

Musket & Pike Scenario suggestions:

Breitenfeld:

The VC should read:

- Swede player Decisive win if last Imperial cannon eliminated by end of turn 6.
- Swede player Substantive victory if last Imperial cannon eliminated by end of turn 7.
- Swede player Marginal victory if last Imperial cannons eliminated by end of turn 8.
- DRAW if last Imperial cannon eliminated or CAPTURED on turn 9.
- Imperialist Marginal victory if Imperial cannons survive turn 10.
- Imperialist Substantive victory if Imperial cannons survive turn 11.
- Imperialist Decisive win if ANY of Imperial cannons survive turn 12.

AND

Players bid to play the Swede side by secretly declaring how many Swede Cavalry (SC) units they will have in their OOB.

Example 1: Player B bids 8 SC, and Player A bids 6 SC. Player A would be the Swede player, and have only 6 SC, instead of 16 SC as listed.

Example 2: Both players bid the same x number of SC units. Decide by Die Roll, and the Swede player will have the number of SC units (x) that both sides original bid.

Note: Technically, this turns the game into a 10-turn game. Still difficult for the Imperialists facing 16 Swede Cavalry units. You can disrupt those SC in the Fire phase, but the only hope then is to mop up using your Reiter Cavalry. Their ability to attempt to fire on them in the Melee phase to get a follow up disrupt. But that is at best risky. You would need to commit 3 RC to a single unit, to get a 3:1 +1 in clear ground.

BUT fail or succeed, the RC will surely be destroyed on the next turn by the other SC likely in the stack when there are 16 SC units available. Thus I think the right number might be 6 to 9 SC units.

---Russ Gifford 2/18/2024

White Mountain:

Clearly, Bohemians should SKIP their first turn.

--- Russ Gifford 11/23/2023

