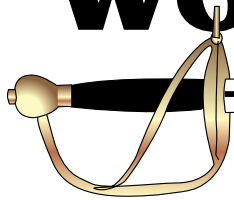
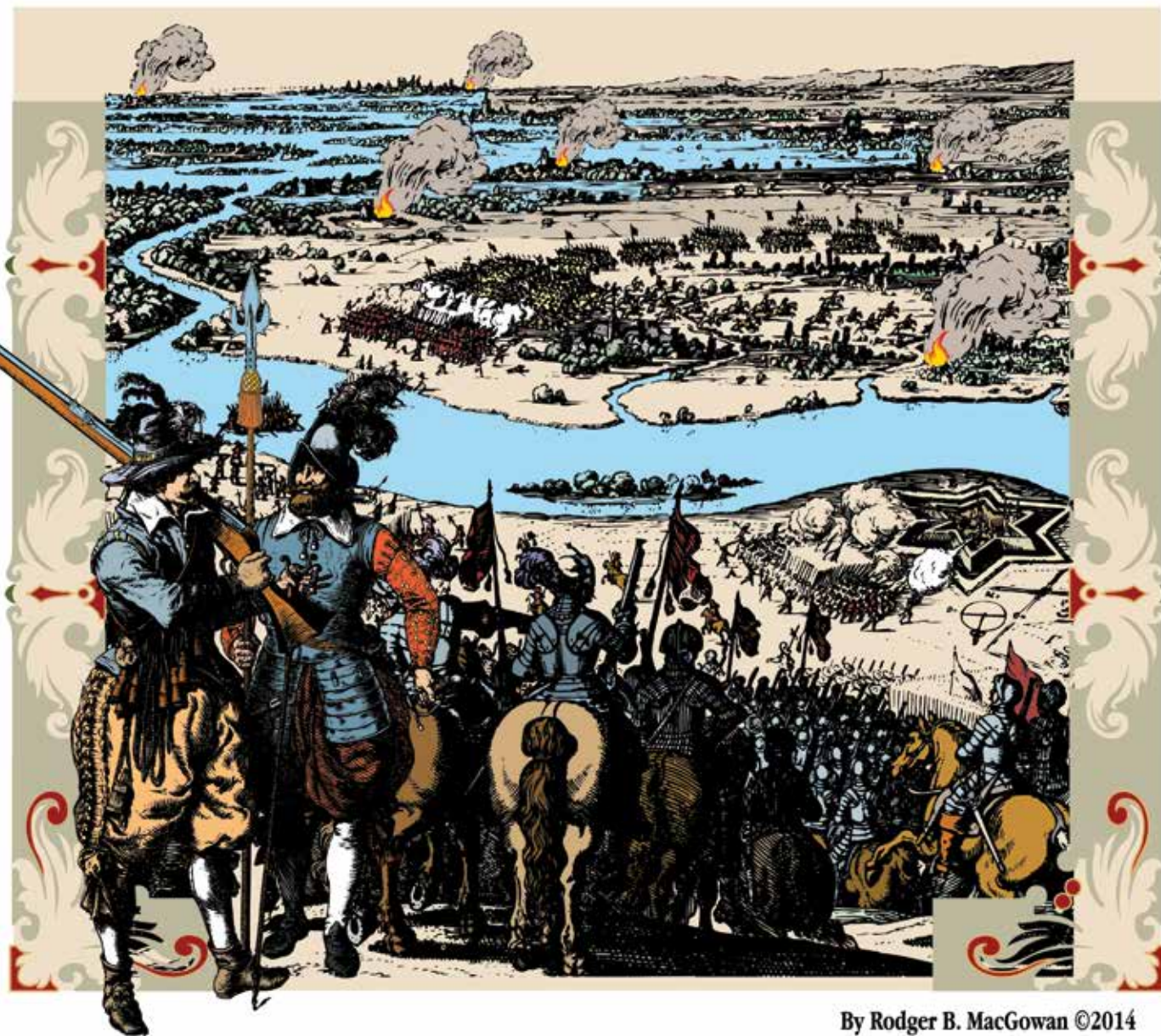


Revised February 2016

Won by the Sword



Great Campaigns of the Thirty Years War, Vol. I



By Rodger B. MacGowan ©2014

PLAYBOOK



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Won by the Sword



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1.0 Introduction

1.1 Play Book Organization

This booklet is organized by years. Each year starts with the general historical situation and how the campaign progressed. It is followed by the Campaign Scenario for the full year. A Campaign Scenario generally has seven to nine turns. For newer players a turn can take as much as an hour to play and for more experienced players as low as thirty minutes. A full campaign therefore will take longer than the typical play session. Each campaign is followed by Battle Scenarios. These are three turn scenarios revolving around a major engagement during a given year. These scenarios will allow players with limited time or a tournament setting to play a scenario through to completion. They are placed after the campaign as much of the information is reused from the Campaign Scenario for brevity. Battle Scenarios that start early in a campaign will generally share the same setup as the Campaign Scenario. Battle Scenarios that start later in the year for ease of set up and balance "level the field" so units start at full strength and no Forage markers are placed, but no baggage is brought forward either.

Shortened Town Names

In the following scenario setup charts several town names have been shortened for brevity. The chart below shows how the name appears on the map (right) and in the charts (left).

Freiburg im Breisgau	Freiburg im B.
Hohentwiel Singen	Hohentwiel S.
Rothenburg ob der Tauber	Rothenburg T.

2.0 Anno Domini 1632

2.1 General Situation

At the end of 1631, Gustav Adolf aggressively exploited the victory at Breitenfeld scooping up town after town as Tilly fell back to regroup. To slow the advance Tilly countered towards Nuremberg and that forced the Swedish advance to stop. A truce was declared and Tilly was replaced by Wallenstein in December as the Commander of the Imperial Army. He remained in command of the Bavarian forces. The truce forced the Bavarian and Imperial contingents to winter separately. In February, Horn acting on his own broke the truce and attacked along the Main River capturing Bamberg. Tilly reacted quickly and delivered a sharp repulse, but Gustav and Horn joined forces and Tilly retired to Ingolstadt. Receiving reinforcements, Gustav struck south to Donauwörth. The strong place fell quickly under his powerful guns. Tilly took a strong position not far away near Rain behind the Lech River. In a brilliant bombardment and crossing under fire the Swedes forced the position which then collapsed after Tilly was mortally wounded. Much to his chagrin Wallenstein

was ordered to come to the aid of the Bavarians. He was slow to move as he consolidated his position in Bohemia and recruited. With little opposition Gustav swept into Bavaria and Swabia. Most places surrendered, but Ingolstadt and Regensburg held out. Ulm, Augsburg, Munich all fell. An uprising led by Craatz in Swabia tied down forces and Gustav's army spread to cover the captured ground. In June Wallenstein was on the move. Gustav failed to intercept and Wallenstein took up a strong position by Nuremberg. Gustav was outnumbered, but did not want his staunch ally to fall so he encamped at Nuremberg. Wallenstein refused battle and then the armies faced off for weeks with starvation as their weapon. Cavalry Columns from both sides ravaged the surrounding area and fought several Minor Battles. In late August, the Swedes were reinforced and assaulted Wallenstein's fortified encampment. The result was a disaster, the Swedes suffered heavy casualties with Torstensson captured and Banér wounded. The Swedes finally broke contact to move south, only then Wallenstein decamped and headed northeast to winter in Saxony a few days later. Gustav reversed course and pursued Wallenstein off the play area and to his fate at Lützen.

2.2 Campaign Scenario "The Lion Goes South"

2.2.1 General Instructions

1632

Scenario Type:	Campaign
Scenario Title:	"The Lion Goes South"
Starting Turn:	February
Duration:	9 or 10 turns (3.5)
Starting Initiative:	Swedish player (2.0)
Starting Baggage:	None

2.2.2 Swedish Player

2.2.2.1 Columns

(2 Columns Start in Play)

Column: SWEDISH					
Leader: Gustav Adolf					
Other Leaders: Bernhard of Saxe-Weimar					
Start Location: Mainz					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	2	5	3	3	4
Weimarian	0	1	1	1	0
* Vet IR include Yellow, Blue and Scots; Vet CR include Finns, Livland, Kurland Sqdns					

Column: SWEDISH					
Leader: Horn					
Other Leaders: Överste					
Start Location: Bamberg					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	5	1	8	1	1
* Vet IR is a mixed Swedish Battalion; Vet CR is Horn CR + Sperreuter's Östgotland Sqdn					

2.2.2.2 Garrisons

Swedish Garrisons				
Place Name	Type	Region	Owner	Garr
Mergentheim ¹	Town	Baden	Swedish	3-2
Mainz ²	Fortress	Bishopric of	Swedish	3-2
Nuremberg	Strong Fortress	Franconia	Swedish	6-4
Bamberg ³	Town	Franconia	Swedish	1-1
Windsheim ⁴	Town	Franconia	Swedish	1-1
Frankfurt ⁵	Strong Fortress	Hesse-Darmstadt	Swedish	3-2
Würzburg ⁶	Fortress	Würzburg	Swedish	6-4
Aschaffenburg	Strong Town	Würzburg	Swedish	3-2
Schweinfurt ⁷	Town	Würzburg	Swedish	1-1
Darmstadt	Strong Town	Hesse-Darmstadt	Swedish	3-2
Oppenheim ⁸	Strong Town	Hesse-Darmstadt	Swedish	1-1
Worms ⁹	Strong Town	Hesse-Darmstadt	Swedish	1-1
Heilbronn ¹⁰	Strong Town	Württemberg	Swedish	3-2
Wimpfen ¹⁰	Town	Württemberg	Swedish	1-1
1. Horn took in late 1631. 2. Gustav Adolf start position, took on 22 Dec 1631. 3. Horn start position. 4. Horn took in late 1631, after Tilly in Nov. 5. Gustav Adolf took on 27 Nov 1631. 6. Gustav Adolf took 18 Oct 1631. 7. Gustav Adolf took 12 Oct 1631. 8. Gustav Adolf took 18 Dec 1631. 9. Gustav Adolf took 19 Dec 1631. 10. Horn took in late 1631.				

2.2.3 Imperial-Bavarian Player

2.2.3.1 Columns

(3 Columns Start in Play)

Column: BAVARIAN					
Leader: Tilly					
Other Leaders: Oberst					
Start Location: Nördlingen					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Bavarian	8	1	5	3	2

Column: IMPERIAL					
Leader: Aldringer					
Other Leaders: Craatz, Oberst					
Start Location: Memmingen					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	8	0	2	0	1

Column: BAVARIAN**Leader:** Oberst**Other Leaders:** None**Start Location:** Forchheim

<i>Nationality</i>	<i>IR</i>	<i>Vet IR</i>	<i>CR</i>	<i>Vet CR</i>	<i>Artillery</i>
Bavarian	0	3	0	0	0

* VIR are Alt-Tilly, Pappenheim, and Comargo

2.2.3.2 Garrisons**Imperial Garrisons**

<i>Place Name</i>	<i>Type</i>	<i>Region</i>	<i>Owner</i>	<i>Garr</i>
Breisach	Strong Fortress	Alsace	Imperial	4-4
Colmar	Strong Town	Alsace	Imperial	1-1
Hagenau	Strong Town	Alsace	Imperial	1-1
Mülhausen	Town	Alsace	Imperial	1-1
Schlettstadt	Town	Alsace	Imperial	1-1
Heidelberg ¹	Strong Town	Baden	Imperial	2-2
Mannheim	Strong Town	Baden	Imperial	2-2
Philippsburg ¹	Strong Town	Baden	Imperial	2-2
Constance	Town	Baden	Imperial	1-1
Freiburg im B.	Town	Baden	Imperial	1-1
Rheinfelden	Town	Baden	Imperial	1-1
Schaffausen	Town	Baden	Imperial	1-1
Waldshut	Town	Baden	Imperial	1-1
Passau	Strong Town	Bavaria	Imperial	2-2
Hohentwiel S.	Strong Town	Baden	Imperial	1-1
Überlingen	Town	Baden	Imperial	2-2
Augsburg	Fortress	Bishopric of	Imperial	4-4
Ulm	Fortress	Bishopric of	Imperial	4-4
Ansbach ²	Town	Franconia	Imperial	1-1
Rothenburg T. ²	Town	Franconia	Imperial	1-1
Landau	Town	Palatinate	Imperial	2-2
Neustadt	Town	Palatinate	Imperial	1-1
Speyer	Strong Town	Palatinate	Imperial	2-2
Memmingen ³	Town	Swabia	Imperial	2-2
Stuttgart	Town	Württemberg	Imperial	1-1

1. Imperial Garrison resisted Swedish advance in 1631.

2. Tilly took in Nov 1631.

3. Aldringer start position.

Bavarian Garrisons

<i>Place Name</i>	<i>Type</i>	<i>Region</i>	<i>Owner</i>	<i>Garr</i>
Ingolstadt	Fortress	Bavaria	Bavarian	6-4
Munich	Fortress	Bavaria	Bavarian	3-2
Regensburg	Fortress	Bavaria	Bavarian	6-4
Donauwörth	Strong Town	Bavaria	Bavarian	3-2
Dinkelsbühl	Town	Franconia	Bavarian	1-1
Nördlingen ¹	Strong Town	Franconia	Bavarian	3-2

1. Tilly start position.

2.2.4 Scenario Special Rules**1. Reinforcements****Column: SWEDISH****Leader:** Banér**Other Leaders:** Wilhelm of Saxe-Weimar**Start Location:** If the Swedes are defeated in a Major Battle, next Round the following Column may enter at Schweinfurt

<i>Nationality</i>	<i>IR</i>	<i>Vet IR</i>	<i>CR</i>	<i>Vet CR</i>	<i>Artillery</i>
Swedish	3	0	5	1	1
Weimarian	4	0	3	2	0

Column: SWEDISH**Leader:** Torstensson**Other Leaders:** Overste**Start Location:** If Wallenstein's Column enters play, the next Turn the following Column may enter at Schweinfurt

<i>Nationality</i>	<i>IR</i>	<i>Vet IR</i>	<i>CR</i>	<i>Vet CR</i>	<i>Artillery</i>
Swedish	10	0	9	0	1

Column: IMPERIAL**Leader:** Wallenstein**Other Leaders:** Holk**Start Location:** If the Imperial-Bavarians are defeated in a Major Battle, roll a die and that many rounds later (treat a 0 as arriving immediately) Wallenstein may enter at Schwarzenfeld.*

<i>Nationality</i>	<i>IR</i>	<i>Vet IR</i>	<i>CR</i>	<i>Vet CR</i>	<i>Artillery</i>
Imperial	16	4	20	3	2

* The delay in Wallenstein's arrival was due to animosity between Maximilian and Wallenstein

2. Uprising

A. Trigger event: If the Swedes occupy Ulm per Scenario Special Rule 3, the Imperial player may declare the Uprising in Swabia by the play of a Campaign Card during his normal activation of a Column, and use the Card's Special Action to start the uprising.

B. Effects

- Reinforcement Column

Column: IMPERIAL					
Leader: Craatz (Move him to the Column from where ever he is in play)					
Other Leaders: None					
Start Location: Any point in Swabia not Garrisoned by the enemy or occupied by an enemy Column					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	4	0	1	0	0



- Foraging in Swabia or Bavaria is -3 for the Swedish player and +3 for the Uprising Column.
- Any Swedish Cavalry Patrols are automatically attacked by 1 Firepower (before Patrol vs. Patrol combat) when deployed on any connector beginning or ending in Swabia or Bavaria.
- The Uprising Column may not leave Swabia or Bavaria.
- If Craatz is the sole leader of his Column, replace him with a Generic leader.
- Craatz cannot be killed or wounded while the Column exists. The Uprising Column may not split or join with another Column. If Craatz was killed before the uprising, the new Craatz leader is assumed to be a relative.

3. Negotiations with Bishoprics of Ulm and Augsburg

Historically the Swedes conducted secret negotiations with Ulm and Augsburg to avoid a prolonged and destructive siege. After Tilly was defeated, both surrendered, expelled the Imperial Garrisons, and accepted Swedish Garrisons. The results were not certain, and each negotiated separately. Ulm accepted a Garrison without being confronted, Augsburg needed more prodding and Gustav's combined army provided sufficient leverage.

If Tilly is defeated in a Major Battle then—during an initial surrender offer—both Ulm and Augsburg use the No Garrison Column despite any remaining Imperial Garrison.

4. Abandonment of Munich

If Tilly is defeated in a Major Battle, and before Wallenstein enters play, the Imperial player may remove (to the Cadre Box) his Garrison of Munich (making it neutral) to deprive the Swedish player of the extra VPs at no cost. This cannot be done if the city is besieged. *This was done historically to prevent the city from being destroyed in a siege while Wallenstein tarried in Bohemia.*

5. Economic Warfare

The Swedish player receives VPs for foraging in Swabia and Bavaria. The Imperial Bavarian player receives VPs for foraging in Franconia, Hesse-Darmstadt, and Würzburg.

2.3 Battle Scenario “Crossing of the Lech”

2.3.1 General Instructions

The first three turns of the 1632 “The Lion Goes South” campaign constitutes this Battle Scenario.

1632

Scenario Type:	Battle
Scenario Title:	“The Crossing of the Lech”
Starting Turn:	February
Duration:	3
Starting Initiative:	Imperial-Bavarian player (2.0)
Starting Baggage:	None

2.3.2 Scenario Special Rules

Same as Campaign Scenario.

2.4 Battle Scenario “Alte Veste”

2.4.1 General Instructions

1632

Scenario Type:	Battle
Scenario Title:	“Alte Veste”
Starting Turn:	July
Duration:	3
Starting Initiative:	Imperial-Bavarian player (2.0)
Starting Baggage:	None

2.4.2 Swedish Player

2.4.2.1 Columns

(2 Columns Start in Play)

Column: SWEDISH					
Leader: Gustav Adolf					
Other Leaders: Bernhard of Saxe-Weimar					
Start Location: Augsburg					



Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	2	5	3	3	4
Weimarian	0	1	1	1	0

* Vet IR include Yellow, Blue and Scots, Vet CR include Finns, Livland, Kurland Sqdns

Column: SWEDISH					
Leader: Horn					
Other Leaders: Överste					
Start Location: Ulm					



Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	5	1	8	1	1

* Vet IR is a mixed Swedish Battalion, Vet CR is Horn CR + Sperreuter's Östgotland Sqdn

Column: SWEDISH**Leader:** Banér**Other Leaders:** Wilhelm of Saxe-Weimar**Start Location:** Enter on Turn 1 at Schweinfurt

<i>Nationality</i>	<i>IR</i>	<i>Vet IR</i>	<i>CR</i>	<i>Vet CR</i>	<i>Artillery</i>
Swedish	3	0	5	1	1
Weimarian	4	0	3	2	0

Column: SWEDISH**Leader:** Torstensson**Other Leaders:** Overste**Start Location:** Enter on Turn 1 at Schweinfurt

<i>Nationality</i>	<i>IR</i>	<i>Vet IR</i>	<i>CR</i>	<i>Vet CR</i>	<i>Artillery</i>
Swedish	10	0	9	0	1

**2.4.3 Imperial-Bavarian Player****2.4.3.1 Columns****Column: IMPERIAL****Leader:** Wallenstein**Other Leaders:** Holk**Start Location:** Nuremburg

<i>Nationality</i>	<i>IR</i>	<i>Vet IR</i>	<i>CR</i>	<i>Vet CR</i>	<i>Artillery</i>
Imperial	16	4	20	3	2

Column: BAVARIAN**Leader:** Aldringer**Other Leaders:** Maximilian**Start Location:** Regensburg

<i>Nationality</i>	<i>IR</i>	<i>Vet IR</i>	<i>CR</i>	<i>Vet CR</i>	<i>Artillery</i>
Imperial	4	0	1	0	0
Bavarian	6	2	4	2	1

Column: IMPERIAL**Leader:** Craatz**Other Leaders:** None**Start Location:** Any point in Swabia not Garrisoned by the enemy or occupied by an enemy Column

<i>Nationality</i>	<i>IR</i>	<i>Vet IR</i>	<i>CR</i>	<i>Vet CR</i>	<i>Artillery</i>
Imperial	4	0	1	0	0

2.4.2.2 Garrisons**Swedish Garrisons**

<i>Place Name</i>	<i>Type</i>	<i>Region</i>	<i>Owner</i>	<i>Garr</i>
Mergentheim ¹	Town	Baden	Swedish	3-2
Mainz ²	Fortress	Bishopric of	Swedish	3-2
Nuremberg	Strong Fortress	Franconia	Swedish	6-4
Frankfurt ³	Strong Fortress	Hesse-Darmstadt	Swedish	3-2
Würzburg ⁴	Fortress	Würzburg	Swedish	6-4
Aschaffenburg	Strong Town	Würzburg	Swedish	3-2
Schweinfurt ⁵	Town	Würzburg	Swedish	1-1
Darmstadt	Strong Town	Hesse-Darmstadt	Swedish	3-2
Oppenheim ⁶	Strong Town	Hesse-Darmstadt	Swedish	1-1
Worms ⁷	Strong Town	Hesse-Darmstadt	Swedish	1-1
Heilbronn ⁸	Strong Town	Württemberg	Swedish	3-2
Wimpfen ⁸	Town	Württemberg	Swedish	1-1
Munich	Fortress	Bavaria	Swedish	3-2
Donauwörth	Strong Town	Bavaria	Swedish	1-1
Dinkelsbühl	Town	Franconia	Swedish	1-1
Nördlingen	Strong Town	Franconia	Swedish	1-1
Augsburg	Fortress	Bishopric of	Swedish	3-2
Ulm	Fortress	Bishopric of	Swedish	3-2

1. Horn took in late 1631.

2. Gustav Adolf start position, took on 22 Dec 1631.

3. Gustav Adolf took 27 Nov 1631.

4. Gustav Adolf took 18 Oct 1631.

5. Gustav Adolf took 12 Oct 1631.

6. Gustav Adolf took 18 Dec 1631.

7. Gustav Adolf took 19 Dec 1631.

8. Horn took in late 1631.

2.4.4 Garrisons

Imperial Garrisons 				
Place Name	Type	Region	Owner	Garr
Breisach	Strong Fortress	Alsace	Imperial	4-4
Colmar	Strong Town	Alsace	Imperial	1-1
Hagenau	Strong Town	Alsace	Imperial	1-1
Mülhausen	Town	Alsace	Imperial	1-1
Schlettstadt	Town	Alsace	Imperial	1-1
Heidelberg ¹	Strong Town	Baden	Imperial	2-2
Mannheim	Strong Town	Baden	Imperial	2-2
Philippensburg ¹	Strong Town	Baden	Imperial	2-2
Constance	Town	Baden	Imperial	1-1
Freiburg im B.	Town	Baden	Imperial	1-1
Rheinfelden	Town	Baden	Imperial	1-1
Schaffausen	Town	Baden	Imperial	1-1
Waldshut	Town	Baden	Imperial	1-1
Passau	Strong Town	Bavaria	Imperial	2-2
Hohentwiel S.	Strong Town	Baden	Imperial	1-1
Überlingen	Town	Baden	Imperial	2-2
Ansbach ²	Town	Franconia	Imperial	1-1
Bamberg ³	Town	Franconia	Imperial	1-1
Rothenburg T. ⁴	Town	Franconia	Imperial	1-1
Landau	Town	Palatinate	Imperial	2-2
Neustadt	Town	Palatinate	Imperial	1-1
Speyer	Strong Town	Palatinate	Imperial	2-2
Memmingen ⁵	Town	Swabia	Imperial	2-2
Stuttgart	Town	Württemberg	Imperial	1-1

1. Imperial Garrison resisted Swedish advance in 1631.
 2. Tilly took in Nov 1631.
 3. Tilly took in Feb 1632.
 4. Tilly took in Nov 1631.
 5. Aldringer start position.

Bavarian Garrisons 				
Place Name	Type	Region	Owner	Garr
Ingolstadt	Fortress	Bavaria	Bavarian	6-4
Regensburg	Fortress	Bavaria	Bavarian	6-4



2.4.5 Scenario Special Rules

1. Uprising Column

Craatz is leading the Uprising Column with the following limitations:

- Foraging in Swabia or Bavaria is -3 for the Swedish player and +3 for the Uprising Column.
- Any Swedish Cavalry Patrols are automatically attacked by 1 Firepower when deployed on any connector beginning or ending in Swabia or Bavaria.
- The Uprising Column may not leave Swabia or Bavaria.
- Craatz cannot be killed or wounded while the Column exists. The Uprising Column may not split or join with another Column.

2. Economic Warfare

The Swedish player receives VPs for foraging in Swabia and Bavaria. The Imperial Bavarian player receives VPs for foraging in Franconia, Hesse-Darmstadt, and Würzburg.





3.0 Anno Domini 1633

3.1 General Situation

The 1632 campaigning effectively ended with Lützen in November 1632.

The Swedish-led coalition broke up into 8 Armies with Oxenstierna in overall command:

1. Bernhard of Saxe-Weimar in Franconia (in play) (did not get along with Horn and Wilhelm)
2. Horn in Swabia (in play)
3. Pfalzgraf Christian von Birkenfeld on the Rhine (in play)
4. Rhinegraf Otto Ludwig in Alsace (in play) (incompetent)
5. Thurn in Silesia (incompetent) (defeated by Wallenstein at Steinau)
6. Wilhelm of Saxe-Weimar in Thuringia
7. Georg of Brunswick-Luneburg in Westphalia (not team player) (victorious at Oldendorf on July 8)
8. Arnim in Saxony (not team player) (did not get along with any of the others)

Imperial Army under Wallenstein:

1. Aldringer on the Danube
2. Mansfeld on the Rhine
3. Merode in Westphalia (defeated at Oldendorf on July 8 KIA)
4. Gallas in Silesia
5. Holk in Saxony (died in Sept 1633)
6. Marradas in Bohemia
7. Wallenstein in Prague (main Army)

Available:

1. Maximilian's Bavarians
2. Feria's Spanish (arrived in September)
3. Gronsfield in Westphalia (left over from Pappenheim)

1633 Timeline

Bernhard recaptured Munich, Horn failed to take Landsberg, then a Swedish mutiny ceased operations until July when Oxenstierna carved up occupied Catholic lands and awarded lands and titles against all law and tradition, thus alienating much of Germany. The army had not been properly paid since landing in Germany, the arrears was a vast sum which there was no practical way to pay. Oxenstierna had few options, without the charisma of the King, he had to give something.

Horn and Birkenfeld went back into action in July in the Rhineland, defeating Lorraine at Pfaffenhofen. (Jul 31 / Aug 11). Horn then laid siege to Constance (Imperial Garrison).

Bernhard was inactive, Aldringer and Maximilian "gobbled up Danube strongholds". They captured Neuburg (Sep 11). Then Aldringer broke off from Maximilian and moved into Swabia recapturing Kaufbeuren and Memmingen. He linked up with Feria at Ravensburg (Sep 29). Then Aldringer and Feria raised Horn's siege of Constance (Oct 3). Bernhard then reinforced Horn, then both armies faced off at Messkirch (Oct 8). Birkenfeld had besieged Breisach. Aldringer and Feria broke contact and relieved Breisach. Horn pursued and linked up with Birkenfeld, Bernhard returned to Donauwoerth. Horn and Birkenfeld face Aldringer and Feria at Soultz (Oct 28-29) skirmished, but Aldringer and Feria's position was too strong. Horn retreated to Colmar. In November, Bernhard moved against Regensburg (they already controlled Ingolstadt). Emperor Ferdinand ordered Wallenstein to relieve Regensburg, but Wallenstein delayed. Regensburg fell on Nov 14 to Bernhard after a ten day siege.

Aldringer and Feria could not winter in the Rhineland as it was wasted so they marched back to Bavaria with Horn pursuing. They crossed the Lech on Dec 19 to a general peasant's revolt against all soldiers.

Wallenstein was assassinated on Feb 25, 1634 at Eger.



3.2 Campaign Scenario “The Great Mutiny”

3.2.1 General Instructions

1633

Scenario Type:	Campaign
Scenario Title:	“The Great Mutiny”
Starting Turn:	July
Duration:	4 or 5 turns (3.5)
Starting Initiative:	Imperial-Bavarian player (2.0)
Starting Baggage:	None

3.2.2 Swedish Player

3.2.2.1 Columns

Sets up first. Three Columns Start in Play (each Column had roughly 10,000 men in the 1633 campaign).

Column: SWEDISH					
Leader: Horn					
Other Leaders: Taupedel					
Start Location: Any point in Swabia					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	4	1	16	2	2
Weimarian	0	0	0	3	0
Actual composition 9 IR, 28 CR, Scots Vet IR					

Column: WEIMARIAN					
Leader: Bernhard					
Other Leaders: Rosen, Swedish Overste					
Start Location: Any point in Franconia					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	4	2	4	2	1
Weimarian	3	1	3	2	0
Actual composition 21 IR, 18 CR, Yellow & Blue Vet IR, Livland and Courland Vet CR					

Column: SWEDISH					
Leader: Birkenfeld					
Other Leaders: Oberst (representing Rhinegraf)					
Start Location: Colmar					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	9	0	10	1	2
Actual composition was 15 IR, 11 CR, Finns Vet CR					

3.2.2.2 Garrisons

Swedish Garrisons				
Place Name	Type	Region	Owner	Garr
Hagenau	Strong Town	Alsace	Swedish	1-1
Mülhausen	Town	Alsace	Swedish	1-1
Philippsburg ¹	Strong Town	Baden	Swedish	1-1
Donauwörth ²	Strong Town	Bavaria	Swedish	2-1
Munich ³	Fortress	Bavaria	Swedish	1-1
Freising	Town	Bavaria	Swedish	1-1
Augsburg ⁴	Fortress	Bishopric of	Swedish	6-4
Mainz ¹	Fortress	Bishopric of	Swedish	3-2
Ulm	Fortress	Bishopric of	Swedish	3-2
Nuremberg ¹	Strong Fortress	Franconia	Swedish	3-2
Bamberg	Town	Franconia	Swedish	3-2
Dinkelsbühl	Town	Franconia	Swedish	1-1
Nördlingen	Strong Town	Franconia	Swedish	1-1
Windsheim ⁵	Town	Franconia	Swedish	1-1
Frankfurt ⁶	Strong Fortress	Hesse-Darmstadt	Swedish	3-2
Würzburg ¹	Fortress	Würzburg	Swedish	3-2
Aschaffenburg	Strong Town	Würzburg	Swedish	3-2
Schweinfurt ⁷	Town	Würzburg	Swedish	1-1
Darmstadt	Strong Town	Hesse-Darmstadt	Swedish	1-1
Oppenheim ⁸	Strong Town	Hesse-Darmstadt	Swedish	1-1
Speyer ¹	Strong Town	Palatinate	Swedish	1-1
Worms ⁹	Strong Town	Hesse-Darmstadt	Swedish	1-1
Kempton ¹⁰	Town	Swabia	Swedish	1-1
Memmingen ¹⁰	Town	Swabia	Swedish	1-1
Heilbronn ¹	Strong Town	Württemberg	Swedish	1-1
Biberach ¹⁰	Town	Württemberg	Swedish	1-1
Wimpfen ¹¹	Town	Württemberg	Swedish	1-1

1. Surrendered after Swedes defeated at Nördlingen.

2. Garrison Str: 505.

3. Retaken by Bernhard in early 1633.

4. Garrison Str: 2226.

5. Horn took in late 1631, after Tilly in Nov.

6. Gustav Adolf took 27 Nov 1631.

7. Gustav Adolf took 12 Oct 1631.

8. Gustav Adolf took 18 Dec 1631.

9. Gustav Adolf took 19 Dec 1631.

10. Taken by Aldringer in 1633.

11. Horn took in late 1631.

3.2.3 Imperial-Bavarian Player

3.2.3.1 Columns

(3 Columns Start in Play)

Column: IMPERIAL					
Leader: Lorraine					
Other Leaders: None					
Start Location: Enter on Turn 1 at Passau					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	5	0	10	0	1



Column: IMPERIAL					
Leader: Aldringer					
Other Leaders: None					
Start Location: Enter on Turn 1 at Passau					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	5	1	7	1	1



Column: BAVARIAN					
Leader: Maximilian					
Other Leaders: None					
Start Location: Any point in Bavaria not occupied by another Column					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Bavarian	4	1	6	1	1



Bavarian Garrisons				
Place Name	Type	Region	Owner	Garr
Ingolstadt ¹	Fortress	Bavaria	Bavarian	3-2
Regensburg ²	Fortress	Bavaria	Bavarian	6-4
Landsberg ³	Town	Bavaria	Bavarian	3-2

1. Craatz attempted to betray the Fortress to Bernhard, but was discovered.
2. Besieged and fell to Bernhard in Nov.
3. Resisted Horn in early 1633.



3.2.3.2 Garrisons

Imperial Garrisons				
Place Name	Type	Region	Owner	Garr
Breisach ¹	Strong Fortress	Alsace	Imperial	4-4
Heidelberg ²	Strong Town	Baden	Imperial	2-2
Constance ³	Town	Baden	Imperial	2-2
Freiburg im B.	Town	Baden	Imperial	2-2
Rheinfelden	Town	Baden	Imperial	2-2
Schaffausen	Town	Baden	Imperial	1-1
Waldshut	Town	Baden	Imperial	1-1
Überlingen	Town	Baden	Imperial	1-1
Passau	Strong Town	Bavaria	Imperial	2-2
Landau	Town	Palatinate	Imperial	2-2
Neustadt	Town	Palatinate	Imperial	1-1
Stuttgart	Town	Württemberg	Imperial	2-2
Tübingen	Strong Town	Württemberg	Imperial	2-2

1. Besieged unsuccessfully by Birkenfeld.
2. Imperial Garrison resisted Swedish advance in 1631.
3. Besieged unsuccessfully by Horn.



3.2.4 Scenario Special Rules

1. Reinforcements

Column: SPANISH					
Leader: Feria					
Other Leaders: None					
Start Location: Enters at Überlingen at start of September turn					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Spanish	4	0	2	0	0



2. Economic Warfare

The Swedish player receives VPs for foraging in Swabia and Bavaria. The Imperial Bavarian player receives VPs for foraging in Franconia, Hesse-Darmstadt, and Würzburg.

4.0 Anno Domini 1634

4.1 General Situation

With the death of the Swedish King Gustav Adolf in 1632, the Protestant cause was in disarray. Fortunately they had inflicted enough damage that it took time for the Habsburgs to get reorganized and take the momentum. The Swedish were hampered by their two premier commanders not getting along. Horn and Bernhard had great difficulty working together. This coupled with the overall defensive strategy that spread the Anti-Habsburg forces over a great area created an opportunity. With the assassination of Wallenstein, the new command massed in Bohemia under King Ferdinand, with Gallas as his Lieutenant General and architect of the campaign. Arnim and Banér in Silesia won a victory at Liegnitz and Gallas was forced to detach some of his army to stabilize the situation there. He then advanced along the Danube. Bernhard picked up the move, but did not have enough men to stop it. Horn was in Swabia retaking what was lost in 1633.

Timeline

Horn was in Swabia retaking what Aldringer took in 1633.
 Biberach (Mar 25), Kempton (Mar 31), Memmingen (Apr 14).
 Bernhard's Corps picks up the Imperial move on May 14.
 May 23 Gallas besieges Regensburg.
 Kagge leading Garrison at Regensburg 3837 men.
 Horn & Bernhard linked up at Augsburg (Jul 12) instead of going straight for Gallas, they decide to push into Bavaria as a diversion. Banér and Arnim coordinated a move into Bohemia.
 Jul 22 Horn & Bernhard storm Landshut, Aldringer killed trying to stop them. Aldringer was supposedly trampled by his own men when they fled.
 Jul 26 Regensburg surrenders, Gallas moves toward Bohemia ostensibly to stop Banér. Horn & Bernhard split. Bernhard stayed, Horn turned south to intercept the Cardinal-Infante.
 Gallas reversed course and besieged Donauwörth on Aug 13 and fell by storm on 16th.
 Horn & Bernhard reunited at Ulm on Aug 16.
 Gallas surrounded Nördlingen on Aug 17 and opened a siege.
 Spanish arrived Sep 4.
 Horn delayed awaiting reinforcements of Craatz with 3400 men and Rhinegraf with 6000, Spanish arrived first.
 Battle of Nördlingen Sep 6.
 Nuremberg, Würzburg, Heilbronn, Stuttgart, Mainz, Speyer, and Philippsburg all fell or surrendered.
 Astute diplomacy reversed the Imperial situation and the Peace of Prague was concluded on May 30, 1635.



4.2 Campaign Scenario “The Swedish Collapse”

4.2.1 General Instructions

1634

Scenario Type:	Campaign
Scenario Title:	“The Swedish Collapse”
Starting Turn:	March
Duration:	8 or 9 turns (3.5)
Starting Initiative:	Imperial-Bavarian player (2.0)
Starting Baggage:	None

4.2.2 Swedish Player

4.2.2.1 Columns

(3 Columns Start in Play)

Column: SWEDISH					
Leader: Horn					
Other Leaders: Taupedel					
Start Location: Any point in Swabia					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	2	2	16	2	2
Weimarian	1	0	0	3	0



Column: SWEDISH					
Leader: Bernhard					
Other Leaders: Rosen, Swedish Overste					
Start Location: Any point in Franconia					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	4	1	4	2	1
Weimarian	3	1	3	1	0



Column: SWEDISH					
Leader: Birkenfeld					
Other Leaders: Overste, Craatz (It is the same Craatz; he switched sides in 1633!)					
Start Location: Colmar					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	9	1	10	1	2



4.2.2.2 Garrisons

Swedish Garrisons



Place Name	Type	Region	Owner	Garr
Hagenau	Strong Town	Alsace	Swedish	1-1
Colmar	Strong Town	Alsace	Swedish	1-1
Mülhausen	Town	Alsace	Swedish	1-1
Philippsburg	Strong Town	Baden	Swedish	1-1
Ingolstadt	Fortress	Bavaria	Swedish	6-4
Regensburg	Fortress	Bavaria	Swedish	12-8
Donauwörth	Strong Town	Bavaria	Swedish	3-2
Freising	Town	Bavaria	Swedish	1-1
Landsberg	Town	Bavaria	Swedish	1-1
Augsburg	Fortress	Bishopric of	Swedish	3-2
Mainz	Fortress	Bishopric of	Swedish	3-2
Ulm	Fortress	Bishopric of	Swedish	3-2
Nuremberg	Strong Fortress	Franconia	Swedish	3-2
Bamberg	Town	Franconia	Swedish	3-2
Dinkelsbühl	Town	Franconia	Swedish	1-1
Nördlingen	Strong Town	Franconia	Swedish	1-1
Windsheim	Town	Franconia	Swedish	1-1
Frankfurt	Strong Fortress	Hesse-Darmstadt	Swedish	2-1
Würzburg	Fortress	Würzburg	Swedish	3-2
Aschaffenburg	Strong Town	Würzburg	Swedish	3-2
Schweinfurt	Town	Würzburg	Swedish	1-1
Darmstadt	Strong Town	Hesse-Darmstadt	Swedish	1-1
Oppenheim	Strong Town	Hesse-Darmstadt	Swedish	1-1
Speyer	Strong Town	Palatinate	Swedish	1-1
Worms	Strong Town	Hesse-Darmstadt	Swedish	1-1
Heilbronn	Strong Town	Württemberg	Swedish	1-1
Stuttgart	Town	Württemberg	Swedish	1-1
Wimpfen	Town	Württemberg	Swedish	1-1

1. Surrendered after Swedes defeated at Nördlingen.
2. Gallas took 26 Jul 1634 after 65 day siege.
3. Gallas stormed on 16 Aug 1634.
4. Surrendered after Swedes defeated at Nördlingen
5. Horn took in late 1631, after Tilly in Nov.
6. Gustav Adolf took 27 Nov 1631.
7. Gustav Adolf took 12 Oct 1631.
8. Gustav Adolf took 18 Dec 1631.
9. Gustav Adolf took 19 Dec 1631.
10. Horn took in late 1631.

4.2.3 Imperial-Bavarian Player

4.2.3.1 Columns

(4 Columns Start in Play)

Column: IMPERIAL

Leader: Gallas

Other Leaders: None

Start Location: Enter on Turn 1 at Passau



Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	8	1	20	1	2

Column: IMPERIAL

Leader: Aldringer (Bav) treat as an Imperial leader

Other Leaders: None

Start Location: Any point in Bavaria not occupied by another Column



Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	5	1	7	1	1

Column: BAVARIAN

Leader: Maximilian

Other Leaders: None

Start Location: Any point in Bavaria not occupied by another Column



Nationality	IR	Vet IR	CR	Vet CR	Artillery
Bavarian	4	1	6	1	1

Column: SPANISH

Leader: Feria

Other Leaders: None

Start Location: Any point in Bavaria not occupied by another Column



Nationality	IR	Vet IR	CR	Vet CR	Artillery
Spanish	4	0	2	0	0



4.2.3.2 Garrisons

Imperial Garrisons 				
Place Name	Type	Region	Owner	Garr
Breisach	Strong Fortress	Alsace	Imperial	4-4
Baden	Town	Baden	Imperial	1-1
Constance	Town	Baden	Imperial	1-1
Pforzheim	Town	Baden	Imperial	1-1
Rheinfelden	Town	Baden	Imperial	2-2
Schaffausen	Town	Baden	Imperial	1-1
Überlingen	Town	Baden	Imperial	1-1
Waldshut	Town	Baden	Imperial	1-1
Landshut ¹	Town	Bavaria	Imperial	1-1
Passau	Strong Town	Bavaria	Imperial	2-2
Ansbach	Town	Franconia	Imperial	1-1
Rothenburg T. ²	Town	Franconia	Imperial	1-1
Kempton ³	Town	Swabia	Imperial	1-1
Memmingen ⁴	Town	Swabia	Imperial	1-1
Biberach ⁵	Town	Württemberg	Imperial	1-1
Riedlingen	Town	Württemberg	Imperial	2-2
Rottweil	Town	Württemberg	Imperial	1-1
Heidelberg ⁶	Strong Town	Baden	Imperial	2-2

1. Horn & Bernhard took on 22 Jul 1634, Aldringer killed.
 2. Tilly took in Nov 1631.
 3. Aldringer recaptured in 1633, Horn retook 31 Mar 1634.
 4. Aldringer recaptured in 1633, Horn retook 14 Apr 1634.
 5. Aldringer recaptured in 1633, Horn retook 25 Mar 1634.
 6. Imperial Garrison resisted Swedish advance in 1631.

4.2.4 Scenario Special Rules

1. Reinforcements

Column: SPANISH					
Leader: Cardinal Infante					
Other Leaders: Leganes					
Start Location: Enters at Überlingen per Special Scenario Rule 1					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Spanish	4	4	4	1	1

Starting in the first round of the August turn, if the Imperial player plays a Reinforcement card, he may instead of the normal Reinforcement Special Action, roll a die and conceal the result from the Swedish player. The result is the number of rounds before the Cardinal Infante's Spanish Column arrives (treat a 0 die roll as arriving that turn). The Swedish player will know the Spanish are coming but not exactly when they will arrive, until the Column appears on the map.

The route was from Milan through the Grisons to Tyrol, Austria. Turning west on to Bregenz on the Southern shore of Lake Constance just as Feria had done in 1633. The route on to Flanders was closed to the Spanish when the Swedes swept

up the Alsatian Garrisons in 1632 and the Cardinal Infante would have to fight his way through. The crushing defeat of the Swedes and collapse of their hold on Alsace precipitated the French intervention to block the route in 1635. The French also invaded the Grisons in Lombardy to block the other end of the corridor.

2. Swedish Command Discord

If Horn and Bernhard are together in a single Column then at the beginning of each round that Column is activated roll a die:

- 0-2:** No Effect
- 3-7:** Lose 1 CP
- 8:** Lose 2 CPs
- 9:** If their Column contains any Weimarian regiments and there are less than 4 Columns in play, then the Column separates. Bernhard spawns a new Column with all the Weimarian regiments; other regiments can be allocated at the players discretion. If 4 Columns are already in play, lose 2 CPs.

3. Economic Warfare

The Swedish player receives VPs for foraging in Swabia and Bavaria. The Imperial Bavarian player receives VPs for foraging in Franconia, Hesse-Darmstadt, and Würzburg.

4.3 Battle Scenario "Nördlingen"

4.3.1 General Instructions

1634

Scenario Type:	Battle
Scenario Title:	"Nördlingen"
Starting Turn:	July
Duration:	3
Starting Initiative:	Imperial-Bavarian player (2.0)
Starting Baggage:	None

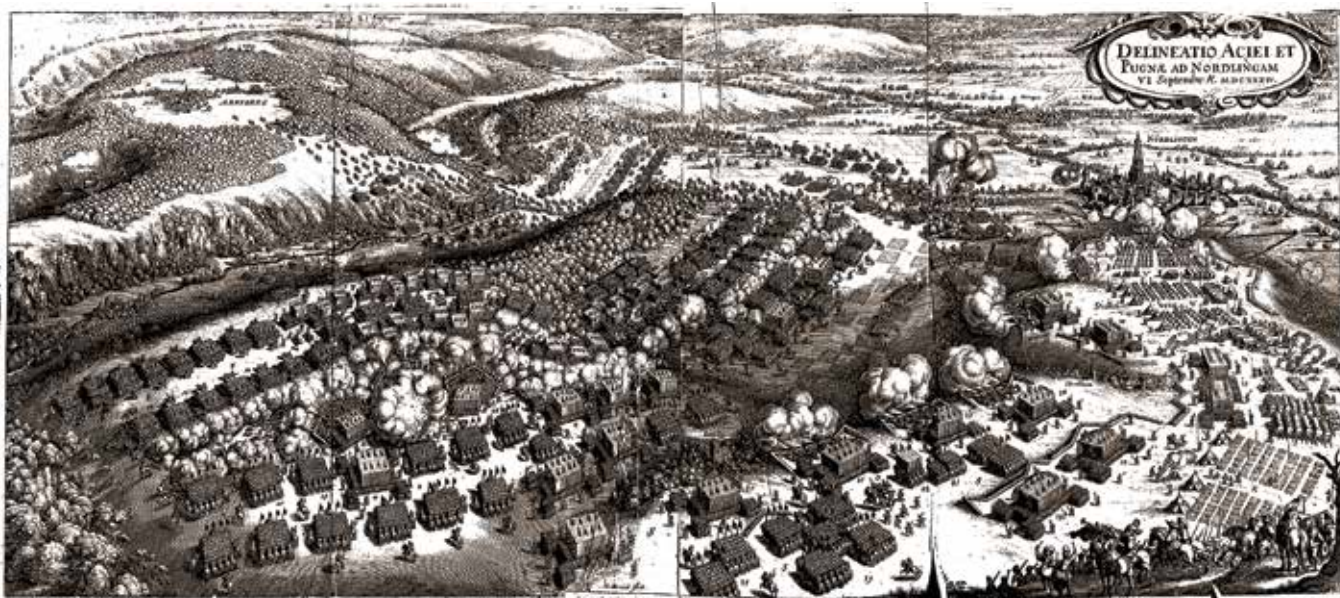
4.3.2 Swedish Player

4.3.2.1 Columns

(3 Columns Start in Play)

Column: SWEDISH					
Leader: Horn					
Other Leaders: Taupedel					
Start Location: Kempton					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	2	2	16	2	2
Weimarian	1	0	0	3	0

Column: SWEDISH					
Leader: Bernhard					
Other Leaders: Rosen					
Start Location: Ingolstadt					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	4	1	4	2	1
Weimarian	3	1	3	1	0



Column: SWEDISH					
Leader: Birkenfeld					
Other Leaders: Overste, Craatz					
Start Location: Colmar					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	9	1	10	1	2



4.3.2.2 Garrisons

Same as Campaign Scenario, except Biberach, Memmingen and Kempten each have a Swedish Garrison with a 1-1 Detachment. Regensburg is besieged since May 23rd (5 weeks), with 14 siegeworks constructed of 22 required.

4.3.3 Imperial-Bavarian Player

4.3.3.1 Columns

(2 Columns Start in Play)

Column: IMPERIAL					
Leader: Gallas					
Other Leaders: Feria					
Start Location: Regensburg (Besieging)					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	8	1	20	1	2
Spanish	4	0	2	0	0



Column: IMPERIAL-BAVARIAN					
Leader: Aldringer (Bav) treat as an Imperial leader					
Other Leaders: Maximilian					
Start Location: Regensburg					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	5	1	7	1	1
Bavarian	4	1	6	1	1



4.3.3.2 Garrisons

Same as Campaign Scenario except for the loss of Biberach, Memmingen, and Kempten.

4.3.4 Scenario Special Rules

1. Economic Warfare

The Swedish player receives VPs for foraging in Swabia and Bavaria. The Imperial Bavarian player receives VPs for foraging in Franconia, Hesse-Darmstadt, and Würzburg.

2. Reinforcements

Column: SPANISH					
Leader: Cardinal Infante					
Other Leaders: Leganes					
Start Location: Enters at Überlingen 1 st round, August turn					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Spanish	4	4	4	1	1



3. Swedish Command Discord

If Horn and Bernhard are together in a single Column then at the beginning of each round that Column is activated roll a die:

- 0-2:** No Effect
- 3-7:** Lose 1 CP
- 8-9:** Lose 2 CPs



5.0 Anno Domini 1638

5.1 General Situation

Duke Bernhard of Saxe-Weimar (16 August 1604 - 18 July 1639) in German: Bernhard von Sachsen-Weimar

Weimar joined the Protestant faction at the outbreak of the war, serving at Wiesloch, Wimpfen and Stadtlohn (see MPBS Vol. VI). He served under the Danes, but when that enterprise failed he joined the Dutch in their fight. The Swedish intervention reinvigorated the Protestant cause and Weimar returned to Germany to fight with the Swedes. An experienced, aggressive officer he distinguished himself and rose rapidly from colonel to general. With the Swedish collapse, he entered French service in 1635 while also serving as the general-in-chief of the forces maintained by the Heilbronn League. He forged a powerful corps of German troops that were the mainstay of the French in Germany long after his death. The 1638 campaign was his crowning achievement and one of the most successful campaigns of the war.

French Entry into the Thirty Years War

France under Cardinal Richelieu sought to check the power of the Habsburgs. Conflicted about a direct confrontation with another Catholic nation, the Cardinal took the indirect approach in 1631 with the Treaty of Bärwalde where he agreed to subsidize a Swedish army in Germany and that Sweden would not make peace with the Holy Roman Emperor without French approval. France made significant territorial gains while avoiding war. The reversal of Swedish fortunes forced the hand of the Cardinal, faced with losing his investment and the territory, France declared war on Spain in 1635. France did not get off to a good start and the war broke into four theaters of operations: the Low Countries, Germany (where the game is set), Italy, and Catalonia. The Low Countries received much of the attention due to the proximity to Paris and the powerful Spanish army there. Germany was next in importance as the link to the Swedish allies, and to cut the Spanish Road that supplied reinforcements to Flanders.

In 1636 an Imperial army under the Cardinal Infante and Johann de Werth ran roughshod through Champagne, Burgundy and Picardy before Weimar turned them back at Compiègne. He was then entrusted with reinforcing Alsace and taking the fight back across the Rhine. 1637 was quiet as the old Emperor died.

The 1638 Campaign

Weimar planned to attack the Breisgau (Southern Baden along the Rhine) from the South. He lay siege to Rheinfelden in February to secure the crossing. An Imperial-Bavarian army under Savelli and de Werth attacked and defeated Weimar's besieging force. Not expecting a rapid retort, the Imperial-Bavarian army was crushed by Weimar days later when he reinforced. Savelli and de Werth were captured. Rheinfelden fell and Weimar pushed north. The goal was the powerful fortress at Breisach and the crossing it controlled.

Timeline (with some aspects put into game terms)

Hohentwiel Singen sold to Bernhard.
 Weimar wintered in Basel.
 de Werth at Augsburg.
 Savelli at Fanche-Comte.
 February 1-4. Bernhard took the minor towns of Sackingen, Waldshut, Laufenburg (Rhine crossing).
 February 5. Opened siege of Rheinfelden (Garrison of 600 men) with 2000 Inf / 4000 Cav 8x3lb, 4x12lb, 2x24lb.
 February 15. Exploded Mine.
 February 16. Exploded Mine.
 February 23. Exploded Mine—Opened a breach.
 February 28. Exploded Mine, Assault planned for 1 March Savelli/De Werth Imp: 500 Inf / 1200 Cav Bav: 2100 inf / 3600 cav : Total 2600 inf / 4800 cav 0 arty.
 February 28. First Rheinfelden (lost 3 guns).
 March 1. Weimar retakes Sackingen destroying 300 Imperials.
 March 2. Weimar reunites force at Laufenburg.
 March 3. Second Rheinfelden (11 guns shred Bav-Imp infantry) Captured 3000 resumed siege.
 March 21. Goetz leaves Dortmund to Frankfurt to Bamberg to Nassau.
 March 22. Rheinfelden surrenders (19 day siege —Final Surrender Offer).
 April 1. Open siege of Freiburg im Breisgau (Detachment Garrison).
 April 11. Concluded siege of Freiburg im Breisgau (11 day siege —Final Surrender Offer).
 April 17. Final reinforcements join Goetz at Billigen.
 May 21. Goetz takes the field with 16,000 men and 27 guns Guebriant reinforces with 3500 French, Turenne brings another 1900 French in August.
 June 15. Open siege of Briesach (Garrison 3000 Men) Taupedel detached with 7 CR to screen and shadow Goetz.
 June 26. Goetz approaches within 12 miles of Breisach, then crossed to Alsace to harass Weimar's Alsation Garrisons (Colmar, Schlettstadt, and Benfeld).
 July 9. Taupedel ambushes Goetz's Croats near Benfeld captures Colonel.
 July 10 or 11. Taupedel ambushes Harthausen CR at Ottenheim (Possibly Uttenheim or Obenheim both in the vicinity of Benfeld) and destroys it.
 July 12. Goetz crosses back over the Rhine and moves to Württemberg to regroup Savelli returns with 4000 men.
 August 7. Pulling off Breisach (leaving 1 CR and 1 IR), Weimar concentrates his forces at Kenzingen (12mi NE of Breisach)
 August 8. Weimar moves to Friesenheim and faces Goetz.
 August 9. Battle of Wittenweyer about 16,000 per side, Weimar draws Savelli into an ambush with a feigned withdrawal, Goetz counters and prevents a major defeat. He then retreats to Rottweil to regroup. Weimar returns to Breisach to press the siege.

September. Goetz regrouping Lamboy from Flanders arrives with 5000 men, Goetz rebuilds damaged regiments and Duke Charles of Lorraine is planning to join with 4,000. They plan a coordinated attack to break the siege.

October 13. Weimar detached 7 CR + 600 Musketeers (4400 men + 7 guns) to intercept Lorraine.

October 15. Weimar's Column ambushes and eliminates Lorraine's force at Trann aka Sennheim. Goetz continues the plan without Lorraine.

October 22-24. Goetz attacks the siege with 14,000 men (10,000 inf / 4000 cav + 8 guns) and is repulsed.

December 17. Breisach surrenders (final surrender offer — Garrison reduced to 450 from 3000) (siege lasted 15 June to 17 December - 6 months).

5.2 Campaign Scenario “Weimar’s Triumph”

5.2.1 General Instructions

1638

Scenario Type:	Campaign
Scenario Title:	“Weimar’s Triumph”
Starting Turn:	February
Duration:	11 turns (rule 3.5 is not used)
Starting Initiative:	Weimarian-French player (2.0)
Starting Baggage:	None

5.2.2 French-Weimarian Player

5.2.2.1 Columns

(1 Column Starts in Play)

Column: WEIMARIAN					
Leader: Bernhard					
Other Leaders: Taupedel					
Start Location: Basel					
<i>Nationality</i>	<i>IR</i>	<i>Vet IR</i>	<i>CR</i>	<i>Vet CR</i>	<i>Artillery</i>
Weimarian	2	3	4	6	2

* Weimar lay siege then split his force to forage when the besieging force was attacked

5.2.2.2 Garrisons

French Garrisons					
Place Name	Type	Region	Owner	Garr	
Colmar	Strong Town	Alsace	French	3-2	
Hagenau	Strong Town	Alsace	French	3-2	
Mülhausen	Town	Alsace	French	3-2	
Schlettstadt	Town	Alsace	French	3-2	
Hohentwiel S.	Strong Town	Baden	French	1-1	
Landau	Town	Palatinate	French	3-2	
Neustadt	Town	Palatinate	French	3-2	
Speyer	Strong Town	Palatinate	French	3-2	



5.2.3 Imperial-Bavarian Player

5.2.3.1 Columns

(2 Columns Start in Play)

Column: BAVARIAN					
Leader: Werth					
Other Leaders: None					
Start Location: Augsburg					
<i>Nationality</i>	<i>IR</i>	<i>Vet IR</i>	<i>CR</i>	<i>Vet CR</i>	<i>Artillery</i>
Bavarian	2	1	10	2	0

Column: IMPERIAL					
Leader: Savelli					
Other Leaders: None					
Start Location: Enter at Worms					
<i>Nationality</i>	<i>IR</i>	<i>Vet IR</i>	<i>CR</i>	<i>Vet CR</i>	<i>Artillery</i>
Imperial	1	0	3	0	0

Imperial Garrisons					
Place Name	Type	Region	Owner	Garr	
Breisach	Strong Fortress	Alsace	Imperial	6-6	
Heidelberg	Strong Town	Baden	Imperial	2-2	
Mannheim	Strong Town	Baden	Imperial	1-1	
Philippsburg	Strong Town	Baden	Imperial	2-2	
Constance	Town	Baden	Imperial	1-1	
Freiburg im B.	Town	Baden	Imperial	2-2	
Mergentheim	Town	Baden	Imperial	1-1	
Rheinfelden	Town	Baden	Imperial	2-2	
Schaffausen	Town	Baden	Imperial	1-1	
Waldshut	Town	Baden	Imperial	1-1	
Passau	Strong Town	Bavaria	Imperial	2-2	
Ansbach	Town	Franconia	Imperial	1-1	
Rothenburg T.	Town	Franconia	Imperial	1-1	
Worms	Strong Town	Hesse-Darmstadt	Imperial	1-1	
Heilbronn	Strong Town	Württemberg	Imperial	2-2	
Stuttgart	Town	Württemberg	Imperial	2-2	
Tübingen	Strong Town	Württemberg	Imperial	2-2	
Tuttlingen	Town	Württemberg	Imperial	1-1	
Wimpfen	Town	Württemberg	Imperial	2-2	

Bavarian Garrisons



Place Name	Type	Region	Owner	Garr
Überlingen	Town	Baden	Bavarian	3-2
Ingolstadt	Fortress	Bavaria	Bavarian	6-4
Regensburg	Fortress	Bavaria	Bavarian	6-4
Munich	Fortress	Bavaria	Bavarian	3-2
Donauwörth	Strong Town	Bavaria	Bavarian	3-2
Augsburg	Fortress	Bishopric of	Bavarian	3-2
Ulm	Fortress	Bishopric of	Bavarian	3-2
Dinkelsbühl	Town	Franconia	Bavarian	1-1
Nördlingen	Strong Town	Franconia	Bavarian	3-2
Memmingen	Town	Swabia	Bavarian	1-1



5.2.4 Scenario Special Rules

1. Reinforcements

Column: FRENCH

Leader: Guebriant

Other Leaders: None

Start Location: Enters at Mülhausen on the first round of the June turn



Nationality	IR	Vet IR	CR	Vet CR	Artillery
French	6	2	3	1	2
Weimarian	2	2*	0	0	0

* Note: Counter mix is short one Weimarian Veteran Infantry; use any convenient substitute.

Column: FRENCH

Leader: Turenne

Other Leaders: None

Start Location: Enters at Mülhausen on the first round of the August turn



Nationality	IR	Vet IR	CR	Vet CR	Artillery
French	2	0	1	1	0

Column: IMPERIAL

Leader: Goetz

Other Leaders: Imperial Oberst

Start Location: Enters at Bamberg if Imperial-Bavarian player suffers a major defeat in a Major Battle at beginning of the next turn



Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	3	0	5	0	2
Bavarian	4	1	7	0	1

Column: IMPERIAL

Leader: Lamboy

Other Leaders: None

Start Location: Enters at Worms if Goetz suffers a defeat (major or minor) in a Major Battle at the beginning of the next turn



Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	2	0	4	0	0

Column: IMPERIAL

Leader: Lorraine (Bav) treat as an Imperial leader

Other Leaders: None

Start Location: Enters at Mülhausen in addition to Lamboy's Column if Goetz suffers a defeat (major or minor) in a Major Battle at the beginning of the next turn



Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	3	0	3	0	0

2. Ending the campaign

The French-Weimarian player's goal is to take Breisach, the Imperial-Bavarian player is trying to stop him. If Breisach falls to the French player from the October through December turn the game immediately ends. Rule 3.5 does not apply.

3. Economic Warfare

The Bavarian player is awarded VPs for foraging in Alsace, Hesse-Darmstadt, Würzburg, and the Palatinate. The French player is awarded VPs for foraging in Baden, Württemberg, Swabia, and Bavaria.

5.3 Battle Scenario "Rheinfelden"

5.3.1 General Instructions

1638

Scenario Type:	Battle
Scenario Title:	"Rheinfelden"
Starting Turn:	February
Duration:	3 turns
Starting Initiative:	Weimarian-French player (2.0)
Starting Baggage:	None

5.3.2 Scenario Special Rules

1. Economic Warfare

The Bavarian player is awarded VPs for foraging in Alsace, Hesse-Darmstadt, Würzburg, and the Palatinate. The French player is awarded VPs for foraging in Baden, Württemberg, Swabia, and Bavaria.



6.0 Anno Domini 1644

6.1 General Situation

Timeline

April 15 - May 12. Mercy besieged Uberlingen held by 1300 French under Courval. Courval lost 700 men to Mercy's 400 and surrendered. (27 day siege, ended on Final Surrender Offer).

May 15. Mercy besieged Hohentwiel Singen held by Wiederhold. Hohentwiel Singen resisted.

June 1. Turenne moved (he had funding problems and could not get the army to move earlier). Turenne advanced in 3 Columns crossing the Rhine at two points. Rosen with 7 cavalry regiments crossed at Breisach and was followed by some infantry and the artillery. Turenne crossed by Rheinfelden and advanced towards Hohentwiel Singen.

June 3. Rosen's Column ambushed a Bavarian squadron commanded by Mercy's brother and inflicted a sharp loss of 400 killed, wounded and captured; 7 cornets and 900 horses.

June 4. Rosen and Turenne rendezvous near Donaueschingen (15-20mi northeast of Hohentwiel Singen). They then immediately retreated back through Freiburg im Breisgau and Breisach into Alsace.

June 20. Mercy left 1000 men at Hohentwiel Singen and moved to Freiburg im Breisgau.

June 26. Mercy opened a siege against Freiburg im Breisgau with Kanoffsky with 1650 men defending. In response, Turenne established a fortified encampment at Batzenberg about 4 miles from Freiburg im Breisgau from which to harass the siege. Mercy had about 20,000 men to Turenne's 10,000.

July 7. Taupadel ambushed a Bavarian cavalry patrol and captured many.

July 13. Bavarian Kurnreuter regiment defeated by Rosen losing over 700.

July 20. Enghien departed Metz to reinforce Turenne and prevent the loss of Breisach.

July 27. A large cavalry skirmish involving over 4000 cavalry, Turenne retires from Batzenberg position.

July 29. Kanoffsky surrenders and was marched off with honors of war (39 day siege, ended on final surrender offer).

August 2. Enghien arrived after covering the 68 mile march in 13 days.

August 3. French attack on Freiburg im Breisgau (Battle Day 1).

August 5. Second French attack (Battle Day 3). The French were repulsed the three days of fighting cost over 7000 men to the Bavarians 2500, the balance tipped to the Bavarians 14,000 to 12,500.

August 6. Enghien encamped at Uffhausen fearing Mercy would counter attack. Turenne was dispatched to strip the Garrisons in the region to shore up the position and within a day over 5000 were enroute.

August 9. French break camp to move north, observed by Mercy he rapidly moved to prevent from being cut off.

August 10. Rosen attacked the Bavarian Column in the St Peter Valley. Rosen overran the baggage train but the Bavarian foot stood firm and the Bavarian cavalry then countered and routed the Weimarians. Turenne's proximity prevented de Werth from pursuing Rosen. To save the army from being trapped in the valley by Turenne's Column of 6 cavalry regiments and 9 infantry regiments, the Bavarians fled abandoning their baggage and artillery marched through the night to Villingen 40 miles away.

August 11-12. French clear the valley and loot the baggage train. Enghien wanted to retake Freiburg im Breisgau, but the area was foraged out and Turenne suggested a move elsewhere. They moved north to besiege Philippsburg and secure another Rhine crossing.

August 25. French opened siege of Philippsburg. The Bavarians shadowed the move and encamped near Heilbronn some 30 miles east. Philippsburg was a naturally strong position though the Garrison was probably less than a 1000 men.

September 7. Two approaches made, one by Turenne and one by Grammont. The Rhine Fort was seized in a night attack by Turenne.

September 8. A sally was beaten back. During this time a small French Column was detached and occupied Speyer.

September 12. Philippsburg surrenders. The French cross over and enter winter quarters at Speyer.

September 13. Turenne with 2000 German cavalry and 500 Musketeers was detached to intercept a Spanish Column which he ambushed capturing 500 and dispersing the remaining survivors. Afterwards he swept up Oppenheim and Worms.

September 19. Turenne captures Landau after a brief siege Condé captured Mainz, Mannheim and Neustadt then withdrew to France. The places rolled up in September: Oppenheim, Worms, Neustadt, and Landau were all unoccupied. The Elector of Mainz had withdrawn to Frankfurt with the French approach, and a detachment of Bavarians under Wolf briefly entered. They saw they would be no match for the French and withdrew upon their arrival.

6.2 Campaign Scenario

“Turenne Takes Command”

6.2.1 General Instructions

1644

Scenario Type:	Campaign
Scenario Title:	“Turenne Takes Command”
Starting Turn:	April
Duration:	7 or 8 turns (3.5)
Starting Initiative:	Imperial-Bavarian player (2.0)
Starting Baggage:	None

6.2.2 French Player

6.2.2.1 Columns

(1 Column Starts in Play)

Column:	FRENCH					
Leader:	Turenne					
Other Leaders:	Rosen, Taupedel					
Start Location:	Colmar					
Nationality	IR	Vet IR	CR	Vet CR	Artillery	
French	7	0	3	1	2	
Weimarian	2	1	4	6	0	

6.2.2.2 Garrisons

French Garrisons				
<i>Place Name</i>	<i>Type</i>	<i>Region</i>	<i>Owner</i>	<i>Garr</i>
Colmar	Strong Town	Alsace	French	3-2
Hagenau	Strong Town	Alsace	French	1-1
Mülhausen	Town	Alsace	French	1-1
Schlettstadt	Town	Alsace	French	1-1
Hohentwiel S. ¹	Strong Town	Baden	French	1-1
Rheinfelden	Town	Baden	French	3-2
Überlingen ²	Town	Baden	French	6-4

¹ Held by Wiederhold, besieged May 15, 1644 - June 20 Mercy quit the siege.

² 1300 French under Courval Besieged April 15 1644, surrendered May 12. French lost 700 to Mercy's 400

6.2.3 Imperial-Bavarian Player

6.2.3.1 Columns

(1 Column Starts in Play)

Column:	BAVARIAN					
Leader:	Mercy					
Other Leaders:	Werth					
Start Location:	Landsberg					
Nationality	IR	Vet IR	CR	Vet CR	Artillery	
Bavarian	9	4	4	4	2	

6.2.3.2 Garrisons

Imperial Garrisons				
<i>Place Name</i>	<i>Type</i>	<i>Region</i>	<i>Owner</i>	<i>Garr</i>
Heidelberg	Strong Town	Baden	Imperial	2-2
Philippsburg ¹	Strong Town	Baden	Imperial	2-2
Constance	Town	Baden	Imperial	1-1
Mergentheim	Town	Baden	Imperial	1-1
Schaffausen	Town	Baden	Imperial	1-1
Waldshut	Town	Baden	Imperial	1-1
Passau	Strong Town	Bavaria	Imperial	2-2
Ansbach	Town	Franconia	Imperial	1-1
Rothenburg T.	Town	Franconia	Imperial	1-1
Heilbronn	Strong Town	Württemberg	Imperial	2-2
Stuttgart	Town	Württemberg	Imperial	2-2
Tübingen	Strong Town	Württemberg	Imperial	2-2
Tuttlingen	Town	Württemberg	Imperial	1-1
Wimpfen	Town	Württemberg	Imperial	1-1

¹ Besieged by French on August 25, surrendered on September 12.

Bavarian Garrisons				
Place Name	Type	Region	Owner	Garr
Ingolstadt	Fortress	Bavaria	Bavarian	6-4
Regensburg	Fortress	Bavaria	Bavarian	6-4
Munich	Fortress	Bavaria	Bavarian	3-2
Donauwörth	Strong Town	Bavaria	Bavarian	3-2
Augsburg	Fortress	Bishopric of	Bavarian	3-2
Ulm	Fortress	Bishopric of	Bavarian	3-2
Dinkelsbühl	Town	Franconia	Bavarian	1-1
Nördlingen	Strong Town	Franconia	Bavarian	3-2
Memmingen	Town	Swabia	Bavarian	1-1



6.2.4 Scenario Special Rules

1. Reinforcements

Column: FRENCH					
Leader: Enghien					
Other Leaders: Colonel (Palluau)					
Start Location: Enter at Neustadt at beginning of August turn					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
French	5	4	6	3	2



Column: IMPERIAL					
Leader: Oberst					
Other Leaders: None					
Start Location: If Imperial-Bavarian army is defeated in a Major Battle, next Round the following Column may enter at Schweinfurt					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	6	0	6	0	2



2. French Pay Problems

Turenne did not have the money to pay his army and begin moving to counter the Bavarians until June. To reflect that, no units that start with Turenne may move, attack or retreat outside of Alsace (and Strasburg) until the troops are paid. Within Alsace and Strasburg they may move, patrol and forage normally. At the beginning of each round the French player rolls a die and adds 1 for every round completed since the start of the game. If the sum is 13 or more the French-Weimarian army is considered paid and is able to operate outside of Alsace. A purely historical option would be to release the French at the beginning of the June turn.

1. Economic Warfare

The Bavarian player is awarded VPs for foraging in Alsace, Hesse-Darmstadt, Würzburg, and the Palatinate. The French player is awarded VPs for foraging in Baden, Württemberg, Swabia, Bavaria, and Franconia.

6.3 Battle Scenario “Freiburg im Breisgau”

6.3.1 General Instructions

1644	
Scenario Type:	Battle
Scenario Title:	“Freiburg im Breisgau”
Starting Turn:	July
Duration:	3 turns
Starting Initiative:	Imperial-Bavarian player (2.0)
Starting Baggage:	None

This scenario starts with pay of the French-Weimarian army per Scenario Special Rule 2 from Campaign Scenario.

6.3.2 French Player

6.3.2.1 Columns

(1 Column Starts in Play)

Column: FRENCH					
Leader: Turenne					
Other Leaders: Rosen, Taupedel					
Start Location: Colmar					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
French	7	0	3	1	2
Weimarian	2	1	4	6	0



6.3.2.2 Garrisons

Same as the Campaign Scenario except for Überlingen which now has Bavarian Garrison with 1-1 Detachment and Freiburg im Breisgau has a 3-2 French Garrison.

6.3.3 Imperial-Bavarian Player

6.3.3.1 Columns

(1 Column Starts in Play)

Column: BAVARIAN					
Leader: Mercy					
Other Leaders: Werth					
Start Location: Hohentwiel Singen					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Bavarian	9	4	4	4	2



6.3.3.2 Garrisons

Same as the Campaign Scenario except for Überlingen which now has Bavarian Garrison with 1-1 Detachment and Freiburg im Breisgau has a 3-2 French Garrison.

6.3.4 Scenario Special Rules

1. Reinforcements

Column: FRENCH					
Leader: Enghien					
Other Leaders: Colonel (Palluau)					
Start Location: Enter at Neustadt at beginning of August turn					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
French	5	4	6	3	2



2. Economic Warfare

The Bavarian player is awarded VPs for foraging in Alsace, Hesse-Darmstadt, Würzburg, and the Palatinate. The French player is awarded VPs for foraging in Baden, Württemberg, Swabia, Bavaria, and Franconia.

7.0 Anno Domini 1645

7.1 General Situation

At the end of the 1644 campaign the combined armies of Turenne and duc d'Enghien captured Philippsburg to end the year on a positive note given the failure at Freiburg im Breisgau (MPBS Vol. III Under the Lily Banners). The duc d'Enghien returned to France leaving Turenne and his Weimarian Corps to winter at Speyer. A surprise winter campaign in Bohemia by the Swedes culminating in the battle of Jankau (MPBS Vol. II Sweden Fights On) pulled the Bavarian field army in. Seeing an opportunity Turenne launched his campaign virtually unopposed. He took advantage of the new Rhine crossing at Philippsburg to attack from the North. He captured Mergentheim and while foraging and dispersed, the Bavarians made an heroic forced march to take the French by surprise and inflict a stinging defeat (see MPBS Vol. III). Turenne retreated to Hesse-Cassel (his aunt was the Duchess) and enlisted their aid. A Swedish army also joined in to keep the Bavarians in check. France responded by sending the young duc d'Enghien into Germany again. The Bavarians fell back into a defensive posture in the face of the gathering forces. They had managed to erase the gains Turenne made in the campaign so the situation on the ground was essentially unchanged. Fearing the Bavarians may be overrun, the Imperial army dispatched a Column under Geleen to help. When all the French allied forces came together near Nördlingen, the elderly veteran Swedish General Königs-marck was offended by the brash, arrogant duc d'Enghien, so he departed. Though a setback, the French and Hessian forces still had a numerical advantage. Mercy attempted to draw the French into an attack on a fortified position as he had done the previous year. After several days of demonstrations, forming for battle and retiring, the French attacked. The position at Alerheim was not as naturally strong as Freiburg im Breisgau, but it did present a challenge. The French won a pyrrhic victory with Enghien wounded (see MPBS Vol. III). Mercy was killed dealing a severe blow to the Bavarians. The exhausted French retired and an Imperial Column under Duke Leopold arrived to roll back the French gains for the second time in one year.

7.2 Campaign Scenario “The French Offensive”

7.2.1 General Instructions

1645

Scenario Type:	Campaign
Scenario Title:	“The French Offensive”
Starting Turn:	March
Duration:	8 or 9 turns (3.5))
Starting Initiative:	French player (2.0)
Starting Baggage:	None

7.2.2 French Player

7.2.2.1 Columns

(1 Column Starts in Play)

Column: FRENCH					
Leader: Turenne					
Other Leaders: Rosen, Taupedel					
Start Location: Philippsburg					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
French	4	0	3	1	1
Weimarian	1	0	4	4	0



7.2.2.2 Garrisons

French Garrisons					
Place Name	Type	Region	Owner	Garr	
Breisach	Strong Fortress	Alsace	French	9-6	
Colmar	Strong Town	Alsace	French	3-2	
Hagenau	Strong Town	Alsace	French	1-1	
Mülhausen	Town	Alsace	French	1-1	
Schlettstadt	Town	Alsace	French	1-1	
Mannheim	Strong Town	Baden	French	3-2	
Philippsburg	Strong Town	Baden	French	3-2	
Hohentwiel S.	Strong Town	Baden	French	1-1	
Rheinfelden	Town	Baden	French	3-2	
Mainz	Fortress	Bishopric of	French	3-2	
Landau	Town	Palatinate	French	1-1	
Neustadt	Town	Palatinate	French	1-1	
Speyer	Strong Town	Palatinate	French	1-1	
Oppenheim	Strong Town	Hesse-Darmstadt	French	3-2	
Worms	Strong Town	Hesse-Darmstadt	French	1-1	



7.2.3 Imperial-Bavarian Player

7.2.3.1 Columns

(1 Column Starts in Play)

Column: BAVARIAN					
Leader: Mercy					
Other Leaders: Werth, Ruischnbg					
Start Location: Enters Turn 1 at Passau					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Bavarian	5	4	16	6	2



7.2.3.2 Garrisons

Imperial Garrisons				
Place Name	Type	Region	Owner	Garr
Heidelberg	Strong Town	Baden	Imperial	2-2
Constance	Town	Baden	Imperial	1-1
Mergentheim	Town	Baden	Imperial	1-1
Schaffausen	Town	Baden	Imperial	1-1
Waldshut	Town	Baden	Imperial	1-1
Passau	Strong Town	Bavaria	Imperial	2-2
Ansbach	Town	Franconia	Imperial	1-1
Rothenburg T.	Town	Franconia	Imperial	1-1
Heilbronn	Strong Town	Württemberg	Imperial	2-2
Stuttgart	Town	Württemberg	Imperial	2-2
Tübingen	Strong Town	Württemberg	Imperial	2-2
Tuttlingen	Town	Württemberg	Imperial	1-1
Wimpfen	Town	Württemberg	Imperial	1-1



Column: SWEDISH					
Leader: Königsmarck					
Other Leaders: Overste					
Start Location: Enter at Bayreuth					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	3	1	4	2	1



Column: FRENCH					
Leader: Enghien					
Other Leaders: Guiche (Gramont)					
Start Location: Enter at Neustadt					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
French	6	2	9	4	2



If the Imperial-Bavarian player suffers a defeat in a Major Battle prior to the entrance of Geleen's Column it enters at the beginning of the next turn. If the Imperial-Bavarian player suffers a defeat in a Major Battle after the Geleen's Column is in play, then the Leopold Column enters the following turn.

2. Command Friction

If Enghien and Königsmarck are in play, at the beginning of the next turn after they enter play the French player rolls a die to determine the outcome of the disagreement between the two generals:

- 0-4:** All Swedish units are removed (keep them separately off-map). Any Swedish-garrisoned fortifications become Neutral. If the French suffer a defeat in a Major Battle after the Swedish Column is removed, it may reenter at Bayreuth at the beginning of the following turn.
- 5-7:** An understanding is reached and the Swedish forces remains in play, but must act in their own Column, it may not combine with any French, Hessian or Weimarian forces. The Imperial player may bring in Leopold's Column at Passau.
- 8-9:** An alliance is struck and the Swedish forces remain in play and may combine with any other French, Hessian or Weimarian forces as long as a Swedish Leader is present in the Column. The Imperial player may bring in Leopold's Column at Passau.

3. Economic Warfare

The Bavarian player is awarded VPs for foraging in Alsace, Baden, Hesse-Darmstadt, Würzburg, and the Palatinate. The French player is awarded VPs for foraging in Württemberg, Swabia, Bavaria, and Franconia.

Bavarian Garrisons				
Place Name	Type	Region	Owner	Garr
Freiburg im B.	Town	Baden	Bavarian	1-1
Überlingen	Town	Baden	Bavarian	1-1
Ingolstadt	Fortress	Bavaria	Bavarian	6-4
Regensburg	Fortress	Bavaria	Bavarian	6-4
Munich	Fortress	Bavaria	Bavarian	3-2
Donauwörth	Strong Town	Bavaria	Bavarian	3-2
Augsburg	Fortress	Bishopric of	Bavarian	3-2
Ulm	Fortress	Bishopric of	Bavarian	3-2
Dinkelsbühl	Town	Franconia	Bavarian	1-1
Nördlingen	Strong Town	Franconia	Bavarian	3-2
Memmingen	Town	Swabia	Bavarian	1-1



7.2.4 Scenario Special Rules

1. Reinforcements

If the French player suffers a defeat in a Major Battle, the following three French reinforcement Columns enter play at the beginning of the following turn as does the Imperial Column under Geleen (see page 24).

Column: HESSIAN					
Leader: Geiss					
Other Leaders: None					
Start Location: Enter at Frankfurt					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Hessian	6	0	6	0	0



7.3 Battle Scenario “Mergentheim”

7.3.1 General Instructions

1645

Scenario Type:	Battle
Scenario Title:	“Mergentheim”
Starting Turn:	March
Duration:	3 turns
Starting Initiative:	French player (2.0)
Starting Baggage:	None

7.3.2 Scenario Special Rules

1. Reinforcements

There are no reinforcements in this scenario

2. Play Balance

The French forces are significantly outnumbered. For play balance the French player starts with 5 VPs and may refuse battle once without VP penalty.

3. Economic Warfare

The Bavarian player is awarded VPs for foraging in Alsace, Baden, Hesse-Darmstadt, Würzburg, and the Palatinate. The French player is awarded VPs for foraging in Württemberg, Swabia, Bavaria, and Franconia.

7.4 Battle Scenario “Alerheim”

7.4.1 General Instructions

1645

Scenario Type:	Battle
Scenario Title:	“Alerheim”
Starting Turn:	July
Duration:	3 turns
Starting Initiative:	French-Swedish player (2.0)
Starting Baggage:	None

7.4.2 French Player

Column:	FRENCH					
Leader:	Turenne					
Other Leaders:	Rosen, Taupedel					
Start Location:	Lohr					
Nationality	IR	Vet IR	CR	Vet CR	Artillery	
French	4	0	1	1	2	
Weimarian	1	0	4	4	0	

Column:	HESSIAN					
Leader:	Geiss					
Other Leaders:	None					
Start Location:	Aschaffenburg					
Nationality	IR	Vet IR	CR	Vet CR	Artillery	
Hessian	6	0	6	0	0	

Column:	SWEDISH					
Leader:	Königsmarck					
Other Leaders:	Overste					
Start Location:	Bamberg					
Nationality	IR	Vet IR	CR	Vet CR	Artillery	
Swedish	3	1	4	2	1	



Column:	FRENCH					
Leader:	Enghien					
Other Leaders:	Guiche (Gramont)					
Start Location:	Enter at Neustadt					
Nationality	IR	Vet IR	CR	Vet CR	Artillery	
French	6	2	9	4	2	



7.4.2.1 Garrisons

French Garrisons				
Place Name	Type	Region	Owner	Garr
Breisach	Strong Fortress	Alsace	French	9-6
Colmar	Strong Town	Alsace	French	3-2
Hagenau	Strong Town	Alsace	French	1-1
Mülhausen	Town	Alsace	French	1-1
Schlettstadt	Town	Alsace	French	1-1
Mannheim	Strong Town	Baden	French	3-2
Philippsburg	Strong Town	Baden	French	3-2
Hohentwiel S.	Strong Town	Baden	French	1-1
Rheinfelden	Strong Town	Baden	French	3-2
Mainz	Fortress	Bishopric of	French	3-2
Landau	Town	Palatinate	French	1-1
Neustadt	Town	Palatinate	French	1-1
Speyer	Strong Town	Palatinate	French	1-1
Oppenheim	Strong Town	Hesse-Darmstadt	French	3-2
Wimpfen	Town	Württemberg	French	1-1



7.4.3 Imperial-Bavarian Player

7.4.3.1 Columns

(2 Columns Start in Play)

Column: BAVARIAN					
Leader: Mercy					
Other Leaders: Werth, Ruischnbg					
Start Location: Augsburg					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Bavarian	5	4	16	6	2



Column: IMPERIAL					
Leader: Geleen					
Other Leaders: None					
Start Location: Enter Turn 1 at Passau					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	5	0	4	0	0



7.4.4. Scenario Special Rules

1. Reinforcements

If the Imperial-Bavarian player suffers a Major Defeat in a Major Battle he receives an Imperial Reinforcement Column at the beginning of the next turn:

Column: IMPERIAL					
Leader: Leopold					
Other Leaders: None					
Start Location: Enter at Passau					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	6	0	6	0	1



2. Command Friction

At the beginning of Turn 2 (August) the French player rolls a die and consults the Command Friction table in 7.2.4.2 (page 24) to determine the outcome of the disagreement between Enghien and Königsmarck.

3. Economic Warfare

The Bavarian player is awarded VPs for foraging in Alsace, Baden, Hesse-Darmstadt, Würzburg, and the Palatinate. The French player is awarded VPs for foraging in Württemberg, Swabia, Bavaria, and Franconia.

7.4.3.2 Garrisons

Imperial Garrisons				
Place Name	Type	Region	Owner	Garr
Heidelberg	Strong Town	Baden	Imperial	2-2
Constance	Town	Baden	Imperial	1-1
Schaffausen	Town	Baden	Imperial	1-1
Waldshut	Town	Baden	Imperial	1-1
Passau	Strong Town	Bavaria	Imperial	2-2
Ansbach	Town	Franconia	Imperial	1-1
Rothenburg T.	Town	Franconia	Imperial	1-1
Heilbronn	Strong Town	Württemberg	Imperial	2-2
Stuttgart	Town	Württemberg	Imperial	2-2
Tübingen	Strong Town	Württemberg	Imperial	2-2
Tuttlingen	Town	Württemberg	Imperial	1-1



Bavarian Garrisons				
Place Name	Type	Region	Owner	Garr
Freiburg im B.	Town	Baden	Bavarian	1-1
Mergentheim	Town	Baden	Imperial	1-1
Überlingen	Town	Baden	Bavarian	1-1
Ingolstadt	Fortress	Bavaria	Bavarian	6-4
Regensburg	Fortress	Bavaria	Bavarian	6-4
Munich	Fortress	Bavaria	Bavarian	3-2
Donauwörth	Strong Town	Bavaria	Bavarian	3-2
Augsburg	Fortress	Bishopric of	Bavarian	3-2
Ulm	Fortress	Bishopric of	Bavarian	3-2
Dinkelsbühl	Town	Franconia	Bavarian	1-1
Nördlingen	Strong Town	Franconia	Bavarian	3-2
Memmingen	Town	Swabia	Bavarian	1-1



8.0 Anno Domini 1648

8.1. General Situation

After the 1646 campaign brought Bavaria to her knees, the Duke of Bavaria made a separate peace. This theoretically allowed the French and Swedes to focus on the Habsburg forces elsewhere, the reality was less dramatic. Pressured by the Emperor to re-enter the war, the Duke of Bavaria reluctantly agreed and 1648 saw him do so. Much of the talent of the Bavarian army had left their service during the peace. Turenne teamed back up with Wrangel to repeat the success of 1646 with a combined campaign. The Bavarian army was now commanded by Gronsfield who insisted on spreading around many small Garrisons in the hope that the Franco-Swedish army would lose momentum on many small sieges. His troops were less enthusiastic about being sacrificial lambs. The powerful cavalry wings pushed faster than Gronsfield anticipated and his army was caught by surprise strung out on the march near Zusmarshausen. A brave rear guard action by Montecuccoli prevented an even worse disaster. The Franco-Swedish cavalry enveloped the Column on broken, wooded terrain and a running fight lost the baggage and artillery and ended the Duke of Bavaria's return to the war and his collapse, coupled with their failure at Lens forced the Habsburgs to the table at Westphalia.

8.2 Campaign Scenario "Last Gasp"

8.2.1 General Instructions

1648

Scenario Type:	Campaign
Scenario Title:	"Last Gasp"
Starting Turn:	March
Duration:	8 or 9 turns (3.5))
Starting Initiative:	French-Swedish player (2.0)
Starting Baggage:	None

8.2.2 Franco-Swedish Player

8.2.2.1 Columns

(2 Columns Start in Play)

Column: FRENCH Leader: Turenne Other Leaders: Taupedel Start Location: Lohr					
					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
French	6	2	5	4	4
Weimarian	0	0	0	3	0

Column: SWEDISH Leader: Wrangel Other Leaders: Königsmarck Start Location: Bamberg					
					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Swedish	7	2	16	5	4

8.2.2.2 Garrisons

French Garrisons 				
Place Name	Type	Region	Owner	Garr
Breisach	Strong Fortress	Alsace	French	9-6
Colmar	Strong Town	Alsace	French	3-2
Hagenau	Strong Town	Alsace	French	1-1
Mülhausen	Town	Alsace	French	1-1
Schlettstadt	Town	Alsace	French	1-1
Heidelberg	Strong Town	Baden	French	3-2
Mannheim	Strong Town	Baden	French	1-1
Philippsburg	Strong Town	Baden	French	3-2
Hohentwiel S.	Strong Town	Baden	French	1-1
Rheinfelden	Town	Baden	French	3-2
Dinkelsbühl	Town	Franconia	French	1-1
Nördlingen	Strong Town	Franconia	French	3-2
Landau	Town	Palatinate	French	1-1
Neustadt	Town	Palatinate	French	1-1
Speyer	Strong Town	Palatinate	French	1-1
Oppenheim	Strong Town	Hesse-Darmstadt	French	3-2
Worms	Strong Town	Hesse-Darmstadt	French	1-1
Heilbronn	Strong Town	Württemberg	French	1-1

8.2.3 Imperial-Bavarian Player

8.2.3.1. Columns

(2 Columns Start in Play)

Column: BAVARIAN Leader: Gronsfield Other Leaders: Werth, Ruischnbg Start Location: Augsburg					
					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Bavarian	3	0	10	2	1

Column: IMPERIAL Leader: Melander Other Leaders: None Start Location: Enter Turn 1 at Passau					
					
Nationality	IR	Vet IR	CR	Vet CR	Artillery
Imperial	10	0	10	0	1

8.2.3.2 Garrisons

Bavarian Garrisons				
Place Name	Type	Region	Owner	Garr
Freiburg im B.	Town	Baden	Bavarian	3-2
Überlingen ¹	Town	Baden	Bavarian	3-2
Ingolstadt	Fortress	Bavaria	Bavarian	6-4
Regensburg	Fortress	Bavaria	Bavarian	6-4
Munich	Fortress	Bavaria	Bavarian	3-2
Donauwörth	Strong Town	Bavaria	Bavarian	3-2
Freising	Town	Bavaria	Bavarian	1-1
Landsberg	Town	Bavaria	Bavarian	1-1
Landshut	Town	Bavaria	Bavarian	1-1
Wasserburg	Town	Bavaria	Bavarian	1-1
Augsburg	Fortress	Bishopric of	Bavarian	3-2
Ulm	Fortress	Bishopric of	Bavarian	3-2
Memmingen	Town	Swabia	Bavarian	1-1

¹ There are both Bavarian *and* Imperial Garrisons in this Town.

Imperial Garrisons				
Place Name	Type	Region	Owner	Garr
Passau	Strong Town	Bavaria	Imperial	2-2
Constance	Town	Baden	Imperial	2-2
Biberach	Town	Württemberg	Imperial	2-2
Überlingen ¹	Town	Baden	Imperial	2-2
Memmingen	Town	Swabia	Imperial	2-2
Kempten	Town	Swabia	Imperial	2-2

¹ There are both Bavarian *and* Imperial Garrisons in this Town.



8.2.4 Scenario Special Rules

1. Reinforcements

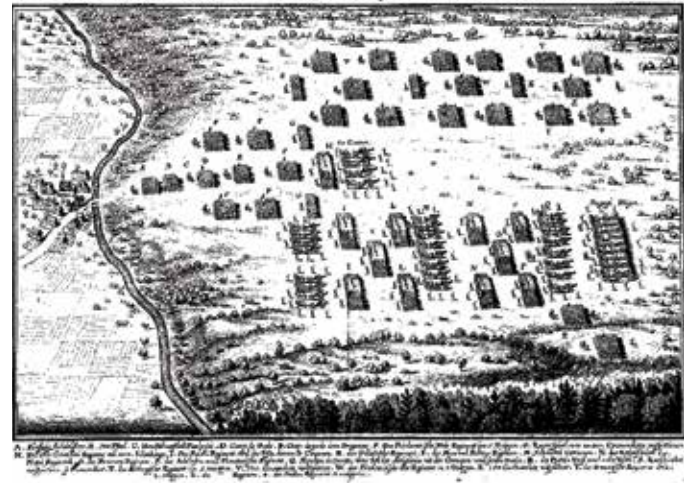
There are no reinforcements for either side.

2. Play Balance

The Imperial-Bavarian player is significantly outnumbered in this scenario, in order to balance the game the Imperial-Bavarian player starts with 10 VPs. Additionally the Imperial-Bavarian player may refuse battle without the normal VP penalty 3 times in the course of the campaign.

3. Economic Warfare

The Bavarian player is awarded VPs for foraging in Alsace, Baden, Franconia, Hesse-Darmstadt, Würzburg, and the Palatinate. The French player is awarded VPs for foraging in Swabia, and Bavaria.



8.3 Battle Scenario “Zusmarshausen”

8.3.1 General Instructions

1648

Scenario Type:	Battle
Scenario Title:	“Zusmarshausen”
Starting Turn:	April
Duration:	3 turns
Starting Initiative:	French-Swedish player (2.0)
Starting Baggage:	None

Refer to the Campaign Scenario instructions (8.2.3.1, 8.2.3.2) for the starting Columns and Garrisons.

8.3.2 Scenario Special Rules

1. Reinforcements

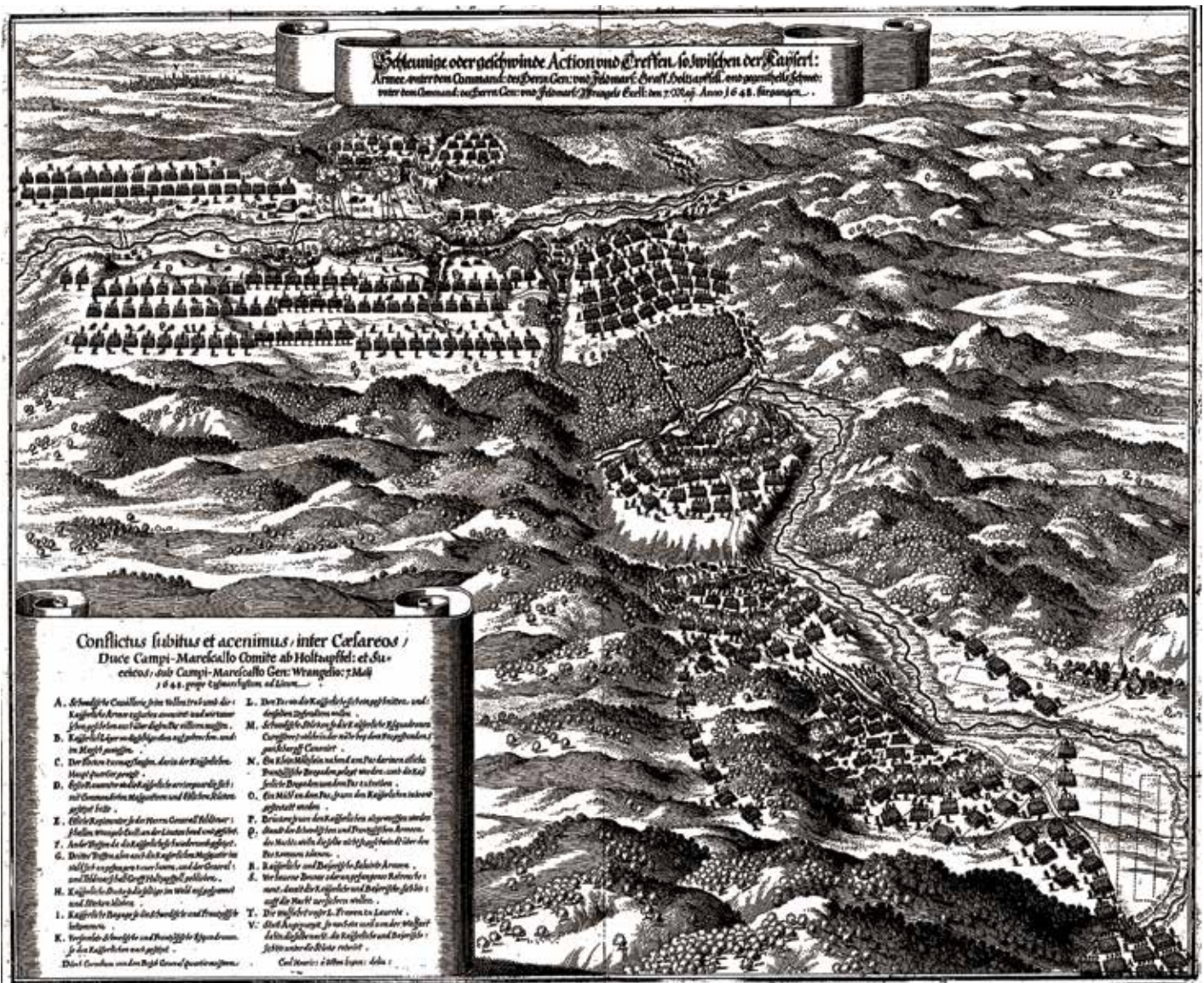
There are no reinforcements for either side.

2. Play Balance

The Imperial-Bavarian player is significantly outnumbered in this scenario, in order to balance the game the Imperial-Bavarian player starts with 10 VPs.

3. Economic Warfare

The Bavarian player is awarded VPs for foraging in Alsace, Baden, Franconia, Hesse-Darmstadt, Würzburg, and the Palatinate. The French player is awarded VPs for foraging in Swabia, and Bavaria.



9.0 Historical and Designer's Notes

9.1 Notes

The Election of the Holy Roman Emperor

The election of the Holy Roman Emperor and control of the Electoral College is often cited as a major factor in precipitating the Thirty Years War. As is often the case, it was not the only factor and as the conflict spread the motivations became more complex. For most gamers the workings of the Holy Roman Empire are fairly opaque, but an orientation to the basic structure could be helpful. The Holy Roman Emperor was an elected position, determined by the Electoral College codified in the "Golden Bull" of 1356. It consisted of 3 ecclesiastic electors and 4 temporal.

Type of Elector	Title	Religious Affiliation in 1619
Ecclesiastic	Archbishop of Mainz	Catholic
Ecclesiastic	Archbishop of Trier	Catholic
Ecclesiastic	Archbishop of Köln (Cologne)	Catholic
Temporal	King of Bohemia	Catholic
Temporal	Markgraf von Brandenburg	Lutheran
Temporal	Pfalzgraf bei Rhein (Count Palatine)	Lutheran
Temporal	Herzog von Sachsen (Duke of Saxony)	Lutheran

There were six elections held in the 17th Century: 1612, 1619, 1636, 1653, 1658, and 1690. The elections of 1619 and 1636 are important to the Thirty Years War. Emperor Matthias died on March 20, 1619 and the elec-

tion was held on August 28, 1619 in Frankfurt. Matthias was childless, but the Treaty of Oñate gave support to his cousin Ferdinand from the Spanish Habsburgs. Ferdinand was elected to be King of Bohemia in 1617 and King of Hungary in 1618. He was unpopular in Bohemia and a revolt ensued. The defenestration of Prague on May 22, 1618 was the public manifestation of Ferdinand's unpopularity. The Bohemia estates elected the Count Palatine to replace Ferdinand but the validity of that election was not recognized so Ferdinand retained his vote in the 1619 election. The Count Palatine objected to the ruling but could do little else. He initially voted for Maximilian I of Bavaria, but changed his vote to Ferdinand.

The Electors of 1619

Johann Schweikhard von Kronberg, Archbishop of Mainz (1604–1626)

Lothar von Metternich, Archbishop of Trier (1599–1623)

Ferdinand of Bavaria, Archbishop of Cologne (1612–1650)

Ferdinand, King of Bohemia (1618–1637), disputed by Elector of Palatine, Winner of the Election

John Sigismund, Markgraf von Brandenburg (1608–1619)

Frederick V, Pfalzgraf bei Rhein (Count Palatine) (1610–1623), claimant to the crown of Bohemia

John George I, Herzog von Sachsen (Duke of Saxony) (1611–1656)



Once the dispute over Bohemia erupted into open warfare, the Count Palatine was stripped of his lands and electorate and it was bestowed upon the Duke of Bavaria, Maximilian in 1621. Frederick's son would regain his title and lands at the conclusion of the war. Ferdinand II's son, also named Ferdinand, followed a similar path to his father by picking up the kingdoms of Hungary and Bohemia. Ferdinand II died in 1636 and the election of his son to succeed him took place on December 22, 1636 in Regensburg. The electors were:

The Electors of 1636	Religious Affiliation
Anselm Casimir Wambold von Umstadt Archbishop of Mainz (1629–1647)	Catholic
Philipp Christoph von Sötern Archbishop of Trier (1623–1652)	Catholic
Ferdinand of Bavaria Archbishop of Cologne (1612–1650)	Catholic
Ferdinand III, King of Bohemia (1627–1646) also King of Hungary	Catholic
George William Markgraf von Brandenburg (1619–1640)	Lutheran
Maximilian I, Herzog von Bayern (Duke of Bavaria) and (Count Palatine) (1623–1648)	Catholic
John George I, Herzog von Sachsen (Duke of Saxony) (1611–1656)	Lutheran

The four-three Catholic to Lutheran balance of 1619 was now five-two with little controversy. Ferdinand III succeeded his father and became emperor in February of 1637. The 1636 election came not long after the Peace of Prague and the defeat of the Swedish intervention. This period presented the high water mark of the Habsburg fortunes. The growing French intervention and the rebounding Swedish would eventually wear down the Habsburgs in both the Austrian and Spanish branches.

From a causation of hostilities standpoint was the threat to the balance of power in the Empire real or imagined? Lutheran electors consistently voted for a Catholic and Habsburg emperors throughout the period. It was this aspect of political factors outweighing religious allegiances that demonstrates this was not a religious war like those of the previous century. Ferdinand II may have feared the rise of a non-Habsburg, as it appears the chance of a non-Catholic emperor was remote. Ferdinand II could be counted among the major European rulers of the period that sought to centralize power away from the nobility. Spain and France were undergoing a similar struggle. The growing central power of any one state may also have provided the impetus to the others to maintain a balance of power between them. This trend therefore was not just a fashion, but necessary to national survival, with national survival intertwined with dynastic ambitions.



The Military Enterprise

The Thirty Years War captures our imagination from its very name. How and why would a war drag on for so long? This brief essay will only seek to layout a variety of reasons for the war's duration. The reasons range across military, socio-economic, political, and technological areas. Some had more impact than others, but it is their unique combination that made up a recipe for disaster.

The armies of the day were not like our modern national standing, professional armies nor modern conscripted armies. In the previous century armies moved away from the feudal model to large numbers of professional soldiers with weak ties to various nations. These companies, grouped into regiments often became non-aligned standing military organizations. In some aspects it became like a criminal enterprise where a combatant would need to retain their services to prevent them from ravaging their own populace, and then inflict them on their enemies. There was no cost effective way to control them in a peacetime environment. They were not conscripted and could not easily reintegrate into the general economy. Even when regiments were disbanded, the soldiers needed gainful employment. This cadre of professionals provided a military capability that was already trained so did not require the lead time of conscription. It was not sufficient to the demands, however, so armies were an amalgam of local militias, conscripts, long term professionals, and the nobility. The foundation of long term national regiments was in place to replace the non-aligned professional soldiers. The French and Swedes had several national regiments, but just not enough. France had sufficient population to strengthen and expand, but Sweden's population was too small.

The passing of nobility to all children in Europe gave rise to an ever growing mass of lesser nobility for which there was not a sufficient outlet in the economy. Warfare was a way for the nobility to prove their value, gain glory, and pay for their upkeep. The economic cycle had a noble drawing income from rents and taxation on his lands. The crown would offer a commission to a noble to raise troops. The noble would pay the crown a considerable sum for the privilege of raising a company or regiment. The crown would subsidize the upkeep of the troops. The noble would then charge the soldiers in a "company store" style engine for the necessities of military life. The noble would use "ghost pays" to inflate the unit strength to the crown to pocket subsidies. The soldiers' pay often found its way back to the noble via the company store and loans. The soldier would take the risk to gain booty from captured towns as a means for rapid wealth. In between such opportunities the soldier would be practicing "subsistence warfare" by borrowing against his pay for the basics of life, which was often a higher standard of living than being a farm hand or day laborer. The price explosion of the 16th Century had greatly diminished the buying power of the commoners making peacetime labor unattractive. This military economic system could be very rewarding, or at least provide a decent standard of living. The threat of death from combat while real was a manageable risk, keeping in mind that everyday life in peacetime was difficult and death came frequently via accident and illness. The military enterprise was also one of the few ways to obtain upward mobility. In addition to wealth, nobility, titles and lands could be gained via military service. The crown did not have sufficient tax base to maintain a large establishment in peacetime. This war economy made for a power disincentive to make peace and demobilize.

The military art of the period was evolving to be able to cope with the nation state conflicts. The size of armies grew yet the technology and infrastructure to support them lagged behind. The logistics were rudimentary and more focused on enriching the participants that adequately supported the larger military objectives. These limitations drove the campaign planning process. Some effort was made to improve some aspects, such as establishing supply depots, but these types of innovations were still in their infancy during most of the war. Foraging was the primary method of supplying an army. In friendly territory this was performed by requisitioning needed supplies from the locals against their future taxation and limiting theft by the soldiers. In enemy territory this was taken by force from the locals either by negotiated settlements, essentially extortion, that would limit looting

and other crimes or via looting and ravaging. Localities formed militias that sought to protect themselves, provide hideouts, and preyed upon soldiers for revenge or profit. Repeated campaigning in any given area would turn the local populace against both sides. Often campaigns were driven by a given area being foraged out rather than a political-military necessity or objectives. Whether foraging was requisitioned or extorted it did reduce the ability of a given area to meet its tax obligations and this became one of the major lines of operation in the war, to inflict economic damage on the enemy. The logistical limitations prevented a large enough army from being able to operate long and deep enough to deliver a strategically decisive campaign. Because of this limitation a series of campaigns was a more practical way to deliver a strategic objective.

Map Regions

The politics of Germany during the Thirty Years War were extremely complex. For ease of play the map and the composition of the various armies have been greatly simplified. In design, we experimented with a more detailed political depiction, but it was too difficult for too little pay off. The regions on the map are not the political borders, but general historical regions. Some also persist in political constructs, but the reality is that there were numerous counties, baronies, free cities, etc. that had competing interests. This inherent complexity and lack of common interests were also a reason the war kept going, many players were competing for relative position in any eventual outcome.



Rules that did not make it

The basic engine of this game has not changed from its original inception—a card driven game of managing a variable number of Campaign Points to exchange for activities. The game bounced around for some time and was play tested in various forms. I apologize to those who waited patiently on this design, part of the delay was due to my own military commitments and the other was due to churn in the developer position and associated rules changes and play test cycles. The main areas that saw the

biggest changes are hand management, battle resolution, and the siege process.

The original design had each Column with its own hand of cards. I built a mathematical model for activity rate and supply expenditure based on the historical narratives. This modeled well, but for playability it slowed play and could easily cause confusion in managing which hand goes with which Column. We were looking at getting the play time comfortably under an hour per turn and not frustrating the player. The shift to a single hand per player led to several iterations of hand sizes, rounds and getting the Baggage Point expenditures correct. This was a tough change to get right, but the final approach worked well in delivering the right activity rates and play time.

Battle resolution was the other really big change to the original design. As with the activity model, I constructed a model of battle outcomes that was captured in a series of tables. The result was a good historical engine, but it required a great deal of table referencing as different types of combat each had its own table. So we did a comprehensive review and changed to a firepower based model. Each regiment or battery has a Firepower factor and one table can capture all the different types of combat. This also allowed for differentiating veteran and line regiments and adding some national distinctions as well as greatly reducing the number of tables used in play. It made combat resolution more interactive which improved the player experience. This model still produced results in the historical range.

The last change was a streamline to the siege process. This may sound funny as the siege process is still quite involved. Taking towns is what campaigns were all about, we wanted to capture the process, but not overwhelm the player. There was an option to starve out a besieged location, but it added rules complexity and was really only used once during the campaigns presented. In the construction of siegeworks, we consolidated them into a single abstract set of works; previously the rules covered each type individually—contravallations, circumvallations and assault trenches. While providing some historical insight into the process it added rules length and complexity with no change in outcomes. The firepower change also allowed for cleaning up the bombardment, sally and assault rules and three less tables. We know that sieges were followed a logical seven step process that Vauban captured in writing:

Step	Actions
1.	Scout and approach by surprise
2.	Blockade, ensure sufficient troops to prevent entry and exit
3.	Construct fortified encampment
4.	Construct circum and contra vallations (an inward and outward facing cordon)
5.	Construct assault trenches, parallels, and mines
6.	Mount guns in parallels, bombard, explode mines
7.	Assault

Game Strategy Tips

This level of warfare is not covered for this period, but it is popular in other periods. The danger for the player is to approach this in the same way as a WWII campaign. It also provided a challenge in styles of play. We noticed that most players learning the game will immediately go after the other army and engage in a Major Battle in the first or second turn. One side will lose and then wonder what to do for the other turns. Please exercise caution in pursuing battle. The historical commanders were very careful in choosing the time and place as it was quite a risk. When learning, it is OK to go through this a time or two and then restart as it can be a tough lesson to learn. The next thing is to not give up; the next important skill is how to disperse your army and thwart the enemy despite their numerical superiority. This is also related to a style of play known as the “killer Column”. This style has a player that starts with an historical numerical advantage or a victorious player in a Major Battle keeping all his forces in a single large Column and then chasing your smaller army around the map. For the smaller player, time is your ally. The large Column will begin to eat itself. Use maneuver to stay in the game and forage in his territory. Another play style we saw in play test was that the players would undertake sieges in different parts of the map and for several turns could work on things without any threat from the other player known as “doing-your-own-thing”. This can be the result of an overly cautious approach, but ultimately it generally results in a status quo as both players will get a similar number of Victory Points from the same activities. Ideally an army fights in two Columns that has one main body that can do the sieges, one cavalry Column that can screen the main body from the enemy, do lots of foraging, and interfere with enemy sieges. More than two Columns just gives you options and can be used to reduce the impact of baggage expenditure if you have sufficient troops, it also is how you get reinforcements around. Several historical campaigns were presented in a timeline format to help the players follow in game terms

how they did their business. This should help understand how the underlying model was built as well. Good luck and from the entire design team, thank you.



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Q&A

Q: Can a player have NO Columns?

A: No. If the player loses all his Columns, then he will have so few units left, he should agree to end the game.

Q: If a Column drops off BPs in a point containing Columns of both sides, can the enemy pick them up before friendly Columns have a chance to do so?

A: Yes

Q: If a friendly Column (which intends to deploy patrols at the conclusion of its move) moves into a space adjacent to an enemy Column with patrols already deployed in the connection line, does the inactive patrol get a scouting chance before the active Column deploys its patrol?

A: Yes, the inactive patrol gets the scouting chance as the active Column as it enters the point. The active Column can not put patrols out until it ends its movement for the activation.

Q: Can a Garrison be created by dropping off either a detachment or regiment(s) onto friendly points?

A: No, there are no friendly points that don't contain a Garrison. All points without a Garrison are considered neutral in relationship to both players.

Q: Can a Garrison absorb an entire Column if the Column is small enough?

A: No

Q: Are scouting attempts mandatory?

A: No, but there is no penalty for failure to scout.

Q: Shouldn't a Column that loses a battle get some FPs?

A: No

Q: 11.1 & 11.8 Can I pay the BP cost in step losses if needs be?

A: Yes, see the clarified 7.2.

Q: 12.3 Questions: Is it the number of cavalry regiments or the number of steps that determines whether they keep their BPs?

A: 12.3 Clearly specifies regiments.

Q: 12.3 & 12.8 Are there any restrictions as to where you can retreat TO or through?

A: No, this is not modern warfare. There is a lot of countryside.



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