

# THIRTY YEARS WAR

## STANDARD RULES for the game BREITENFELD

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compact playing map, never more than a hundred playing pieces, and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games' designers to concentrate on the realism aspect of the games (the standardization generally takes care of any playability problems).

### [2.0] GAME EQUIPMENT

#### [2.1] THE GAME MAP

The 22" x 17" mapsheet portrays the area in which the battle was fought. It includes all the terrain significant to the battle and a Turn Record Track.

A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.

#### [2.2] GAME CHARTS AND TABLES

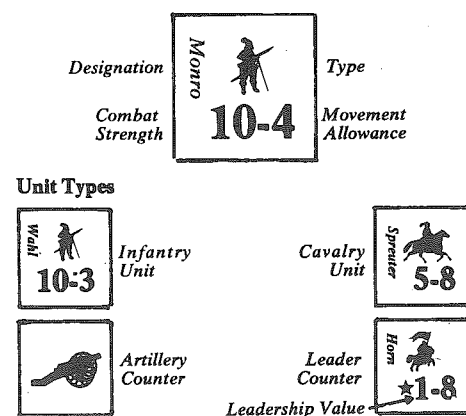
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, and the Artillery Fire Table.

#### [2.3] THE PLAYING PIECES

The cardboard counters represent the actual military units, leaders and artillery pieces which took part in the original battle. The numbers and symbols on each of the counters describe the characteristics — such as type, strength, movement capability — of the unit, leader or artillery represented by the counter.

There are three basic types of playing pieces, representing infantry and cavalry brigades and regiments; leader counters, representing the individual commanders; and artillery counters. Infantry and cavalry are henceforth referred to as "units." Artillery and Leaders are **not** units.

#### [2.4] HOW TO READ THE UNITS



**Combat Strength** is the relative strength of a unit when attacking and defending, expressed in terms of Strength Points.

**Movement Allowance** is the maximum number of Clear terrain hexes that a unit may be moved in a single Movement Phase, expressed in Movement Points. More than one Movement Point may be expended for each hex entered according to the terrain in the hex.

**Leadership Value** is the relative "leadership ability" of a given Leader, expressed in Leadership Value Points.

#### [2.5] GAME SCALE

Each hexagon on the map represents 175 meters of actual terrain. Each Strength Point represents between seventy-five and one hundred men. Each Game-Turn represents 45 minutes of actual time. Each Artillery counter represents four or five heavy guns.

#### [2.6] PARTS INVENTORY

	Folio Game:	QuadriGame:
Game Map	1	4
Sheet of Die-Cut Counters	1	4
Standard Rules Folder	1	2 identical
Exclusive Rules Folder	1	4 different
Die	0	1
Game Box	0	1
Folio (folder)	1	0

If any of these parts are missing or damaged, write:

Customer Service  
Simulations Publications, Inc.  
44 East 23rd Street  
New York, N.Y. 10010

Questions regarding the rules of the game, if accompanied by a stamped, self-addressed envelope, will be answered. Send to: Game Questions: Thirty Years War, at the above address.

### [3.0] SETTING UP THE GAME

The cardboard playing pieces should be punched out of the Unit Counter Sheet. The Players should determine which of the opposing forces each of them will command.

The Players then consult their respective Initial Deployment Charts. (Initial Deployment of units can also be found printed in the appropriate hexes on the game maps.) These charts tell the hex number, strength and designation of each unit which is in play (on the map) during the First Game-Turn. Players should simultaneously place each of these units in its proper position on the map. All remaining units (if any) should be placed aside and brought into play according to the Reinforcement Schedule. In setting up units, Players may disregard historical designations, so long as the unit type and strength are correct.

Once the units are set up, Players are ready to commence Game-Turn One; place the Game-Turn Marker in the first position on the Game-Turn Record Track.

In order to determine which Player is the First and which the Second Player, consult the Exclusive Rules Folder. There Players will also find rules for bringing in Reinforcement units which are given in the Reinforcement Schedules. Play proceeds according to the Sequence of Play through the final Game-Turn.

### [4.0] SEQUENCE OF PLAY

The game is played in successive Game-Turns, composed of alternate Player-Turns. During each Player-Turn, the Player maneuvers his pieces and

### [1.0] INTRODUCTION

The *Thirty Years War* game system is an operational simulation of warfare in Europe during the first half of the Seventeenth Century. Each game in the system is based on one of the more significant and interesting battles of the period. The playing pieces represent the armies which took part in the battles, and the map represents the terrain over which those armies fought.

The rules for each game in the *Thirty Years War* *QuadriGame* are contained in two folders. The first contains the Standard Rules, which are common to all the games in the series. The second folder contains Exclusive Rules, including Initial Deployment, Reinforcement rules, Victory Conditions, and so forth. These are different for each game.

This game has been designed to insure maximum playability and maximum realism (in that order). In order to achieve these goals, the physical components, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more

resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is determined.

#### [4.1] SEQUENCE OUTLINE

The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose Player-Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below:

##### 1. FIRST PLAYER-TURN

**A. Disruption Removal Phase:** The Phasing Player attempts to "undisrupt" all eligible Friendly units in accordance with the Disruption Rules (see Section 9.0). During this Phase, neither Player may move his pieces.

**B. Artillery Fire Phase:** The Phasing Player fires any Friendly Artillery in accordance with the Artillery Rules (see Section 5.0). Neither Player may move his pieces during this Phase.

**C. Movement Phase:** The Phasing Player may move all, some or none of his units and Leader counters as he desires, within the limits and restrictions of the Movement Rules and any relevant Exclusive Rules of the game. The Phasing Player may bring Reinforcements onto the map as allowed by his Reinforcement Schedule, within the restrictions of any Reinforcement Rules. The non-Phasing Player's units and Leader counters may not be moved.

**D. Combat Phase:** The Phasing Player uses his units and Leader counters to attack the non-Phasing Player's units in accordance with the rules of Combat. During this Phase, no movement whatsoever is allowed.

##### 2. SECOND PLAYER-TURN

The Second Player now becomes the Phasing Player and Phases A through D are repeated.

##### 3. GAME-TURN RECORD INTERPHASE

The Game-Turn Marker is advanced one space along the Game-Turn Record Track to mark the passage of one Game-Turn and signal the start of another.

## [5.0] ARTILLERY

#### GENERAL RULE:

Artillery counters are immobile and have no Combat Strength, per se. During his Artillery Fire Phase, the Phasing Player's Artillery counters may attack by bombarding an Enemy unit. Artillery counters are never disrupted or destroyed. They may, however, be captured.

#### PROCEDURE:

Each Artillery counter "fires" individually. Determine the range from the firing Artillery counter's hex (exclusive) to the hex of the unit being bombarded (inclusive). Roll the die and cross-index the result with the proper range column of the Artillery Fire Table (see Case 5.1). Any results are applied immediately.

#### CASES:

##### [5.1] ARTILLERY FIRE TABLE

See Page S4.

##### [5.2] LINE OF SIGHT

[5.21] To determine if an Artillery counter may bombard a given hex, lay a straight-edge from the hex of the bombarding Artillery counter to the target hex. The straight line so defined is the Line of Sight. If any of the hexes intervening between the Artillery counter's hex and the target hex is blocking terrain, the target hex may not be bombarded by that Artillery counter.

[5.22] If the Line of Sight is congruent to a hexside (that is, it runs precisely between two hexes), it is

blocked only if both hexes which share that hexside are blocking terrain.

[5.23] The following hexes are considered blocking terrain: Woods and/or Forest hexes, Town hexes, Hilltop hexes, and any hexes occupied by any Friendly or Enemy units or Artillery counters.

[5.24] An Artillery counter on a Hilltop hex may ignore any blocking terrain in its Line of Sight which is less than half the total distance (in hexes) from the target hex. A Hilltop hex is a non-Slope hex with one or more Slope hexsides.

[5.25] An Artillery counter in a Hilltop hex may fire at any unit in any Hilltop hex, regardless of the distance in hexes, unless there is an intervening unit, Artillery counter or Forest terrain in a Hilltop hex.

[5.26] The terrain in the target hex and in the hex of the bombarding Artillery counter does not block the Line of Sight.

#### [5.3] CAPTURE OF ARTILLERY COUNTERS

[5.31] An Artillery counter is considered Friendly if the hex it is in is occupied by, or was last occupied by a Friendly unit.

[5.32] An Enemy Artillery counter may be "captured" by occupying or passing through its hex with a Friendly unit. Captured Artillery counters are indicated by flipping the counter face-down.

[5.33] Captured Artillery counters are treated in all respects as Friendly to the Capturing Player. They may fire during the Capturing Player's subsequent Artillery Fire Phases.

[5.34] Artillery counters have no Combat Strength or Zone of Control. They ignore Enemy and/or Friendly Zones of Control.

[5.35] Artillery counters are never disrupted or destroyed. They may be captured and recaptured any number of times.

## [6.0] MOVEMENT

#### GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units and Leader counters as he desires. They may be moved in any direction or combination of directions. Except where specifically noted, all the movement restrictions following apply to both units and Leader counters.

#### PROCEDURE:

Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more Movement Points from its total Movement Allowance.

#### CASES:

##### [6.1] PROHIBITIONS

[6.11] Movement may never take place out of sequence. A Player's units may be moved during his own Movement Phase (only). During the Enemy Player's Movement Phase, and during both Players' Combat Phases, Friendly units must not be moved.

[6.12] A unit may never enter a hex containing an Enemy unit (see Case 5.32).

[6.13] No combat takes place during the Movement Phase. Once a Player has begun to resolve combat, and has thrown the die, he has irreversibly initiated the Combat Phase.

[6.14] The number of Movement Points expended by a unit during a single Movement Phase may not exceed the unit's Movement Allowance. A unit may expend any portion of the Movement Allowance, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[6.15] Movement from hex to hex must be consecutive; that is to say, a unit may not skip hexes.

[6.16] Once a unit has been moved, and the Player's hand is taken from the piece, it may not be moved any further during that Movement Phase, nor may it change its move without the consent of the opposing Player.

#### [6.2] EFFECTS OF TERRAIN

[6.21] A unit must expend one Movement Point to enter a Clear terrain hex. To enter other types of terrain, a unit must often expend more Movement Points. Some hexes are prohibited to movement entirely (see 12.0, Terrain Effects Chart).

[6.22] Units may cross Stream hexsides. Movement through a Stream hexside costs two additional Movement Points. Example: If a unit moves through a Stream hexside into a Woods hex, the cost is five Movement Points.

[6.23] Units may cross River hexsides only by moving through a Bridge hexside. There is no additional cost for moving through a Bridge hexside.

[6.24] When crossing a slope hexside, units must pay one additional Movement Point only when moving from a slope hex. A slope hex is a hex containing the slope splash contour marking.

#### [6.3] EFFECTS OF FRIENDLY UNITS

[6.31] A Friendly unit may move through hexes occupied by other Friendly units. There is no additional cost for entering or leaving a Friendly-occupied hex.

[6.32] A Friendly unit may not end any Phase stacked in the same hex with another Friendly (or Enemy) unit. There may never be more than a single unit in a hex at the end of the Phase. (Note: This restriction does not apply to Leader and/or Artillery counters.)

[6.33] Friendly and Enemy Zones of Control never inhibit Friendly movement in any fashion whatsoever.

## [7.0] ZONES OF CONTROL

#### GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any undisrupted unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes.

#### CASES:

##### [7.1] WHERE ZONES OF CONTROL EXTEND

[7.11] All undisrupted units exert a Zone of Control throughout the Game-Turn, regardless of Phase, or Player-Turn. The presence of Zones of Control is never negated by units, Enemy or Friendly.

[7.12] If there are both Enemy and Friendly Zones of Control exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no additional effect from having more than one unit exerting Zones of Control into a single hex.

[7.13] Zones of Control always extend into all six hexes adjacent to the controlling unit's hex, with this exception: Zones of Control never extend through a non-bridged River hexside.

##### [7.2] EFFECTS OF ZONES OF CONTROL

[7.21] Combat is mandatory between undisrupted units which end the Movement Phase in Enemy Zones of Control (see Combat Rules, Section 8.0).

[7.22] Artillery and Leader counters and disrupted units do not have Zones of Control.

[7.23] Leader counters may not attempt to undisrupt Friendly units which are in Enemy-controlled hexes during the Disruption Removal Phase (see Case 10.2).

## [8.0] COMBAT

### GENERAL RULE:

Combat between undisrupted adjacent opposing units is **mandatory**. Friendly Leader counters adjacent to Enemy units may participate in combat at the Owning Player's option (see Section 10.0). The Phasing Player is termed the Attacker; the other Player is the Defender, regardless of the overall situation. Note: Artillery counters do not actively participate in combat during the Combat Phase, but rather bombard Enemy units during the Artillery Fire Phase (see Section 5.0).

### PROCEDURE:

The Attacker totals the Combat Strengths of all the units attacking a given hex and compares the total to the Combat Strength of the defending unit in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (Attacking Strength Points divided by Defending Strength Points) and is simplified by rounding down to one of the odds ratios on the Combat Results Table. Example: If thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the Defender) to three to one.

Having determined the actual combat odds, the Attacker rolls the die. The result indicates a line on the Combat Results Table (8.6), which is cross-indexed with the column representing the combat odds. The intersection of line and column yields a combat result. Separate combats may be resolved in any order that the Attacker wishes, so long as all combats are resolved during that Combat Phase.

### CASES:

#### [8.1] WHICH UNITS ATTACK

[8.11] All Enemy units that have undisrupted Friendly units in their Zones of Control must be attacked by the Friendly (Phasing) Player's units in the Combat Phase. He may resolve these attacks in any fashion desired, as long as all adjacent units are attacked, within the requirements of Case 8.12.

[8.12] All of the Phasing Player's undisrupted units which end the Movement Phase in an Enemy-controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which attacking units will attack each defending unit, as long as all such Friendly units participate in an attack.

[8.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in six adjacent hexes.

[8.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[8.15] Units may only attack when adjacent to the defending unit.

#### [8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.21] If a Phasing Player's undisrupted unit is in the Zone of Control of more than one Enemy unit, it must attack all those undisrupted adjacent Enemy units which are not engaged by some other attacking unit. The Combat Strengths of the defending units are totalled into one combined Strength to which the attacking unit compares its Strength to determine the odds.

[8.22] Units in two or more different hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent to the Enemy-occupied hex. The Combat Strengths of the attacking units are totalled into one combined Combat Strength, and then compared to that of the defending unit in order to determine the odds.

### [8.3] COMBAT STRENGTH UNITY

A given unit's Combat Strength is always unitary; it may not be divided among different combats, either in attacking or defending.

### [8.4] EFFECTS OF TERRAIN

Units defending in certain types of terrain may have their Combat Strength increased. This increase is always a multiple of the original Combat Strength. See the Terrain Effects Chart (12.0) for a complete summary. Terrain effects on combat are not cumulative. The defending unit always benefits only from the one applicable terrain effect which most benefits the defender.

### [8.5] DIVERSIONARY ATTACKS

A unit may make attacks at poor odds in order that attacks against other defenders may be made at higher odds (by allotting most of the attacking force to the major objective). These attacks are known as "Diversionary" or "Holding" Attacks. Artillery bombardment attacks may not be used as "Diversionary" Attacks and do not fulfill the requirements of Case 8.11.

### [8.6] COMBAT RESULTS TABLE

See Page S4.

## [9.0] DISRUPTION

### GENERAL RULE:

Units which participate in combat or which undergo Artillery bombardment may be "disrupted." The effects of disruption impair the combat effectiveness and increase the vulnerability of an affected unit. Players attempt to "undisrupt" units during the Friendly Disruption Removal Phase of their respective Player-Turns.

### PROCEDURE:

An undisrupted unit which is disrupted is immediately flipped face-down by the Owning Player to signify its status. A unit in a disrupted state which suffers another disruption result is immediately removed from play by the Phasing Player (exception: see Case 5.11).

### CASES:

#### [9.1] THE EFFECTS OF DISRUPTION

[9.11] Disruption results apply only to units. Leader and Artillery counters are never affected in any way whatsoever by disruption results or by the presence of Friendly disrupted units in the same hex.

[9.12] Disrupted units have no Zone of Control. Thus they never need be attacked.

[9.13] Disrupted units have their Combat Strength reduced to the number printed on their backs.

[9.14] Disrupted units may never attack. In effect, disrupted units ignore Enemy Zones of Control for combat purposes.

[9.15] Disrupted units may move only two hexes per Turn (exception, see Case 11.12), and may never cross Rivers or enter Woods. Within this restriction, they may always move two hexes, regardless of terrain Movement Point costs.

#### [9.2] DISRUPTION REMOVAL

During the Disruption Removal Phase, the Phasing Player rolls the die for each of his disrupted units which is not in an Enemy Zone of Control. The die roll may be adjusted due to the presence of a Friendly Leader counter (see Section 10.0). A roll of "five" or "six" successfully undisrupts the unit; it is immediately turned face-up by the Phasing Player and may move and participate in combat normally during that Player-Turn.

## [10.0] LEADERS

### GENERAL RULE:

Unlike units, Leader counters have no Zone of Control and no Combat Strength. Each Leader counter has a Leadership Value, which may be used to augment the Combat Strength of and/or to help undisrupt Friendly units. Leader counters are never disrupted. They are eliminated immediately if caught without a Friendly unit in an Enemy Zone of Control.

### [10.1] LEADERS' EFFECT ON COMBAT

[10.11] At the option of the Owning Player, the Leadership Value of a Leader counter may be added to the Combat Strength of a Friendly unit in the same hex. Both the Phasing Player and the non-Phasing Player may exercise this option.

[10.12] The Leadership Value is always added to the face value (printed) Combat Strength of the unit before any and all adjustments are made for terrain and/or disruption effects. All adjustments which are applicable to the unit's Combat Strength are likewise applicable to the Leader's Leadership Value for purposes of combat resolution.

[10.13] No more than one Leader counter may contribute its Leadership Value to the Combat Strength of any one unit.

### [10.2] LEADER'S EFFECT ON DISRUPTION REMOVAL

[10.21] The Leadership Value of any Friendly Leader counter within one hex of a disrupted unit may be added to the Disruption Removal die roll for that unit. Example: The Phasing Player has a Leader counter with a Leadership Value of two stacked with a disrupted Cavalry unit two hexes away from the nearest Enemy unit. The Disruption Removal die roll for that unit is a "three." Adding on the Leadership Value of two to the die roll renders it a "five," and the Cavalry unit is therefore undisrupted.

[10.22] Rolls of greater than "six" are treated as "six."

[10.23] No more than one Leader counter may contribute its Leadership Value to the Disruption Removal die roll of any one unit.

[10.24] Each Leader counter may contribute its Leadership Value to the Disruption Removal die rolls of as many Friendly disrupted units as it is within one hex of.

[10.25] The presence of a Friendly Leader counter never negates the effects of Enemy Zones of Control for the purposes of Disruption Removal (see Case 9.2).

## [11.0] DEMORALIZATION

### GENERAL RULE:

After incurring relatively high losses, an army reaches its Demoralization Level. Overall, this results in a loss of combat effectiveness, and an increase in vulnerability to attack. The specific Demoralization Levels are detailed in the Exclusive Rules.

#### [11.1] EFFECTS OF DISRUPTION

[11.11] Disrupted infantry units of an army which has reached or surpassed its Demoralization Level may not be undisrupted.

[11.12] All disrupted units of an army have a Movement Allowance of four hexes per Turn, regardless of terrain considerations. (This rule simulates the effects of the irreversible disruption of the intricate and cumbersome infantry formations employed during the Thirty Years War. The consequent increase in mobility will tend to be employed in retrograde fashion.)

## [12.0] TERRAIN EFFECTS CHART

(See Terrain Key on Map.)

Terrain	Movement Points [MP] to Enter [or Cross]	Effect on Combat
Clear Hex	1 MP	No effect.
Forest Hex	May not enter.	Not allowed.
Woods Hex (Nordlingen only)	2 MP. Cavalry may not enter.	No effect. Cavalry may not attack units in Woods Hex.
Town Hex	May not enter.	Not allowed.
Road Hex	1 MP; negates effects of other terrain in hex if hex is entered through Road Hexside.	No effect.
Slope Hexside	1 MP additional moving from Slope Hex; no additional MP moving into Slope Hex.	Defender doubled if all attacking units attack across Slope Hexside from Slope Hex.
Stream Hexside	2 MP additional to cross.	Defender doubled if all attacking units attack across Stream and/or River Hexside.
River Hexside (Nordlingen, Freiburg only)	May cross at bridges only.	May only attack across bridges.
Bridge Hexside	No additional MP	Defender doubled if all attacking units attack across bridge (or ford) hexsides.
Marsh Hex (Breitenfeld only)	2 MP	Combat Strength of units in hex halved (fractions rounded up).
Rough Hex (Nordlingen only)	3 MP. Cavalry may not enter.	No effect. Cavalry may not attack units in Rough Hex.
Ditch Hex	5 MP for Cavalry; 2 MP for non-Cavalry.	No effect.
Entrenchment Hex (Freiburg only)	Cavalry may not enter. 1 MP for Bavarian non-Cavalry; 3 MP for French.	Defending Strength of Bavarian units increased by 1 Strength Point. Cavalry may not attack.
Fortification Hexside (Freiburg only)	May not cross unless breached; then pay 1 MP additional to cross.	Not allowed unless breached (see 19.2); then defender doubled if attacked.
Gate Hexside (Freiburg only)	May not cross unless Friendly; then no additional MP to cross (19.27).	Not allowed unless breached (see 19.2); then defender doubled if attacked.

## [13.0] DESIGNER'S NOTES

(See Exclusive Rules Folder.)

### [5.1] ARTILLERY FIRE TABLE

Die Roll	Range in Hexes				Die Roll
	Artillery counter to Target				
	1	2	3-5	6 +	
1	Dd	Dd	Dd	Dd	1
2	Dd	Dd	Dd	•	2
3	Dd	Dd	•	•	3
4	Dd	•	•	•	4
5	•	•	•	•	5
6	•	•	•	•	6

#### [5.11] Explanation of Artillery Fire Table

The Artillery Fire Table is divided into four columns corresponding to range between the firing Artillery counter and the target unit's hex. For the purposes of the game, the range of the Artillery is unlimited; however, the effectiveness of Artillery fire does vary inversely with the range. To determine the range, count the number of hexes between the Artillery counter (exclusive) and the target unit's hex (inclusive). Then cross-reference the die roll with the range to find the result. The two results possible on the Artillery Fire Table are "Dd" and "•." "Dd" = Disruption (see Section 9.0); "•" = no effect. NOTE: A unit may never be eliminated as a result of Artillery fire (i.e., Artillery fire has no effect upon disrupted units).

### [8.6] COMBAT RESULTS TABLE

Die Roll	Probability Ratio (Odds)										Die Roll
	Attacker's Strength to Defender's Strength										
	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	
1	Ad	●	●	Dx	Dd	Dd	Dd	De	De	De	1
2	Ad	Ad	●	●	Dx	Dd	Dd	Dd	De	De	2
3	Ae	Ad	Ad	●	●	Dx	Dd	Dd	Dd	De	3
4	Ae	Ad	Ad	Dx	●	●	Dx	Dd	Dd	Dd	4
5	Ae	Ae	Ad	Ad	Dx	●	●	Dx	Dd	Dd	5
6	Ae	Ae	Ae	Ad	Ad	Dx	●	●	Dx	Dd	6

Attacks executed at Odds greater than "6-1" are treated as "6-1;" attacks at Odds lower than "1-5" are treated as "1-5."

#### [8.61] Explanation of Combat Results

Ad = **Attacker Disrupted**. All attacking units are disrupted (see Section 9.0).

Dd = **Defender Disrupted**. All defending units are disrupted. Defending units which were previously disrupted and against which this Combat Result is achieved are eliminated.

Dx = **Disruption Exchange**. All previously undisrupted defending units are disrupted. All previously disrupted defending units are elimi-

nated. The attacking Player must disrupt attacking units whose total printed Combat Strength is at least equal to the total printed Strengths of all the Defending units. Only units which participated in the particular attack in question may be so disrupted.

De = **Defender Eliminated**. All defending units are eliminated (removed from the map).

Ae = **Attacker Eliminated**. All attacking units are eliminated.

• = **No effect**.

# THIRTY YEARS WAR

# Breitenfeld

Triumph of the Swedish System,  
17 September 1631

# EXCLUSIVE RULES

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Goess (1912), Blankhart (1911), Geleen (1913), Pappenheim (1909), Wahl (1908), Wangler (1806), Baumgarten (1805), Cronberg (1804), Alt-Sachsen (1803), Schonberg (1802), Wengersky (1801), Colloredo (2114), Coronini (2113), Erwitte (2112), Caffarelli (2111), Montecuccoli (2110), Isolano (2107).

### [15.12] ALLIED ARMY

#### Saxons:

Kurfursten (1101), Bindauf (1001), Armin (1102), Klitzing (1103), Loser (1003), Schwalbach (1104), Starschedel (1105), Pflugk (1106), Altenberg (1005).

#### Swedes:

1/Baudissin (1108), 2/Baudissin (1109), 3/Baudissin (1110), 1/Caldenbach (1111), 2/Caldenbach (1112), Teuffel (1114), Hands (1116), Effern Hall (1117), Hogendorf (1118), Hard (1119), Lillies (1120), Oxtierna (1121), Winkel (1123), 1/Tott (1225), 2/Tott (1226), Wunsch (1327), Stahlhandske (1427), Rhengreven (1528), Sperreuter (1024), Brahes (1025), Damitz (0927), Donhoff (1027), Aderkas (1128), Uslar (0917), Monro (0919), Ramsay (0920), Courville (0610), 1/Effern Hall (0611), 2/Effern Hall (0612), Mischetal (0616), Vithzum (0517), Scots (0618), Thurn (0620), Wallenstein (0520), Schaffman (0518), Kochtizky (0519).

### [15.13] LEADERS

#### Imperialist:

Tilly (1813), Baldiron (1914), Pappenheim (1822), Furstenberg (1801), Colloredo (2114).

#### Swedes:

Gustavus Adolphus (1813), Teuffel (1121), Hepburne (0618), Baner (1027), Horn (1112).

### [15.14] ARTILLERY

Place all Artillery as shown on the map, as they are not designated. **NOTE:** All Allied Artillery are the same color, and are placed on any Allied Artillery set-up hexes.

### [15.2] FREE DEPLOYMENT [OPTIONAL]

Players may experiment by deploying units as they see fit within historical restrictions. The Imperialist Player deploys all his units first, then, after all Imperialist units are deployed, the Allied Player deploys all units. All units are deployed face-up.

[15.21] All Imperialist units must be deployed between hexrows 1800 and 2300, exclusive.

[15.22] All Saxon units must be deployed east of the road which runs from hex 0105 to hex 2310, and within one hex of the 1000 hexrow.

[15.23] All Swedish units must be deployed west of the road which runs from hex 0105 to hex 2310, and north of hexrow 1100, inclusive. Except for five units, which may be deployed anywhere between the 1200 and 1400 hexrows, inclusive.

[15.24] All units must be deployed within the restrictions imposed by all rules governing stacking.

### [15.3] PLAYER SCHEDULE

[15.31] The Imperialist Player is the First Player. His Player-Turn is first in every Game-Turn.

[15.32] The game consists of **seventeen** Game-Turns. Each Game-Turn represents 45 minutes of actual time.

## [16.0] MOVEMENT RESTRICTIONS

### GENERAL RULE:

Certain restrictions are imposed on Players concerning when they may begin to move their units.

### [16.1] RESTRICTIONS

[16.11] The Imperialist Player may **not** move any units until the Game-Turn in which at least one Imperialist unit is disrupted by Enemy Artillery fire, or until Game-Turn Four, whichever occurs first. After Imperialist units are released by either of the above two events, they may move freely; any and all units may be moved.

[16.12] The Allied Player may not move until the Game-Turn in which at least one Imperialist unit moves to within three hexes of any Allied unit, or until Game-Turn Five, whichever occurs first. After Allied units are released by either of the above two events, they may move freely; any and all units may be moved.

[16.13] The Allied Player controls the Swedish and Saxon units, which are considered Friendly to each other.

## [17.0] SWEDISH CAVALRY CHARGE

### COMMENTARY:

Unlike the Imperialist Cavalry, which exclusively employed the pistol-firing tactic of the caracole, Swedish Cavalry was trained to charge home, sabres drawn. This procedure was generally more effective, particularly so against infantry formations already under stress.

### GENERAL RULE:

At the option of the Swedish Player, Swedish Cavalry units (only) may double their Combat Strength when involved in an attack against **disrupted** infantry.

### [17.1] RESTRICTIONS

[17.11] Only Swedish Cavalry units involved in attacks exclusive against disrupted Enemy infantry units may employ the Charge Option.

[17.12] Use of this Charge Option is **voluntary**; however, no Cavalry unit which does charge may be involved in an attack in concert with cavalry units that **do not** charge. The Swedish Player simply announces immediately prior to rolling the die whether or not each particular attack involves the use of the Charge Option.

[17.13] Infantry units and Leader counters may freely combine in attacks with charging Cavalry units.

[17.14] **Regardless** of the results of an attack in which it is involved, a Cavalry unit employing the Charge Option is **automatically** disrupted after combat.

## [18.0] VISIBILITY

### COMMENTARY:

Throughout the day of the battle at Breitenfeld, the simple question of whether or not the armies could see well enough to function effectively was of considerable importance. Early in the day, fog obscured much of the field; later, and more significantly, the smoke from over 100 cannon,

## [14.0] INTRODUCTION

**Breitenfeld** is a simulation of the first major battle between the Swedish Army of Gustavus Adolphus and the Imperialist Army (commanded at this time by Tilly). Breitenfeld was fought on a flat and essentially featureless Saxon "battle plain" four miles north of Leipzig on September 17, 1631. Historically, the battle represents the first major clash between the "Spanish" tactical system (which had, up to that time, dominated European warfare), and the first "modern" army (that of Gustavus Adolphus).

## [15.0] INITIAL DEPLOYMENT

### GENERAL RULE:

The positions of the Allied and Imperialist Armies as of 0730, 17 September 1631 are printed on the map. Players should place a unit of the proper characteristics in each hex on the map as shown. [Neither side receives Reinforcements.]

### [15.1] HISTORICAL DEPLOYMENT

For Players who are interested in the actual locations of the specific regiments and brigades on September 17, 1631, the following information is included. It is not necessary for play of the game. The listing shows the designation of the unit, followed by the number of the hex it occupies.

### [15.11] IMPERIALIST ARMY

Merode (1825), Pernstein (1824), Alt-Piccolomini (1823), Neu-Piccolomini (1822), Rangoni (1821), Neu-Sachsen (1820), Strozzi (1819), Holstein (1818), Furstenberg (1816), Gallas (1917), Chiesa (1916), Alt-Tilly (1813), Baldiron (1914), Grotta (1808), Savelli (1811),



thousands of muskets, and the dust from the movement of over 100,000 men and horses made visibility poor.

#### GENERAL RULE:

At the beginning of each Game-Turn, the Imperialist Player rolls a die, and the visibility is determined as being clear, moderate or restricted.

#### PROCEDURE:

Before proceeding to any Phase of the First Player-Turn, the die is rolled. A roll of "1" or "2" means visibility for the Game-Turn is clear; a die roll of "3" or "4" means moderate visibility; a die roll of "5" means restricted visibility; and a die roll of "6" means visibility remains the same as it was in the previous Game-Turn. [On Game-Turn One, only, a die roll of "6" means visibility is moderate.]

#### CASES:

##### [18.1] EFFECTS OF VISIBILITY

The effects of visibility on play are as follows:

1. **Clear:** All units function normally; no effect.
2. **Moderate:** All Movement Allowances are halved, with fractions rounded up. Units may only "undisrupt" on an adjusted die roll result of "6."
3. **Restricted:** Effects are identical to moderate visibility; additionally, no Artillery counter may fire unless the target hex is one or two hexes away from the firing unit's hex. And Swedish Cavalry may not charge unless stacked with or adjacent to a Leader counter.

## [19.0] EXITING THE MAP

#### GENERAL RULE:

Both Players may exit certain units from the map during the Movement Phase, providing certain conditions are met.

#### CASES:

##### [19.1] RESTRICTIONS

[19.11] Units may only exit the map from mapedge hexes. Exiting the map consumes one Movement Point. A unit in a mapedge hex without remaining Movement Points may not exit the map until the next Game-Turn.

[19.12] An exited unit is removed from the map and may never return to play.

[19.13] Saxon units may only exit the map after Saxon demoralization (see Section 20.0).

Swedish and Imperialist forces may only exit the map after one force or the other has been demoralized.

[19.14] If Imperialist forces are demoralized, then Imperialist and Swedish forces may exit the map from the 2300 hexrow to gain Victory Points.

[19.15] If Swedish forces are demoralized, then Swedish and Imperialist forces may exit the 0100 hexrow to gain Victory Points.

[19.16] If both Swedish and Imperialist forces are demoralized, then both forces may exit the map, but gain no Victory Points.

[19.17] Saxon, Swedish and Imperialist units exited from the map may count towards the Owing Player's Victory Point total. They are never considered eliminated for Victory Points purposes.

## [20.0] DEMORALIZATION LEVELS

### [20.1] SAXON DEMORALIZATION

[20.11] The initial Saxon Demoralization Level is four infantry Combat Strength Points. When the number of Saxon infantry Strength Points eliminated equals or exceeds the Demoralization Level, the Saxon Army is immediately demoralized (see Section 11.0). If the Saxons are not

demoralized by the end of the Imperialist Player-Turn of Game-Turn Seven, the Saxon Demoralization Level immediately increases to 12 Infantry Strength Points.

[20.12] In addition to the normal demoralization effects, the following rule applies to Saxon units (only): If the Saxons are demoralized, all Saxon units are immediately disrupted and may not be undisrupted.

[20.13] Beginning on the Player-Turn immediately following Saxon demoralization, if any Saxon units end any Phase in an Enemy Zone of Control, they are immediately eliminated.

[20.14] Swedish Leader counters never have any effect on Saxon units.

### [20.2] SWEDISH DEMORALIZATION

The Swedish Demoralization Level is 75 Infantry Strength Points. When the number of Swedish Infantry Combat Strength Points eliminated equals or surpasses the Demoralization Level, the Swedish Army is immediately demoralized (see Section 11.0).

### [20.3] IMPERIALIST DEMORALIZATION

[20.31] The initial Imperialist Demoralization Level is 45 Infantry Combat Strength Points. When the number of Imperialist Infantry Combat Strength Points eliminated equals or exceeds the Demoralization Level, the Imperialist Army is immediately demoralized (see Section 11.0). If the Imperialists are not demoralized by the end of the Swedish Player-Turn of Game-Turn Nine, their Demoralization Level increases to 55 Infantry Strength Points. If the Imperialist Army has not been demoralized by the end of the Swedish Player-Turn of Game-Turn Fifteen, the Imperialist Demoralization Level again increases, to 65 Infantry Combat Strength Points.

[20.32] Additionally, the Imperialist Demoralization Level increases by 5 Infantry Strength Points beginning on the Game-Turn after the Saxons are demoralized, if the Imperialists are not already demoralized.

## [21.0] VICTORY CONDITIONS

#### GENERAL RULE:

Victory is awarded to the Player who has amassed the greatest number of Victory Points at the end of the game. Victory Points are awarded, as play progresses, for the elimination of Enemy Combat Strength Points and, at the end of the game, for exiting units from the map. See the Victory Point Schedule for the specific Victory Point Awards.

#### PROCEDURE:

Each Player keeps track of the Victory Points that he has scored on a separate sheet of paper. These Victory Points are awarded for a variety of actions as detailed in the Victory Point Schedule (21.1). At the end of the game, the number of Points is totalled for each Player, and the Player with the higher number of Points is awarded a victory.

(Players may wish to retain Enemy units eliminated, and Friendly units exited, if applicable, to double-check their computations at the end of the game.)

#### CASES:

##### [21.1] VICTORY POINT SCHEDULE

##### [21.11] POINTS AWARDED

###### TO THE ALLIED PLAYER

1. One Victory Point for every Enemy Combat Strength Point eliminated.
2. Three Victory Points for every Enemy Leader Value Point eliminated.
3. Fifteen Victory Points for capturing all Imperialist Artillery counters and holding them at the end of the game.

4. If Imperialist Forces are demoralized at the end of the game, and Swedish forces are not, the Allied Player receives three Victory Points for every undisrupted Allied Cavalry Strength Point exited from the 2300 hexrow.

5. If Swedish forces are demoralized at the end of the game, and Imperialist forces are not, the Allied Player receives one Victory Point for every Swedish Combat Strength Point exited from the 0100 hexrow.

##### [21.12] POINTS AWARDED

###### TO THE IMPERIALIST PLAYER

1. One Victory Point for every Enemy Combat Strength Point eliminated.
2. Four Victory Points for every Allied Leader Value Point eliminated.
3. Ten additional Victory Points for eliminating Gustavus Adolphus.
4. If Swedish forces are demoralized at the end of the game and Imperialist forces are not, the Imperialist Player receives two Victory Points for every undisrupted Imperialist Cavalry Strength Point exited from the 0100 hexrow.
5. If Imperialist forces are demoralized at the end of the game and Swedish forces are not, the Imperialist Player receives one Victory Point for every Imperialist Strength Point exited from the 2300 hexrow.

## [22.0] PLAYERS' NOTES

### [22.1] TACTICAL APPRECIATION

[22.11] It is important for Players to grasp that Zones of Control have no effect on movement whatsoever; units may freely move through Enemy-controlled hexes. When units end the Movement Phase in an Enemy-controlled hex, however, they must attack all adjacent Enemy units. The only way to assure that a Friendly line is impenetrable during movement is to place units on adjacent hexes.

[22.12] Artillery's main role is to assure the integrity of an infantry position by the threat of devastating counterattack, and to prepare portions of the Enemy line for assault by infantry or cavalry. However, artillery without the support of Friendly units is virtually powerless, as it is subject to immediate overrun and capture by some Enemy units. Players should always try to garrison their artillery units with infantry or cavalry to prevent its being overrun. Players should also take care not to block artillery's Line of Fire by advancing in front of it. Many games are lost when a Player denies himself use of his own artillery.

[22.13] The importance of maintaining a cavalry reserve cannot be overemphasized. This is especially true of the Player who controls the Swedish cavalry units. This cavalry reserve can win battles in the last Turns of a game. A well-timed cavalry charge against disrupted infantry units will nearly always be decisive.

[22.14] Of all the units on the map, the most important by far are the various Leader counters. Aside from their value in Victory Points, their ability to aid in the undisruption of units and to add Strength Points to units with which they are stacked is vital. A Player who conserves and utilizes his Leader counters will have a considerable advantage over the Player who does not.

### [22.2] GRAND TACTICAL APPRECIATION

[22.21] As the First Player, the Imperialist should exploit the weaknesses of the Allied Initial Deployment. In practice, this means a preparation and attack on the Saxons to drive them from the field as soon as possible. At this point, the Imperialist Player must make a decision whether

or not to continue the offensive against the strong Saxon reserves or to pull back and wait for the inevitable Swedish attack. The Imperialist Army is handicapped with a relatively low initial Demoralization Level and should be careful not to exceed it.

[22.22] The Allied Player will probably be forced to watch helplessly as his Saxon forces are demoralized into a useless mass of fleeing infantry. The Swedish forces with which he is left have two specific advantages over the Imperialist forces: Mobility and Firepower. The concentrated mass of Swedish artillery in the center of the Allied line should be used to prepare portions of the Imperialist line for assault by the extremely powerful Swedish cavalry. The Allied Player should, without too much trouble, be able to counter any Imperialist infantry threat first with his cavalry and then with his considerably more mobile infantry. He should be aware, however, of Imperialist cavalry threats on his rear and possible envelopment of the Allied right flank.

## [23.0] DESIGNER'S NOTES

### STANDARD RULES

[2.0] The distinction in terminology between "units" and "counters" is primarily one of convenience for rules writing. It would not have been convenient to have to attach the phrase, "except for Artillery units" to every other sentence in the movement rules, or the phrase, "except for Leader and Artillery units" in the Zones of Control section, for example. As it happened, there is a good rationale for this distinction, as well. Obviously, a leader and his immediate entourage do not constitute a "unit." And, in most cases, the organization of the artillery was very informal, with most armies (the Swedes were a notable and successful exception) contracting civilians to operate the cumbersome and tricky guns (which were too complicated to be left to the rank and file and lacking in appeal to those higher up in the military hierarchy).

[5.0] The rules governing artillery are strictly related to the way in which guns could be and were employed. Though effectiveness is disputed, the heaviest of the guns seems to have had a range of upwards of fifteen hexes. In the game, this was simplified to unlimited range with limited effectiveness. The counters represent the heaviest (and most immobile) guns. Whether or not they could actually cause many casualties is a moot point; they could and did cause morale problems among the troops at which they directed their fire.

The "capture" rules reflect what actually happened at Breitenfeld and Lutzen, and possibly at Rocroi, as well. At Breitenfeld, guns literally changed hands several times, and were not only fired by both sides, but came out of the battle still serviceable.

The Swedes also had light artillery, which was mobile, attached to their infantry formations. This is reflected in the game in relatively higher Strength Point values for Swedish infantry units than those which would be called for strictly on the basis of manpower levels.

[7.0] The "fluid, active" Zone of Control is the most novel feature of the *Thirty Years War* game system. The maximum range at which muskets had much effectiveness was somewhat more than 150 meters. The size of the hexagons in the TYW QuadriGame is about 175 meters. Hence, while units in adjacent hexes will be within each other's range, it will also be possible for a unit determined to move by to pass within 175-200 meters of an enemy formation without significant molestation, given the general lack of flexibility and slow reaction time of the intricate musket and pike infantry formations.

[8.0] and [9.0] Initially, distinct musket-infantry units and pike-infantry units were considered for the *Thirty Years War* system, (as in *Musket & Pike*, SPI's 1973 tactical simulation). However, in an operational level game, it proved impossible to incorporate this distinction explicitly without increasing playing time, complexity level and counter mix far beyond the bounds of a QuadriGame. But to some extent, the concept of dividing up the musketeers and pike-men into distinct units is an exercise in abstraction, for on the battlefield, they were of necessity intermingled. And one of the assumptions central to the TYW game system is the evaluation of the nature of the resulting infantry formations.

Pike-men and musketeers were combined in an exacting, pre-determined manner, which differed in detail from army to army, with the intention of allowing for mutual support to as great an extent as possible. However, no matter how cleverly designed and well executed, these formations were *ipso facto* complicated, clumsy and difficult to maintain. The men were trained to fight within their scope, and indeed, were ineffective and vulnerable when not within the confines of these veritable human fortresses.

The Combat Results Table assumes a crucial significance to the maintenance of cohesion of these formations. There are no retreats on the Table — the rigid and ponderous nature of the beast did not lend itself to "fighting withdrawal" maneuvers. Rather, there are "disruption" results. Once a formation began to lose cohesion, it was almost invariably necessary to get it completely clear of the fighting in order to reform it. Under continued pressure, reformation was usually impossible; on the contrary, discipline and effectiveness would continue to deteriorate beyond the point when, for all practical intents and purposes, units virtually ceased to exist. Hence "disruption" effects simulate not so much actual losses *per se*, as the destruction of the formation itself.

[10.0] The leadership rules are also related to the nature of the formations. Given that the number of non-coms and middle-echelon officers in general was rather low, the significance and involvement of the highest commanders was very high. This was particularly true of the Spanish, who deployed huge, virtually unbreakable, but exceedingly ponderous formations. At the opposite end of the spectrum were the Swedes. Gustavus bucked the trend of the times, and made one of his most important contributions to military science by utilizing smaller, more maneuverable formations, and increasing the ratio of officers to men. This is reflected in the games, both by the greater number of Swedish leader counters and the higher Swedish Movement Allowances.

[11.0] The demoralization rule is based on the pattern which is observable among those battles which were fought to a decisive conclusion. To put it simply, when a high enough proportion of an army's formations had been individually broken up and scattered, the army itself would undergo a similar dissolving process on a larger scale. The relative immunity of the cavalry to this malady is one reflection of the general superiority of that arm during the *Thirty Years War*. The formations cavalry units utilized, although sometimes no less involved, were blessed with the essential simplicity of being composed of only one basic type of soldier. If scattered, cavalry was a lot easier to reform. Furthermore, the cavalry arm was well populated with social superiors, relative to the infantry, who tended to value valor above discretion. In any event, once the morale of an army broke, it was the opposing cavalry that would most energetically conduct pursuit operations, while the fleeing army's cavalry would usually constitute the only effective defending presence.

### EXCLUSIVE RULES

[2.1] The Seventeenth Century conception of cartography was considerably different from the more scientific approach adopted in later centuries. Consequently, the map as you see it is based on some half dozen representations of the battlefield, all of which showed significantly different versions of the area just north of Leipzig on which the battle was fought. If any feature was shown on more than one source, or was discussed in any reliable account and verified by a map source, it was included. Thus, the existence of the somewhat questionable stream and swamp.

[2.2] Historically, the innovations introduced by Gustavus Adolphus were so significant as to propel warfare forward nearly into the Napoleonic era. He created a more effective way to utilize the firepower of an individual soldier in a formation by making that formation more flexible and more efficient. At Breitenfeld, the average Swedish Regiment was comprised of no more than 800 men, while the average Imperialist formation contained over 1,000. The Swedes simply made the formation more flexible and thus increased its efficiency on the battlefield. The Saxons were (as near as can be determined) an armed rabble of the type that Tilly had defeated all over Europe. For these reasons, the Swedish units are not only more mobile, but generally of higher strength than their Imperialist counterparts.

[15.0] **Initial Deployment.** The deployments as shown are as correct as any account of the battle can make them. We were fortunate to have very good documentation of exact locations and strengths of the forces involved taken from, among other sources, a Swedish history of the *Thirty Years War*.

[16.0] **Movement Restrictions.** Both sides hesitated as the battle began. Gustavus was content to bombard the Imperialist forces until he felt that an assault was assured of success. The Imperialists attacked first (rashly) and when they came in contact with Swedish forces, they were roughly handled, although they did gain a considerable tactical advantage by driving the Saxons from the field.

[17.0] **Swedish Cavalry Charge.** Gustavus never made the mistake of becoming so enamoured of firepower that he lost sight of the effectiveness of shock. The extreme effectiveness (and vulnerability) of Swedish Cavalry is well reflected by this rule.

[18.0] **Visibility.** This rule represents one way of dealing with the rather complex questions of the effects of visibility on the Seventeenth Century battlefield. Ultimately, the only way to show exactly what happened would be to deploy and move smoke counters all over the map, but the effects would probably be nearly the same as the rule which is included here.

[19.0] **Exiting the Map.** When and under what circumstances did men leave the field of battle? How can this be reflected in the game? Basically, the elimination of a unit in the system means that its morale has been broken and it is on its way to the nearest Friendly fortress. Only after an army is totally demoralized do units begin to leave the battle wholesale, and then they are generally pursued by intact cavalry forces.

[20.0] Generally, when a force is reduced to two-thirds its initial infantry strength, it is demoralized. That is the formula, anyway, that is used here. [Except for the Saxons]. Demoralization means that what happens to an individual unit when it is "eliminated" has happened to the majority of the army. (It has thrown down its weapons and is fleeing.) Optionally, Players may

try allowing the units of a demoralized force to undisturb on modified die rolls of seven.

[21.0] **Victory Conditions.** The Swedes won the battle quite handily, historically. The Imperialist forces were demoralized and pursued from the field by cavalry under the command of Gustavus. It is basically up to the Players how decisive they wish this engagement to be. It is certainly conceivable (although doubtful) that both Players could sit across the map from one another for 17

### [5.1] ARTILLERY FIRE TABLE

Die Roll	Range in Hexes				Die Roll
	1	2	3-5	6+	
1	Dd	Dd	Dd	Dd	1
2	Dd	Dd	Dd	•	2
3	Dd	Dd	•	•	3
4	Dd	•	•	•	4
5	•	•	•	•	5
6	•	•	•	•	6

#### [5.11] Explanation of Artillery Fire Table and Results

The Artillery Fire Table is divided into four columns corresponding to range between the firing Artillery counter and the target unit's hex. For the purposes of the game, the range of the Artillery is unlimited; however, the effectiveness of Artillery fire does vary inversely with the range. To determine the range, count the number of hexes between the Artillery counter (exclusive) and the target unit's hex (inclusive). Then cross-reference the die roll with the range to find the result. The two results possible on the Artillery Fire Table are "Dd" and "•." "Dd" = Disruption (see Section 9.0); "•" = no effect. NOTE: A unit may never be eliminated as a result of Artillery fire (i.e., Artillery fire has no effect upon disrupted units).

Game-Turns and never score a point. If this does happen, consider both forces to be demoralized, as the Saxons. [You try holding up an 18-foot pike or a 12-pound musket for 12 hours and see if you are not demoralized.]

**General:** The game is a simple and relatively accurate simulation of warfare at this time. As a game, it is chess-like and entertaining, and will serve to introduce gamers to the important period which it simulates.

### DESIGN CREDITS

Game Design: J. A. Nelson

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Research Assistance: Torbjorn Alm

Production: Manfred F. Milkuhn, Larry Catalano, Kevin Zucker, Linda Mosca.

### [8.6] COMBAT RESULTS TABLE

Die Roll	Probability Ratio (Odds)										Die Roll
	Attacker's Strength to Defender's Strength										
	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	
1	Ad	●	●	Dx	Dd	Dd	Dd	De	De	De	1
2	Ad	Ad	●	●	Dx	Dd	Dd	Dd	De	De	2
3	Ae	Ad	Ad	●	●	Dx	Dd	Dd	Dd	De	3
4	Ae	Ad	Ad	Dx	●	●	Dx	Dd	Dd	Dd	4
5	Ae	Ae	Ad	Ad	Dx	●	●	Dx	Dd	Dd	5
6	Ae	Ae	Ae	Ad	Ad	Dx	●	●	Dx	Dd	6

Attacks executed at Odds greater than "6-1" are treated as "6-1;" attacks at Odds lower than "1-5" are treated as "1-5."

#### [8.61] Explanation of Combat Results

**Ad = Attacker Disrupted.** All attacking units are disrupted (see Section 9.0).

**Dd = Defender Disrupted.** All defending units are disrupted. Defending units which were previously disrupted and against which this Combat Result is achieved are eliminated.

**Dx = Disruption Exchange.** All previously undisrupted defending units are disrupted. All previously disrupted defending units are elimi-

nated. The attacking Player must disrupt attacking units whose total printed Combat Strength is at least equal to the total printed Strengths of all the Defending units. Only units which participated in the particular attack in question may be so disrupted.

**De = Defender Eliminated.** All defending units are eliminated (removed from the map).

**Ae = Attacker Eliminated.** All attacking units are eliminated.

**• = No effect.**



# BREITENFELD [Front]

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Papheim 9-3	Grotta 9-3	Holsten 10-3	Chies 10-3	Blankirt 10-3	Wahl 10-3	Baldron 12-3	Merode 5-8	Strozzi 5-8	Baumgrn 5-8
Gulda 11-3	Tilly 11-3	Furzburg 11-3	Gues 11-3	Sewell 11-3	Wangler 11-3	Gelten 17-3	Wengky 5-8	Rangon 5-8	Perstien 6-8

## IMPERIALIST

A Piclonini 6-8	N Piclonini 6-8	N Sachsen 6-8	Cronberg 6-8	A Sachsen 6-8	Schonbrg 6-8	Baldron ★1-8	Furzburg ★1-8	Colterdo ★1-8	
Colterdo 7-8	Conomi 7-8	Ersine 7-8	Calpanelli 7-8	Mitescu 7-8	Isolano 7-8	Tilly ★2-8	Papheim ★2-8	Game Turn	

## SAXON

Bindauf 3-8	Altenbrg 3-8	Kurfsta 4-8	Pflugk 4-8	Sorehall 4-3					
Armin 4-3	Kirzing 4-3	Lozer 4-3	Schuloch 4-3	1/Bauden 3-8					

Ejfen 8-4	Lilla 8-4	Romay 8-4	Thum 8-4	Vituum 8-4	Honds 10-4	Hogenduf 10-4	Scot 14-4	2/Bauden 3-8	3/Bauden 3-8
Hart 10-4	Osterna 10-4	Mears 10-4	Mischand 10-4	Wekarten 10-4	Winkel 12-4	Teuffel 15-4	1/Clenbok 3-8	2/Clenbok 3-8	Donhoff 3-8

## SWEDISH

Aderlau 3-8	Coarville 3-8	Kochichy 3-8	Damitz 3-8	1/Ejfen 4-8	2/Ejfen 4-8	Spreuer 5-8	Brakes 5-8	Winstch 5-8	Schladke 5-8
Ular 5-8	Schlagfinn 5-8	1/Tot 6-8	2/Tot 6-8	Rhangrin 6-8	Gadams ★3-8	Teuffel ★2-8	Hepburne ★2-8	Bauer ★1-8	Hont ★1-8

# BREITENFELD [Back]

[3]	[3]	[3]	[6]	[5]	[5]	[5]	[5]	[5]	[5]
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[3]	[3]	[3]	[9]	[6]	[6]	[6]	[6]	[6]	[6]
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[3]	[3]	[3]	[3]	[3]	[3]
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[4]	[4]	[4]	[4]	[4]	[4]
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[2]	[2]	[2]	[2]	[2]
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[2]	[2]	[2]	[2]	[2]
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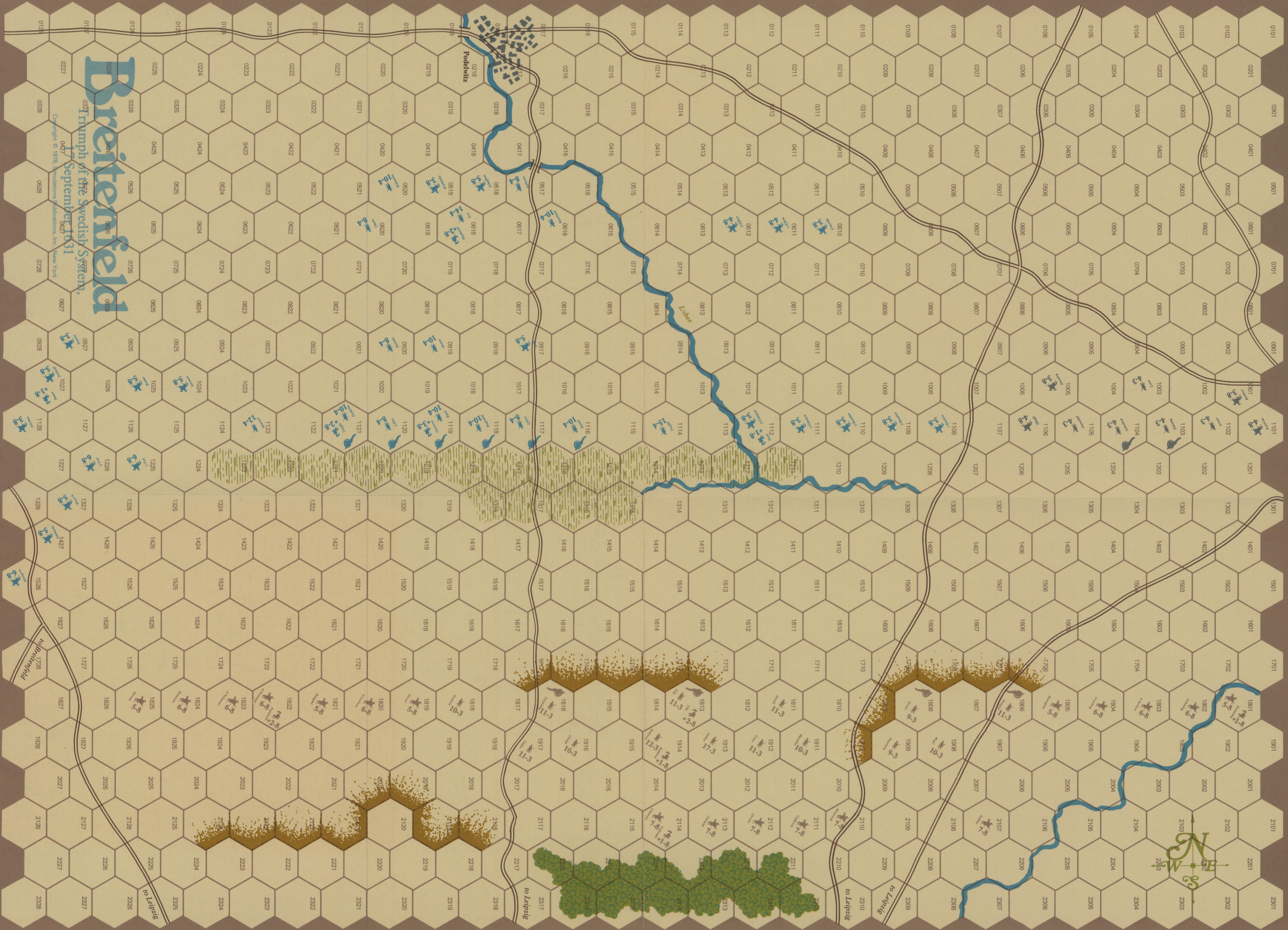
[2]	[2]	[7]	[5]	[5]	[4]	[4]	[4]	[4]	[4]
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[2]	[2]	[2]	[8]	[6]	[5]	[5]	[5]	[5]	[5]
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[3]	[3]	[3]	[3]	[2]	[2]	[2]	[2]	[2]	[2]
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[3]	[3]	[3]	[3]	[3]
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<b>TERRAIN KEY</b>																
Forest	Marsh	Stream	Slope	Bridge	Road	Imperialist Deployment	Swedish Deployment	Saxon Deployment	Turn Record	Track	Imperialist Deployment	Swedish Deployment	Saxon Deployment	Turn Record	Track	Imperialist Deployment

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- 2
- 3
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- 14
- 15
- 16
- 17