

## FEHRBELLIN 1675 – A New Scenario for SPI's Musket & Pike

ROB GIBSON

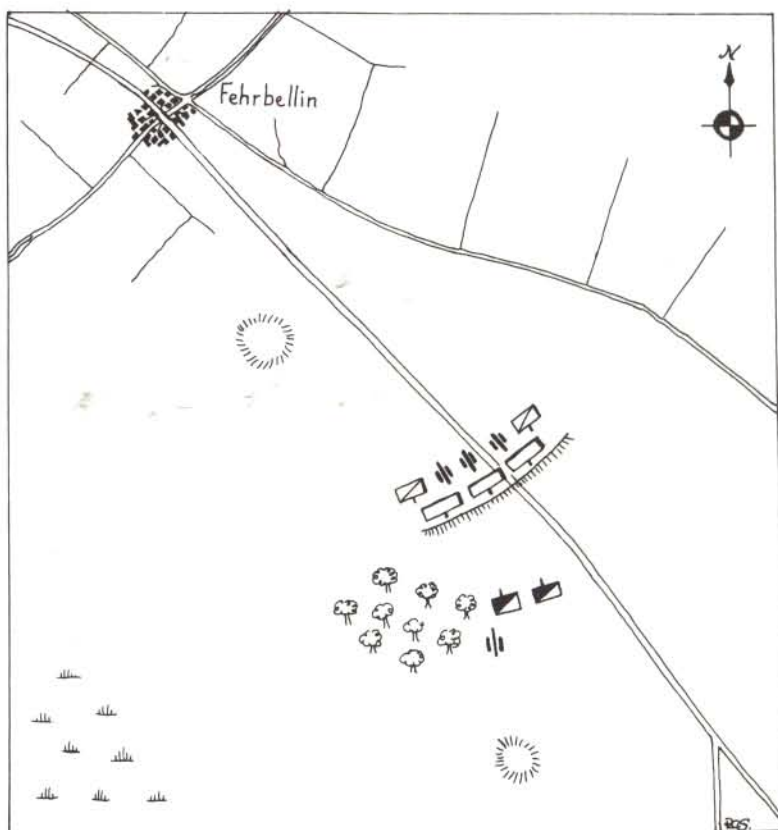
For some years now I have subscribed to the "Deutsches Soldaten Jahrbuch" [roughly] translated – German Soldier's Annual which is a fund of information for anyone with an interest in the broad spectrum of military history between 1400 and the present day and who reads German. The 1975 issue arrived almost concurrently with my acquisition of SPI's "Musket & Pike" and once the first flush of enthusiasm had worn off for the game I set to reading the book and discovered a very good article on the Battle of Fehrbellin.

Basically, the situation is this. Swedish forces under Count von Wrangel have made a foray into territory claimed by Brandenburg - Prussia, and are now withdrawing into "safe" territory. A local detachment of cavalry under Colonel Henning has cut the bridge over the river directly on the Swedish army's line of advance, to delay their withdrawal. Their immediate pursuers are a moderate force of cavalry with horse artillery under the command of Frederick William I (the Great Elector). Hurrying to his support are a large force of infantry with supporting guns and cavalry. The Swedes must hold off the Prussians until the bridge is repaired and they can retreat in safety.

In the real historical battle, the Prussians used their cavalry and artillery in a mobile role to attack the flanks of the static Swedish position. The threat to the Swedish right wing was so great that the opening of the bridge caused a precipitate and headlong retreat by the Swedish forces. Swedish losses were considerable (around 2,000 men) considering the relative strength of the forces involved:

Swedish:	7,000 infantry 9,000 cavalry 38 guns
Prussians:	6,000 cavalry 12 guns

Prussian losses appear to have been negligible. The objective was obtained, however: the Swedes retreated out of Brandenburg. Although Frederick William's gains in Swedish Pomerania were largely lost in political manoeuvrings, the die was cast. The decline of Sweden as a military power was temporarily suspended but the Fehrbellin campaign signalled the rise of Brandenburg - Prussia as a power in Europe.



## Scenario:

Complexity : 7

**First Player :** Swedish

Units : 26PP, 30PM, 6SC, 6DR, 12LC, 9LA

Stacking : 2

Deployment : within 3 hexes East of N/S road. All infantry within 1 hex.

NOTE : N/S Road from Town 12 to river bridge is a defensive ditch, costing 3 movement points to cross (Towns 8, 11 and 12 do not exist for this scenario).

**Second Player :** Prussian

Units : 12 SC, 4DR, 3LA

Reinforcements : (20PM, 4DR, 6LA) \*

Stacking : 3

Deployment : Anywhere within 4 hexes West of N/S road.

Game Length : 20 Game Turns

Victory : Swedish player must exit at least 10 units across the river bridge at the eastern end of the map by Game Turn 20. This bridge is considered "blown" until Game Turn 10.

\* from Game Turn 10, beginning of second player turn, the Prussian player throws two dice secretly. The result is added to 10 (e.g. 4 + 3 = 7, added to 10 = 17) to give the Game Turn on which the reinforcements will arrive. Needless to say, forget anything greater than 10, but throw again next turn. Reinforcements will arrive either on the east or west edge of the map at the Prussian player's discretion (if your dice result plus 10 is less than the Game Turn at which you throw, then the reinforcements arrive on that turn).