 3rd line and deployed as part of the Bohemian Right Wing.</i>			
<i>The contingent had been assaulted the night before and was in such bad shape that they didn't even follow the orders of their captains.</i>			
<i>As Bornemissa was wounded his troops were commanded by Kornis, who was also in overall command of the Transylvanian force.</i>			
Trs. Bornemissa	C3-5	CrC.	2823
<i>Same as above.</i>			
<i>The 300 Transylvanian hussars deployed on the right wing (3 companies formed into 1 squadron).</i>			
<b>Design note:</b> <i>This unit was technically part of the Bohemian Right Wing, but did not cooperate with them in any meaningful way, so it is included in this wing as it is simpler and better represents what happened historically.</i>			
Trs. Hornisch	C4-6	CrC.	
Trs. Kohazs	2 x C3-6	CrC.	
<i>Hornisch's detachment of 1000 men (including about 600 men under Péter Kohazs).</i>			
Trs. Jergel	C4-6	CrC.	3125, 3123, 3121, 3119, 3118, 3116, 3114
<i>A 400-strong detachment under Kalamín Jergel (Jergel Kalamín?).</i>			
Trs. Fekete	2 x C5-6	CrC.	
<i>A 1000-strong contingent under Péter Fekete ("Black Peter").</i>			
Trs. Monaky	C5-6	CrC.	
<i>A 500-strong contingent under Monaky.</i>			

## Imperial / Catholic League Forces

**ARMY COMMANDERS:** Bucquoy (–2); Charles de Longueval Graf von Bucquoy (1571-1621). Born in the Spanish Netherlands, he began serving the Habsburgs as a teenager in the Army of Flanders, was a colonel at the age of 26, and later fought with distinction as a general of artillery under Spinola. In 1614 he was appointed commander of the Imperial army. He was wounded a few days before the Battle of White Mountain, but despite this commanded the Imperial contingent in the battle. He was killed during the siege of Érsekújvár (Neuhäusel) on 10 July 1621.

Maximilian (0; CL); Maximilian I Duke of Bavaria (1573-1651). Despite being the ruler of a relatively small and poor country, Maximilian's financial genius made him the richest man in Europe. His wealth and devotion to the Catholic cause within the Empire made him one of the key figures on the Catholic side of the war despite his dynastic rivalry with the house of Habsburg. His support was rewarded with lands and the title of Elector. One of the few leaders to live through the entire war.

See Special Rule 8.

### Imperial First Echelon (Infantry)

**WING COMMANDER:** Liechtenstein (–1); Maximilian Prince of Liechtenstein (1578-1645), a nobleman from the House of Liechtenstein and a convert to Catholicism. Before the Thirty Years War he served in the Imperial army against the Ottomans and Venice and became a member of the Aulic Council and Imperial Geheimrat. He spent most of the post-1622 period enforcing Catholicism in the conquered Bohemian lands, and ended the war as a Field Marshal and an Imperial Prince.

Units are marked with a "1E" wing designation. The Morale Ratings of units in this Wing are red numbers in white boxes.

### Ist Line

Nat./Unit	Ratings	Type	Setup
Wal. Wallenstein	3-7	Cuir.	1905
<i>Wallenstein cuirassier regiment (about 300 men in 6 companies deployed as 3 squadrons), LtCol. Peter de la Motte commanding. Raised in 1619.</i>			
Wal. Gaucher	A3-8	Arq.	1906
<i>Gaucher arquebusier regiment, AKA Gauchier, Gauthier (about 250 men in 4 companies). Raised in 1618, this unit was considered elite.</i>			
Wal. Verdugo	28-8	2-hex HI	1907-1908
<i>A battalion composed of a) the Bucquoy-Hennin IR (Irish-Walloon), raised in 1618 and b) the Verdugo IR (Walloon), raised in 1619. The combined battalion consisted of 2800 men in 42 companies. Both regiments were composed of veterans from the war in Flanders.</i>			
Wal. La Croix	A2-6	Arq.	1909
<i>La Croix arquebusier regiment (about 240 men in 4 companies deployed as 2 squadrons). Raised in 1619. Col. La Croix was KIA.</i>			
Ge. Breuner-Tiefenbach	13-7	HI	1910
<i>A battalion composed of a) the Tiefenbach IR (about 700 men), raised in 1619 and b) the Breuner IR, about 600 men, raised in 1618. The regiment took heavy losses during the Bohemian's counterattack which also saw Col. Breuner being briefly captured before being rescued.</i>			
Sp. Marradas	3-8	Cuir.	1911
<i>The Marradas CR (about 320 men in 8 companies deployed as 3 squadrons), Felipe de Areycaga y Avendano commanding. Raised in 1616 and consisted of Spaniards and Walloons.</i>			
Ge. Artillery	6-17	12-24 lb. Arty	In command range of any of the above
<i>Two batteries of two guns. The Catholic League artillery consisted of 12 guns of 12-24 lb. They were known as the 12 Apostles. Tilly kept eight and loaned Bucquoy four.</i>			



## Imperial Second Echelon (Infantry)

**WING COMMANDER:** Tiefenbach (-1); Rudolf Freiherr von Tiefenbach auf Mayenhofen (1582-1653). Despite being a Protestant who only converted to Catholicism in 1623, Tiefenbach was a member of the Hofkriegsrat. In 1619 he was promoted to General Wachtmeister, and following the death of Bucquoy became commander of the Imperial troops in Hungary. He quit Habsburg service following the defeats in 1631 but reentered the service in 1634 after the assassination of Wallenstein. At White Mountain Tiefenbach was not given the honor of commanding the First Echelon because Bucquoy was angry with him.

Units are marked with a "2E" wing designation. The Morale Ratings of units in this Wing are the standard white numbers in red boxes.

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Löbel	A3-6	Arq.	1707
<i>The Baron von Löbel arquebusier regiment, AKA Lobl or Lebl (about 320 men in 2 companies). Raised in 1619.</i>			
<b>Design Note:</b> They were deployed as two very small squadrons (one on either side of Spinelli HI), but for playability reasons have been combined into one.			

Ne. Spinelli	25-8	2-hex HI	1708-1709
<i>Spinelli Brigata (about 2500 men in 31 companies deployed as 1 battalion), Col. Marquis Carlo Spinelli commanding. Raised in 1619.</i>			

Ge. Meggau	A3-6	Arq.	1710
<i>Meggau arquebusier regiment (about 240 men in 4 companies). Raised in Austria in 1619. Col. Meggau was KIA.</i>			

### 3rd Line

Nat./Unit	Ratings	Type	Setup
Wal. Dampierre	3-7	Cuir.	1506
<i>Dampierre CR (about 250 men split evenly between 2 arquebusier and 2 cuirassier companies and deployed as 2 squadrons). Raised in 1616.</i>			

Ge. Saxe-Nassau	19-6	2-hex HI	1507-1508
<i>A battalion composed of a) the Saxe-Lauenburg infantry regiment (about 1000 men in 10 companies), consisting of German Lutherans and raised in 1618, Oberst Duke von Saxe-Lauenburg commanding, and b) the Nassau IR (about 900 men in 10 companies), consisting of Germans and Walloons and raised in 1619, Oberst Johann von Naussau commanding</i>			

Wal. Fugger	15-8	2-hex HI	1509-1510
<i>A battalion of the Fugger IR (about 1500 men in 10 companies) consisting of mixed troops and Walloons, ObrLt. Fuchs commanding. Raised in 1618.</i>			

Fl. Montecuccoli	A3-7	Arq.	1511
<i>Montecuccoli arquebusier regiment (about 300 men in 5 companies). Raised in 1619.</i>			

Po. Rusinovsky	2 x C4-8	CrC.	1512-1411
<i>Part of a contingent of 3000 Polish Cossacks sent to assist the Emperor. About 800 were present at White Mountain and were under command of Stanislaw Rusinovsky.</i>			

## Catholic League Infantry Wing

**WING COMMANDER:** Tilly (-2); Johann Tserclaes von Tilly (1559-1632). See the extended biography of him in the Historical Notes at the end of this Playbook.

Units are marked with an "L" wing designation.

### 1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Bauer	13-7	HI	1814
<i>Bauer IR (about 1250 men in 8 companies deployed as 1 battalion). Raised in Würzburg in 1620.</i>			
Lo. Floreinville	15-7	2-hex HI	1816-1817
<i>Floreinville IR, AKA Marcossay (about 1500 men in 10 companies deployed as 1 battalion). Raised 1620.</i>			
Ge. Artillery	2 x 6-17	12-24 lb. Arty	In command range of any of the above
<i>Four batteries of two guns. See artillery notes in the First Echelon.</i>			

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Cratz	3-7	Cuir.	1714
<i>Cratz CR, AKA Kratz, Craz (about 300 men in 3 companies), Kratz von Scharfenstein commanding. Raised in 1620 in Bavaria.</i>			
Lo. Marcossay	4-6	Cuir.	1716
<i>Marcossay CR(350 men in 5 companies). Raised in 1620 in Lorraine.</i>			
Ge. Eynatten	4-6	Cuir.	1718
<i>Eynatten cuirassier regiment (about 400 men in 5 companies). Raised in Cologne in 1620.</i>			
Ge. Musketeers	3 x L1-4	LI	Adj. to any 1st or 2nd line units

The reconnaissance commanded by captains Roberts and Saint-Julien as well as some cavalry under Captain Grün.

### 3rd Line

Nat./Unit	Ratings	Type	Setup
Ge. Hasslang-Sulz	20-7	2-hex HI	1613-1614
<i>A battalion composed of the a) the Hasslang IR (about 1200 men in 10 companies) and b) the Sulz IR (about 800 men in 10 companies). Both were raised in Bavaria in 1620.</i>			
Ge. Herliberg	13-7	HI	1615
<i>The Herliberg IR (about 1250 men in 10 companies deployed as 1 battalion). Raised in Bavaria in 1620.</i>			
Ge. Schmidt-Rouville	20-7	2-hex HI	1616-1617
<i>A battalion composed of a) the Schmidt IR (about 500 men in 4 to 10 companies), raised in 1620 in Austria and b) the Rouville IR (about 1500 men in 4 to 10 companies), raised in 1620 in Bavaria.</i>			

**4th Line**

Nat./Unit	Ratings	Type	Setup
Ge. Herbersdorf	2-6	Cuir.	1513
<i>A detachment of the Herbersdorf CR under ObrLt. Pappenheim (about 200 men in 3 companies). Raised in 1620 in Bavaria.</i>			
Ge. Bonninghsn	4-7	Cuir.	1514
<i>Bonninghausen CR (about 400 men in 5 cuirassier and 1 arquebusier companies). Raised in 1620 in Westphalia.</i>			
Ge. Herzelles	4-6	Cuir.	1515
<i>Herzelles CR (350 men in 6 companies). Raised in 1620 in Wurzburg.</i>			

**Baggage Guard**

Nat./Unit	Ratings	Type	Setup
Ge./Po. Wartenberg	A5-6	Arq.	1215
<i>Eight companies commanded by Graf Wartenberg and Oberst Pettinger, as well as 200 Poles, were left behind to cover the Bavarian artillery and the baggage train that had been left behind the Scharka bridge.</i>			

**Special Rules:**

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

**2. Retreat Edges:**

The Protestant retreat edge is the southern (35xx) edge.  
The Catholic retreat edge the northern (10xx) edge.

**3. Senior Wing Commanders:**

**Protestant:** Irrelevant as they have no Army Commander.

**Imperial:** Tiefenbach

**Catholic League:** Tilly.

**4. Saints in Armor Special Rules:** For this battle, use all the Special Rules Applicable to All Scenarios found in the introductory section of this Playbook.

**5. Special Terrain Features:**

**A. Litowitz Stream:** Treat the hexsides of this stream as a Marshy Stream hexside terrain.

**B. Cliff Hexsides:** These hexsides (as along the 2326-2426 hexside) are impassable to all units. See the Terrain Effects Chart Addendum on the back cover of this Playbook.

**C. Chateau Stern (Star Palace):** This complex is defined as the area within the walls on the south-eastern corner of the map. The Chateau Stern itself is the structure in hex 2426 and is treated as a Chateau hex. The light brown area near the Chateau (as in hex 2527) is the courtyard and is treated as normal clear terrain.

**D. Wall Hexsides:** The Walls surrounding the complex are impassable to cavalry but can be scaled by infantry units that are Formation Normal or in Open Order. Mark any unit as Formation Broken after it crosses a Wall hexside. Units cannot attack across a Wall hexside in any way. See the Terrain Effects Chart Addendum on the back cover of this Playbook.

**Design Note:** The Chateau Stern was used for hunting by the kings of Bohemia. The game park of the Chateau Stern was surrounded by stone walls about three meters tall. Catholics forces scaled the wall during the last phase of the battle.

**E. Entrenchments:** Treat the Entrenchment hexsides (such those around hex 2320) as normal MPBS Entrenchment hexsides. For the effects of the Abatis hexsides (such as hexside 2217/2218), see the Terrain Effects Chart Addendum on the back cover of this Playbook.

**6. Star Palace Garrison:** The Saxe-Weimar and Jung-Anhalt HI units that set up inside the Chateau Stern complex are marked with a white border around their unit names. When inside the complex, these units are considered to always be In Command and they may ignore the requirement of Charge Orders to move closer to enemy units. If they leave the complex they are subject to the normal rules for command and orders.

**7. Uncooperative Transylvanians:** The Transylvanian (T) wing is uncommitted (inactive) at the start of the scenario. Flip the WC (Kornis) to his "Finished" when setting up the battle. Keep him on that side until the Transylvanian Wing is committed. While uncommitted, units of this Wing act as if out of command (MPBS 5.4.3) when performing reactions.

During the Marker Removal Phase of any turn the Bohemian player may attempt to commit the Transylvanian Wing. To do so, he rolls the die:

- If the result is 7, 8, or 9, the attempt is successful. Flip the WC to his non-Finished side. The WC and the units of the Wing function normally thereafter.
- If the result is 4, 5, or 6, nothing happens. The Wing stays uncommitted and the Bohemian player may attempt to commit it again next turn.
- If the result is 3 or less, the roll is unsuccessful. Instantly remove all remaining Transylvanian units and treat them as units that have pursued off map in all regards. At the end of the game, only count Transylvanian units eliminated before this event occurs for VPs.

Mark the current status of the Transylvanian Wing by placing the Transylvanian Status Marker with the appropriate side up in the Transylvanian Status Box on the map.

**8. Catholic Command:** The Catholic army has two ACs to reflect its composition as two separate armies.

- Bucquoy is activated only when the First Echelon or Second Echelon Wings are activated. He may only affect WCs and units of those two Wings. This also applies to his replacement.
- Maximilian is activated only when the Catholic League Wing is activated. He may only affect WCs and units of that Wing. This also applies to his replacement.

**9. Protestant Command:** Add 1 to all Protestant Preemption, Continuation, and Orders Change die rolls. In addition, start all Protestant Wing Commanders on their Finished sides. Thus, they will not activate on GT 1, though their units may still react normally.

**Design Note:** In addition to the lack of an AC, this represents the command friction that plagued the Protestant side before and during the battle.

**10. Emphasizing the Defeat:** At the end of the game, award the Catholic player VPs for the following geographical and psychological objectives. Note that LI units and Morale Broken units do not count for satisfying the first two bullets.

- Award him 20 VPs if there was at least one Catholic unit inside the Chateau Stern complex at the end of the game.
- Award him 20 VPs each for hexes 2514 and 2718 if the hex was last occupied by a Catholic unit.
- Award him 10 VPs if the Transylvanian Wing left the field either by an unsuccessful commitment check (see **Special Rule 7**) or by having all of the units of the Wing eliminated, in Pursuit, or in a Morale Broken state.

*Design Note: The loss of their dominating position atop White Mountain as well as the breaching of their secure flank posed by the Star Palace was a powerful blow to Protestant morale and reinforced their feeling of defeat as their position became untenable. This, along with the flight of the Transylvanians, was a big factor in the collapse of the army's morale.*

**Start Time:** 12:00 PM (Turn 1)

**Maximum Duration:** 7 turns (through the end of the 1:40 PM turn). Historically, the Bohemians surrendered about 2:00 PM.

*Design Note: The turn scale has been slightly tweaked to better reflect the high operational tempo of the battle.*

**Historical Starting Orders:**

**Protestant:**

**Right, Center, and Left Wings:** Start under Receive Charge Orders. Mark all the WCs as Finished. See Special Rule 9.

**Transylvanian Wing:** Start under Receive Charge Orders, though inactive. See **Special Rule 7**.

**Catholic:**

**Imperial First and Second Echelons:** Start under Charge Orders.

**Catholic League Wing:** Start under Make Ready Orders.

**Player Victory Conditions:**

VPs	Type of Victory
156 or more	Decisive Catholic Victory
131 to 155	Marginal Catholic Victory
111 to 130	Draw
86 to 110	Marginal Protestant Victory
85 or less	Decisive Protestant Victory

**Basic Victory Levels:**

Protestant		
Type	Points in Play	Losses
Horse	190	50
Foot	85	50
Artillery	40	40
Total	315	150

Catholic		
Type	Points in Play	Losses
Horse	160	20
Foot	95	5
Artillery	45	0
Total	300	25

**Historical Outcome based on the Player Victory Conditions:**

**Catholic Points:** 200 (includes 50 Catholic bonus VPs as per scenario **Special Rule 10**)

**Protestant Points:** 25

**Result:** A Decisive Catholic Victory with a VP differential of 175.

*Historically, the battle was a complete rout of the Protestant forces. The Catholic player must achieve something similar to win the game, as he is superior in numbers, quality, and leadership.*





## Wimpfen

(*Bílá hora* in Czech)

**May 6 (April 26), 1622**

About 40 kilometers (25 miles) southeast of Heidelberg

### Prelude

The Winter King, Elector Friedrich V of the Palatinate, had seen most of his lands confiscated and laid waste by the forces of the Catholic League and Spain after his short-lived attempt at the Bohemian crown. The condottiere Mansfeld led his army in the attempt to reclaim the lost Palatinate and had inflicted a defeat on the Bavarians at the battle of Mingolsheim on the 27th of April 1622. Another Protestant nobleman, Georg, Markgraf of Baden-Durlach, had joined the war against the Emperor with his own smaller army. The two armies combined and Mansfeld reinforced Baden with some cavalry, which Baden had too few of, although he was strong in artillery. Baden also had a “wagenburg,” a train of wagons fitted with pikes and small mortars, uncommon and unique to the Baden army.

As Mansfeld marched to lay siege against the important fortress of Ladenburg, Baden was left near Wimpfen, a bridgehead across the Neckar River, to watch the enemy. Unknown however to both Baden and Mansfeld, following Mingolsheim Tilly had urgently called for help from and had been joined on the 3rd of May by the Spanish under Cordoba. Cordoba forced marched past Mansfeld to aid his ally.

Instead of a few demoralized Bavarians, Baden alone faced the entire Catholic army, which greatly outnumbered him. The Protestants numbered 9,000 infantry and 3,400 cavalry, plus up to 70 pike wagons, while the Catholics had 15,000 infantry and 5,000 cavalry. Tilly, informed that Mansfeld was absent, decided to strike against Baden, even though his own units were weakened after Mingolsheim.

On the 5th of May Baden marched for Wimpfen, with the village of Biberach as the goal for the day. Thinking he was safe he didn't reconnoiter ahead enough and dangerously chose to cross to the north side of a stream, the Böllinger Bach, that otherwise

would have made a natural defensive position from the south side. The Catholics, hearing of Baden's arrival at Biberach, quickly crossed the Neckar and positioned themselves in the Dornetwald, a hilly wooded area in front of Baden's position.

Baden, seeing the enemy approach, rejoiced in the opportunity for battle, but his position was in reality poor, with the Böllinger Bach and the Neckar behind him and to his flank, making escape difficult, and with a disadvantage in height. Also, in order to be able to use the wagenburg, no entrenchments of any kind were constructed.

As night fell cavalry skirmished between the armies. During the morning of the 6th Baden sent a detachment of musketeers a distance east to assemble the wagenburg into a crescent shaped defensive line. The artillery of both sides fired all morning, with the Badeners taking the worst as they stood in the open field, below the Catholics. Between 11 and 12 o'clock the Bavarian infantry made a probing attack but were met with heavy gunfire and had to withdraw in some disorder.

A two hour break followed. The Catholics used the time to refresh their troops in the shade of the Dornetwald. A cloud of smoke on the horizon caused some concern that Mansfeld was approaching, but reconnaissance revealed that Baden would receive no help this day.

### The Battle

As the Protestant artillery kept up a steady fire, Baden moved his infantry into the wagenburg. The supply wagons that were not needed for the battle were hastily moved backwards, which had a demoralizing effect on the troops. Almost all the cavalry were then regrouped from the left to the right flank. This move was either not spotted by the Catholics, or interpreted as elements of the enemy cavalry leaving the field of battle.

Baden, by now probably informed that he also faced the Spanish, intended to reach the safety of the village of Obereiseheim but at 2 PM Tilly launched an attack on the wagenburg (this is where the scenario starts). The Spanish held the right flank of honor as they served a king, while Tilly served Duke Maximilian.

A detachment of Spanish musketeers outflanked the position of Baden's army and captured a bridge to its rear. Two attempts to dislodge them failed and half a regiment had to be sent to clear them out. As the Bavarian and Spanish infantry approached they were again met with heavy gunfire and musket fire. The two Spanish German-manned battalions halted under the pressure and then fled, while the veteran Spanish battalion stood firm despite sustaining losses.

Suddenly, on the other flank, Baden personally attacked with his cavalry, “like a wall,” throwing aside the Bavarian cavalry and reaching the infantry and gun positions in the center, pushing back the battalions and capturing the artillery. The Schmidt battalion managed to swing around, using pikes and musket fire to break one Baden squadron, and then re-crewing some of the artillery. Cordoba, seeing the danger, tried to intercept with Spanish cavalry from the right flank but his troops refused orders and also started to flee. Cordoba found himself charging

alone between two Baden cavalry units, but these only relieved him of his golden neck chain.

Victory was close for the Protestants. An attack by the infantry out of the wagenburg could have won the day, but it did not happen, and slowly the Baden cavalry attack lost momentum against the massed pikes of the infantry, while the Catholics rallied their fleeing men. More and more of Baden's cavalry turned away and left the field.

Tilly and Cordoba launched a second assault on the wagenburg, now without cavalry protecting its flanks. Baden's artillery again inflicted significant losses on the approaching infantry. Suddenly a huge explosion inside the wagenburg caused great damage and panic among the crowded infantry. A powder wagon had detonated, causing further explosions. A Bavarian battalion broke through the line of pike wagons and captured a battery of heavy guns, turning them on their previous owners. The Spanish infantry battalion then also broke through. This spelled the end for Baden's army, although parts of it kept fighting on for quite some time, allowing many to escape.

### Aftermath

Both sides suffered about 2,000 losses each during the battle, but most of Baden's remaining, and demoralized, army melted away to desertion over the coming days and weeks. Only around 3,000 men could be salvaged by Mansfeld to join his army. As at White Mountain, Tilly's daring plan had been vindicated and one of the main Protestant armies had been removed from the scene, as the battle had thoroughly broken Georg Friedrich's will to fight. He would soon after open negotiations for a pardon, and on June 22 he disbanded his remaining army and abdicated in favor of his son.

## Baden-Durlach's Protestant Forces

**ARMY COMMANDER:** None.

### Right Cavalry Wing

**WING COMMANDER:** Baden-Durlach (0); Georg Friedrich, Markgraf of Baden-Durlach, WIA (1573-1638). See the extended biography of him in the Historical Notes at the end of this Playbook. **See Special Rule 9.**

**REPLACEMENT:** Goltstein (0); Generalwachtmeister Wilhelm von Goltstein had earlier commanded Mansfeld's Life Guard.

**Then:** Rheingraf (-1); Otto Ludwig Graf von Salm, Wild- und Rheingraf zu Kyrburg und Mörchingen (1597-1634). Rheingraf Salm-Kyrburg joined the Protestant cause in 1622. He was a dashing regimental leader, but unsuccessful when commanding larger forces. When the Danes intervened in the war he entered the service of Christian IV of Denmark, but in 1627 had to flee the country after seducing the morganatic queen. His undistinguished career continued in the Swedish and Weimarian armies.

### 1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Saxe-Weim.	4-6	Cuir.	2722
<i>The Saxe-Weimar CR (400 men in 4 companies deployed in 1 squadron). Bernhard of Saxe-Weimar (brother to the duke) was a captain in this regiment. Raised in 1622.</i>			
Ge. Goltstein	5-6	Cuir.	2723
Ge. Rhngfr / Württ.	6-6	Cuir.	2724
<i>A large squadron composed of a mixture of men from the Württemberg and Rhinegraf CRs. See notes below. Raised in 1622. Duke Magnus of Württemberg fought with this regiment and was KIA.</i>			

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Streiff	1 x 5-7, 1 x 4-7	Cuir.	2822, 2823
<i>Streiff's CR (900 men in 10 companies deployed in 2 squadrons), ObrLt. Johann Streiff von Lauenstein commanding. Part of Mansfeld's corps, it was one of the few units in the army that had been tried in combat before the battle.</i>			
Lo. Bonnacourt	3-7	Cuir.	2824
<i>Composed of refugees of a Protestant uprising in France (300 Lorrainers in 4 companies deployed in 1 squadron), Streiff commanding. Part of Mansfeld's corps, it was one of the few units in the army that had been tried in combat before the battle. Raised in 1622.</i>			

### Center Infantry Wing

**WING COMMANDER:** Helmstatt (-1); Generalkommissar Bleickart (AKA Pleickard) von Helmstatt (15??-1636).

### Obereseisheim Garrison

Nat./Unit	Ratings	Type	Setup
Ge. Helmstatt	7-7	HI	In any town hex
<i>AKA The White Regiment (about 1600 men including commanded muskets in 8-10 companies deployed in two smaller battalions), Georg Phillip Helmstatt commanding. Raised in 1622. <b>See Special Rule 5.</b></i>			

### 1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Musketeers	1 x L2-6 5 x L2-5 5 x L3-5	LI	Adj. to any Pike wagon hex-side
<i>2500 commanded muskets from the infantry regiments as well as the 200 strong Leibgarde company. <b>See Special Rule 4.</b></i>			

Ge. Artillery	1 x 8-20 1 x 6-17 1 x 4-14	26-48 lb., 12-24 lb., & 4-8 lb. Arty	Adj. to any Pike wagon hex-side
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*Baden's artillery numbered: two 45 lb. guns, six 23 lb. guns, and two 3 lb. guns as well as 70 battlewagons which were all equipped with a relatively ineffective small mortar-like gun. The artillery was commanded by Col. Claus Friedrich von Böcklin, WIA.*

## 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Helmstatt	7-7	HI	3020
<i>The other half of the Helmstatt regiment. See notes above.</i>			
Ge. Saxe-Weim.	7-6	HI	2819
<i>Duke Wilhelm of Saxe-Weimar's IR (about 2000 men including commanded muskets in 10 companies, ObrLt. Uslar commanding. Raised in 1622.</i>			
Ge. Goltstein	14-7	2-hex HI	2817-2818
<i>The Goltstein IR, AKA Goldstein (about 2000 men including commanded muskets in 10 companies deployed as one battalion). Raised in 1622</i>			
Ge. Württemberg	14-6	2-hex HI	3014-2915
<i>Duke Magnus of Württemberg's IR (about 1600 men including commanded muskets in 8 companies deployed as one battalion). Raised in 1622.</i>			
Ge. Markgraf	14-6	2-hex HI	2815-2816
<i>Markgraf Karl AKA Baden regiment (about 2000 men including commanded muskets in 10 companies deployed as one battalion), ObrLt. Johan Marzolf Vogt zu Hunoltstein (WIA) commanding. Raised in 1622. Included Swiss companies.</i>			
Ge. Wagons	5 x Wagons		3016, 3017, 3117, 3118, 3217

**See Special Rule 8. Note:** Per MPBS Rule 14.1, the wagons cannot move in this scenario.

## Rear Guard

Nat./Unit	Ratings	Type	Setup
Ge. Saxe-Weim.	7-6	HI	3317
<b>Starts FB</b>			
<i>The other half of the Saxe-Weimar regiment. See notes above.</i>			
<b>Design Note:</b> This unit starts Formation Broken as it had chased away a detachment of Spanish musketeers that had occupied the bridge behind the Protestant army.			

## Left Cavalry Wing

**WING COMMANDER:** Valdenz (0) Pfalzgraf Friedrich von Valdenz-Sponheim.

Nat./Unit	Ratings	Type	Setup
Ge. Rheingraf	3-6	Cuir.	2811
<i>Rheingraf Otto's CR. The full regiment numbered 700 men in 7 companies and a part of the regiment was combined with elements of the Württemberg regiment while the rest deployed as one squadron.</i>			
Ge. Württemberg	3-6	Cuir.	2810
<i>Duke Magnus of Württemberg's CR. The full regiment numbered 500 men in 5 companies and a part of the regiment was combined with elements of the Rheingraf regiment while the rest deployed as one squadron under Graf Kraft von Hohenlohe.</i>			
Ge. Musketeers	2 x L2-5	LI	2709, 2710

## Catholic League / Spanish Forces

**ARMY COMMANDER:** Tilly (-2); Johann Tserclaes von Tilly. See the extended biography of him in the Historical Notes at the end of this Playbook. **See Special Rule 6.**

## Right (Spanish) Infantry Wing

**WING COMMANDER:** Córdoba (0); Don Gonsaldo, Fernandez de Córdoba y Figuera, Duke of Sesa (1585-1635). Cordoba was a great-great-great grandchild of his namesake Gonzalo Fernández de Córdoba, the Great Capitan. He fought in the Eighty Years War, Thirty Years War and the War of the Mantuan Succession. In 1629 he lost his command and was court martialled after failing to stop the French, but was recalled to service in 1632-1633, after which he was recalled to Spain.

**REPLACEMENT:** Losada (0); Don Álvaro de Losada.

## 1st Line

Nat./Unit	Ratings	Type	Setup
Sp. Losada	1 x 5-6, 1 x 4-6	Cuir.	2107, 2108
<i>9 cuirassier companies raised in 1621.</i>			
<i>The Spanish cavalry at Wimpfen numbered 2100 men in 22 companies. 5 came from the Ysenburg regiment. 17 were "Companias libres de caballeria" (i.e., free companies). They were formed into 10 very small ad-hoc squadrons as the Spanish did not use formal regiments for cavalry. They were under command of the senior captains Berenguer, Losada and Scherrich.</i>			
<b>Design Note:</b> I have assigned the companies freely among the commanders without any concrete sources and the names are therefore mostly flavor.			
Ge. Bauer	14-6	2-hex HI	2010-2011
<i>About 1400 men in 8 companies deployed in 1 battalion. Raised in 1620, but was still relatively inexperienced. Obr. Sebastian Bauer.</i>			
Ge. Emden	12-6	HI	2009
<i>About 1200 men in 7 companies deployed in 1 battalion. Raised in 1620 in Northern Germany, but was still relatively inexperienced.</i>			
Ge. / Wal. Scherrich	1 x A5-6 1 x 4-6	Arq., Cuir.	2205, 2206
<i>4 cuirassier and 5 arquebusier companies raised in 1620. Obr. Johann Christoph von Scherrich.</i>			

## 2nd Line

Nat./Unit	Ratings	Type	Setup
Wal. Berenguer	4-7	Cuir.	1811
<i>4 cuirassier companies raised in 1600.</i>			
Sp. Cordoba	14-8	2-hex HI	1809-1810
<i>Cordoba IR, AKA Naples Tercio (about 1400 men in 16 companies deployed in 1 battalion). Raised in 1567.</i>			

## Center Infantry Wing

**WING COMMANDER:** Mortaigne (-1); Levin de Mortaigne (15??-1626). A Hessian who served in the Catholic League, he commanded the Salzburg regiment and in 1623 was promoted to Obristfeldzeugmeister as well as elevated to Freiherr. He died in 1626 near Fulda.

### 1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Schmidt	31-8	2-hex HI	2015-2016
1) Schmidt IR (about 1000 men in 10 companies deployed as 1 battalion), Obr. Valentin Schmidt von Wellenstein commanding. Raised in 1620 in Bavaria. Had suffered heavy losses at the battle of Mingolsheim shortly prior to Wimpfen but performed well.			
2) Herliberg regiment (600 men in 4 companies), Obr.WM. Hans Georg Lung von Planegg commanding.			
3) Herberstorff regiment (1500 men in 5 companies), Obr. Adam von Herberstorff commanding. Raised in 1620-21.			

Ge. Mortaigne	32-7	2-hex HI	2013-2014
1) Mortaigne IR (about 1400 men in 10 companies), Obr. Levin von Mortaigne.			
2) Haimhausen IR (about 1800 men in 8 companies), Obr.WM. Hans Briechlen Pfister vom Buechhorn (KIA), commanding. Raised in 1620 in Bavaria.			

Ge. Fürstenberg	20-7	2-hex HI	2017-2018
1) Fürstenberg regiment (about 600 men in 6 companies), Obr. Jakob Ludwig Graf zu Fürstenberg commanding. Raised in 1620-21 in southern Germany.			
2) Hohenzollern IR (1200 men in 4 companies), Obr. Ernst Georg Graf zu Hohenzollern commanding. Raised in 1622 in southern Germany.			
3) The 200-strong Free companies from Salzburg.			

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Truchsess	18-7	2-hex HI	1818-1819
1) Truchsess regiment AKA Würzburg (1200 men in 8 companies). Obr. Wolf Dietrich Truchsess von Wetzhausen.			
2) Anholt regiment (600 men in 3 companies).			

Ge. Alt- Hrbrsdff	4-7	Cuir.	1815
Alt-Herbersdorf CR (a mixed regiment of 4 cuirassier and 3 arquebusier companies, 350 men in all) under ObrLt. Montigni. Raised in 1622 when the original Herbersdorf regiment from 1620 was split up. Included a lot of new recruits in the ranks.			

Ge. Artillery	2 x 6-17, 1 x 4-14	12lb., 4-8lb. Arty	1920, 1612 2015
The Catholic artillery consisted of four Heavy and two light guns from the Catholic League and two heavy and two light guns from the Spanish army.			

## Left Cavalry Wing

**WING COMMANDER:** Lintelo (-1); Thimon Freiherr von Lintelo zu Thalhausen (1567-1650). A Walloon from the lower nobility, he entered Bavarian service in 1605. He fought in most of the campaigns of the early period of the war. He retired to his estates at the age of 68 after tough fighting to suppress a rebellion among the peasants in Bavaria in 1632-34. **See Special Rule 7.**

### 1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Maestro	2 x 5-6	Cuir.	2121, 2122 <b>Starts FS</b>
Maestro CR, a mixed regiment of 3 veteran cuirassier regiments and 10 new companies (1000 men in all deployed in 2 squadrons). Raised in 1620 but included a lot of new recruits in the ranks.			
Cr. Croats	C2-6	CrC.	2123 <b>Starts FS</b>

200 men in 2 companies. Raised in 1622. Fought as skirmishers.

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Eynatten	3-7	Cuir.	1921 <b>Starts FS</b>
Eynatten cuirassier regiment (250 men in 5 companies). Raised in 1620 in Cologne. Included a lot of new recruits in the ranks			
Ge. Herzelles	3-7	Cuir.	1922 <b>Starts FS</b>

Herzelles CR, AKA Würzburg (300 men in 6 companies). Raised in 1620. Included a lot of new recruits in the ranks.

Ge. Neu-Hrbrsdff	A6-6	Arq.	1923 <b>Starts FS</b>
The Neu-Herbersdorf arquebusier regiment (600 men in 6 companies deployed in 1 squadron) ObrLt. Held commanding. Raised in 1622 when the original Herbersdorf regiment from 1620 was split up. Included a lot of new recruits in the ranks.			

## Special Rules:

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

**2. Retreat Edges:**

The Protestant retreat edge is the southeastern (35xx) edge.

The Catholic retreat edge the northwestern (10xx) edge.

**3. Senior Wing Commanders:**

Protestant: Irrelevant as they have no Army Commander.

Catholic League: Lintelo.

**4. Saints in Armor Special Rules:** For this battle, use all the Special Rules Applicable to All Scenarios found in the introductory section of this Playbook.

**5. Special Terrain Features:**

**A. The Böllinger Bach:** The Böllinger Bach was swollen from rain and had marshy banks. It is impassable for all units except at the bridge between hexes 3316-3317 (Böllinger Hof). The bridge is treated as a normal MPBS bridge hexside.

**B. Pike Wagons:** The following rules apply to the use of the barrier of hexsides in front of the Protestant center. These hexsides do not block LOS and are Reciprocal Hexside Features (MPBS rule 14.4) except as modified in the next paragraph. The southeast side where the Protestants set up is considered the “inside.”

Apply the modifiers for Fire Combat and Close Combat across a pike wagon hexside as follows:

- Apply the -2 Fire Combat modifier only to a fire against an LI or Artillery unit defending inside the barrier.
- Apply the +2 Fire Combat modifier only to a fire by an LI unit firing from inside. In addition, this fire will cause a formation hit if the modified die roll is 8 or more (in addition to the step loss).
- Apply the -2 Close Combat modifier to Close Combats against an LI unit or Artillery unit going either direction.
- HI units do not benefit from these modifiers. A Cavalry unit cannot move or perform Close Combat across a pike wagon hexside.

*Design Note: The additional firepower of these wagons was directed outward, but they formed an obstacle that affected assaults going both directions. Formed HI units were too unwieldy and large to benefit from the wagons and are better used a bit further back.*

All Protestant units behind the barrier may ignore the requirement of Charge Orders to move closer to enemy units or to move back into command if either would require them to move outside of the barrier.

**C. Hedge Hexes:** Hexes 2623 and 2624 are standard MPBS Hedge hexes.

**5. Obereisesheim Garrison:** The Helmstatt HI unit that sets up in the town is marked with a white border around its name. As long as it remains in or adjacent to one of the town hexes, it is considered to always be in command and it may ignore the requirement of Charge Orders to move closer to enemy units. If it leaves this area it is subject to the normal rules for command and orders.

**6. Catholic Command:** Tilly is AC for the Catholic side but cannot aid any units or the WC of the (Spanish) Right Wing. Tilly is activated only when the Catholic Center or Left Wings are activated. He may only affect WCs and units of those Wings. This also applies to his replacement.

**7. Surprise Attack:** The cavalry of the Catholic Left Wing start the scenario Formation Shaken to simulate that they were taken completely by surprise by Baden’s sudden cavalry attack.

*Historical Note: Baden-Durlach had moved almost all of his cavalry from the left over to the Right Wing. This move was either not seen by the Catholics or it was interpreted as the cavalry leaving the battlefield.*

**8. “The Holy Virgin in the Smoke”:** At the end of any turn, after the Marker Removal Phase, if at least two Catholic HI units are adjacent to the pike wagon hexside terrain, the Catholic player rolls the die. If the result is 8 or 9, a powder wagon has exploded with devastating effect. Continue to roll each turn until the event happens or the game ends.

If an explosion occurs, roll again and find the wagon unit that has the number from the die roll on it. Remove the unit (no one can get VPs for it) and replace it with the Whoom!! marker. Any unit of either side stacked with the marker immediately becomes Morale Broken and routs two hexes. (Eliminate any unit that is already Morale Broken.) Any unit of either side within three hexes of the marker takes a formation hit and must immediately make a Morale Check. (Apply MPBS rule 10.6.6 if the unit is already Formation Broken.) If the unit fails this MC it becomes Morale Broken and routs two hexes. The hex with the marker is impassable for the remainder of the battle.

**9. Prominent Leader:** Georg Friedrich, Markgraf of Baden-Durlach, was a prominent Protestant leader and opponent of the Habsburg emperors and his loss would have been a serious blow to the Protestant cause. Therefore he is worth 10 VPs if eliminated.

**Start Time:** 2:00 PM (Turn 1)

**Maximum Duration:** 15 turns (through the end of the 6:40 PM turn).

**Historical Starting Orders:**

**Protestant:**

**Right Wing:** Start under Charge Orders.

**Center and Left Wings:** Start under Receive Charge Orders.

**Catholic League/Spanish:**

**Right and Center Wings:** Start under Charge Orders.

**Left Wing:** Start under Make Ready Orders.

**Player Victory Conditions:**

VPs	Type of Victory
130 or more	Decisive Catholic Victory
100 to 129	Marginal Catholic Victory
60 to 99	Draw
30 to 59	Marginal Protestant Victory
29 or less	Decisive Protestant Victory

**Basic Victory Levels:**

Type	Protestant	
	Points in Play	Losses
Horse	80	60
Foot	50	45
Artillery	30	30
Wagons	50	40
Total	315	150

Type	Catholic	
	Points in Play	Losses
Horse	115	40
Foot	75	0
Artillery	40	5
Total	230	35

**Historical Outcome based on the Player Victory Conditions:**

**Catholic Points:** 175

**Protestant Points:** 45

**Result:** A Decisive Catholic Victory with a VP differential of 130.

*Historically, the result was a massive Catholic victory that was due in part to a good bit of luck at just the right time. The result could easily have been different and the large spread in the VCs for such a small battle reflects that.*



**Höchst**

**June 20 (June 10), 1622**

On the western side of Frankfurt am Main, Germany

**Prelude**

The young Protestant Duke Christian von Braunschweig, Administrator of Halberstadt, had joined the war against the Emperor, rallying and paying for an army with his own money. In the spring of 1622 Christian’s army waited in Westphalia for orders from Friedrich V, the Winter King. The choice stood between breaking through to Bohemia, or taking the war to Bavaria, heart land of the principal enemy Duke Maximilian. Christian used the time to sack the area around Münster, but then had to leave the wasted Westphalia which could not sustain his troops anymore.

The army marched for the Main River, where Knyphausen had taken the town of Höchst on the 15th of June. Christian made it his headquarters the day after and began constructing a bridge near the town in order to cross the Main, buying construction materials from the neutral city of Frankfurt. Tilly and Cordoba crossed the Main in the opposite direction at Aschaffenburg on the 17th with the double purpose of preventing the crossing and destroying Christians’ army.

On the 19th, before the Protestant army had had time to cross, Tilly and Cordoba appeared, having forced marched with a strong allied army of Spanish and Catholic League troops. Duke Christian, his bridge delayed, was in a critical position. To the northeast of Höchst the Nidda River, a tributary to the Main, and the smaller Sulzbach, a marshy stream with steep edges, offered a natural defensive line. Here Christian decided to make a stand, so that the bridge could be completed and the baggage could cross. The village of Sossenheim, with the only bridge across the Sulzbach, was fortified with five entrenchment lines, and two redoubts were constructed on the Schäferberg, overlooking the village and the bridge. Duke Christian had 11,500 infantry and 7,500 cavalry, in paper strength at least. Sossenheim was guarded by a battalion of infantry and the redoubts by 1,000 commanded muskets. The rest of the infantry and the cavalry were held back, while the more open right flank was protected by light infantry.

## The Battle

On the morning of the 20th Duke Christian's bridge was finally completed, but in a poor state. The baggage train began the crossing.

Tilly and Cordoba, with a total of 22,000 infantry and 12,000 cavalry, marched up in battle order. They reached the Sulzbach around midday and formed up opposite Sossenheim. The Spanish were placed to the right, the side of honor, as they served a king while the Bavarians merely served a duke, Maximilian. The Bavarian infantry formed three large battalions, while the cavalry were placed to the left flank which was flat but crisscrossed with hedges and ditches. In front of the army five units of commanded muskets were placed, to spearhead the assault.

An artillery duel silenced the Braunschweig artillery, which caused Christian to pull back his infantry somewhat behind the Schäferberg. Sossenheim then came under attack from the Bavarian commanded muskets and the Schmidt battalion. Tilly brought up artillery closer to the village which began bombarding the fortifications. After a hard struggle all five of the entrenchment lines had to be abandoned by the Braunschweig infantry. Defenders deployed in the village would, however, hold out for a lot longer.

As the Catholic light infantry began crossing the Sulzbach, Duke Christian sent forward infantry and cavalry who threw the enemy back across the stream. Nevertheless, some Spanish made it across the stream and managed to capture the two redoubts on the Schäferberg. The Protestants began to pull back in an orderly manner, covering this withdrawal by setting Sossenheim on fire and employing a cavalry rear guard under Oberst Styrum. The Catholics pursued hesitantly, probably wary from the experience of a similar situation earlier at the skirmish at Mingolsheim, where Mansfeld had lured Tilly across a stream only to be sharply counter attacked.

## Aftermath

During the evening most of Christian's army managed to make their way towards the bridge at Höchst without being attacked by enemy cavalry. The crossing began, but soon turned chaotic. As Christian and his Leibregiment swam the Main River a rumor spread that the Duke had drowned, which caused panic. During the night the army dissolved and ceased to be a functioning fighting force. Christian had achieved his objective of crossing the Main and breaking through to the south, but had suffered too many losses in doing so. Protestant losses were a total of perhaps 2,000, killed, captured, drowned, and blown up from an explosion at the Höchst castle. The battle itself caused about 700 or 800 losses to both armies.

## Protestant Forces

**ARMY COMMANDER:** None.

**Design Note:** While Duke Christian was the nominal AC, his lack of competence prevented him from acting effectively in that role.

### Cavalry Reserve Wing

**WING COMMANDER:** Styrum (-1); Hermann Otto I Graf von Limburg-Bronckhorst zu Styrum (1592-1644). Styrum had served in the armies of the Dutch before joining the army of Braunschweig. He fought in the battles of Höchst and Stadlohn. His descendants include the present King of Belgium and the Grand Duke of Luxembourg.

*Units are marked with a "Cv" wing designation.*

Nat./Unit	Ratings	Type	Setup
Ge. Leibregiment <i>Obr. Konrad Nell.</i>	A4-7	Arq.	2814
Ge. Styrum <i>Obr. Otto Hermann, Graf von Limburg-Styrum.</i>	A5-6	Arq.	2813
Ge. Pflug <i>Obr. Nikolaus Pflug.</i>	4-6	Cuir.	2812
Ge. Mengershm <i>Obr. Georg von Mengersheim.</i>	4-6	Cuir.	2811
Du. Jason <i>Obr. Wilhelm Jason van Overfest.</i>	3-6	Cuir.	2810
Ge. Winter <i>Obr. Caspar Winter.</i>	4-6	Cuir.	2809
Ge. Löwenstein <i>Obr. Johann Kasimir von Löwenstein.</i>	5-6	Cuir.	2808
Ge. Fleckenstein <i>Obr. Georg von Fleckenstein.</i>	6-6	Cuir.	2807
Ge. Velmede <i>Obr. Johann Velmede.</i>	A3-6	Arq.	2806
Ge. Uslar <i>Obr. Thilo Albrecht Uslar.</i>	A4-6	Arq.	2805
Du. Vitzthum <i>Obr. Friedrich Wilhelm Vitzthum.</i>	A3-6	Arq.	2804

### Main Infantry Wing

**WING COMMANDER:** Christian (0); Christian (the Younger) Duke of Braunschweig-Wolfenbüttel, Administrator of Halberstadt (1599-1626). See the extended biography of him in the Historical Notes at the end of this Playbook. **See Special Rule 12.**

**REPLACEMENT:** Knyphausen (-1); Baron Dodo Freiherr von Innhausen und zu Knyphausen (1583-1636). Field Marshal Knyphausen was an experienced professional soldier and second in command of Braunschweig's army. A competent but quarrelsome man, he fell out with nearly all his associates. Both Braunschweig and Mansfeld made him scapegoat for the failure of their armies but he did find a degree of success after joining the Swedes.

Units are marked with an “M” wing designation.

### Sossenheim Garrison

Nat./Unit	Ratings	Type	Setup
Ge. Köchler	6-7	HI	1816, 1817,
Ge. Köchler	4 x L1-5	LI	1916, 1917,
<i>Mansfeldian unit, Obr. Georg Andreas Köchler (KIA) commanding. See Special Rules 6 and 8.</i>			1918

### Garrison of the Redoubts

Nat./Unit	Ratings	Type	Setup
Ge. Musketeers	2 x L4-6, 1 x L2-5	LI	2114, 2214, 2315
<i>1000 commanded muskets in two redoubts south of Sossenheim. See Special Rule 6.</i>			

### Forlorn Hope

Nat./Unit	Ratings	Type	Setup
Ge. Musketeers	3 x L1-4	LI	2013, 2111, 2207
<i>300 men northwest of Sossenheim along the Sulzbach Stream.</i>			

### 1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Artillery	6-17	12-24lb	2312
<i>Three heavy cannons; one was knocked out by a direct hit and another was destroyed in an accident.</i>			
Ge. Knyphausen	14-6	2-hex HI	2412-2413
<i>ObrLt. Limburg (10 companies). See Special Rule 8.</i>			
Ge. Löwenstein	12-6	2-hex HI	2408-2409
<i>Obr. Georg Ludwig, Graf zu Löwenstein (KIA) commanding. See Special Rule 8.</i>			

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Leibregiment	14-6	2-hex HI	2514- 2515
<i>ObrLt. Hans Sigmund v. Fräncking (10 companies). See Special Rule 8.</i>			
Ge. Saxe-Lauenburg	12-6	2-hex HI	2510-2511
<i>Franz Karl, Duke of Sachsen-Lauenburg (10 companies), ObrLt. Meyen commanding. See Special Rule 8.</i>			
Ge. Ysenburg	14-6	2-hex HI	2506-2507
<i>AKA Isenburg (10 companies). Obr. Wolfgang Heinrich I, Graf von Isenburg-Büdingen-Offenbach, commanding. See Special Rule 8.</i>			
Ge. Carpzow	12-6	2-hex HI	2504-2505
<i>AKA Carpenzan, Obr. Joachim von Carpzow commanding. See Special Rule 8.</i>			

### Right Cavalry Wing

**WING COMMANDER:** Carpzow (0); Oberst Joachim von Carpzow. Carpzow was from a scholarly family of Brandenburg and joined Mansfeld’s army in 1618 and fought in many of his campaigns. He gained fame in 1623 by having the executioner of his own regiment behead his wife for adultery. He later entered the service of King Christian IV of Denmark and rose to the rank of Field Marshal.

Units are marked with an “R” wing designation.

### 1st Line (AKA Forlorn Hope)

Nat./Unit	Ratings	Type	Setup
Ge. Musketeers	5 x L2-5	LI	2219, 2321, 2323, 2424, 2526

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Carpzow	6-6	Cuir.	2622
<i>AKA Carpenzan.</i>			

### Catholic League/Spanish Forces

**ARMY COMMANDER:** Tilly (-2); Johann Tserclaes von Tilly. See the extended biography of him in the Historical Notes at the end of this Playbook. **See Special Rule 7.**

### Right (Spanish) Infantry Wing

**WING COMMANDER:** Córdoba (0); Don Gonsaldo, Fernandez de Córdoba y Figuera, Duke of Sesa (1585-1635). See the biography of him in the Wimpfen scenario.

**REPLACEMENT:** Caracciolo (0); Don Tommaso Caracciolo (1572-1631).

### 1st Line

Nat./Unit	Ratings	Type	Setup
Wal. Gaucher	A5-8	Arq.	1806
<i>LtCol. Baron d’Inchy (10 companies).</i>			
Sp. Da Silva	A6-6	Arq.	1808
Wal. Musketeers	3 x L5-6	LI	1810, 1812, 1814

*Forlorn Hope drawn from Verdugo and Bucquoy.*

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Fugger	24-6	2-hex HI	1710-1711
<i>AKA Fourdin, Col. Otto Heinrich Fugger von Kirchheim, Graf zu Kirchberg und Weisserhorn commanding. See Special Rule 8.</i>			

### 3rd Line

Nat./Unit	Ratings	Type	Setup
Sp. Berenguer	6-7	Cuir.	1606
Sp. Losada	6-7	Cuir.	1607
Sp. Cordoba	A5-6	Arq.	1608
Sp. Caracciolo	30-8	2-hex HI	1612-1613

*Tercios of Naples, Verdugo, Spinelli, Campolottaro, and Bucquoy. See Special Rule 8.*

### Center Infantry Wing

**WING COMMANDER:** Anholt (-2); Johann Jakob Anholt, Graf von Bronckhorst-Batenburg (1553-1630). This Walloon Field Marshal was Tilly's principal subordinate in 1619-30. He was an able organizer and a respected leader, with a conventional approach to war from his long service in Flanders. A sincere Catholic, he registered many complaints with Maximilian about the poor conditions in the League army and eventually switched service to the Imperials in 1630 as a final protest. He died of tuberculosis shortly after.

### Forlorn Hope

Nat./Unit	Ratings	Type	Setup
Ge. Musketeers	4 x L5-6	LI	1619, 1720, 1820, 1920

*Forlorn Hope, 2000 men drawn from all regiments, ObrWM. Francesco de Magni (WIA), commanding.*

### 1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Herliberg	20-8	2-hex HI	1515-1516

*Includes the Truchsess regiment. See Special Rule 8.*

Ge. Schmidt 10-8 HI 1519

*Tilly's best regiment. See Special Rule 8.*

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Haimhausen	30-7	2-hex HI	1316-1317

*Includes the Anholt, Fürstenberg, and Hohenzollern regiments. See Special Rule 8.*

Ge. Artillery 3 x 6-17 12-24lb 1516, 1517, 1713

Ge. Artillery 3-9 3lb 1714

Ge. Artillery 4-14 4-8lb 1619

*Tilly's artillery consisted of twelve heavy and seven light guns.*

### Left Cavalry Wing

**WING COMMANDER:** Mortaigne (0); Levin de Mortaigne (15??-1626). See the biography of him in the Wimpfen scenario.

**Design Note:** *Mortaigne is rated a bit lower here than at Wimpfen as the Catholic cavalry's performance at Höchst was very passive.*

### 1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Schönberg	4-8	Cuir.	1524

*AKA Würzburg (6 companies), ObrLt. Schönberg commanding.*

Ge. Erwitte 4-7 Cuir. 1525

*Dietrick Ottmar von Erwitte (4 companies).*

Ge. Maëstro 5-6 Cuir. 1526

*Obr. Lorenzo Maëstro (8 companies)*

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Fürstenberg	5-8	Cuir.	1321

*Six companies*

Ge. Lintelo 4-7 Cuir. 1322

*Five companies*

Ge. Pappenhm 2 x 5-7 Cuir. 1323, 1324

*Fifteen companies*

Ge. Desfours 5-7 Cuir. 1325

*Six companies*

Ge. Neersen 5-6 Cuir. 1326

*AKA Virmond (7 companies), Kurkölnische.*

Ge. Nivenheim 5-6 Cuir. 1327

*Kurkölnische, Konstantin von Nievenheim (7 companies).*

### Special Rules:

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

**2. Retreat Edges:**

The Protestant retreat edge is the southwestern (35xx) edge.

The Catholic retreat edge the northeastern (10xx) edge.

**3. Senior Wing Commanders:**

**Protestant:** Irrelevant as they have no Army Commander.

**Catholic:** Anholt.

**4. Saints in Armor Special Rules:** For this battle, use all the Special Rules Applicable to All Scenarios found in the introductory section of this Playbook.

**5. Special Terrain Features:**

**A. Entrenchments:** Treat the hexsides between 2214/2115 and 2214/2215 as standard *MPBS* Entrenchment hexsides.

**B. Trench Hexes (hexes 1816, 1817, 1916, and 1918) and the Sossenheim Ruins + Trench Hex (hex 1917):** See the Terrain Effects Chart Addendum on the back cover of this Playbook. In addition, units in these hexes may use the provisions of *MPBS* 9.4.5 to take cover.

**C. Redoubts (hexes 2114 and 2315):** See the Terrain Effects Chart Addendum on the back cover of this Playbook.

**D. The Nidda River:** Treat these hexsides as standard *MPBS* River hexsides (that is, they're impassable).

**E. The Sulzbach Stream:** To enter a Sulzbach stream hex, a unit must start adjacent to the hex and use its full movement allowance to enter the hex. The same procedure is used when a unit wishes to move out of a Sulzbach stream hex. Ignore the cost of the terrain in the hex being entered, but apply any FHs normally.

**F. Off-Map Movement:** Both players may move units off the map at the designated map-edge areas. It costs a unit 1 MP to move off the map.

## 6. Protestant Garrisons:

**A. Sossenheim:** The Köchler HI and LI units that set up in the Sossenheim area are marked with a white border around their unit names. Any of those units that remain in or adjacent to a Trench hex are considered to always be in command and may ignore the requirement of Charge Orders to move closer to enemy units. Any or those units that leave this area it are subject to the normal rules for command and orders.

**B. Redoubts:** The three LI units that set up in the Redoubt area (see setup listings) are marked with a white border around their unit names. Any of those units that remain in or adjacent to a Redoubt hex are considered to always be in command and may ignore the requirement of Charge Orders to move closer to enemy units. Any or those units that leave this area it are subject to the normal rules for command and orders.

**7. Catholic Command:** Tilly is AC for the Catholic side but cannot aid any units or the WC of the (Spanish) Right Wing. Tilly is activated only when the Catholic Center or Left Wings are activated. He may only affect WCs and units of those Wings. This also applies to his replacement.

**8. Musketeer Shortage:** Subtract 1 from all rolls on the Heavy Infantry Musketry Table.

*Design Note:* Both sides detached large numbers of musketeers from the regiments so that the ratio of pikes to muskets was unusually high.

**9. Höchst Off-Map Bridge Status:** At the start of the game place the Game Turn marker on the Turn Record Track with the side that says "Bridge Blocked" showing. During the Initiative Phase of all turns starting with Game Turn 4, the Protestant player rolls to determine if Protestant baggage train has cleared the bridge at Höchst (just off map) sufficiently for units to begin using it. If the roll falls within the range of rolls listed on the Turn Record Track for that turn, the bridge is now open for units to cross. Flip the Game Turn marker to the "Bridge Open" side and stop rolling each turn.

**10. Additional Victory Points:** In addition to the standard *MPBS* rules for accruing Victory Points (15.0), both players may receive additional VPs in the following ways.

**A. Key Positions:** The following hexes provide the listed number of VPS to the player controlling them at the end of the scenario:

- 1917 (Sossenheim village) – 15 VPs
- 2016 (Sossenheim bridge) – 15 VPs
- 2114 and 2315 (the redoubts) – 10 VPs each

A player controls a hex if one of his units occupies the hex or was the last to have passed through the hex. All hexes start under control of the Protestant player.

*Design Note:* These critical positions were essential to delaying the Catholic main force as well as preventing them from moving their artillery and baggage across.

**B. Prominent Leader:** Duke Christian of Braunschweig was a prominent Protestant leader and opponent of the Habsburg emperors and his loss would have been a serious blow to the Protestant cause. Therefore he is worth 10 VPs if eliminated.

**C. Contesting the Protestant retreat route:** Both players may move units off the map at the designated map-edge areas. It costs a unit 1 MP to move off the map.

**(1) The Höchst Bridge Box:** Both players may move units off the map between hexes 3505 and 3515 (inclusive) into the Höchst Bridge Box. Place the units of both sides that exit into a stack in the Höchst Bridge Box in the order exited. The conditions for obtaining the additional VPs and the number of VPs awarded vary by side. Any casualties on units that have exited due provide VPs for the opponent as usual.

### Protestant

- Starting on the turn the Höchst Bridge is open per Special Rule 9 (and not before), the Protestant player may start moving units off map into the Höchst Bridge Box. The Protestant player earns 15 VPs at the end of the game for each Protestant Cavalry unit (of either type) and each HI unit (of either size) so exited.

*Design Note:* The main goal for Duke Christian at Höchst was to get his army to safety across the Main River. Consequently, his battle plan was to fight a strictly delaying action until his baggage train had made it across the bridge at Höchst and then to disengage before being overwhelmed by the superior Catholic army.

- Morale Broken Protestant units still rout off the map edge normally and are still treated as being eliminated. They do not earn the Protestant player any VPs.

*Design Note:* The confusion, delays, and panic caused at the tightly-packed bridge by routed units would outweigh the any benefits gained from safely rescuing them.

### Catholic

- The Catholic player may move units off map into the Höchst Bridge Box during any turn regardless of the status of the bridge. However, only units exited on or before GT 15 earn VPs. The Catholic player earns 30 VPs at the end of the game for each Catholic Cavalry unit (of either type) and each HI unit (of either size) so exited.

**Design Note:** With the enemy army caught with its back to a river, Tilly had a chance to completely destroy the Protestant army before it could escape. Units exited after turn 15 would not have been as serious a threat to the Protestants, as the bridgehead and evacuation would have been more organized at this time and the baggage train safely across.

- In addition to the above, if the Catholic player exits at least two units into the Höchst Bridge Box before the Protestant player does, the Catholic player earns an additional one-time award of 80 VPs.

**Design Note:** This represents the very serious impact the sudden early arrival of enemy troops would have had on the weakly defended bridge site.

- A Catholic Cavalry unit that gets a “Pursue Off-Map” result is not considered to be in the Höchst Bridge Box.

**Design Note:** Although such a unit would likely end up at or near the bridge, the loss of unit cohesion after the pursuit would probably have made subsequent combat harder to organize. Besides, the unit already has earned you VPs for destroying a Protestant unit.

**(2) The Nidda River:** The Catholic player may move cavalry units off the map between hexes 3518 and 3526 (inclusive) into the Nidda River Box. If he moves at least two such units into the box, he receives VPs for the turn that the second unit enters the box according to the following schedule. Additional units provide no additional VPs. Place the units on the Turn Record Track in the box for the turn the second one exits as a reminder when calculating VPs at the end of the game.

Turns	VPs
1 to 5	30
6 to 10	20
11 to 15	10
16 to 18	0

**Design Note:** The maximum of two units is because of the Nidda River; as any cavalry moved off map here would not be able to reach the bridge directly. Historically, one regiment as well as small numbers of Croats were sent this way to harass the Protestants further upstream.

**11. Free Setup Variant:** If using the variant, both players may set up their units as they like within the areas defined below. The Protestant player sets up his units before the Catholic player does so. Note that it is intentional that some of the Wings have overlapping setup zones. All units must be set up in Command, either of their Wing Commander or under the provisions Special Rule 6 for Protestant garrisons.

**Protestant:**

- Cavalry Reserve Wing:** Set up anywhere on the southwest side of the Sulzbach Stream.
- Main Infantry Wing:** Set up anywhere on the southwest side of the Sulzbach Stream.
- Right Cavalry Wing:** Set up southwest of the hedgerow running between 2118 and 2426, between the Sulzbach Stream and the Nidda River.

**Catholic:**

Set up each wing within the rectangle (including the border hexrows) defined by the listed corners.

- Right Wing:** 1000 – 1012 – 1800 – 1812.
- Center Wing:** 1012 – 1022 – 1912 – 1922.
- Left Wing:** 1020 – 1028 – 1520 – 1528.

**Start Time:** 12:00 PM (Turn 1)

**Maximum Duration:** 18 turns (through the end of the 5:40 PM turn, Turn 18)

**Historical Starting Orders:**

**Protestant:**

**All Wings:** Start under Receive Charge Orders.

**Catholic:**

**Center Wing:** Start under Charge Orders.

**Right and Left Wings:** Start under Make Ready Orders.

**Player Victory Conditions:**

VPs	Type of Victory
201 or more	Decisive Catholic Victory
151 to 200	Marginal Catholic Victory
101 to 150	Draw
51 to 100	Marginal Protestant Victory
50 or less	Decisive Protestant Victory

**Basic Victory Levels:**

Protestant		
Type	Points in Play	Losses
Horse	120	0
Foot	65	5
Artillery	15	15
Total	200	20

Catholic		
Type	Points in Play	Losses
Horse	150	0
Foot	60	0
Artillery	60	0
Total	270	0

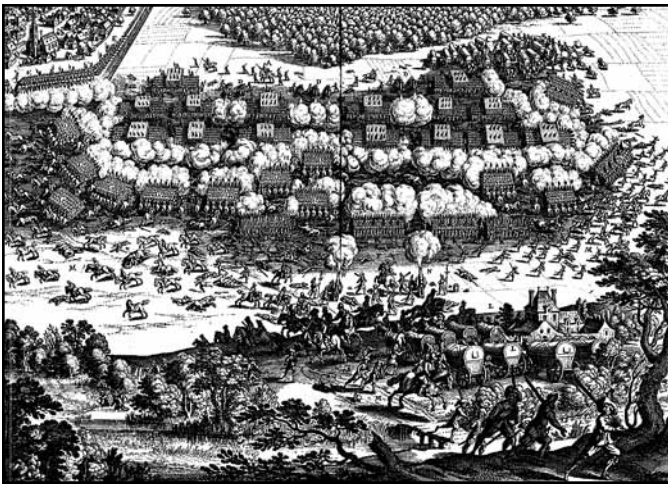
**Historical Outcome based on the Player Victory Conditions:**

**Catholic Points:** 80 (20 for losses + 60 for geographical objectives and Nidda River exits)

**Protestant Points:** 150 (0 for losses + 150 Höchst bridge box exits)

**Result:** A decisive Protestant victory with a VP differential of –70

*Historically, it was a very decisive Protestant victory in game terms, but that was because Tilly failed to press his advantage the way players with the benefit of hindsight will in the game.*



## Fleurus

**August 29 (August 19), 1622**

Northeast of Charleroi, Belgium

### Prelude

After the failures of the 1622 campaign and lacking money and support, Friedrich V of the Palatinate had become disillusioned with the struggle and in July dismissed Mansfeld and Duke Christian from his service. The two still commanded a rather large army together, although it was demoralized and out of control.

Meanwhile, the war raged on in the Netherlands, where the Spanish had laid siege to the important fortress of Bergen-op-Zoom. The States General of the United Provinces hired the rag-tag army and ordered Mansfeld to move through Spanish Flanders to relieve the siege. The march started in Sedan and went by Aubenton, Binche, and Mariemont, the soldiers sacking and looting on the way. On the 27th of August the army, following the old Roman road from Namur, arrived at the village of Mellet, near Fleurus, close to Brussels in what is today Belgium. There they found the passage blocked by a Spanish army under Cordoba who had been dispatched by Spinola, the commander of the Spanish forces in the Netherlands, to stop them. Mansfeld sent an envoy asking for passage, but was turned down by Cordoba.

### The Battle

Mansfeld decided to attack early in the morning of the 29th, despite his troops being tired from the march. Mansfeld and Duke Christian had a total of 10,000 to 11,000 men and 11 guns. Mansfeld himself commanded the center wing with all of the infantry and the artillery. Duke Christian took the left wing with the bulk of the cavalry, formed in 10 squadrons. Between 1,500 and 2,000 of the cavalry mutinied before the battle and refused to take part.

The Spanish had 6,000 foot and 2,200 to 2,400 horses. The tercios formed four escuadrons in a single line in the center, with the cavalry on the flanks. A detachment of 800 commanded musketeers from the tercio of Verdugo were placed in a walled farm, the Ferme Chassart, in front of the right wing. The wagons were set up as flank protection on one side, in place of natural obstacles.

The battle began with a short bombardment, after which Mansfeld ordered a general attack. His infantry was thrown back several times with great losses. On the right flank Streiff had success against the Spanish cavalry, which had to take cover among the wagons. Streiff reformed and fell on the leftmost of the Spanish escuadrons, simultaneously with another attack by Mansfeld's infantry, but was not able to break it. On the other flank, Christian, coming under fire from the musketeers in the Ferme Chassart, was repulsed two times but on the third attempt threw back the Spanish cavalry. He then turned on the enemy infantry but for two hours was also unsuccessful in breaking them. Instead, he was wounded and had to be carried off. Mansfeld, his troops exhausted after several hours of fighting, called off the attack in the center and began an organized withdrawal. Total losses were around 1,500 to 2,000.

### Aftermath

Mansfeld led his army past the Spanish, who were equally exhausted. After resting, Cordoba sent Gaucher with the cavalry to harass the enemy during the retreat. They fell on the unsupported infantry and caused up to 2,000 more losses on the increasingly disintegrating army, while most of the cavalry managed to reach Breda where they joined the operation to relieve the siege of Bergen-op-Zoom, which Spinola had to give up. The battle was a Spanish tactical victory but not a strategic one, as Mansfeld managed to break through to the United Provinces.

## Mansfeld's Protestant Forces

**ARMY COMMANDER:** None.

**Design Note:** *The Protestant player receives no AC in this scenario, as the nominal AC Mansfeld was functioning as WC of the Center wing.*

**Historical Note:** *The exact composition of Mansfeld's forces is not known. The presence of the leaders and some of units can be determined, but most unit names are for flavor and based on the designer's best guess. The Protestant infantry numbered around 8000 men but possibly as few as 5000 to 6000. They were of much lesser quality than the cavalry, were poorly equipped, and had suffered the most in the march. The bad situation, however, seems to have produced a sense of courage of desperation, which is why they are not rated lower. Mansfeld's tactics are something of a mystery, but it is assumed that he followed the Dutch school in some form.*

### Right Cavalry Wing (see Special Rule 7)

**WING COMMANDER:** Streiff (-1); GenLt. Johann Streiff von Lauenstein (15??-1632). He joined the service of Christian Anhalt in Bohemia but later switched to Mansfeld. He followed Mansfeld to the Netherlands after the battle of Fleurus before switching to Swedish service in Gustav Adolf's war in Poland in 1627. He became a Major General of Cavalry in the Swedish army and the horse Gustav Adolf rode at the battle of Lützen was named Streiff after him.

**REPLACEMENT:** Ortenburg (0); Heinrich VIII, Graf von Ortenburg (1594-1622), KIA. He was a Bavarian noble who started his military career in 1617 when he attempted to enter service with Venice but arrived after the end of that war. He then joined Mansfeld's army in Bohemia following the outbreak of the Bohemian Revolt. He became the commander of Mansfeld's Life Regiment of Horse and was killed at the battle of Fleurus.

### 1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Leibgarde <i>Mansfeld's life guard of horse, Obr. Graf zu Ortenburg (KIA) commanding.</i>	4-6	Cuir.	3021
Ge. Streiff	4-6	Cuir.	3020

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Linstow <i>Obr. Klaus von Linstow</i>	3-6	Cuir.	3220
Ge. Carpzow <i>Obr. Joachim von Carpzow</i>	A3-6	Arq.	3221

### Center Infantry Wing

**WING COMMANDER:** Mansfeld (-1); Peter Ernst II, Graf von Mansfeld (1580-1626). See the extended biography of him in the Historical Notes at the end of this Playbook. **See Special Rule 9.**

### 1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Leibgarde <i>See Special Rule 10.</i>	7-6	HI	3013
Ge. Yellow <i>See Special Rule 10.</i>	7-6	HI	3014
Du. Green <i>See Special Rule 10.</i>	7-6	HI	3015
Ge. Mitzlaff <i>See Special Rule 10.</i>	7-6	HI	3016
Ge. Red <i>See Special Rule 10.</i>	7-6	HI	3017
Ge. Duke Christian <i>See Special Rule 10.</i>	7-6	HI	3018

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Saxe-Weimar <i>See Special Rule 10.</i>	7-6	HI	3114
Ge. Carpzow <i>See Special Rule 10.</i>	7-6	HI	3116
Ge. Blue <i>See Special Rule 10.</i>	7-6	HI	3118
Ge. Artillery	6-17	12-24 lb.	Adj. to
Ge. Artillery	4-14	4-8 lb.	any HI unit

2 guns

### Left Cavalry Wing (see Special Rule 7)

**WING COMMANDER:** Christian (0); WIA. Christian (the Younger) Duke of Braunschweig-Wolfenbüttel, Administrator of Halberstadt (1599-1626). See the extended biography of him in the Historical Notes at the end of this Playbook.

**REPLACEMENT:** Duke Friedrich of Saxe-Weimar (0); KIA. He was a nobleman from the Saxe-Weimar family and brother of the (eventually) famous Bernhard of Saxe-Weimar. In 1617 Friedrich was one of the founding members of the Fruitbearing Society, where he earned the nickname "The Hopeful" and the motto "It will be so." He entered the service of Mansfeld together with a number of his brothers and was mortally wounded at the battle of Fleurus.

**Historical Note for the Left Wing:** The cavalry on the Protestant left flank numbered 50 companies deployed in 10 squadrons.

### 1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Leibregiment <i>ObrLt. Konrad Nell.</i>	3-6	Cuir.	3012
Ge. Styrum <i>Obr. Hermann Otto I, von Limburg-Styrum.</i>	3-6	Cuir.	3011
Ge. Pflug <i>Obr. Nikolaus Pflug.</i>	3-6	Cuir.	3010
Ge. Fleckenstein <i>Obr. Georg von Fleckenstein, freiherr von Dagstuhl.</i>	3-6	Cuir.	3009
Ge. Uslar <i>Obr. Thilo Albrecht von Uslar.</i>	A2-6	Arq.	3008

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Wittgenstein <i>ObrLt. Ludwig II, Graf von Sayn-Wittgenstein .</i>	3-6	Cuir.	3212
Ge. Weimar <i>Obr. Duke Wilhelm von Weimar.</i>	3-6	Cuir.	3211
Ge. Saxe-Weimar <i>Obr. Duke Friedrich of Saxe-Weimar (KIA).</i>	3-6	Cuir.	3210
Ge. Obentraut <i>Obr. Hans Michael Elias von Obentraut.</i>	A2-6	Arq.	3209
Ge. Velmede <i>Obr. Johann von Velmede.</i>	A2-6	Arq.	3208

## Catholic Spanish Forces

**ARMY COMMANDER:** Córdoba (–1); Don Gonzalo Fernández de Córdoba y Figuera, Duke of Sesá (1585-1635). See the biography of him in the Wimpfen scenario.

**Historical notes for all cavalry units:** *The Spanish cavalry had a total of 53 companies, mostly Walloons and some Spanish. Four of the companies were veterans, the rest being newly recruited. The total number was about 2200 to 2400. Half of the companies were cuirassiers and half arquebusiers. The cavalry fought well in the battle against superior numbers, so they might have had a cadre of experienced men. The names of the units come from some of the senior company commanders, but are conjectural.*

### Right Cavalry Wing

**WING COMMANDER:** Gaucher (–1); General Jean Barodt de Gaucher, Herr auf Marchau. A Burgundian, Gaucher was an old veteran and an excellent cavalry commander who had fought in the first line at White Mountain.

**REPLACEMENT:** d’Inchy (0); Jean Charles de Gavre, Comte de Fresin, Baron d’Inchy (1564-1629).

### Ferme Chassart Garrison

Nat./Unit	Ratings	Type	Setup
Wal. Musketeers	4 x 2-6	LI	In any of the 6 hexes of Ferme Chassart

*800 musketeers in the Ferme Chassart. These came from the Verdugo tercio, Sergeant Major Louis de Haynin commanding. See Special Rule 6.*

#### 1st Line

Nat./Unit	Ratings	Type	Setup
Wal. Robles	A2-7	Arq.	2007
Wal. Fienne	A2-7	Arq.	2009

#### 2nd Line

Nat./Unit	Ratings	Type	Setup
Wal. Bryas	3-7	Cuir.	1807
Wal. Gaucher	A3-8	Arq.	1808
<i>LtCol. Baron d’Inchy (10 companies), veterans from the Bohemian campaign</i>			
Wal. Levasseur	3-7	Cuir.	1809

## Center Infantry Wing

**WING COMMANDER:** Caracciolo (–1); Don Tommaso Caracciolo (1572-1631). See the biography of him in the Höchst scenario.

**REPLACEMENT:** Verdugo (–1); Don Guilhelmo (Wilhelm) Verdugo de la Scala (1578-1629).

Nat./Unit	Ratings	Type	Setup
Sp./Bur./Wal. Ibarra	15-8	2-hex HI	2010-2011
<i>1st Esquadron: Tercio Ibarra (Spanish), Col. Francisco de Ibarra, KIA; Tercio Verdugo (15 companies, Walloons); Tercio of Bucquoy (Walloon), Col. Haynin; Tercio Balanzon (2 companies, Burgundians), Col. Poitiers.</i>			
Ge./Fr. Ysenburg	15-7	2-hex HI	2012-2013
<i>2nd Esquadron: Ysenburg Regiment (10 companies, lower Rhine Germans); Emden Regiment (1 company, northern Germans); 4 Free Companies (French).</i>			
Ge.Fugger	11-7	HI	2014
<i>3rd Esquadron: Fugger Regiment (7 companies, Germans), LtCol. Comargo.</i>			
It. Campolattaro	12-8	2-hex HI	2015-2016
<i>4th Esquadron: Tercio of Campolattaro and Tercio de Spinelli (from Capua).</i>			
Sp. Artillery	1 x 6-17 1 x 4-14	12-24 lb. 4-8 lb.	With or adj. to any HI unit
<i>Seven guns.</i>			
Sp. Wagon	3 x Wagons		1717, 1817, 1917

*The Spanish baggage train.*

**Design Note:** *As per MPBS rule 14.1, wagons can’t move in this scenario*

## Left Cavalry Wing

**WING COMMANDER:** Sylva (0); GenLt. Don Felipe de Sylva.

**REPLACEMENT:** Berenguer (–1); GenKom. Pascual Berenguer.

#### 1st Line

Nat./Unit	Ratings	Type	Setup
Wal. Longvy	A2-6	Arq.	2019
<i>Baron de Longvy.</i>			
Sp. d’Aguirre	A2-6	Arq.	2021

#### 2nd Line

Nat./Unit	Ratings	Type	Setup
Wal. Berenguer	3-7	Cuir.	1819
Sp. Losada	3-7	Cuir.	1821

*Don Alvaro de Losada.*

## Special Rules:

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

**2. Retreat Edges:**

The Protestant retreat edge is the western (35xx) edge.

The Catholic retreat edge the eastern (10xx) edge.

**3. Senior Wing Commanders:**

**Protestant:** Irrelevant as they have no Army Commander.

**Catholic:** Cariccolo.

**4. Saints in Armor Special Rules:** For this battle, use all the Special Rules Applicable to All Scenarios found in the introductory section of this Playbook.

**5. Special Terrain Feature: Ferme Chassart:** Treat the six hexes (2507, 2406, 2407, 2306, 2307, and 2206) as Chateau terrain when attacked from across a Wall hexside and disregard any other terrain in the hex (like gardens or buildings). Treat the defender as being in Clear or Garden when the attack is coming from one hex inside the Ferme to another such hex across a non-Wall hexside.

**Design note:** *The Ferme Chassart was a large farm surrounded by high walls. In effect, the LI inside are almost invulnerable against cavalry, as the cavalry cannot enter by Close combat (11.1.2) and the LI can take cover when being shot at (9.4.5).*

**6. Ferme Chassart Garrison:** The four Spanish LI units that set up inside the Ferme Chassart have a white border around their unit names. When inside the Ferme, these units are considered to always be In Command and they may ignore the requirement of Charge Orders to move closer to enemy units. If they leave the Ferme they are subject to the normal rules for command and orders.

**7. Mutinous Protestant Cavalry:** The following rules apply to all Protestant Cavalry units.

- A Protestant Cavalry unit may Intercept only when adjacent to an enemy unit.
- A Protestant Cavalry unit moves normally under Charge Orders but must pass a Morale Check to move adjacent to an enemy unit. Make this check just before moving the unit into the hex adjacent to the enemy (that is, at two hexes from the enemy unit). If the unit fails the MC it must stop and cannot move further that activation. However, it does not suffer any Morale hit.

**Design note:** *The cavalry of Mansfeld and Duke Christian had bad morale and was unpaid. Many left just before the battle and a large number of those who stayed seemed to have refused orders to attack.*

**8. Breakthrough to the Netherlands:** Hexes 1109, 1115, 1709, 1813 are worth victory points and are marked on the map. At the end of the game a player receives 15 victory points for each of those hexes that he controls. A hex is controlled by the player who has the closest unit to the hex. If both players are equally close then neither player gets the victory points for that hex.

**Design note:** *The Protestant needed a victory in order to break open the way to the United Provinces and safety. This rule is intended to reward playing with this in mind.*

**9. Enemy of the Empire:** Mansfeld was an important player in the early part of the war. The emperor had even put a price on his head. Therefore Mansfeld is worth 20 VPs even though he is not an AC.

**10. Optional Variant:** The Protestant Player can opt to use the three 2-hex HI units instead of the nine 1-hex HI units from the regular setup. Remove all the 1-hex HI and replace them with the three 2-hex HI units named Mansfeld 1, 2, and 3. Set them up in 3013-3014, 3015-3016, and 3017-3018. There is no 2nd Line for the Center Wing in this case.

**Design Note:** *Sources differ on how Mansfeld arranged his infantry and what tactics he used. Some say he had nine small battalions while others give him three large ones. The standard setup assumes that the infantry fought according to the Dutch school, with the smaller battalions. This variant gives the players the opportunity to explore tactics using the larger German-style units.*

**Start Time:** 7:20 AM (Turn 1)

**Maximum Duration:** 11 turns (through the end of the 10:40 AM turn)

## Historical Starting Orders:

### Protestant:

**Right and Left Wings:** Start under Charge Orders.

**Center Wing:** Start under Make Ready Orders.

### Catholic:

**Right Wing:** Start under Make Ready Orders.

**Center and Left Wings:** Start under Receive Charge Orders.



**Player Victory Conditions:**

VPs	Type of Victory
40 or more	Decisive Catholic Victory
29 to 39	Marginal Catholic Victory
-10 to 19	Draw
-30 to -11	Marginal Protestant Victory
-31 or less	Decisive Protestant Victory

**Basic Victory Levels:**

Protestant (regular setup)		
Type	Points in Play	Losses
Horse	140	80
Foot	45	20
Artillery	25	0
Total	210	100

Catholic		
Type	Points in Play	Losses
Horse	90	50
Foot	35	0
Artillery	25	0
Wagons	30	20
Total	180	70

**Historical Outcome based on the Player Victory Conditions:**

**Catholic Points:** 100 + 30 for geographical objectives

**Protestant Points:** 70 + 30 for geographical objectives

**Result:** A Marginal Spanish victory with a VP differential of 30.

*This is the most even battle in this module, and therefore the only battle where both players must win a military victory and not “just” perform better than historically in order to win a victory.*



**Stadtlohn**

**August 6 (July 27), 1623**

Near the border between Germany and the Netherlands, about 70 kilometers (45 miles) east of Arnhem

**Prelude**

After having lost many of his troops and his left arm at the battle of Fleurus, Duke Christian of Braunschweig reentered Germany in 1623, hoping that other Protestant nobles, among them his uncle the King of Denmark, would soon join the cause against the Habsburg Emperor. Duke Christian used the safety of the Lower Saxon Circle, Protestant territories that his own brother was a leader of, to build a new army.

As Christian had been declared an enemy of the empire this angered the Emperor, who tried to convince the nobles of the Circle to withdraw their support from Christian. Tilly and his Catholic League army arrived at the border of the Circle, but when Christian started ambushing League and Imperial regiments and sacking villages in areas controlled by the Emperor, it was the last straw. Tilly made an ultimatum to the Circle nobles, who were forced to ask the young Duke to leave their territories.

Christian departed with his army, hoping to link up with Mansfeld who stood in Friesland, or failing that, to once again reach the safety of the States General. Tilly followed, both armies crossing the river Weser at the end of July, the first of many river crossings on the way to the Netherlands. The hot summer and large baggage train slowed Christian down, while Tilly waited for reinforcements under Anholt to arrive before attempting battle.

As Christian crossed the Teutoburger Wald and reached the river Ems he learned that no help could be expected from Mansfeld, and the decision was made to march for Arnhem in the Netherlands. In the first few days of August Tilly had managed to reduce the gap between the armies, and his Croats were harassing the enemy.

On morning of the 5th of August Christian intended to slip away with his exhausted army by a night march. But when he woke at 3 o'clock in the morning he found that his orders had not been carried out and the whole camp was still asleep. Much delayed, Christian could only save the situation by leaving strong

rearguards at narrow passes. On the 6th of August the army reached Stadtlohn on the river Berkel, the last crossing before the Netherlands. Christian realized he was caught and would not be able to transfer his baggage train without offering battle with his whole army. He also believed, erroneously, that Tilly would even follow him into the Netherlands, something Tilly had been expressively forbidden to do.

### The Battle

Duke Christian had up to 13,000 infantry and 4,000 horse. Tilly had the advantage of numbers with 15,000 infantry and 5,500 horse, as well as having much more experienced troops; half of Christian's army consisted of new recruits or merely boys, ill equipped and poorly armed.

The battlefield, a flat lowland called Lohner Brook, favored Christian slightly. Both his flanks were covered by marshy terrain and between him and Tilly ran an old defensive fortification, the Landwehr, which Christian lined with musketeers. The better part of the infantry and cavalry were held back, while the baggage train slowly made its way towards safety. The disadvantage of the Braunschweig position was that it had its back to the town of Stadtlohn and the river Berkel, making retreat difficult.

The Bavarians arrived piecemeal along a raised road that led to Stadtlohn. At 2:00 PM Tilly began his attack on the Braunschweig rearguard under Thurn. Anholt's veteran troops and Croats swept aside the defenders, despite coming under artillery fire from Christian's heavy guns which had been left behind there. As the Braunschweig infantry fell back it caused a chain reaction, as other units were demoralized and also started to retreat. The Landwehr was abandoned and Thurn wounded.

Bavarian artillery arrived and started firing with great effect on the Braunschweig infantry. Isenburg was given orders by Christian to counterattack but his troops refused to move. Anholt and the other commanders following him began to use the holes in the enemy lines to surround and defeat the Braunschweig units, many of which fled out into the marshy fields.

Christian's best units in the middle of the Braunschweig position, among them the two Saxe-Weimar brothers, were yet uncommitted. They now came under attack from both left and right, holding their own for a time but faced with the enemy veteran infantry and a caracole became disordered and started to fall back. After just two hours Christian's army dissolved, suffering high losses as the fleeing troops were massacred, but he managed yet again to escape.

### Aftermath

Christian's losses were huge, perhaps as many as 6,000, with the rest captured or scattered. About 2,000 made it to Arnhem with Christian, who entered Dutch service. Tilly had 1,700 losses total during the pursuit and battle. After the battle he moved against Mansfeld, who was later also forced out of Germany and had to disband his army, leaving no serious opponents to the Emperor. The defeat at Stadtlohn marked the end of the German phase of the war. From now on, foreign powers would intervene as the major threat to the Habsburg claim for hegemony.

## Braunschweig's Protestant Forces

**ARMY COMMANDER:** None.

**Design Note:** While Duke Christian of Braunschweig was the nominal AC, the conditions of the retreat as well as his lack of competence prevented him from acting effectively in that role.

### Rearguard Infantry Wing

**WING COMMANDER:** Thurn (0); Franz Bernhard Graf von Thurn-Valsassina (1595-1628), WIA. He was the son of Count Heinrich Matthias von Thurn, the head of the Bohemian rebels and the man behind the defenestration at Prague. After the collapse of the Bohemian Revolt Franz was ostracized and joined Braunschweig's army. He was severely wounded at Stadtlohn, but shortly after became a major general in the Swedish army and from 1626 fought in the Polish War, where he was again wounded at Dirschau. He died of typhoid fever in 1626 in Strasburg. **See Special Rule 8.**

Units are marked with an "Rg" wing designation.

#### 1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Knyphausen	15-6	2-hex HI	1510-1511 <b>Starts MS</b>
<i>Reichsfreiherr Dodo zu Innhausen und Knyphausen AKA Kniphausen (about 1500 men in 10 companies).</i>			
Ge. Sparre	10-5	2-hex HI	1508-1509 <b>Starts MS</b>
<i>AKA Spaar, Sparr, Spée (about 1000 men in 10 companies), Obr. Ernst Georg von Sparre (POW), commanding. The regiment was poorly equipped. See Special Rule 7.</i>			
Ge. Musketeers	4 x L2-5	LI	In any Ditch hexes from 1607 to 1019, in command. <b>All start MS</b>
<i>800 commanded muskets.</i>			
Ge. Artillery	6-17	12-24 lb. Arty	1410 <b>Starts MS</b>

See the notes on artillery in the Main Infantry Wing.

#### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Pflug	L3-6	LI	1705
<i>A dragoon regiment, AKA Plock, Plow (about 300 men), Obr. Nikolaus Pflug commanding.</i>			
Ge. Isenburg	5-6	Cuir.	1808
<i>AKA Ysenburg (about 500 men in 10 squadrons). Obr. Wolfgang Heinrich I, Graf von Isenburg-Büdingen-Offenbach (who overslept the morning of the battle) (POW), commanding. Raised in 1622.</i>			
Ge. Jung-Thurn	2 x 3-7	Cuir.	1811, 1713
<i>About 600 men in 10 squadrons, commanded by Franz Bernhard, Graf von Thurn-Valsassina, WIA. Raised in 1622.</i>			

## Main Body Infantry Wing

**WING COMMANDER:** Knyphausen (-1); Dodo Freiherr zu Innhausen und zu Knyphausen (1583-1636). See the biography of him in the Höchst scenario.

**REPLACEMENT:** Isenburg (-0); Wolfgang Heinrich I, Graf zu Isenburg und Büdingen (1588-1635), POW. He started his military career in Savoy in 1615. He was a strong believer in the cause of the Palatinate and joined the Protestant cause in 1620, recruiting a regiment for Christian of Braunschweig. He was captured at Stadtlohn but was released the year after under promise of never serving against the Emperor again, but he rejoined the Protestant cause when Sweden intervened. After he died of disease shortly after the battle of Nördlingen, his family's lands were confiscated but were eventually returned in 1642.

*Units are marked with an "M" wing designation.*

### 1st Line

Nat./Unit	Ratings	Type	Setup
Ge. Schenck	15-5	2-hex HI	3010-3011
<i>The Schenck regiment (about 1500 men), either (or both) of the brothers Albrecht or Werner Freiherr von Schenck commanding. Wallenstein confiscated their possessions because they joined Danish and later Swedish service. See Special Rule 7.</i>			
Ge. Artillery	2 x 6-17	12-24 lb. Arty	3013, 3014

*The Protestant artillery consisted of ten 24 pounders, two or perhaps three 12 pounders and three mortars*

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Ge. Frenck	15-6	2-hex HI	3108-3109
<i>1st Leibregiment zu Fuß, AKA Frank, Fränking (about 1500 men) GenKom. Johann Siegmund von Frenck (POW) commanding.</i>			
Ge. Toll	15-5	2-hex HI	3111-3112
<i>The "Captain Toll" Infantry regiment (about 1500 men). There seems to have been two regiments under a captain Toll at Stadtlohn, one infantry and the other dragoons. He may be the same Rittmeister N. Tolle mentioned in Braunschweig-Wolfenbüttel service 1634. See Special Rule 7.</i>			

### 3rd Line

Nat./Unit	Ratings	Type	Setup
Ge. Westphal	A3-6	Arq.	3205
<i>AKA Westfal (four squadrons), Obr. Kasper Greiff von Westphal commanding. Contained both cuirassiers and arquebusiers.</i>			
Ge. B. Saxe-Weimar	20-6	2-hex HI	3207-3208
<i>About 2000 men, Bernhard Saxe-Weimar commanding. Raised from a cadre of veterans from earlier campaigns, the regiment was well equipped.</i>			
Ge. W. Saxe-Weimar	20-6	2-hex HI	3213-3214
<i>Wilhelm Saxe-Weimar commanding. Raised from a cadre of veterans from earlier campaigns, the regiment was well equipped.</i>			
Ge. Toll	L3-6	LI	3216
<i>Four squadrons of dragoons, "Captain Toll" commanding (note above).</i>			

## 4th Line

Nat./Unit	Ratings	Type	Setup
Ge. May	10-5	2-hex HI	3309-3310
<i>AKA Meyen, Adolf de May, POW, commanding. Raised in 1622. See Special Rule 7.</i>			

## Cavalry Reserve Wing

**WING COMMANDER:** Braunschweig (0); Christian (the Younger) Duke of Braunschweig -Wolfenbüttel, Administrator of Halberstadt (1599-1626). See the extended biography of him in the Historical Notes at the end of this Playbook.

**REPLACEMENT:** Saxe-Weimar (0); Duke Wilhelm of Saxe-Weimar (1598-1662), WIA. Together with his brothers he was a co-founder of the Fruitbearing Society in 1617, and like his brothers he served in the armies of Mansfeld, Baden, Braunschweig, and Sweden after the outbreak of war. He founded the German Friedbund for the promotion of the German states and religious liberties in 1622 and assumed the title of Duke of Saxe-Weimar in 1626 after the death of his brother.

*Units are marked with a "Cv" wing designation.*

Nat./Unit	Ratings	Type	Setup
Ge. Saxe-Altenb.	6-6	Cuir.	3506
<i>Duke Johann Friedrich von Saxe-Altenburg commanding (10 squadrons). Raised from a cadre of veterans from earlier campaigns.</i>			
Ge. Styrum	A5-6	Arq.	3509
<i>Five squadrons, ObrLt. Graf Hermann Otto I von Styrum commanding. Raised in 1622. Contained both cuirassiers and arquebusiers.</i>			
Ge. Saxe-Weimar	4-7	Cuir.	3512
<i>Five squadrons, Duke Johann Ernst of Sachsen-Weimar commanding. Raised in 1623 from a cadre of veterans from earlier campaigns.</i>			
Ge. Nell	6-7	Cuir.	3515
<i>The Leib regiment, AKA Nell (6 squadrons), ObrLt. Conrad Nell commanding. The best cavalry regiment in the army. Raised in 1621.</i>			

## Wagon Train Infantry Wing

**WING COMMANDER:** Trosswaibel (0). The Trosswaibel was the officer responsible for the baggage train of the army. It was not the same function as a quartermaster (Quartiermeister), who was not responsible for the baggage train but for finding and providing quarters for the units.

Nat./Unit	Ratings	Type	Setup
Ge. Wagon	6 x Wagons		One in each roadhex from 2510 to 2010 (both inclusive).
<i>See Special Rule 6.</i>			

## Catholic League Forces

**ARMY COMMANDER:** Tilly (-2) Johann Tserclaes von Tilly (1559-1632). See the extended biography of him in the Historical Notes at the end of this Playbook.

### Avantgarde Infantry Wing

**WING COMMANDER:** Anholt (-2); Johann Jakob Anholt, Graf von Bronckhorst-Batenburg (1553-1630). See the biography of him in the Höchst scenario.

**REPLACEMENT:** Gallas (0); Matthias Gallas Count of Campo, Duke of Lucera (1588-1647). He was an Austrian soldier who started his career in Flanders and Savoy before joining the Catholic League army in the Thirty Years War. He rose to army command, commanding the Imperial forces in the great victory at Nördlingen, but later earned himself the unfortunate nickname “army-wrecker” after having several armies under his command disintegrate for logistical reasons. He was relieved of command several times. He resigned after another failed campaign in 1645 and died 2 years later.

Units are marked with an “A” wing designation.

Nat./Unit	Ratings	Type	Setup
Bav. Herbersdorff	A5-7	Arq.	*
<i>Mixed cavalry regiment containing a number of Croats, Obr. Werner Wenzel Count of Tilly (nephew of the general) commanding.</i>			
Ge. Holstein	6-7	Cuir	*
<i>Duke Adolf von Holstein, Protestant, ObrLt. Ilow commanding.</i>			
Bav. Schmidt	17-8	2-hex HI	*
<i>Obr. Valentin Schmidt von Wellenstein.</i>			
Bav. Mortaigne	13-7	2-hex HI	*
<i>The Salzburg Regiment, Obr. Levin von Mortaigne commanding.</i>			
Bav. Musketeers	5 x L2-5	LI	*
<i>1000 commanded muskets drawn from all the other regiments.</i>			

\* Units of this Wing enter on turn 1 or later between hexes 1008-1013 (inclusive). They may enter in Open Order or Normal Formation. See **Special Rule 10**.

## Cavalry Wing

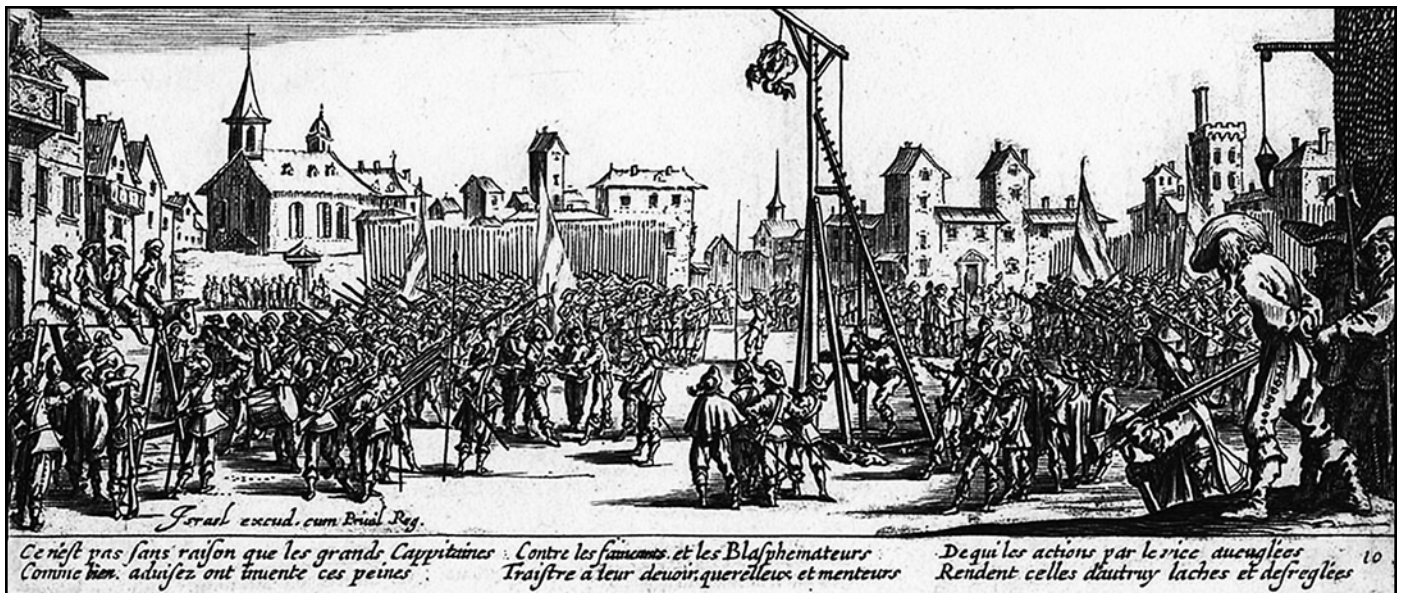
**WING COMMANDER:** Lintelo (-1); Thimon Freiherr von Lintelo zu Thalhausen (1567-1650). See the biography of him in the Wimpfen scenario.

Units are marked with a “C” wing designation.

Nat./Unit	Ratings	Type	Setup
Bav. Schönberg	5-8	Cuir	*
<i>Obr. Otto Friedrich Freiherr von Schönberg.</i>			
Bav. Erwitte	3-7	Cuir	*
<i>Obr. Dietrich Othmar von Erwitte.</i>			
Bav Eynatten	4-7	Cuir	*
<i>Obr. Winandt von Eynatten.</i>			
Bav. Lintelo	4-7	Cuir.	*
<i>Obr. Timon Freiherr von Lintelo (AKA Lindlo, Lindelo) zu Thalhausen.</i>			
Bav. Fürstenberg	5-8	Cuir.	*
<i>Obr. Graf Egon VIII von Fürstenberg.</i>			
Bav. Nievenheim	A4-6	Arq.	*
<i>Obr. Johann Konstantin von Neukirch called Nievenheim.</i>			
Ge. Alt-Sachsen	6-7	Cuir.	*
<i>Obr. Duke Franz Albrecht von Sachsen-Lauenburg.</i>			
Cr. Avandaño	C3-6	CrC.	*

Around 250 Croats, LtCol. Don Felipe Areyza d'Avandaño commanding.

\* Units of this Wing enter on turn 2 or later between hexes 1008-1013 (inclusive). They may enter in Column, Open Order, or Normal Formation. See **Special Rule 10**.



*Foras! excud. cum Brial Reg.*  
*Ce n'est pas sans raison que les grands Capitaines Contre les fainçans et les Blasphémateurs De qui les actions par le vice aveuglés*  
*Comme hier. aduisez ont inventé ces peines Traisire à leur devoir, querelleux et menteurs Rendent celles d'autrui laches et defreglées*

## Main Body Infantry Wing

**WING COMMANDER:** Gronsfeld (–1); Jost Maximilian Graf von Bronckhorst-Gronsfeld (1598–1662). Gronsfeld rose steadily in the ranks, but left the army 1635 and worked as a scientist until 1645 when he again assumed military command. Following the defeat at Zusmarshausen in 1648 he was relieved of command and imprisoned, but released the year after. He ended his days as a diplomat in Vienna. He is probably the inventor of Gronsfeld cipher.

Units are marked with an “M” wing designation.

Nat./Unit	Ratings	Type	Setup
Bav. Alt-Tilly	15-8	2-hex HI	*
<i>Obr. Wolf Dietrich Truchseß von Wetzhausen.</i>			
Bav. Gronsfeld	46-7	2-hex HI	*
<i>The Gronsfeld battalion, consisting of the Anholt and Herliberg regiments.</i>			
Bav. Haimhausen	18-8	2-hex HI	*
<i>Obr. Theodor Vierbeck von Haimhausen.</i>			
Bav. Büningen	34-7	2-hex HI	*
<i>The Büningen battalion, consisting of the Herbersdorff and Otto Ludwig von Blankart (AKA Blankhart) regiments.</i>			
Bav. Pappenheim	A5-6	Arq.	*
<i>Obr. Graf Gottfried Heinrich von Pappenheim.</i>			
Bav. Neersen	5-6	Cuir.	*
<i>Obr. Johann von Viermund zu Neersen</i>			
Bav. Artillery	1 x 6-17 1 x 4-14 2 x 3-9	12-24 lb., 4-8 lb., 3 lb.	*
<i>One source says 14 guns; Guthrie says three demiculverins, five or six demicannon, and five or six falcons.</i>			

\* Units of this Wing enter on turn 3 or later between hexes 1008-1013 (inclusive). The guns are limbered and the other units may enter in Column, Open Order, or Normal Formation. See **Special Rule 10**.

## Special Rules:

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

### 2. Retreat Edges:

The Protestant retreat edge is the south edge of the map (4200-4222).

The Catholic retreat edge is the north edge (1000 to 1022).

### 3. Senior Wing Commanders:

**Protestant:** Irrelevant as they have no Army Commander.

**Catholic:** Anholt.

**4. Saints in Armor Special Rules:** For this battle, use all the Special Rules Applicable to All Scenarios found in the introductory section of this Playbook.

## 5. Special Terrain Features:

**A. The Bog:** Bog hexes are impassable.

**B. The Landwehr:** See the Terrain Effects Chart Addendum on the back cover of this Playbook. Apply the Fire Combat and Close Combat modifiers only in attacks against LI units.

*Design Note:* The Landwehr ditches were old constructed defensive lines. They offered protection for small units but were not usable for large conventional formations.

**C. The Raised Road:** A unit in Column, a limbered gun, or a wagon moving along the road pays only 1 MP per hex. Otherwise, see the Terrain Effects Chart Addendum on the back cover of this Playbook for the costs of entering a Raised Road hex. A Raised Road hex is considered non-clear terrain, so entering such a hex stops Momentum (per *MPBS* rule 11.3.6). In addition, a Cavalry unit may not interception through or along a Raised Road hex, but may intercept into such a hex. Note that it does not cause any Formation Hits.

*Design Note:* The Düving Diek was a raised road leading from Ahaus to Stadtlohn across the lowland.

**D. Combined Raised Road/Ditch hexes:** Consider these two hexes (2704 and 3008) to be Ditch hexes for units not moving along the road (in Column, limbered, or wagons).

**6. Protestant Wagon Train:** The Protestant wagons are organized into their own Wing and that Wing is treated as a normal Wing in all respects except that it cannot Preempt.

- The Wagon Wing Commander and his replacement may stack with any wagon unit.
- A wagon has a movement allowance of 2 when moving along the Düving Diek road but only an allowance of 1 otherwise.
- The Catholic player receives 10 VPs for capturing a wagon as per the normal *MPBS* rules. In addition, the Protestant player receives 10 VPs for each wagon that he moves off the map at hex 4209. A Protestant controlled wagon that is on the map at the end of the game does not provide VPs to either player.

*Design Note:* Braunschweig’s primary objective at Stadtlohn was the safety of his baggage train, as it contained vast amounts of loot collected over the previous campaigns. This loot was essential for the upkeep of his army or for raising a new army should it be necessary to sacrifice the old one in order to save the train.

**7. Poorly Trained and Equipped Protestant Infantry:** All Protestant HI units with a printed Morale Rating of 5 suffer a –1 die roll modifier (DRM) when firing on the Heavy Infantry Musketry Fire Table. A reminder of this is printed on the units.

*Design Note:* Due to a shortage of muskets, the ratio of pikes to muskets for much of the Protestant infantry was too high to keep up an effective fire. These problems were exacerbated by the fact that half of the army consisted of fresh untrained recruits, even teenagers and boys. The others were experienced but mainly interested in plunder and loot.

**8. Unwilling Rearguard:** At the start of the first activation on Turn 1 (and only on Turn 1) of the Protestant player's Rearguard Wing, the Protestant player must decide whether to leave the two HI units of that Wing in the hexes they set up in or to have those units flee.

- If he decides to have the units remain where they are, then the Wing activates normally and he disregards this rule.
- However, if he decides he wants the units to flee, he inflicts a Morale Broken result on them as per *MPBS* rule 11.4, except that while he must retreat them at least two hexes he may retreat them up to five hexes. This special move counts as the movement for the HI units, but other units in the Wing may activate normally.
- If he decides to flee, he places Morale Broken markers on the two HI units and retreats them two to five hexes (his choice) per *MPBS* rule 13.4. They are considered Morale Broken for all purposes (so they will rout move again at the end of the turn).
- A player cannot use this rule for any unit that should happen to become Morale Broken before it can activate. If only one of the units is Morale Broken at the time its Wing is activated, the player may use this rule for the other unit.
- Note also that the units in the 1st Line of the Rearguard Wing start with normal Morale Shaken markers on them. These may be removed normally.
- **Historical Variant:** For a more historical game, consider it mandatory to have the units flee if eligible to do so.

*Design Note:* This represent the initial flight of most of the rear-guard at the beginning of the battle. It was probably intended by Knyphausen as a fall back to a better position as his wing was being outflanked, but it quickly become a rout as morale was strained following the close Catholic pursuit preceding the battle. The units didn't regain any sort of order until they had passed through the main Protestant line. The strained morale and general unhappiness of being sacrificed as a rearguard are also the reasons for the MS markers.

**9. Protestant Command Breakdown:** Add 1 to all Protestant Preemption, Continuation, and Orders Change die rolls.

*Design Note:* Along with the low morale of many units, this shows the confusion and near-panic that reigned in the Protestant army following the Catholic pursuit. Many units simply ignored their orders in an attempt to save themselves.

**10. Catholic Map Entry:** The Catholic forces start off map and move onto the map using *MPBS* rule 7.4 for reinforcements. The Avantgarde Wing enters first and may enter on Turn 1. The Cavalry Wing enters second and may enter on Turn 2, but only after all units of the Avantgarde Wing have entered. The Main Body may enter on Turn 3, but only after all units of the Cavalry Wing have entered. The AC may enter with any Wing.

**11. Prominent Leader:** Duke Christian of Braunschweig was a prominent Protestant leader and opponent of the Habsburg emperors and his loss would have been a serious blow to the Protestant cause. Therefore he is worth 10 VPs if eliminated.

**Start Time:** 2:00 PM (Turn 1)

**Maximum Duration:** 10 turns (through the end of the 5:20 PM turn)

### Historical Starting Orders:

#### Protestant:

**All Wings except the Wagon Wing:** Start under Receive Charge Orders.

**Wagon Wing:** Start under Rally Orders.

#### Catholic:

**All Wings:** Start under Make Ready Orders.

### Player Victory Conditions:

VPs	Type of Victory
200 or more	Decisive Catholic Victory
150 to 199	Marginal Catholic Victory
110 to 149	Draw
60 to 109	Marginal Protestant Victory
59 or less	Decisive Protestant Victory

### Basic Victory Levels:

Protestant		
Type	Points in Play	Losses
Horse	80	50
Foot	80	80
Artillery	45	45
Wagons	60	60
Total	265	235

Catholic		
Type	Points in Play	Losses
Horse	115	10
Foot	70	0
Artillery	35	0
Total	220	10

### Historical Outcome based on the Player Victory Conditions:

**Catholic Points:** 235

**Protestant Points:** 10

**Result:** A Catholic Decisive victory with a VP differential of 225.

*Due to the VP awards both players can earn from the wagons, their fate will likely decide the game, and it is even possible for the Protestants to win a game victory despite having their army wiped off the map.*



## Lutter am Barenberge August 27 (August 17), 1626

About 40 kilometers (25 miles) southwest of Braunschweig

### Prelude

In 1625, the King of Denmark, Christian IV, entered the war on the Protestant side. The Danish nobility, however, refused to condone the enterprise. So instead Christian IV intervened in his capacity as Duke of Holstein, a German duchy that was part of the Lower Saxon Circle, a union of Protestant territories. Christian IV was named as the military leader of the Circle and was promised subsidies from France and England.

During the summer of 1626 the situation in the war had become quite static. Tilly was besieging Göttingen, and the new Imperial army under Wallenstein stood at Magdeburg. The Protestant forces were divided in two: Christian IV tried to tie up both Tilly and Wallenstein from his base at Wolfenbüttel, while another army further east under Mansfeld marched for Schlesien, with the purpose of linking up with Bethlen Gabor, the Calvinist ruler of Transylvania.

In early August Wallenstein left to pursue Mansfeld, leaving only a few regiments behind. Göttingen fell to Tilly on the 11th of August. Christian IV, having received reports that Mansfeld was breaking through to the Imperial heartlands, marched south, as the other pincer in a conceived attack against Vienna. The King was also forced to act as the promised subsidies had not turned up and his army's presence in the Lower Saxon Circle tested the patience of his allied German nobles.

Contact was first made with Tilly on the 16th at Northeim. Tilly slipped south, avoiding battle. Christian IV then learned that a corps from Wallenstein was in fact approaching, putting him into a dangerous position. He began a series of slow maneuvers between August 20 and 24 to stop his enemies from joining forces, but failed. Constant rains and dwindling supplies had now worn down the Danish army. Christian IV therefore began to move back towards his starting point at Wolfenbüttel. Roles reversed, Tilly followed, harrying the Danish rearguard and getting closer each day. On the morning of August 27th Christian IV decided to

make a stand at Lutter am Barenberge, to buy time to reorganize and avoid the withdrawal becoming a rout.

### The Battle

The armies were about equal in size. Tilly had 15,000 infantry and 7,000 cavalry, while Christian IV had 15,000 infantry and 5,000 cavalry. However, the Danish army was inferior in quality with many raw recruits and newly formed units. Most of his German units, though, contained large numbers of veterans from earlier campaigns and the whole army was very well equipped and supplied. Christian IV selected a good defensive position on a hill behind a stream with his flanks protected by woods and a marsh.

The Danish *ordre de bataille* was somewhat unusual: instead of the standard division of a center wing flanked by two wings, Christian IV arrayed his army in echelon with three lines, one behind the other. During the morning the artillery traded fire while Tilly hesitated to attack the strong Danish position. Instead he sent part of the Imperial corps under de Fours on a flanking move, to fall on Christian IV's rear.

At midday, figuring the Imperials had reached far enough, Tilly sent Gronsfeld over the stream to try the defenders. The Bavarians were heavily repulsed, after which the Danes, encouraged by their initial success, left their position and counterattacked across the stream, reaching all the way to the enemy artillery batteries.

Confusion and disorder spread in the Bavarian army before Tilly with great difficulty could stop the Danes, using artillery fire that broke the Danish formations. The use of echelons showed its weakness as the counterattack could not be supported without a general advance across the line. Gronsfeld rallied the Bavarians and managed to chase away the Danish cavalry, after which he fell on the exposed infantry. The Danes fell back across the stream, followed by the Bavarians, who now attacked in earnest. Fuchs, the senior general in Danish service, was killed.

At that point de Fours appeared on the Danish left flank with his Imperial cavalry. The Rheingraf, commanding the third echelon, counterattacked but the Danish army came apart under the pressure. All attempts by Christian IV to rally his fleeing troops failed and he himself barely escaped. He noted laconically afterwards in his diary for the 27th of August only that he "Fought with the enemy and lost the battle. On the same day I went to Wolfenbüttel."

### Aftermath

Losses were heavy on both sides. The Danish army suffered several thousand killed and captured. Tilly did not pursue immediately as his army was exhausted. Gronsfeld was given much credit for saving the day. The battle meant the beginning of the end of Denmark's ambitions as a power, as large parts of the country and Christian IV's German duchies would later be occupied and sacked by Imperial troops. The King was forced to sign a separate peace and promised not to interfere again in the war in Germany. The Emperor, at the height of his power, issued the Edict of Restitution in 1629 and appointed Wallenstein as Admiral of the Baltic Sea. This prompted the already alarmed, but growing power of Sweden to intervene in the war.

## Danish / Lower Saxon Circle

### Protestant Forces

ARMY COMMANDER: None

**Design Note:** Christian IV was the nominal AC, but he was unable to perform effectively in this role as he was also the WC of the 2nd Echelon.

### 1st Echelon Infantry Wing

**WING COMMANDER:** Fuchs (-1); Johan Phillip Freiherr Fuchs von Bimbach (KIA). Fuchs was a long time professional soldier and a moderate Lutheran who, before 1620, had held high rank in both the Imperial army and the Protestant Union. A sound and cautious commander of the Dutch school, he repeatedly found himself overruled by more daring superiors. He died in the battle of Lutter and was made a scapegoat for the defeat by Christian IV.

Units are marked with a "1E" wing designation. The Morale Ratings of units in this Wing are red numbers in white boxes.

### Forlorn Hope

Nat./Unit	Ratings	Type	Setup
Da. Musketeers	2 x L1-4 1 x L2-5	L1	2412, 2413, 2211

*Four hundred detached musketeers under Capt. Rosenkrantz.*

Da. Artillery 6-17 12-24 lb. 2308  
*Four 12 pounder guns.\**

\* King Christian's artillery probably consisted of 9 cannon (48 lb.), 4 demicannon (24 lb.), 4 demiculverins (12 lb.), 6 double falconets (6 lb.), 4 falconets (3 lb.) and a mortar. He sent seven of the heavy guns back with the baggage train in an attempt to save them. The Catholics captured 22 guns at Lutter, but most sources agree that only around four Danish guns participated in the gunnery duel before the battle. The remaining guns were probably not made ready for the battle in time and therefore were unable to participant. See **Special Rule 9B**.

### Main Line

Nat./Unit	Ratings	Type	Setup
He. Hesse-Cassel	3-7	Cuir.	2005
<i>Hesse-Cassel CR (about 300 men in 6 companies in 1 squadron), Phillip von Hessen-Cassel (KIA) commanding. Contained many veterans from previous Protestant armies.</i>			
Ge. Wersabe	3-7	Cuir.	2006
<i>Wersabe CR (about 300 men in 6 companies in 1 squadron), Wolf Heinrich von Wersabe (POW) commanding.</i>			
Ge. Braunschweig	4-8	Cuir.	2007
<i>Formerly in Christian of Braunschweig's army (about 400 men in 10 companies in 2 squadrons). Contained many veterans from previous Protestant armies.</i>			
Ge. Linstow	2 x 10-7	2 x 2-hex HI	2008-2009, 2010-2011
<i>Linstow IR (about 2000 men in 12 companies in 2 battalions), Obr. Claus von Linstow (POW) commanding. Contained many veterans from previous Protestant armies.</i>			
Ge. Kaas	10-7	2-hex HI	2013-2014
<i>Mogens Kaas IR (about 1000 men in 1 battalion), War Commissar Mogens Kaas commanding. Raised in 1626 and consisted of men from several countries.</i>			
Ge. Blue Regiment	2 x 10-7, 1 x 8-7	2 x 2-hex HI & HI	2016 to 2020 as desired
<i>AKA the King's Own Regiment of Foot (Kongens Livgarde) (about 2800 men in 20 companies in 3 battalions), War Commissar Obr. Christoph von Kalkum dit Lohausen (POW) commanding. Raised in 1625.</i>			
Ge. Solms	4-7	Cuir.	2021
<i>Solms-Hohensolms CR (about 400 men in 6 companies in 2 squadrons), ObrLt. Herman Adolf Graf von Solms-Hohensolms (KIA) commanding. Raised in 1625.</i>			
Ge. Hagen	3-8	Cuir.	2022
<i>Hagen CR (about 300 men in 6 companies in 1 squadron), Royal Court Marshal Berndt Geist dit Bernhard von Hagen (POW) commanding. Raised in 1625 in northern Germany; contained many veterans from previous Protestant armies.</i>			
Ge. Uslar	3-7	Cuir.	2023
<i>Uslar CR (about 300 men in 6 companies in 1 squadron), Thilo Albrecht von Uslar commanding. Raised in 1625.</i>			



## 2nd Echelon Infantry Wing

**WING COMMANDER:** Christian IV (-1); King Christian IV of Denmark-Norway. See the extended biography of him in the Historical Notes at the end of this Playbook. **See Special Rule 7.**

Units are marked with a "2E" wing designation. The Morale Ratings of units in this Wing are the standard white numbers in red boxes.

Nat./Unit	Ratings	Type	Setup
Ge. Freytag	1 x A3-7, 1 x A3-6	Arq.	1805, 1806
<i>Formerly in Christian of Braunschweig's army. Freytag was killed prior to the battle but the new commander is unknown.</i>			
Ge. Baudissin	3-7	Cuir.	1807
<i>Baudissin CR (about 300 men in 6 companies in 1 squadron), Wulff Heinrich von Baudissin commanding. Raised in 1625.</i>			
Ge. Ungefugt	7-6	HI	1808
<i>About 700 men under Ungefugt (KIA)</i>			
Ge. Rieske & Rantzau	10-7	2-hex HI	1810-1811
<i>A battalion composed of the Rieske and Rantzau IRs (about 500 men in 3 companies each). Raised in 1625. War Commissar Josias von Rantzau captured.</i>			
Ge. Fräncking	10-7	2-hex HI	1813-1814
<i>Obr. Johann Siegmund von und zu Fräncking commanding. Contained many veterans from previous Protestant armies.</i>			
Da. Red Regiment	2 x 10-6, 1 x 8-6	2 x 2-hex HI & HI	1816 to 1820 as desired
<i>AKA the Danish Regiment, Obr. Enevold Kruse (KIA) commanding.</i>			
Da. Adelsfana	3-8	Cuir.	1822
<i>The Danish "Adelsfana" or "Lansrytteri" (literally, "Nobles' Ensign"), a cavalry unit provided by the Danish nobility.</i>			
Ge. Nell	1 x A3-7, 1 x A3-6	Arq.	1823, 1824

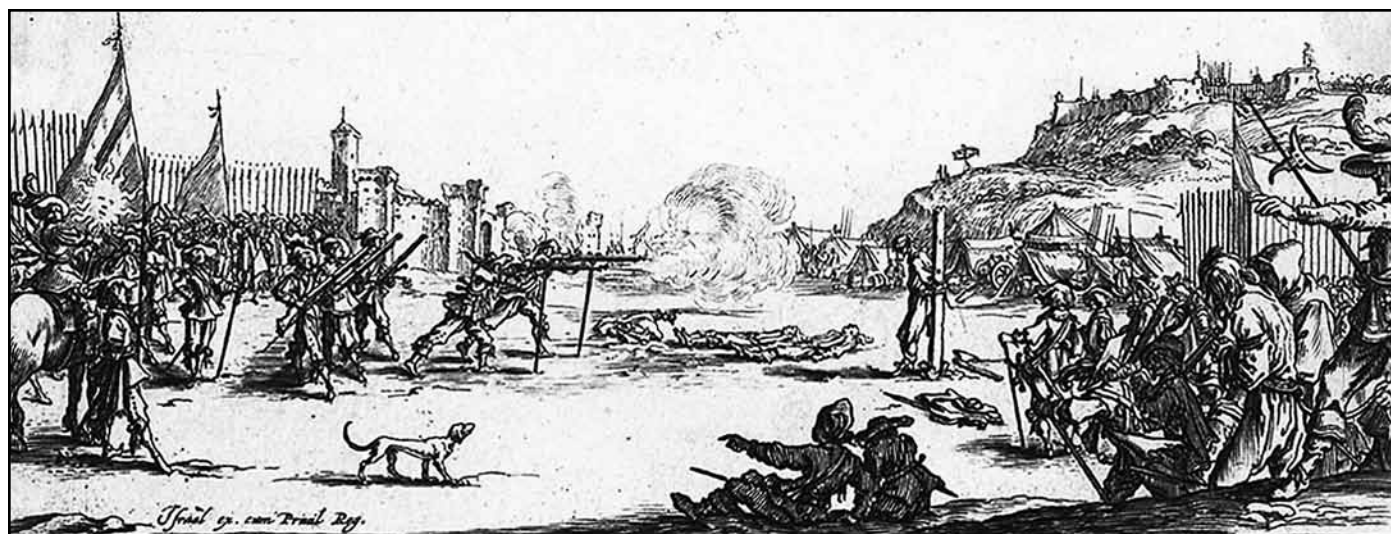
*AKA Royal Leib-Arquebusierregiment, formerly in Christian of Braunschweig's army (about 600 men in 10 companies in 2 squadrons), Conrad Nell (the former second in command of Christian of Braunschweig's army) commanding. Raised in 1625; contained many veterans from previous Protestant armies.*

## 3rd Echelon Infantry Wing

**WING COMMANDER:** Rheingraf (0); Otto Ludwig Graf von Salm, Wild- und Rheingraf zu Kyrburg und Mörchingen (1597-1634). See the biography of him in the Wimpfen scenario.

Units are marked with a "3E" wing designation. The Morale Ratings of units in this Wing are white numbers in black boxes.

Nat./Unit	Ratings	Type	Setup
Ge. Rheingraf	2 x 3-6	Cuir.	1608, 1609
<i>Rheingraf Otto Ludwig CR (about 600 men in 10 companies in 2 squadrons). Formerly in Christian of Braunschweig's army. Raised in 1625.</i>			
Ge. Görtzen	7-7	HI	1611
<i>Gottfried Friedrich von Görtzen AKA Görtz (about 700 men in 1 battalion).</i>			
Ge. Schlmmsdrff	8-6	HI	1613
<i>Balthasar Jakob von Schlammersdorff's IR (about 800 men in 1 battalion). Raised in 1625.</i>			
Ge. Styrum	8-6	HI	1615
<i>Styrum IR (about 800 men in 12 companies in 1 battalion), Obr. Hermann Otto, Graf von Limburg-Styrum commanding. Raised in 1625 in northern Germany; contained many veterans from previous Protestant armies. It had lost about 600 men in rear-guard actions just prior to the battle.</i>			
Ge. Solms	6-7	HI	1617
<i>Herman Adolf Graf von Solms-Hohensolms IR (about 600 men in 1 battalion). Raised in 1625 in northern Germany.</i>			
Ge. Courville	3-7	Cuir.	1619
<i>Courville CR (about 300 men in 6 companies in 1 squadron), Nicolás de Courville (POW) commanding. Raised in 1625.</i>			
Ge. Pentz	3-6	Cuir.	1620
<i>General War Commissar Obr. Marquart Pentz (KIA).</i>			



## Catholic League Forces

**ARMY COMMANDER:** Tilly (–2); Johann Tserclaes, Graf von Tilly, Bundesfeldherr (Union General) of the Catholic League. See the extended biography of him in the Historical Notes at the end of this Playbook.

### Right Infantry Wing

**WING COMMANDER:** Desfours (–1); Nicolás Desfours de Móns at Athienville. The Walloon Desfours was commissioned by Spain to raise a regiment of cavalry in 1618 in support of the Emperor's struggle in Bohemia. He was an able cavalry leader who performed very well in minor actions and skirmishes, but less so in formal battles. He was strongly disliked by Wallenstein who called him "the worst thief in the Empire."

Nat./Unit	Ratings	Type	Setup
Ge. Gáll	C4-6	CrC.	
<i>A Croat regiment (6 companies), Peter Gáll commanding. Raised March 1623 in Kormorn.</i>			
Ge. Desfours	2 x A4-7	Arq.	
<i>Desfour's Arquebusier regiment (10 companies). Raised 1625.</i>			
Ge. Alt-Sachsen	4-7	Cuir.	
<i>Duke Julius Heinrich of Sachsen-Lauenberg's Alt-Sachsen CR (about 400 men), ObrLt. Hans Rudolf von Bindauf commanding. Only about half the regiment was present at the battle.</i>			
Ge. Haussmann	3-6	Cuir.	
<i>Friedrich Ruprecht Freiherr Haussman von Namedy AKA Husmann (6 companies). Raised 1626</i>			

Starts off-map. See **Special Rule 8.**

### Gronsfeld's Detachment Infantry Wing

**WING COMMANDER:** Gronsfeld (–1); Jost Maximilian Graf von Bronckhorst-Gronsfeld (1598–1662). See the biography of him in the Stadtlohn scenario.

**REPLACEMENT:** Cronberg (0). Oberst Nicolas Freiherr von Cronberg.

Units are marked with a "Gr" wing designation.

#### 1st Line

Nat./Unit	Ratings	Type	Setup
Bav. Lintelo	2 x 3-7	Cuir.	2823, 2824
<i>Thimon de Lintelo's CR (625 men in 6 companies). Raised in 1620 in Bavaria.</i>			
Bav. Cronberg	2 x 4-7	Cuir.	2822, 2821
<i>Cronberg's CR (formerly Cratz; 1200 men), Nicolas Freiherr von Cronberg commanding. Raised in 1620 in Bavaria.</i>			
Bav. Gronsfeld	18-7	2-hex HI	2819-2820
<i>The Gronsfeld battalion consisting of the Herbersdorff regiment (600 men) and the Herliberg regiment (1200 men).</i>			
Bav. Schmidt	8-8	HI	2818
<i>Schmidt regiment now commanded by Obr. Reinach. One of Tilly's crack units.</i>			

#### 2nd Line

Nat./Unit	Ratings	Type	Setup
Bav. Schönberg	2 x 4-8	Cuir.	3023, 3024
<i>Schönberg CR (formerly Herzelles; about 800 men in 12 companies), Freiherr Otto von Schönberg commander. Raised in 1620 in Würzburg.</i>			
Bav. Cronberg	4-8	Cuir.	3021
<i>See above.</i>			

### Center Infantry Wing

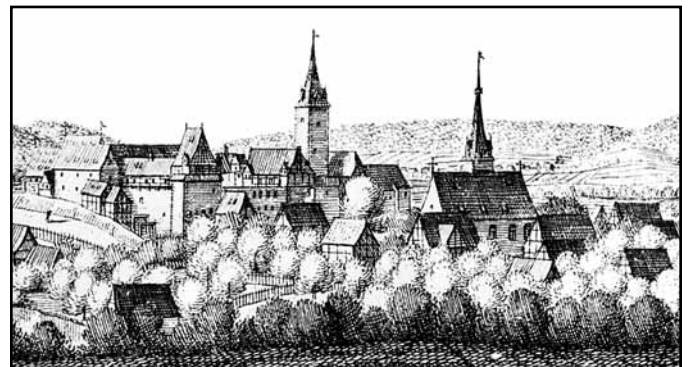
**WING COMMANDER:** Anholt (–2); Field Marshal Johann Jakob Anholt, Graf von Bronckhorst-Batenburg (1553-1630). See the biography of him in the Höchst scenario.

#### 1st Line

Nat./Unit	Ratings	Type	Setup
Bav. Mortaigne	15-7	2-hex HI	2814-2815
Bav. Fürstenberg	15-7	2-hex HI	2816-2817
<i>Graf Egon von Fürstenberg's IR (about 1500 men in 13 companies). Raised in 1620 in Bavaria.</i>			
Bav. Alt-Tilly	24-8	2-hex HI	2812-2813
<i>A battalion consisting of the Alt-Tilly AKA Tilly Leib Regiment (about 1200 men), Obr. Witzleben (Truchseß von Wetzhausen?) commanding and the Lindelo regiment (about 1200 men).</i>			
Ge. Colloredo	20-6	2-hex HI	2810-2811
<i>Rudolf von Colloredo's IR (about 2000 men). Raised in 1625.</i>			
Bav. Artillery	3 x 6-17	12-24 lb.	2712, 2713, 2714
<i>Tilly's army had around 12 guns. These most likely included nine 24 lbbers and three 12 lbbers.</i>			

#### 2nd Line

Nat./Unit	Ratings	Type	Setup
Bav. Anholt	15-7	2-hex HI	3015-3016
<i>Anholt IR (about 1500 men).</i>			
<b>Design Note:</b> <i>Perhaps the Jung-Tilly / Haimhausen regiment instead.</i>			
Bav. Gallas	15-7	2-hex HI	3013-3014
<i>Matthias Gallas's IR (formerly Erwitte; about 1500 men in 10 companies). Raised in 1624 in Bavaria.</i>			
Ge. Cerboni	20-6	2-hex HI	3011-3012
<i>Cerboni IR (about 2000 men). Raised in 1625.</i>			



## Left Cavalry Wing

**WING COMMANDER:** Erwitte (-1); Oberst Dietrich Othmar von Erwitte. A nobleman from Westphalia, Erwitte entered the service of the Catholic League shortly after the start of the Thirty Years War and raised a regiment of cavalry. His defense of the town of Geseke in 1622 against Braunschweig's army is commemorated to this day by a procession in the town each year. He died in the battle of Breitenfeld in command of the Bavarian cavalry under Pappenheim.

### 1st Line

Nat./Unit	Ratings	Type	Setup
Bav. Erwitte	2 x 4-7	Cuir.	2808, 2809
<i>Erwitte CR (about 800 men in 10 companies). Raised in 1620 in Bavaria-Neuberg.</i>			
Ge. Cortenbach	4-7	Cuir.	2807
<i>Cortenbach CR (6 companies), Adrian von Cortenbach commanding. Raised in 1621 in Austria.</i>			
Bav. Bock	4-7	Cuir.	2806
<i>Bock CR (formerly Neu-Cratzl 400 men in 5 companies), Obr. Matthias von Bock commander. Raised in 1621 in Bavaria.</i>			

### 2nd Line

Nat./Unit	Ratings	Type	Setup
Bav. Egsted	4-6	Cuir.	3009
<i>Obr. Egsted CR (400 men in 5 companies).</i>			
Bav. Westerholt	4-6	Cuir.	3008
<i>Witzleben CR AKA Westerholt? (400 men in 6 companies).</i>			
Bav. Herbersdorff	5-7	Cuir.	3007
<i>Herbersdorff CR (about 500 men in 7 companies). Raised in 1620 in Bavaria.</i>			
Ge. Asseburg	A4-7	Arq.	3006
<i>Asseburg CR AKA Assenburg (formerly Neuenheim; about 400 men in 6 companies), Ludwig von Asseburg commanding. Raised in 1622 in Cologne.</i>			

## Special Rules:

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

### 2. Retreat Edges:

The Protestant retreat edge is the northeastern (10xx) edge.

The Catholic retreat edge is the southwestern (35xx) edge, but retreat the outflanking forces towards their entry hexes (use 1427 for the Right Outflanking Zone).

### 3. Senior Wing Commanders:

**Protestant:** Irrelevant as they have no Army Commander.

**Catholic:** Anholt.

**4. Saints in Armor Special Rules:** For this battle, use all the Special Rules Applicable to All Scenarios found in the introductory section of this Playbook.

### 5. Special Terrain Features:

**A. Streams:** Treat the non-faded portions of streams as normal MPBS streams.

**B. Cliff Hexsides:** These hexsides (for example 2307-2406) are impassable to all units. See the Terrain Effects Chart Addendum on the back cover of this Playbook.

**6. Christian's Late Arrival:** Christian IV starts the game off map. Until he returns the units of his Wing (the 2nd Echelon) are commanded by the replacement WC, who starts Game Turn 1 on his Finished side. At the beginning of Game Turn 2 the Protestant player rolls to see when Christian returns:

- On a 0 to 7 he returns GT 2.
- On an 8 or 9 he returns GT 3.

On the turn he returns immediately remove the replacement WS and place Christian on any unit of his Wing. He functions normally from that point forward.

**Design Note:** *Christian IV was not expecting a battle so soon, so when the Catholics started their opening bombardment he was several miles to the north sorting out a traffic jam that was blocking the evacuation of his heavy guns and baggage train. When he heard the sound of the guns he hurried back towards his leaderless army.*

**7. Royal Commander:** Christian IV is worth 20 VPs even though he is not an AC.

**Design Note:** *Even though Christian IV is not an AC in pure game terms, he was officially the commander of the army and the King of Denmark-Norway. He was also key figure behind the "Danish" intervention in the war as the Danish nobility strongly opposed any Danish involvement in foreign wars.*

**8. Catholic Outflanking Move:** The Catholic Right (R) Wing starts off map and is not counted for initiative before its turn of entry. In each Initiative Phase beginning with GT 6 the Catholic player rolls the die. The wing enters if the result is within the range for that turn:

- GT 6: It enters on a roll of 0.
- GT 7: It enters on a roll of 0 to 1.
- GT 8: It enters on a roll of 0 to 3.
- GT 9: It enters on a roll of 0 to 5.
- GT 10: It enters on a roll of 0 to 7.
- GT 11: It enters automatically.

On the turn it enters, place the units of the wing within 2 hexes of 1425 but not stacked with any enemy units. If placed adjacent to an enemy unit, that unit may React as if it were normal movement. The units may be placed in Formation Normal, Open Order, or Column.

**Design Note:** *Before the battle started Tilly sent Desfours' Imperial cavalry on a wide outflanking move through the woods on the right flank. The wing is placed on the map instead of a map-edge entry area in order for its arrival to be a surprise to the Protestant player, which wouldn't otherwise be possible due to the woods and the god-like player LOS.*

**9. Variant Scenarios:** The following variants may be used (in any combination) instead of the standard scenario if both players agree. None of the variants have a cost.

**9A. Variant 1—Free Catholic Setup:** The Catholic player may set up each of his wings in one of the following setup zones, some of which overlap. A maximum of 1 wing may be placed in each zone, and two of the zones will be empty. The hexes listed are the corners of each zone, and the hex rows that connect the corners are included in each zone. Ignore the actual wing name when using this rule; for example, the Right Wing can set up in the Left Zone. Only Cavalry Wings can be set up in the two Outflanking zones and only Infantry Wings in the two Center zones.

- Right Outflanking Zone: The units start off map and use Special Rule 8 to enter.
- Right Zone: 2725-2729-3125-3129.
- Right Center Zone: 2717-2725-3117-3125
- Left Center Zone: 2710-2717-3110-3117
- Left Zone: 2706-2710-3106-3110
- Left Outflanking Zone: The units start off map and use Special Rule 8 to enter, but enter along the map edge from 1500 to 1007 (both inclusive).

**Design Note:** Some sources state that Desfours Imperial contingent deployed on the left wing instead of Erwitte's wing. This would certainly be fitting considering its lower combat value, but it doesn't fit well with contemporary traditions for giving the right wing (the place of honor) to the contingent which served the "highest ranking" ruler. In this case, the troops of the Holy Roman Emperor would have trumped the troops of the Elector of Bavaria. As the sources also disagree on how wide the outflanking move was (within our map or off-map), as well as the location of Gronsfeld's Wing this variant elegantly solves all design dilemmas and prevents criticism for using the wrong source.

**9B. Variant 2—More Protestant Troops and Guns:** Add some or all of the following units to the Protestant setup.

Nat./Unit	Ratings	Type	Setup
Sv. Swed. Rgt.	7-6	HI	If either or both of these regiments are added, then set up them and the rest of the 3rd Echelon freely between 1607-1622.
<i>About 700 men in 1 battalion. Raised in 1626. Tilly's account of the battle says "an Ensign Wolf Soester von Zerwitz of the Swedish Regiment captured," no such regiment is mentioned in any Danish accounts. However, it may well have been another (unidentified) regiment.</i>			
Volunteers	7-6	HI	
<i>About 700 men in 1 battalion. Raised in 1625. Guthrie mentions this regiment, but no such regiment is mentioned in any Danish accounts. However, it may well have been another (unidentified) regiment.</i>			
Artillery	8-20	26-48 lb.	In Command range of any 1E unit
Artillery	6-17	12-24 lb.	
Artillery	4-14	4-8 lb.	
<i>See notes on artillery above.</i>			
Artillery	3-9	3 lb.	In Command range of any 2E unit

See notes on artillery above.

**Start Time:** 1:00 PM

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

**Historical Starting Orders:**

**Protestant:**

**1st Echelon:** Start under Make Ready Orders.

**2nd Echelon:** Start under Receive Charge Orders. Note that the WC (King Christian) begins the game off map and the replacement WC is set up on his Finished side. **See Special Rule 9.**

**3rd Echelon:** Start under Receive Charge Order.

**Catholic:**

**Right Wing:** Start under Make Ready Orders. Starts off-map. **See Special Rule 8.**

**Gronsfeld's Detachment:** Starts under Charge Orders.

**All other Wings:** Start under Make Ready Orders.

**Player Victory Conditions:**

VPs	Type of Victory
131 or more	Decisive Catholic Victory
111 to 130	Marginal Catholic Victory
71 to 110	Draw
51 to 70	Marginal Protestant Victory
59 or less	Decisive Protestant Victory

**Basic Victory Levels:**

Danish / Lower Saxon Circle Protestant (regular setup)		
Type	Points in Play	Losses
Horse	150	100
Foot	125	100
Artillery	15	15
Total	300	215

Catholic League		
Type	Points in Play	Losses
Horse	195	30
Foot	90	20
Artillery	45	0
Total	330	50

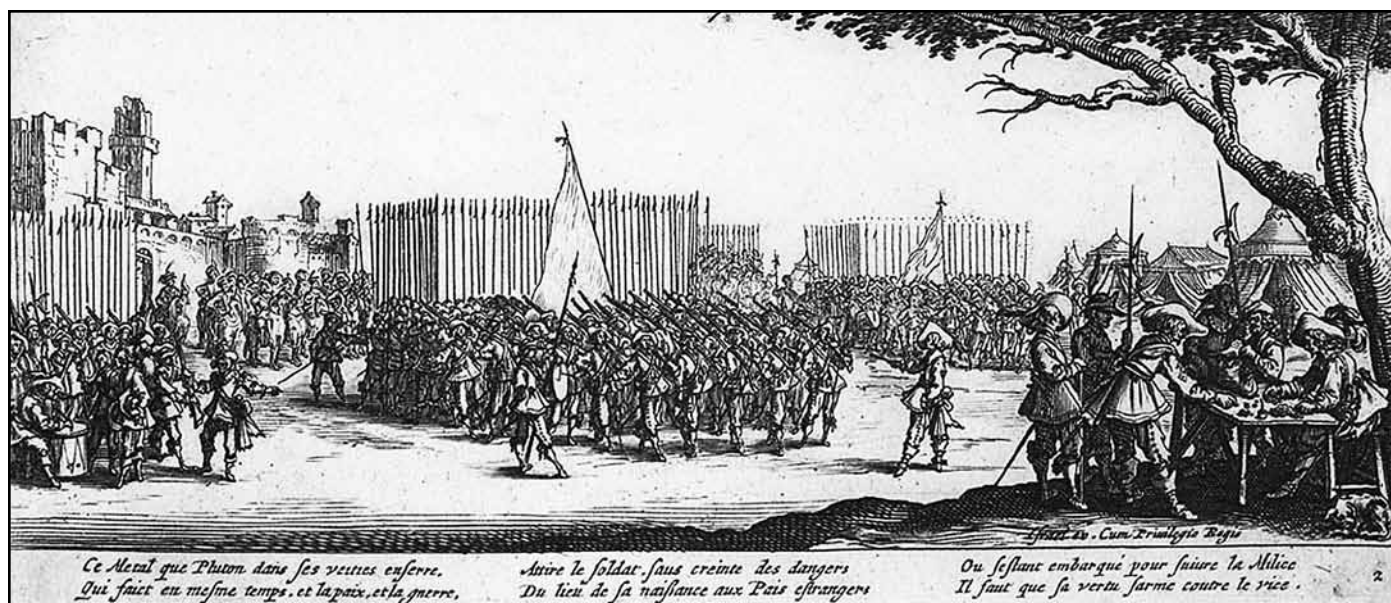
**Historical Outcome based on the Player Victory Conditions:**

**Catholic Points:** 215

**Protestant Points:** 50

**Result:** Decisive Catholic victory with a VP differential of 165.

*As players (who have the benefit of hindsight and knowledge of the VCs) won't often repeat the Protestant all-out attack, it's not necessary for the Catholic player to perform nearly as well as historically to win.*



## Historical Notes

### The Reduction in Size of Infantry Tactical Formations Over the Thirty Years War

By Ben Hull

Anyone who has played the *Musket & Pike Battle Series* (MPBS) games will have noticed the shift from double hex to single hex infantry units in later battles. Closer inspection will reveal the steady shrinking of these units throughout in actual manpower. The difference is quite noticeable when players open the latest volume, *Saints in Armor*, and see some very large early war units. As with many changes in tactics, techniques, and procedures there are a variety of causes that will be discussed here.

### National Military Systems

At the beginning of the Thirty Years War there were three primary military systems in practice in Europe. Each had its theoretical basis in antiquity with alterations for the incorporation of firearms. These schools were the Spanish, Dutch, and German. The preeminent system was the Spanish. The Spanish and German systems grew out of the Italian Wars where the Swiss inspired the creation of the Spanish tercios and the German landsknechts. Both systems blended pikes and firearms into tactical units that could maneuver on the battlefield to defeat enemy infantry while not having the traditional vulnerability to cavalry.

The next wave of evolution came out of the Dutch War of Independence. This conflict saw the Spanish and German systems working side by side within the same army as the Spanish Army of Flanders was segregated by Nationality with the Spaniards, Italians, Walloons, and Burgundians using the Spanish system (with minor variations) and the more numerous German mercenaries using their own system. In this environment the Dutch created their own dramatically different system that influenced the Danish, Swedish, and French combatants in the Thirty Years War.

### Tactical Versus Administrative

In military organizations there are two classes, Tactical and Administrative. Tactical organizations are formed for combat. Administrative organizations exist to facilitate recruiting, equipping, training, disciplining, and paying soldiers. They may overlap and in some cases cause confusion in terminology. This article is dealing with the tactical formations employed by infantry units, but some discussion of their corresponding administrative organization is necessary for understanding.

Ideally, the administrative organization for infantry would form for battle as a single tactical unit. This was often impossible due to the realities of warfare. Consistency in the size of tactical units allowed for more rapid forming of the army for battle and better command and control. This often forced commands to have smaller administrative units combined into a single larger tactical unit, which was quite common, or in a few instances a large administrative unit would form multiple tactical units. After this period it would become standard in many nations to have a larger administrative unit form several tactical units.

### Terminology

Modern military terminology has its foundation in this period. It can cause confusion to modern readers as many terms have specific meaning today, but were applied more generally then. There was a lack of consistency in naming conventions as well. Some discussion of terminology is necessary, especially if looking at other source material. To lend consistency, this article will standardize on terms that were most commonly applied in the period.

In the *Musket & Pike Battle Series* tactical infantry units are called battalions. Cavalry tactical units are called squadrons. In the game infantry units represent a single battalion. A battalion had internal subdivisions for command and control, but they could not operate independently from the whole in most cases. By contrast, cavalry squadrons were made up of the component cavalry companies, often known as troops, which could fight

semi-independently from the larger formation. In the game, cavalry units can represent two small squadrons or a single large squadron. The subdivisions of an infantry battalion are called blocks. The blocks were the homogenous pike or shot formations from the corresponding pike and shot soldiers of each company. In the various national systems the organization of the blocks and the positioning of the blocks varied.

The basic administrative infantry unit in all the national systems was the company. The prescribed strength and organization of the company varied by nationality. In the Spanish system, companies had either pikes or shot, with the pike companies retaining several musketeers. In the other systems, the company was divided more or less equally between pike and shot. When forming battalions the blocks were formed from the pikes and musketeers from each company with the members from a given company kept together for small unit cohesion. Informal subdivisions existed below the company, but provided little structure when forming the larger tactical units. The Spanish system distinguished between armored (*corseletes*) and unarmored pikemen (*piqueros secos*) and between musketeers and arquebusiers. The German and Dutch made no such formal distinction, fielding pikes and musketeers. Some may have been armored or not, and some musketeers may have been equipped with the lighter arquebus.

### Battalions and the Battlefield

Battalions did not operate on the battlefield alone; regardless of their relative size, they were formed as part of larger battlefield formations. The national systems also addressed how a battalion would fit into the larger picture. Armies, as depicted in the game, typically deployed in three bodies. The advance and rear guards were primarily cavalry, which provided scouting and security during movement. The advance guard covered the deployment of the infantry battalions and would traditionally become the right wing. The rear guard would then occupy the left.

The Spanish system had the battalions form in a single zigzag line formation. The German system called for multiple lines of battalions often with gaps for cavalry and the second line overlapping the gaps. The Dutch used a more elaborate system of smaller battalions that formed diamonds and could flex into one or two more solid lines as the situation developed. The small battalions and larger spaces were an interpretation of the Roman deployment of cohorts and were intended to facilitate the passage of cavalry squadrons and infantry battalions in either direction. The zigzag Spanish line had smaller spaces that parties of shot and some cavalry could move through. The German system did not allow space for full battalions to pass in either direction. The large Spanish and German style battalions could not be relieved in action, nor could their success be exploited easily. The Dutch system tried to answer this basic problem, but was very complicated to implement. The only way to relieve a large battalion was for it to collapse and have another replace it. This could prove very risky and costly in men. To this day relief-in-place and passage-of-lines maneuvers are very difficult to execute in combat.

In the larger battlefield calculus, large battalions logically produced fewer maneuver elements. The basic advantage of the Dutch systems was that if a battalion was destroyed the overall integrity of the army was roughly intact. The larger battalions made a local reversal more critical. In earlier periods that created the Spanish and German systems, a strong pike block could penetrate the enemy line and the enemy army would collapse. With more effective musketry and artillery, the risk of a given battalion being shot to ribbons increased substantially. The dense pike blocks also made tempting targets for artillery.

### Combat Power and Frontage

In the game, combat power of infantry units have two components: fire and close combat. Both are primarily a function of frontage with depth having no influence on firepower and some impact on close combat. This is a deliberate modeling of the contemporary notion that deep pike formations had more power in close combat, yet deep shot formations were not efficient. Various firing systems had the shot firing and counter marching to reload and that a depth of eight could produce a steady volume of fire. In practice, this was too optimistic in that the counter-marching-to-reload ballet could not be performed efficiently under enemy fire. Sometimes the number of ranks was increased to make up for the difficulty in maintaining a steady fire, with 10 ranks being common.

The other approach was to provide sufficient frontage and sacrifice a steady volume as fewer ranks as the initial volleys were the most effective anyway. The Spanish often had their shot only three deep and the Swedes six. Various methods of salvos were practiced to add shock action to the firing to make up for the difficulty of maintaining a steady volume, though the composition and delivery was a subject of some debate among military writers of the time.

In order for the musketeers to provide firepower in support of the pike block, the physical limitations of the effective range made for a size limitation. The Spanish answer to this problem was the “garrison” layer of musketeers, three deep, completely surrounding the pike block. The problem with this was in action the garrison layer could interfere with the proper functioning of the pikes and musketeers on the sides of the block not engaged were not utilized. The other musketeers and arquebusiers formed *mangas* or shot blocks as bastions on the four corners of the pike block. These blocks had a good bit more flexibility in practice than is depicted in period artwork. These blocks could operate in front of the battalion in loose order and also function as more traditional shot blocks to the flanks of the pikes in close combat. In the Dutch system the musketeers could deploy in a single block in front of the pike block and then divide equally on either side of the pikes as they came close to close combat. This would double the frontage of the battalion, but the large spaces between the other battalions in the larger formation gave sufficient room for the maneuver. The German system was the most basic of the three, with the muskets always forming equally on either side of the pike block. The pike block was not so broad that the muskets to either side could provide effective fire across the frontage. This reduced the need for risky maneuvering in the face of the enemy.

## The Battalions

The Spanish battalion was built around the pike block that had several formations. Unlike German and Dutch battalions, there was not a prescribed number of ranks for the pikes. The Spanish sergeant major would calculate a square of men or a physical square based on the muster. The square of men had an equal number of ranks and files, but the space was much deeper than wide because the front to back spacing between pikemen was much greater than the side to side. For an example, 1000 pikes would produce a square of 32 files by 31 ranks, but it would be about 32 yards wide by 62 yards deep. This formation was split in the middle to protect the colors; however, this split could often be maneuvered to the side to double the frontage, giving 64 files by 15 ranks. The German battalion was simpler to form with the pikes ten ranks deep filling in by company from the right. The musketeers would divide evenly between the left and right. Both the Spanish and German systems had their administrative grouping of companies (tercio for the Spanish and regiment for the Germans) forming a single battalion. The Dutch tactical system called for smaller battalions, so their regiment would form two battalions. In practice there were all sorts of variations due to regiments varying widely in strength. In some respects, the Dutch took the basic German system and introduced a new battalion formation to the regiment.

## Catholic League in *Saints in Armor*

The Catholic League was raised along the German system, but its leadership was well versed in the Spanish system as well. In practice, Tilly believed strongly in the power of large and deep pike blocks. He even combined regiments to form larger battalions. The average battalion size in *Saints in Armor* for the League is around 2,500 men, ranging from 1,300 to 4,600.

The formula served him well, but his enemies got better. The inexperienced enemies he faced were vulnerable to shock action. A more sophisticated foe with well-trained infantry and artillery would spell the end to large battalions. The Imperialist general Montecucoli attributed the failure at Breitenfeld to Tilly's deployment in a single line in the Spanish style.

## Summary

The reduction in size of the battalions can be attributed to the following reasons:

- Shallower formations employed musketry more efficiently.
- Fixed depth, standard formations were quicker and easier to form and train.
- Smaller formations reduced risk from musketry and artillery.
- Smaller formations reduced risk from the collapse of a given battalion.
- Smaller formations could pass back and forth in the larger corps easier.
- Professional soldiers moving between armies retained common tactics, techniques, and procedures.

There was no one clear motivation, but the trend is clear when looking at the numbers. The best we can do is try to capture the various motivations that appear in the contemporary writings.



## Dramatis Personae



### Georg Friedrich Markgraf of Baden- Durlach

*(30 January 1573 –  
September 24, 1638)*

Georg Friedrich of Baden-Durlach was only four years old when he inherited the the Margraviate of Baden-Durlach. Thus, his early reign was by regency until he was old enough to take up the reins of government himself in 1595.

He was a devout Protestant and his life was marked by an ascetic lifestyle. From the hand-written notes in his personal Bible, one can deduce that he had fully read through it at least 58 times.

His personal life was productive and he was married three times. He had 15 children with his first wife, Juliane Ursula of Salm-Neufville, with whom he was married to from 1592 to her death in 1614. Shortly after he married Agathe of Erbach and they had three children before she died in 1621. Within months he entered a morganatic marriage with Elisabeth Stolz, the daughter of his secretary. This marriage remained childless.

In the fields of legislation and administration Georg Friedrich was a sound ruler. He established the Privy Council, over which he presided himself. He created a high court and introduced a Church Order. He initiated the codification of the civil code of Baden, and the resulting statutes have been described as “the most thorough of any of the German territorial states.” The code was published in 1622, but due to the war it could not be implemented until 1654 under his son and successor Friedrich V. It remained in force until 1809.

In addition to Baden-Durlach, he inherited the occupation of Catholic Baden-Baden, and the inability to obtain imperial approval of this seizure was certainly part of his motivation to join the Protestant Union in 1608. He became a prominent member of the Union and its chief of cavalry, and was a well-read military theorist who wrote a treatise on modern warfare for his sons. When the Protestant Union collapsed politically in 1620 its regiments formed the basis of the Protestant armies of those rulers who actively opposed the emperor, and thus bolstered Baden’s militia forces and provided much needed experience.

George Friedrich spent 1621 recruiting and after the estates granted him a special war tax for three years in spring 1622 he set out from Baden with an army of around 11,500 men. His army was well equipped and had a relatively large artillery train. The 1622 campaign was poorly coordinated by the three Protestant armies. Georg Friedrich managed to join forces with Mansfeld a few days after the battle of Mingolsheim, but they then split their forces again. Baden and his army fought the League and Spanish army alone at the Battle of Wimpfen, but then again rejoined Mansfeld with the remains of his defeated army.

The Battle of Wimpfen was a disaster for the Protestant cause and for Baden personally. He was injured in the face and a long time afterwards he was a disillusioned, bitter man, which only aggravated the command friction and personal differences between the Protestant commanders when their forces were combined. After Wimpfen Georg Friedrich tried unsuccessfully to negotiate a pardon with the Emperor and disbanded his army. Because his lands now lay defenseless and he was under threat of an Imperial ban for waging war against the Emperor, he abdicated in favor of his son so his dynasty would not lose the Margraviate.

With the entry of Denmark into the war Georg Friedrich was appointed lieutenant general, and in 1627 was tasked with stopping Wallenstein in Northern Germany and the Jutland peninsula. After losing his army and being forced to surrender to the Imperial army in September 1627, he resigned from Danish service after a dispute with the Danish King Christian IV, who wanted to court martial him for the failure.

After leaving Danish service George Frederick retired and devoted himself mainly to the study of religious literature. He died on 24 September 1638 in Strasbourg. His body was probably transferred to the princely crypt in St. Michael’s Church in Pforzheim in 1650.



### Christian the Younger, Duke of Braunschweig- Wolfenbüttel

*(20 September 1599 –  
June 16, 1626)*

Christian the Younger was born in Gröningen (in today’s Saxony-Anhalt) in 1599. He was the third son of Henry Julius, Duke of Braunschweig-Wolfenbüttel. After his father’s death, he was educated by his maternal uncle, King Christian

IV of Denmark, and attended the University of Helmstedt. Christian had a strong dislike of all things Catholic, and in time would earn a reputation as a dangerous Protestant fanatic. He was keenly interested in the art of war and life as a soldier, and was known for offending people with his direct manners and his coarse and profane language, especially when he was drunk

After the death of his brother, Rudolf, Bishop of Halberstadt, in 1616, he was elected his successor as Lutheran administrator of the Prince-Bishopric of Halberstadt. This position provided him the necessary finances to pursue his real interest; a military career.

After a short time of service with the Dutch in 1621 he managed, despite limited economic resources and few trained officers, to raise an army of around 10,000. His army contained a lot of cavalry that enabled it to better live off the land and made it possible to loot a larger area, both of which were important as his own lands were much too poor to pay the army.

He was a strong supporter of the Protestant cause and the Bohemian Revolt. He was especially passionate about the cause of the Palatinate, and declared a chivalric love for Elizabeth, the wife of Friedrich of the Palatinate. On one occasion he picked up Elizabeth's glove after she had lost it, and declared that he would give it to her in the Palatinate and from then on wore it in his hat with the motto "Pour Dieu et pour elle" (For God and Her) when he was on campaign. The blasphemy of equating the two was shocking to the Catholics and a lot of Protestants as well. This, combined with his, at times, shortsighted and adventurous actions and reputation for cruelty and violence against the Catholic church, meant that he was quickly dubbed *der Tolle* (the mad) Halberstadter by pro-Imperial pamphlets.

While it is true that he often targeted the property of the Catholic church for his looting, there seem to be no basis for the claim that he was more cruel or violent than all the other participants in the war.

The campaign of 1622 saw the Protestant armies of Baden, Braunschweig, and Mansfeld incapable of cooperating in a meaningful manner for most of the time and being defeated piecemeal. Christian found himself caught by Tilly at the battle of Höchst, but he managed to extricate most of his army and baggage train. Unable to fight, he withdrew into Alsace and together with Mansfeld ravaged the region before marching to the relief of Bergen op Zoom in the Netherlands. On the way they were intercepted by the Spanish and in the following battle of Fleurus Christian lost an arm and most of his infantry, but made his way to the Netherlands. The amputation of his left arm after the battle was performed to the accompaniment of martial music and afterwards Christian issued a commemorative medal with the inscription "Altera Restat" ("I've still got the other one")! He spent the winter recuperating and replenishing his army before going back to Germany in 1623.

That year turned out to be even worse than the previous year. Christian's campaign to reenter Germany as part of a great alliance faltered from the start, when he found himself alone and outnumbered by Tilly. He was caught by Tilly in his flight back to the Netherlands, and in the battle of Stadtlohn tried to repeat his feat at Höchst. He failed and lost both his army and his baggage train with the accumulated loot of previous campaigns.

After Stadtlohn, Christian's position appeared hopeless, but the entry of Christian IV of Denmark into the war in 1625 changed the situation, as a new grand alliance against the Catholics appeared to form. An ambitious scheme that involved Christian, Mansfeld, Bethlen Gabor, and Christian IV, King of Denmark, pushing towards the Habsburg heartlands from all directions was approved, and Christian was ordered to advance on the Rhineland and eventually join forces with Christian IV. He undertook this mission but quickly found himself checked by Tilly in Hesse, and opted this time to retreat rather than fight. Ill from the outset of the campaign, and broken in reputation and fortune, he died at Wolfenbüttel on June 16, 1626, leaving no heirs. His vitals, according to Catholics, eaten by worms: The death of Herod.



**Christian IV, King  
of Denmark-Norway**  
(12 April 1577 – February  
28, 1648)

Christian IV was born at Frederiksborg castle, son of Frederick II, king of Denmark-Norway, and Sofie of Mecklenburg-Schwerin. On the death of his father in 1588 he succeeded to the throne at the age of 11, and with a reign of almost 60 years would become the longest reigning monarch in the history of Denmark.

The horoscope made by astrologer Tycho Brahe at the birth of Christian predicted he would become a popular, righteous king and a great warrior but also a virtuous man, so children were not likely. The latter predictions would prove to be off the mark as Christian became famous for his stamina and ability to drink alcohol, and would be the father of at least 23 children, six with his queen Anna Cathrine of Brandenburg (1575-1612), and at least 17 with other women, primarily his morganatic wife Kirsten Munk who he had a relationship with until 1628.

Christian took an interest in many and varied matters, including a series of domestic reforms. He also did much for Danish national armaments. New fortresses were constructed under the direction of Dutch engineers and the navy was expanded from 22 to 60 ships, some of them built after Christian's own designs. The formation of a national army proved more difficult. Christian had to depend mainly upon hired mercenary troops augmented by native peasant levies recruited for the most part from the peasantry on the crown domains. His army won the Kalmar War against Sweden in 1611-13, but it was a narrow victory that produced no important gains as the two sides were almost equal.

In economic matters he led a mercantilist line and founded the Icelandic, Greenland, and East Indian trade companies. He supported maritime explorations in the Arctic to find new shipping lanes and sources of income and the acquisitions of new colonies. At the time Denmark controlled both sides of the Öresund and could therefore control the trade into and out of the Baltic sea. The revenues of the Sound toll made Christian one of the richest men in Europe.

In his military and foreign policy he was constantly opposed by the powerful royal council who had no interest in increased royal power or foreign wars and did their best to prevent most improvements in the size and quality of the army and navy, both to reduce costs but also to prevent Christian from having the means to starting wars. They did not succeed in preventing him from getting involved in the Thirty Years War in 1625, as he circumvented the royal council by using his own wealth (from the Sound toll and loans from his mother) to finance the army, and his capacity as Duke of Holstein to intervene when the council would not sanction or fund it in his capacity as King of Denmark. Unfortunately the timing of the intervention was

poorly chosen, and the promises of support from his allies proved empty. The result of the war was a disaster to Denmark, as the Jutland peninsula was ravaged by Wallenstein's army following the defeat at Lutter am Barenberge. By promising to support the emperor Christian managed to keep most of his possessions at the resulting peace treaty in 1629, but it left him poor and bitter.

The success Sweden had in its intervention in the Thirty Years War decisively shifted the balance between the two rivals in the Baltic and this was demonstrated in 1643-1645 when Sweden managed to invade Denmark from the south, as well as in the Scanian lands, in the Torstensson War. The defeat resulted in the loss of territory in the Scanian lands and Norway as well as the islands of Gotland and Ösel. During the war Christian lost an eye in the naval battle of Kolberger Heide.

Christian died at the age of 71 at Rosenborg castle and was buried at Roskilde Cathedral. Even though his reign was marked by military defeat and economic decline, and could even be marked as the start of Denmark's steady decline, he is one of the most prominent and admired kings of Denmark. He founded the towns of Christianshavn near Copenhagen, Christiansstad in Scania, Christianopel in Blekinge, Christiania (later Oslo, capital of Norway), Kongsberg and Christianssand in Norway and Glückstadt in Holstein. He transformed the capital of Copenhagen with his many building projects and many of them still stand today.



**Ernst,  
Graf von Mansfeld**  
(c. 1580 – 29 November  
1626)

Mansfeld was an illegitimate son of Graf Peter Ernst von Mansfeld. The younger Mansfeld's first military experience was with the Imperial army in Hungary. He was a Catholic, and probably remained so for his entire life, but became an enemy of the

Habsburgs while serving under Archduke Leopold after a real or imagined slight on the part of that prince.

As a mercenary and a leader of mercenaries, Mansfeld often interrupted his campaigns by journeys made for the purpose of raising money, or in other words for selling his services to the highest bidder. The Emperor declared him an outlaw and put a huge ransom on his head. However, this never prevented Mansfeld from trying to get the Emperor to bribe him to quit the war or even take his army to his side, but never with success. At one time he was secretly negotiating with Imperial agents when his employer at the time, Friedrich of the Palatinate, suddenly entered the camp to join his army and nearly revealed the scheme.

After the Bohemian Revolt in 1618 Mansfeld was sent as head of a force of 2,000 Swiss mercenaries from the Duke of Savoy to help the Bohemians. Following a defeat in the Battle of Zablat in 1619, he tried to change sides and offered his services to the Emperor, but without success. He then became

commander of Friedrich of the Palatinate's army in Bohemia and later in the Palatinate itself.

He became famous for his ability to recruit relatively large armies very fast, but this inevitably meant that the quality of the troops was often low and his improvised armies ravaged the lands of both his enemies and allies, ruining those who paid him to defend them. As a mercenary he did his best to preserve his army above all other considerations, and even though he defeated Tilly at the small battle at Mingolsheim in 1622, his campaigns were characterized by his attempts to avoid battle. He was notably absent from most of the major battles of the early war period.

When Friedrich of the Palatinate dismissed him, he joined Christian of Braunschweig and fought with him at the Battle of Fleurus in 1623 where they attempted to escape with their armies to the United Provinces. Mansfeld succeeded in this and for a short time served there until the Dutch dismissed him and his undisciplined army.

In 1624 he paid visits to London, where he was hailed as a hero by the populace, and Paris, and by using his diplomatic skills and reputation he soon again found himself with an army. In 1625 he sailed to the continent and joined forces with Christian IV of Denmark upon his entry into the war.

Mansfeld was severely defeated by Wallenstein at Dessau Bridge in 1626, when he uncharacteristically insisted on giving battle. He quickly raised a new army and with it he attempted to move towards Hungary and join Bethlen Gabor. But this plan fell apart and he was forced to disband his army. He died near Sarajevo, on his way to Venice in November 1626.



**Johann Tserclaes,  
Graf von Tilly**  
(February 1559 – 30 April  
1632)

Johann Tserclaes von Tilly, nicknamed Father Hans by his troops and by his contemporaries "Der Heilige im Harnisch" (literally, the Holyman in a Breastplate, but usually translated as the Monk in Armor in English), was the most famous commander on

the Imperial/Bavarian side during the Thirty Years War. He was born in 1559 and raised in the small town of Tilly in the province of Brabant, in modern day Belgium. The Tserclaes, a family with military traditions, could trace their ancestry back to the year 1064. When Johann was nine years old his father was implicated and charged with high treason in the wake of the Dutch Revolution. Johann and his older brother Jakob were handed over to a Jesuit school by his mother to be kept out of harm's way. The Jesuits were devoted to the Virgin Mary, asceticism, and combatting the Reformation, all of which Tilly would practice in life.

At the age of 17 he became a soldier in the service of the King of Spain in the regiment of Octavio von Mansfeld, the

only career open to him as his brother inherited the Tilly castle. Tilly served under Alessandro Farnese, the Duke of Parma, perhaps the finest general of the time, who led the war against the United Provinces. Tilly became a Fähnrich in 1583, took part in the siege of Antwerp in 1584 and then left the Netherlands to command a company in the war against the Huguenots in France. In 1587 he entered the service of the Duke of Lorraine, whose army he became commander of, a first step on the ladder to greater appointments. From 1594 Tilly took part in the war against the Ottoman Turks, being severely wounded at the siege of Budapest in 1602. The Emperor Rudolf II saw his abilities and made him a Field Marshal in 1604. A power struggle between Rudolf and his brother Matthias then ended Tilly's meteoric ascent through the ranks, as he would not support the victorious Matthias against the weak Rudolf.

At the age of 50 he withdrew into retirement, living a quiet life as a civilian and wearing old fashioned Spanish clothes. But in 1610 he found a new master in place of the Habsburgs: Maximilian, the Duke of Bavaria. Maximilian made him commander (Generalleutnant) of the army of the Catholic League, tasked with opposing the Protestant Union in the lead-up to the long war that would engulf Germany. Tilly trained his standing army and fortified towns in Bavaria.

In 1618 the war erupted, starting in Bohemia. The Emperor, short of funds, employed Maximilian's Catholic League to wage war on his behalf. At the battle of White Mountain in 1620 Tilly, nominally second in command after Maximilian, ended the short reign of Friedrich V of the Palatinate as King of Bohemia. More victories would follow. In a series of battles in 1622 he defeated all opponents of the Emperor and Maximilian, most notably the Protestants Baden-Durlach at Wimpfen and Christian of Braunschweig at Höchst, crowning his successful campaign with the capture and ruthless sacking of Heidelberg, Friedrich V's city. A grateful Emperor made him a Graf (Count) after the battle at Höchst. In 1623 Duke Christian once again challenged Tilly but Christian was instead heavily defeated at Stadtlohn, perhaps the most complete of Tilly's victories.

A couple of quiet years followed, which included a diplomatic mission on the behalf of Maximilian, who wanted the position as Elector transferred from Friedrich V to himself. In 1625 a new threat emerged as the King of Denmark intervened in the war. The Emperor needed another army, under his own command, and Wallenstein entered the stage. Tilly and Wallenstein were very different personalities, and of equal rank, which led to some difficulties in cooperation. The Danish King Christian IV was, however, thoroughly defeated by Tilly at Lutter am Barenberge in 1626. During this time Tilly's troops committed several atrocities in captured towns which was held against the old commander. The city of Hamburg yielded to Tilly, giving him a vast base of supply for his army. During an inspection ride at Pinneberg he was hit by a musket ball, and had to recuperate for five weeks. In 1628 he was made a Duke, but Tilly feared that this was part of an attempt to dismiss him on account of old age. Uncharacteristically, Tilly is said to have bribed the scribe with 500 Reichstalers never to issue the letter confirming his new title.

The year 1628 became one of intrigues, as Wallenstein outmaneuvered Tilly as well as all other competitors. Tilly, lacking political skills, unwisely accepted vague promises to get back all the money he had spent out of own pockets during the previous years, becoming bitter and ill as a result. The war continued however, and Tilly together with Wallenstein forced Christian IV to make peace at Lübeck in 1629. As Wallenstein's power started to worry even the Emperor, he was dismissed in 1630, and Tilly was reluctantly also made commander of all Imperial forces.

Meanwhile the Swedish King Gustav Adolf had landed with his army in Germany. The two had respect for each other's capabilities, Gustav calling Tilly a "clever fox," while Tilly correctly viewed the new enemy as a more serious threat than earlier opponents. Gustav allied with the Protestant city of Magdeburg, which Tilly invested while trying to force Gustav into a major field battle. Constant marching wore down the troops and him, and the unruly Pappenheim required some effort to control.

In April 1631 Magdeburg was ready for the taking, but a letter from the Emperor ordered Tilly to abandon the siege and return to Austria to defend the heartland of the Habsburgs. Tilly, again uncharacteristically, ignored the order, not wanting to give up what had been gained at much cost. Magdeburg was sacked and burned in May, with Pappenheim leading the assault, resulting in the loss of most of the inhabitants. Tilly was responsible for failing to stop the massacre, but was likely innocent of causing it. Signs of age perhaps began to tell, as the 70 year old commander was unable to assert his authority over the younger colonels and generals. Soon swords were crossed in earnest with Gustav at Burgstall and later Werben, where Tilly bombarded the encampment of the Swedish King. While Gustav had built up ample supplies, Tilly's army was unable to sustain itself and had to withdraw.

Tilly negotiated with Johann Georg, the Elector of Saxony, to join the Emperor against Sweden. But Johann Georg instead sided with Gustav, causing Tilly to enter Saxon lands in September 1631, where his troops could be supplied. Leipzig fell which prompted Gustav to finally seek a large scale field battle, outnumbering Tilly with his Saxon allies. The result was the battle at Breitenfeld (included in *Gustav Adolf the Great, Musket and Pike* volume 4), a major defeat for Tilly, who was also wounded by three pistol bullets. Despite the defeat, Tilly was still undisputed as Imperial commander.

As Gustav marched south, Tilly readied Bavaria for the onslaught, fortifying the cities of Donauwörth, Rain am Lech and Ingolstadt. In 1632 Tilly outnumbered the Swedes and with ease retook Bamberg, an important fortress. Gustav captured Donauwörth and then aimed at crossing the Lech River to break into Bavaria. Tilly moved to oppose the crossing. On the 15th of April, as he was commanding his guns to fire on the Swedish pontoon bridge, a cannon ball hit him in the leg. On the 30th he died at Ingolstadt, his last orders concerning the defense of the city. His testament contained only directives that his remaining possessions should be distributed among his old Walloon regiment that had followed him for so long.



## Scenario Selection Guide

The scenarios in this game depict a wide variety of situations. To help players decide which scenario to play, this section provides a quick overview of what makes each scenario unique. This section also includes some basic advice to help new players with each battle.

### White Mountain

White Mountain is the classic one-sided blow-out battle where one side (the Catholic side) is doing all the moving and attacking, while the other is mostly performing reactions and making small adjustments in the line while hoping to survive. Not all players are masochistic enough to enjoy the Protestant side in this one, but it is an ideal solitaire experience.

**Play Tips:** The Catholic player has a lot to do and not a lot of time to do it. He must hurry but at the same time avoid blocking his own paths of attack with Formation Broken units from previous attacks. The Protestant player must play a very responsive game with sharp counterattacks when the opportunity present itself. But he shouldn't help the Catholics kill his units by needlessly exposing them.

### Wimpfen

Wimpfen is the only scenario where both sides attack from the start, and is dominated by the unusual pike wagon terrain. There is enough time for each player to halt and reform or re-plan if things aren't going as hoped, so careful planning and execution is really rewarded in this scenario.

**Play Tips:** The Catholic player has a very tough army, but an equally tough position to attack in the form of the pike wagons. Any HI unit that manages to break into this position will be Formation Broken and reduced by casualties, and will probably be thrown back unless supported by other units. The Protestant player starts with an excellent opportunity for attacking with his right flank, and with luck and skill his cavalry can continue to harass the Catholic HI as they move towards the pike wagons.

He should defend his position with harassing LI fire and use his HI units to counterattack anything that breaks through the pike wagon line or attempts to go around it.

### Höchst

Höchst is a tricky terrain puzzle where the Protestants must fight a rearguard action to delay the Catholics and then must disengage their army to safety. The special rules section seem daunting but it's really very simple and 90% of the special rules are about the VCs, which have more depth than previous scenarios. The terrain and units mix really rewards clever Catholic play and punishes bad play and the VCs give each player some interesting dilemmas.

**Play Tips:** The Catholic player has a lot to do, but also a lot of time to do it. What he doesn't have a lot of is units, so he must use his artillery superiority to make the river crossing and Sossenheim assault as safe as possible or risk being stopped completely. For the Protestant player, the key to victory is to know when to stay and when to run. If the Catholics exit too many units too fast he will definitely lose big time, but victory is not won by losing his army on the riverbank either.

### Fleurus

This is the only battle where the Protestant player is the overall attacker and it's a classic quantity vs. quality pitched battle. The cavalry mutiny rule will cause much frustration for the Protestant player and gives each side a very distinctive feel. This asymmetry is further enhanced by the different HI formations employed by each side (unless using the optional rules).

**Play Tips:** The Protestant numerical superiority in cavalry looks overwhelming but it's a fragile and unreliable tool. The Protestant player must be flexible in his attacks as his men probably won't obey all the time. If the Protestants make a wide outflanking move and refuse to impale themselves on the Ferme Chassart complex the Catholic player must remember that his LI are not

forced to stay there; they make excellent defensive fire support for the cavalry.

### Stadtlohn

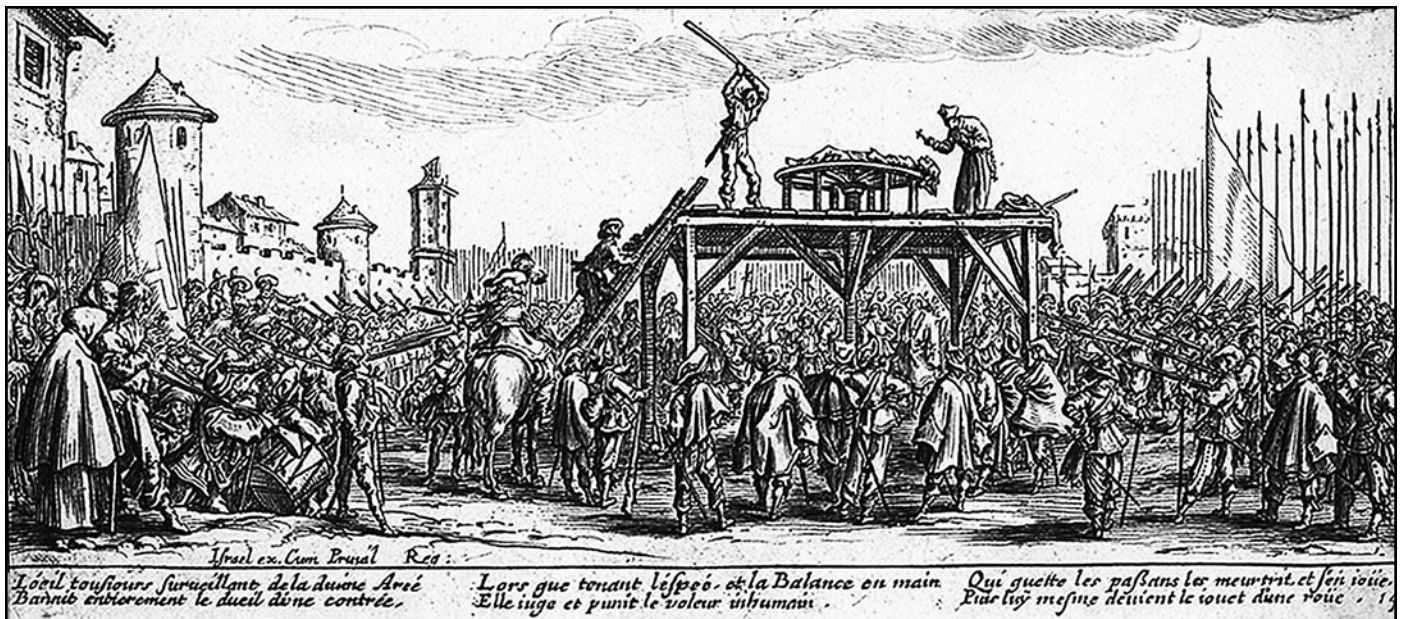
This is the most one-sided battle in terms of relative army strengths, but one where both players have lots of decisions to make and room for movement. The Catholics must outrun the ticking clock, while the Protestants must employ both defensive and offensive tactics to delay and annoy the Catholics. This makes it an interesting asymmetric running battle, a type not seen a lot in the MPBS.

**Play Tips:** The Catholic player must hurry, as each turn takes the wagons closer to safety. As fighting and reforming takes time, he should use maneuver as much as possible. However, he shouldn't overlook the fact that his qualitative superiority means that it's sometimes faster to smash a way through instead of going around. The Protestant player must always keep in mind that his army is a tool that can be expended to save the baggage train. Whenever possible he should keep units in his unit in front of enemy wings that are not under Charge Orders so they can't move forward. He should also have his units attack any Catholic units that move around in Open Order or Column formation so they have to spend several turns reforming. Annoy and delay to the death! The Protestants can always buy a new army if the wagons escape.

### Lutter

Lutter is the most traditional MPBS battle in SiA. Two (initially) evenly matched armies are fighting each other with a minimal number of special rules. The MPBS rules themselves were enough to show the most important feature of this battle: the Protestants (expecting to fight a rear guard action) are organized in echelons (lines) while the Catholics are deployed in normal wings. This elegantly shows how an order that might be ideal for conditions on one flank might be far less than ideal for the center and other flank. This neatly fits with the historical result where an initially local Protestant counterattack became an attack along the entire line with disastrous results.

**Play Tips:** The Catholic player is up against good units for a change, so he needs to be careful of counterattacks. He should exploit the command system and the Protestant line deployment by creating situations where no single order is without lost opportunities or unwelcome forced attacks for the Protestants. The Protestant player can attempt to reposition his forces so they are easier to command, but it is a tricky and very time-consuming task to perform completely. Small adjustments are, however, possible and desirable in order to improve the ability to hold the line or follow up attacks. The Protestant player has good units and should consider counterattacks when the Catholics formations are shaken by terrain or combat.





## Designers' Notes

### The Title

As the title may seem odd to some an explanation is in order. We wanted to highlight that the period covered by this game was more of a religious war than the later Swedish and French phases of the 30YW period covered by other *MPBS* games. It was also a very devastating period of the war for the regions touched by it, as the more organized and evenly balanced systems of extracting money and food for the armies were not yet in place (these would be introduced by Wallenstein), which forced the armies to rely on looting to a higher degree. The aspect of the religious struggle in addition to the political (constitutional) struggle further brutalized the conduct of the war and displaced huge parts of the population, so the title is certainly not without a bit of sarcasm on our part.

But even though the title is sarcastic as seen from our modern perspective it is important to note that most of the protagonist (with Mansfeld being the notable exception) were really fighting because of their honestly felt Christian zeal. Duke Christian of Braunschweig, for example, was a member of a mighty dynasty, but gave up everything for the fight against the Papists and even risked being declared an outlaw.

Before we ended up with the final title we also briefly considered "Too many Christians," which has a rather witty double-sided word play as a lot of the major figures on the Protestant side of this religious (among other things) war within the Christian world were named Christian. We also considered the very fitting title "The Empire Strikes Back" but apparently there is movie or something with the same name...

### White Mountain

To represent the passive Protestant behavior in the opening phase of the battle and their eventual collapse in the end I had to introduce more "idiot rules," restrictions, and scripting that I would have preferred, but the alternatives were either a scenario that too often ended ahistorically or required adjusting the Protestant unit values more than I think was warranted by their historical behavior. The final version allows players to replay the massive Catholic victory. This may not be all that fun for the Protestant player, but I guess the actual Protestant commanders didn't like it either.

We did not include an alternative early start option where the Protestants can attack the Catholics as they cross the stream as most of this crossing happened off the current map. (*Brian Berg, Asklev Hansen*)

### Wimpfen

This one required quite a few special rules to get right, but it was also an unusual battle. The pike wagons and the huge explosion that historically affected the outcome took some effort to portray in an accurate and fun-to-play way. Knut found good information about the pike wagons, which were not well described in other sources. I used Wertheim for the OOB and a map in Reitzensten, two excellent sources that complement each other well. I owe thanks to Daniel Staberg for pointing me in the right direction regarding these. I would also like to thank Ryan Toews for providing me with additional info about the battle and for taking photos during his visit to the battle field. These are available on the *Musket and Pike* forum on Consimworld. (*David Ekberg*)

### Höchst

This delaying action nature of Höchst meant that designing this battle was a balancing act where we tried to keep the scripting and special rules to a minimum while still making the historical behavior both sensible and possible. As a result, most of the special rules are about giving each player specific

objectives, as the rest of the system itself can easily show this kind of battle. (Brian Berg Asklev Hansen)

Wertheim was used as the source for this battle, but his paper strength numbers were lowered a lot. Knut found a really nice old map of the area that clearly shows how difficult the terrain is and how well chosen Christian's position was, at least tactically. (David Ekberg)

## Fleurus

Despite the subtitle of this game, Tilly was not at Fleurus. This battle was originally intended as a small introductory scenario, but grew somewhat in complexity in order to accurately show the historical events. It still has few units and is therefore suitable for getting to know the MPBS. Fleurus has been a popular European battlefield as armies have clashed on the same spot as in 1622 in both 1690 and 1794 and at nearby Ligny in 1815. This helped in making the scenario map. The battle has received little attention because of a lack of primary sources in English and German. It should be noted that the engraving of the battle in *Theatrum Europaeum* is a work of fantasy. The literature also differs in who actually won the battle. The sources present two different Protestant ordres de bataille. I went with the version of how the battle unfolded and the OOB that Dr. Pierre Picouet gives on his webpage dedicated to the study of the Spanish tercios. Luckily, though, we had counterspace for the optional Protestant 2-hex HI units, so this variant can be explored as well. Again, Daniel Staberg deserves thanks for helping me find and interpret the sources. (David Ekberg)

## Stadtlohn

This scenario experienced major OOB and map changes after we first thought it was complete as Knut found some new sources. It was frustrating at the time, but the end result feels more realistic as well as being more fun to play. I tried to script as little as possible but still felt forced to do the unwilling rearguard special rule to be able to reflect history, as this was an important event in the battle. But I constructed the rule so players can ignore or forget it without breaking the scenario. This also adds some more replayability as the "should I stay or should I go" decision made on turn 1 will shape the course of the scenario.

We tinkered a lot with the wagon rules (including fixed movement) but ended up with a simple solution that fitted into the MPBS system and added excitement. (Brian Berg, Asklev Hansen)

## Lutter am Barenberge

The design of Lutter was plagued by confused sources, which differed on both the terrain, the OOB, the setup and whether the Catholic outflanking move happened on the right, the left, or both, flanks. In the end I based the Catholic OOB on a Danish spy report made just before the battle, as the only other detailed OOB I had was from Guthrie (who doesn't reveal his sources).

As I had no other reliable setup info I based this on Guthrie, with some changes based on common sense and guess-work. I had to use Guthrie again for the Danish OOB and setup for lack of better sources as Liliefalk's OOB had too many things that didn't fit.

The scenario special rules went through several very different versions during the early design phase, where I tested several outflanking rules (no wings, one wing, both wings) and Danish artillery setups. The current version is the one that most often delivered plausible results (within my understanding and interpretation of the battle). (Brian Berg Asklev Hansen)

## General Stuff

The sources on this period differ a lot, and a lot of books have very different interpretations of where battles were fought, how strong the armies were and even what happened during the battle. Therefore all info here is our best judgment. The same goes for the numbers in the "Historical Losses" column of each battle.

Despite the positive feedback we received for it, we did not include as much background historical information in this game as we did in our last MPBS game, *Nothing Gained But Glory*. The subject covered here is well covered in English language literature for those interested in knowing more about the early Thirty Years War.

The resultant fewer playbook pages allowed us to add the battle-specific player aids. We hope players find that they add flavor and prevents special rules from being forgotten in the heat of battle. It is my hope that this innovation will be continued in future MPBS games (and perhaps even retrofitted to previous games in the series).

Another innovation is the marking of units that are affected by special rules and the use of differently colored morale boxes for battles where wings will likely get intermingled.

We know a lot of players like variant scenarios and free setups so we have included options for them wherever it was historically relevant. One thing to keep in mind is that in all cases the victory conditions are most balanced when playing with historical setups and starting orders.

We would have liked to include Mingolsheim 1622 and Dessau Bridge 1626 to the game, so the set could have included a very small introductory scenario (and one where the poor Protestant even won) as well as a Mansfeld vs. Wallenstein scenario. Unfortunately, the sources were not comprehensive enough, so it would have entailed too much guesswork in the OOBs. But we might make them later if there is sufficient demand.

David and I would like to thank the developer Dick Vohlers for being extremely patient and understanding of our constant delays, as well as whipping us when needed. [My pleasure—DV.] Without his assistance the game would have been a much poorer product as well as massively delayed.

On a final note, I would like to thank Ben Hull for continuing to let me use his excellent system. It's relatively easy to produce great scenarios when you have a realistic and flexible base system that elegantly adapts to most historical situations without the need for anything but minor tweaking (scenario special rules). Most of the credit for *SiA* should go to him.



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Krebs, J.: *Die Schlacht am Weißen Berge bei Prag 1620, im Zusammenhange der kriegerischen Ereignisse*; Breslau 1878. (White Mountain)

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Uhlř D.: *Černý den na Bílé hoře: 8. listopad 1620*; Brno 1998. (White Mountain)

Wertheim, Hans: *Der Tolle halberstädter Herzog Christian von Braunschweig in Pfälzischen Kriege 1621-1622*, Berlin 1929 (Wimpfen and Höchst)

### Other Sources:

Website run by Dr. Picouet: <http://usuarios.multimania.es/ao1617/war/fleurusuk.html> (Fleurus).

### Component List

A complete game of *Saints in Armor* contains the following components:

- One game box
- One ten-sided die
- Two full maps sheets, one of which is printed on both sides
- Three sheets of counters
- One *MPBS* Rule book
- One *SiA* Playbook
- One 11" x 17" Charts and Tables card
- One 8½" x 11" Orders card
- Three 8½" x 11" Battle cards printed on both sides

## Credits

**Designers:** Brian Berg Asklev Hansen and David Ekberg

**System Design:** Ben Hull

**Developer:** Dick Vohlers

**Art Director:** Rodger MacGowan

**Maps and Counters:** Knut Grünitz

**Battle Cards Graphics:** Jonas Hitomi Balslev Ishibori

**Cover Art & Package Design:** Rodger MacGowan

**Rules Layout:** Mark Simonitch

**Playbook Layout:** Charlie Kibler

**Playtesters:** Mark Gutttag, John Vasilakos, Magnus Lindström, Mike Ollier, & Ola Palmquist

**Production Coordinator:** Tony Curtis

**Producers:** Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley, and Mark Simonitch



**Saints In Armor SHEET 2 (Front Side)**

1214-2

Counters by Knut Grünitz

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**Saints In Armor SHEET 2 (Back Side)**

1214-2

Counters by Knut Grünitz

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### SiA Terrain Effects Chart Addendum

See the regular TEC on the Player Aid Card for any terrain and notes not listed here.

Each Battle play aid card also contains the information for the terrain in that battle.

Hex Terrain	MP Cost to Enter			Blocks LOS	Combat Effects	
	HI	Cav	LI		Fire	Close Combat
H: Trench	2*	4*	3	No	-2	-2
H: Sossenheim Ruins + Trench	2*	4*	3	No	-3	-3
H: Redoubt	2*	4*	3	No	-2	-2
H: Sulzbach Stream	All* <sup>4</sup>	All* <sup>4</sup>	All <sup>4</sup>	No	0	+2
S: Landwehr	2*#	4*	2	No	0 / -2 vs. LI <sup>1</sup>	0 / -1 vs. LI <sup>1</sup>
S: Raised Road	2	2	1	No	0	+1
S: Bog	NA	NA	NA	No	NA	NA
<b>Hexside Terrain</b>						
WM & L: Up Cliff	NA	NA	NA	Yes	0	NA
WM & L: Down Cliff	NA	NA	NA	Yes	-1@	NA
WM: Wall	4 + FB	NA	6 + FB	Yes	NA	NA
WM: Abatis	+1*	NA	+1	Yes	NA	NA
W: Böllinger Bach	NA	NA	NA	No	0	NA
W: Pike Wagon	+1*	NA	+2	No	-/+2 <sup>2</sup>	-2/NA <sup>3</sup>

WM: Applies to White Mountain. W: Applies to Wimpfen. H: Applies to Höchst. S: Applies to Stadtlohn. L: Applies to Lutter.

<sup>1</sup> Subtract 2 only when firing at an LI unit in a Ditch hex; subtract 1 only when performing Close Combat against an LI unit in a Ditch hex.

<sup>2</sup> Subtract 2 when firing against a LI or artillery unit across the hexside and inside the barrier; add 2 when an LI unit fires across the hexside from inside the barrier.

<sup>3</sup> Subtract 2 when performing CC against an LI or artillery unit across the hexside; Cavalry cannot CC across.

<sup>4</sup> It costs a unit its full MA to enter the hex and its full MA to leave the hex.

### Close Combat Matrix (11.3.8)

Attacker	Defender						
	Cuirassier	Arquebusier	Croat Cavalry	Heavy Infantry	Light Infantry	Hedgehog	HI No Pikes
Cuirassier	0	+1	+2	-1	+2	-2	+1
Arquebusier	-1	0	+1	-2	+1	-3	0
Croat Cavalry	-2	-1	0	-3	0	-4	-1
Heavy Infantry	+1	+2	+3	0	+2	-1	+1
Light Infantry	NA	NA	0	NA	0	NA	NA
HI No Pikes	-1	0	+1	-1	+1	-2	0

### Artillery Fire Table (10.8)

Die Roll	3 lb	Double 3 lb	4-8 lb	Double 4-8 lb	12-24 lb	Double 12-24 lb	26-48 lb
≤ 3	Miss	Miss	Miss	Miss	Miss	Miss	Miss
4	Miss	Miss	Miss	Miss	Miss	FH	Miss
5	Miss	Miss	Miss	FH	FH	FH	FH
6	Miss	FH	FH	FH	FH	FH+MC	FH
7	FH	FH	FH	FH+MC	FH	FH+MC	FH+MC
8	FH	FH+MC	FH	FH+MC	FH+MC	FH+MC	FH+MC
9	FH	FH+MC	FH+MC	FH+MC	FH+MC	FH+MC	FH+MC
10+	FH+MC	FH+MC	FH+MC	FH+MC	FH+MC	FH+MC	FH+MC

Die Roll Modifiers:

- +2 Target is in Hedgehog or Column
- 1 Firing Artillery unit is Morale Shaken
- +/- Range Modifier (see Artillery Range Chart)

FH= Formation Hit, MC = Morale Check  
See TEC for additional die roll modifiers

### Artillery Range Chart (10.8.2)

Hex Range	3 lb Falcons	4-8 lb Sakers	12-24 lb Culverins	26-48 lb Heavies
1	+1	+1	+1	0
2-3	0	0	0	0
4	-1	0	0	0
5	-1	-1	0	0
6	-2	-1	0	0
7	-2	-1	-1	0
8	-3	-2	-1	0
9	-3	-2	-1	-1
10	NA	-2	-2	-1
11-13	NA	-3	-2	-1
14	NA	-3	-3	-2
15-17	NA	NA	-3	-2
18-20	NA	NA	NA	-2

# = Range Modifier



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