

THIRTY YEARS WAR

STANDARD RULES for the games

NORDLINGEN, ROCROI, FREIBURG, LÜTZEN
and independent folio game BREITENFELD

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[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

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

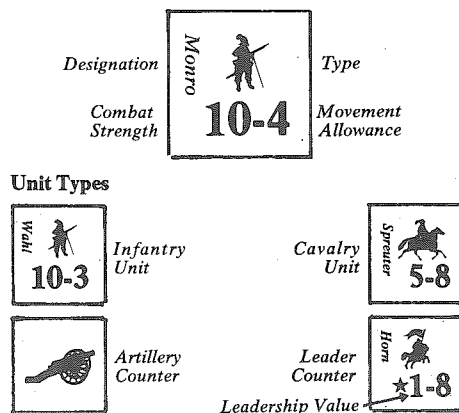
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, and the Artillery Fire Table.

[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

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 Back Page.

[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 Back Page.

[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

[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 Artillery counter to Target				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

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) Attacker's Strength to Defender's Strength										Die Roll
	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 eliminated.

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

Freiburg

3-9 August 1644:

Conquest of the Rhine Valley,

EXCLUSIVE RULES

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21.0 DESIGNER'S NOTES

the chance of Demoralization's occurrence increasing with the losses incurred by an army. The effects of Demoralization upon an army are described in Section 11.0.

CASES:

[15.1] CASUALTY LEVEL

[15.11] A separate Casualty Level must be kept for each army. A Casualty Level is a running total of eliminated units' Strength Points. When the Casualty Level reaches a Morale Test Level, a die must be rolled to determine whether that army will become Demoralized.

[15.12] Each army has four separate Morale Test Levels for each Scenario, as shown on the Morale Table. When the Casualty Level of an army reaches the first Morale Test Level, the Player must roll a die to determine whether or not his army will become Demoralized. He must roll again for Demoralization each time that the next higher Morale Test Level is reached. Finally, there is a Morale Test Level at which Demoralization is automatic.

[15.13] The die must be rolled at the instant that losses reach or exceed the Morale Test Level. If, as the result of a single combat, one Morale Test Level is surpassed and the next one is reached, the die must still be rolled for each one.

[15.14] Find the Scenario being played on the Chart, the appropriate army and the corresponding Morale Test Level which has been reached or exceeded. Roll the die. If the die roll

result is within the range shown at the top of the column, the army is Demoralized.

[15.15] **Example:** In the 5 August Scenario, the French Regular Army has lost 54 Combat Strength Points, when the further loss of a unit increases this total to 60. Thus, the Morale Test Level of 58 has been exceeded. A die roll of "1," "2," "3" or "4" will result in the Demoralization of the French Regular Army.

[15.16] Notice that, in the 5 and 9 August Scenarios, separate Casualty Levels must be kept for French Regular and French Mercenary Armies. The French Mercenary Army may become Demoralized independently of the French Regulars; however, if the French Regular Army becomes Demoralized, the French Mercenaries are also automatically Demoralized.

[15.2] LOSS OF LEADER

[15.21] Each army has a Leader. These are: Bavarian Army, von Mercy; French Regular Army, D'Enghien; French Mercenary Army, Turenne.

[15.22] If a Leader is eliminated, his army is subject to an immediate Morale Test. In this instance, a die roll of "one" through "four" results in the Demoralization of the army. A die roll of "five" or "six" does not result in Demoralization; however, in any future Morale Tests, the die roll must be **reduced** by "one" for an army whose Leader has been eliminated.

[15.23] This Morale Test is additional to any test necessary as a result of Casualty Level.

[15.24] **Reminder:** If the French Regular Army becomes Demoralized, the French Mercenaries are also automatically Demoralized.

[16.0] CAVALRY

[16.1] CAVALRY AND ENTRENCHMENTS

French Cavalry units are prohibited from entering the Zone of Control of Bavarian units in Entrenchment hexes. A French unit which begins the Movement Phase in such a hex is automatically Disrupted, and must move to an adjacent hex which is not in the Zone of Control of a Bavarian unit in an Entrenchment hex. If it cannot do so, it is eliminated. (French Cavalry units may enter an Entrenchment hex if it is free of Bavarian Zones of Control.)

[16.2] CAVALRY CHARGE

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

[14.0] INTRODUCTION

Freiburg is an operational level simulation of the battles fought between the Bavarian Army under Franz von Mercy and a French force under the command of the Duc D'Enghien near the German town of Freiburg early in August, 1644. A complex, week-long affair, Freiburg actually involved three distinct battles fought in succession. Despite being what proved to be the bloodiest encounter of the entire Thirty Years War, the final result was less than decisive, as von Mercy, after fiercely punishing the numerically superior French, succeeded in extricating the core of his army away to the east, although D'Enghien did regain Freiburg for the French.

[15.0] DEMORALIZATION LEVELS

GENERAL RULE:

There is no fixed Demoralization Level. Rather, Demoralization is dependent upon die rolls, with

[15.3] MORALE TEST TABLE

Date/Army	Die Roll For Demoralization			
	1-3	1-4	1-5	1-6
	Morale Test Levels			
3 Aug/Bavarian	31	40	49	59
3 Aug/Fr. Regular	44	52	61	70
5 Aug/Bavarian	41	49	58	66
5 Aug/Fr. Regular	48	58	67	77
5 Aug/Fr. Mercenary	18	22	25	29
9 Aug/Bavarian	18	23	29	34
9 Aug/Fr. Regular	19	25	31	37
9 Aug/Fr. Mercenary	7	9	11	13

The numbers in each column are the losses in Strength Points which require a Morale Test die roll on that particular column.

[16.21] Only Cavalry units involved in attacks exclusively against Disrupted Enemy Infantry units may employ the Charge Option.

[16.22] 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 attacking Player simply announces immediately (prior to rolling the die) whether or not each particular attack involves the use of the Charge Option.

[16.23] Infantry units and Leader counters may freely combine in attacks with charging Cavalry units. However, only the Combat Strength of the attacking Cavalry units is doubled.

[16.24] **Regardless** of the results of an attack in which it is involved, a Cavalry unit employing the Charge Option is **automatically** disrupted after combat; this is the only adverse effect charging Cavalry can ever suffer.

[16.25] When Infantry units combine in attacks with charging Cavalry, the printed Strength of the automatically Disrupted Cavalry units **does** count as losses for the attacker in the event of a Disruption Exchange ("Dx") result (see Case 8.61).

[17.0] SCENARIOS

COMMENTARY:

The French-Bavarian encounter near Freiburg in 1644 actually consisted of three distinct battles. These occurred on 3 August, 5 August and on 9 August. The three Scenarios detailed in this section simulate the action on each of these three days.

GENERAL RULE:

The instructions for each Scenario include each Player's Order of Battle and Initial Deployment, the Game Length (in Game-Turns) of the Scenario, any Special Rules in effect for that particular Scenario exclusively, and the Victory Conditions of that Scenario.

CASES:

[17.1] 3 AUGUST 1644 SCENARIO

[17.11] Bavarian Deployment

Deploy fourteen 6-3's, four 2-8's, five Artillery counters, and the von Mercy Leader counter in Entrenchment hexes comprising the 3 August Line. Deploy one 2-8 in hex 2012.

[17.12] French Deployment

Deploy ten 6-3's, nine 3-8's, four Artillery counters, and the D'Enghien Leader counter anywhere west or south of the 3 August Line, but at least three hexes away from any Entrenchment hex (do not count the Entrenchment hex itself).

[17.13] Game Length

The 3 August Scenario lasts for **five** Game-Turns, or until the instant that **both** armies are Demoralized, whichever come first.

[17.14] Special Rules

1. The **Bavarian** Player deploys first.
2. The **French** Player is the First Player. His Player-Turn is first in every Game-Turn.

[17.15] Victory Conditions

The **French** Player wins if, at the end of the game, four or more contiguous Entrenchment hexes in the 3 August Line have been cleared of Bavarian units. At least two or the hexes must be occupied by French Units.

The **Bavarian** Player wins if the French Player does not fulfill this condition.

Note: A suggested set-up is printed on the map for this Scenario.

[17.2] 5 AUGUST SCENARIO

[17.21] Bavarian Deployment

Deploy twelve 6-3's, five 2-8's, five Artillery counters, and the von Mercy Leader counter anywhere on or east of the line of hexes between 1113 and 2108 (inclusive).

[17.22] French Deployment

Deploy eleven 6-3's, ten 3-8's, seven 4-3's, four 2-8's, six Artillery counters, and the D'Enghien and Turenne Leader counters anywhere on or west of the line of hexes between 1116 and 2011, inclusive.

[17.23] Game Length

The 5 August Scenario lasts **twelve** Game-Turns or until the instant **all three** armies are Demoralized, whichever comes first.

[17.24] Special Rules

1. The **French** Player deploys first.
2. The **Bavarian** Player is the First Player. His Player-Turn is first in every Game-Turn.

[17.25] Victory Conditions

The **French** Player has three Victory Conditions: 1. Demoralize the Bavarian Army; 2. Capture and hold (until the end of the game) all the Bavarian Artillery counters; and 3. Drive all Bavarian units of the Hill comprised of hexes 1707-1710-2108-2106.

The **Bavarian** Player has three Victory Conditions:

1. Demoralize the French Mercenary Army;
2. Demoralize both French armies; and
3. Capture and hold (until the end of the game) all French Artillery counters.

At the end of the game, determine which of these six Conditions have been met. Subtract the total of fulfilled Bavarian Conditions from the total of fulfilled French Conditions and refer to the following Table to determine the winner and Level of Victory.

[17.26] Level of Victory Table

Conditions	Level of Victory
-3	Decisive Bavarian Victory
-2	Substantive Bavarian Victory
-1	Marginal Bavarian Victory
0	Draw
1	Marginal French Victory
2	Substantive French Victory
3	Decisive French Victory

[17.3] 9 AUGUST SCENARIO

[17.31] Bavarian Deployment

Deploy eight 6-3's, three 2-8's, five Artillery counters, and the von Mercy Leader counter anywhere on the Hill comprised of hexes 1707-1710-2108-2106.

[17.32] French Deployment

Deploy six 6-3's, seven 3-8's, three 4-3's, four 2-8's, six Artillery counters, and the D'Enghien and Turenne Leader counters on or west of the line of hexes between 1116 and 2011, inclusive.

[17.33] Special Rules

1. The **Bavarian** Player deploys first.
2. The **French** Player is the First Player. His Player-Turn is first in every Game-Turn.
3. **Bavarian** units and the Leader counter may exit the map between hexes 1101 and 1601, inclusive (only). Once off the map, they may not return.

[17.34] Bavarian Artillery Withdrawal.

During any Friendly Artillery Fire Phase, the Bavarian Player may attempt to withdraw any Friendly Artillery counter(s), rather than fire them.

Only an Artillery counter in a hex from which it is possible to trace a route of non-Forest hexes, unoccupied by French units and free of French Zones of Control, to the eastern edge of the map between hexes 1101 and 1601 (inclusive) may attempt a withdrawal.

For each Artillery counter he attempts to withdraw, the Bavarian Player rolls the die. On a roll of "six" (only), the Artillery counter is successfully withdrawn. On any other roll, the counter is not successfully withdrawn, and is considered captured or destroyed. In either event, the counter is immediately removed from the map.

[17.35] Game Length

The 9 August Scenario lasts **twelve** Game-Turns, or until no Bavarian units remain on the map, whichever comes first.

[17.36] Victory Conditions

Victory in this Scenario is decided on the basis of Victory Points. Each Player accrues Victory Points for certain achievements. At the end of the game, these Points are totalled and compared, and the Player with the higher Point total is the winner.

The **French** Player receives **one** Victory Point for every Bavarian Artillery counter destroyed or captured and held until the end of the game, and **one** Victory Point for every Bavarian unit which does not move off the map between 1101 and 1601 (inclusive) by the end of the game (including eliminated units).

The **Bavarian** Player receives **one** Victory Point for any unit exited off the map between hexes 1101 and 1601 (inclusive) by the end of the game, and **five** Victory Points for Demoralization of the French Mercenary Army (exclusively) or **thirty-five** Victory Points for Demoralizing **both** French Armies.

At the end of the game, the Players' Victory Point totals are computed and compared. If both totals are equal, the game is a draw. If not, the Player with more Victory Points has won according to the Level of Victory Table (Case 17.37).

[17.37] Level of Victory Table

Ratio	Victory Level
between 1:1 and 2:1	Marginal
2:1 or better	Substantive
3:1 or better	Decisive

[18.0] CAMPAIGN GAME

COMMENTARY:

Fighting during the period of the Thirty Years War was rarely continued from day to day, as modern warfare is. More often, the opposing forces would disengage, regroup and, if neither side retreated, fight again two or more days later. This happened twice at Freiburg.

GENERAL RULE:

The Campaign Game combines all three Scenarios. Each of the three Campaign Days is separated from the others by a Regroup & Redeploy Interregnum, which simulates the passing of time between the actual periods of fighting. The options open to Players during the two Regroup & Redeployment Interregnums depend upon the results of the preceding battle(s).

PROCEDURE:

Play begins with the 3 August 1644 Campaign Day. At the end of 3 August, there is a Regroup & Redeployment Interregnum. Play then continues with the 5 August Campaign Day. A second Regroup & Redeployment Interregnum follows. Finally, the game concludes with the 9 August Campaign Day.

CASES:

[18.1] INITIAL DEPLOYMENT

Deploy both sides as per the 3 August 1644 Scenario (see Cases 17.11 and 17.12).

[18.2] REINFORCEMENTS

[18.21] During the First Regroup & Redeploy Interregnum, the French Player receives four 6-3's, one 3-8, seven 4-3's, four 2-8's, two Mercenary Artillery counters, and the Turenne Leader counter. For deployment of these units, see "Regroup & Redeploy Interregnum" Rules, Case 18.4.

[18.22] The Bavarians receive no reinforcements.

[18.3] REGROUP & REDEPLOY INTERREGNUMS

Regroup & Redeploy Interregnums are purely administrative functions; no combat and no movement, per se, occurs during a Regroup & Redeploy Interregnum. During Regroup & Redeploy Interregnums, Players disengage their respective forces, receive reinforcements (if any), regroup to create Replacements, and then redeploy in preparation for the next day of battle.

[18.31] The First Campaign Day ends the instant both armies are Demoralized or after five Game-Turns, whichever comes first. The First Regroup & Redeploy Interregnum follows.

[18.32] The Second Campaign Day ends the instant all three armies are Demoralized, or after twelve Game-Turns, whichever comes first. The Second Regroup & Redeploy Interregnum follows. See Case 18.71, however, before proceeding to the Second Regroup & Redeploy Interregnum.

[18.33] After the last Game-Turn of a Campaign Day, determine what redeployment options are open to the Bavarian Player (see Case 18.5). All forces are removed from the map. The Bavarian Player first redeploys all units and counters, including any additional Replacements received as a result of regrouping (see Case 18.4). The French Player then redeploys all units and counters, including any additional Replacements received as a result of regrouping, plus Reinforcements if it is the First Regroup & Redeploy Interregnum. Play then proceeds to the First Game-Turn of the next Campaign Day (return the Marker to Game-Turn One).

[18.34] All units in a Disrupted state at the end of the last Game-Turn of a Campaign Day are automatically "undisrupted" during the subsequent Regroup & Redeploy Interregnum. (This is an exception to Case 11.1.)

[18.35] An army Demoralized during the course of a Campaign day is automatically "undemoralized" during the subsequent Regroup & Redeploy Interregnum (Casualty Levels return to zero), unless the Leader counter considered to "command" that army has been eliminated (see Case 15.2). In this case, the army remains Demoralized for the remainder of the game. **Note:** Regardless of the Demoralization status of their army, all Disrupted units are always "undisrupted" during the Regroup & Redeploy Interregnum, in accordance with Case 18.34.

[18.36] Captured Artillery counters (see Case 5.32) that are held to the end of the last Game-Turn preceding a Regroup & Redeploy Interregnum are redeployed, and considered "owned" by, the Capturing Player, unless the Artillery counter in question is in an Entrenchment hex. In the latter case, it is considered controlled by the Bavarian Player, unless the Bavarian Player chooses not to (or cannot) redeploy in that hex.

[18.4] REGROUPING

[18.41] During each Regroup & Redeploy Interregnum, each Player receives as Replacements

one-half (by type) of all units eliminated during the preceding Campaign Day, rounded down to the nearest unit. Example: Losses of three Infantry units and five Cavalry units would yield regrouped totals of one Infantry and two Cavalry units.

[18.42] Units received as Replacements as a result of regrouping are redeployed with the remainder of the Player's forces (see Redeployment, Case 18.5).

[18.43] If a Leader counter has been eliminated, none of the units considered to be "under the command" of that Leader counter may regroup (see Case 15.2).

[18.5] REDEPLOYMENT

[18.51] Redeployment for 5 August 1644

Refer to the Victory Conditions for the 3 August Scenario. If the French Player has met his Victory Conditions, then the Bavarian Player **must** redeploy his forces as per the 5 August 1644 Scenario (case 17.21). If the French Player has **not** fulfilled his Victory Conditions, then the Bavarian Player may redeploy in the area listed in the 3 August 1644 or the 5 August Scenarios. The French Player then deploys (second), according to the Scenario employed by the Bavarian Player (either Case 17.12 or 17.22).

[18.52] Redeployment for 9 August 1644

Both sides redeploy in the area listed in the 9 August Scenario (Cases 17.31 and 17.32).

[18.6] THIRD CAMPAIGN DAY

[18.61] During the Third Campaign Day, Bavarian units and the Leader counter may exit the map between hexes 0601 and 0901, inclusive (only). Once removed from the map, these units and counter may not be returned to play.

[18.62] Game Length:

The Third Campaign Day ends when no Bavarian units remain on the map, or after twelve Game-Turns, whichever comes first. Hence, the overall length of the game varies up to a maximum of twenty-nine Game-Turns (see Cases 18.31 and 18.32), and two Regroup & Redeploy Interregnums.

[18.7] VICTORY CONDITIONS

[18.71] If, at the end of the 5 August Campaign Day, no Bavarian units remain in Entrenchment hexes on the Hill comprised of hexes 1707-1710-2108-2106, the French Player **automatically** wins.

[18.72] At the end of the 9 August Campaign Day, the French Player wins if **less than seven** Bavarian Combat units remain on the map and **less than seven** Bavarian combat units have exited the map according to Case 18.61.

[18.73] At the end of the 9 August Campaign Day, the Bavarian Player wins if at least **seven** combat units and the Leader counter remain on the map. These units must, however, be able to trace a Line of Communications off the **east** edge of the map, between hexes 0901 and 0601, inclusive. A Line of Communications is defined as a contiguous path of clear terrain hexes free of French units and their Zones of Control. The Line of Communications may cross the Dreisam through a Bridge hexside (only). Friendly units do **not** negate Enemy Zones of Control for Line of Communications purposes.

[18.74] Any result other than those outlined in Cases 18.72 and 18.73 is a **draw**.

[19.0] SIEGE OF FREIBURG

COMMENTARY:

When the numerically superior French finally got around to threatening the Bavarian line of communications, Franz von Mercy did not hesitate

to opt for discretion over valor; he beat a hasty retreat to Rothenburg-on-the-Tauber, off the map to the east. Hence, the Bavarians did not actually defend the city of Freiburg directly. The following Scenario is for those who wonder why.

CASES:

[19.1] INITIAL DEPLOYMENT

[19.11] Initial Bavarian Deployment

Deploy the forces listed in Case 17.21 anywhere within the confines of the Freiburg fortifications.

[19.12] Initial French Deployment

Deploy the forces listed in Case 17.22 anywhere north of the Dreisam River, with no French unit or counter closer than three hexes away from the nearest Bavarian unit or counter.

[19.2] SCENARIO LENGTH AND CASUALTY LEVELS

There are two Campaign Days in this Scenario.

[19.21] The First Campaign Day continues for **twelve** Game-Turns, or until all three armies are Demoralized, whichever comes first. The 5 August Column on the Morale Test Table is used. A Regroup & Redeploy Interregnum follows the last Game-Turn of the First Campaign Day.

[19.22] The Second Campaign Day continues for **twelve** Game-Turns, or until no Bavarian units remain on the map, whichever comes first. The 9 August Column on the Morale Test Table is used.

[19.3] REDEPLOYMENT OPTIONS

[19.31] During the Regroup & Redeploy Interregnum, the Bavarian Player may redeploy according to the strictures outlined in Case 19.11. **However**, if the French Player has broken control of a section of Freiburg (see Case 19.58), no Bavarian units or counters may be deployed in that section.

[19.32] The French Player may redeploy no closer than **three** hexes from Freiburg and/or in any sections of Freiburg which he has broken Bavarian control of (see Case 19.58).

[19.4] SPECIAL RULES

1. The **Bavarian Player** deploys first.
2. The **French Player** is the First Player. His Player-Turn is first in every Game-Turn.
3. See Case 18.61, Bavarian Retreat.

[19.5] FORTIFICATIONS [Special Rule]

The town of Freiburg is divided into three sections by fortifications. These fortifications consist of Fortified hexsides and Gateway hexsides. Fortifications may be breached. Unbreached fortifications severely impede combat and movement. The outer side of a Fortification or Gateway hexside is the side to which the "teeth" point.

[19.51] Units and counters may not attack or move through an unbreached Fortified hexside. Exception: A unit may **attack** through any adjacent Fortified hexside, the jagged side of which is pointed toward the hex being attacked ("teeth out").

[19.52] Artillery may not fire through unbreached Fortified hexsides, except through an adjacent "teeth out" Fortified hexside.

[19.53] Zones of Control do not extend through unbreached Fortified hexsides.

[19.54] French units may not be "undisrupted" in any hex adjacent to the outer side of a Fortified hexside, unless that hexside is part of a section of the Freiburg fortifications which the Bavarians do not control (see Case 19.58).



BREACH MARKERS

FACE-UP

INVERTED



[19.55] Fortifications are breached by Artillery fire only. During the Friendly Artillery Fire Phase, the Phasing Player may direct the fire of each Artillery counter at any one hex. Consult the Artillery Fire Table. Two "D" results cause all Fortified hexsides adjacent to the target hex to be breached. A single "D" result has no effect on Fortified hexsides; mark a single Disruption result by placing an inverted Breach Marker in that hex. If any subsequent "D" result is obtained against that hex, the Breach Marker is turned face-up.

[19.56] Units and Leader counters may freely pass through breached Fortified hexsides at a cost of one additional Movement Point. Units (and augmenting Leader counters) may freely attack through breached hexsides. Units (and augmenting Leader counters) attacked exclusively through breached fortified hexsides are doubled. Breached Fortified hexsides do not block Line of Sight or Zones of Control.

[19.57] Gateway hexsides are identical to Fortified hexsides and Fortification hexes in every respect save one: units and counters may freely pass through an unbreached Friendly Gateway hexside at no extra Movement Point cost. A Gateway hexside is "Friendly" if the hexes on both sides of the hexside were last occupied by Friendly units. All Gateway hexsides are initially considered Friendly to the Bavarians.

[19.58] The fortifications divide Freiburg into three distinct sections. Initially, the Bavarians are considered to control all three sections. At any time that French units occupy or were the last to pass through (at least) four contiguous hexes within any section, Bavarian control of that section is considered to be "broken." Bavarian control may be re-established by diminishing the number of hexes under French control to less than four. For Victory Condition and redeployment purposes, determine the status of each section at the end of the last Game-Turn of the Campaign Day.

[19.6] VICTORY CONDITIONS

Victory in this Scenario is determined on the basis of accumulation of Victory Points. Players are awarded Victory Points for the fulfillment of certain Victory Conditions, as outlined in the following Cases.

[19.61] Victory Points

Awarded to the French Player:

1. Two Victory Points are awarded to the French Player if, at the end of the last Game-Turn of the Second Day, all uneliminated and uncaptured Bavarian units and counters remain on the map and cannot trace a Line of Communications (see Case 18.73). Note that to fulfill this Condition and receive the Victory Points, the French Player must prevent the exit of any Bavarian units and the Leader counter.

2. One VP for the Demoralization of the Bavarian Army.

3. One VP for "breaking Bavarian control" of all three sections of Freiburg (see Case 19.58), and avoid re-establishment of Bavarian control of these sections through the last Game-Turn of the Second Day.

4. One VP for the elimination and/or capture of all Bavarian units and counters. Note that, again, the exit off the map of any Bavarian units or the Leader counter negates fulfillment of Victory Condition.

[19.62] Victory Points

Awarded to the Bavarian Player:

1. One Victory Point is awarded to the Bavarian Player for Demoralization of both French Armies.

2. One VP for exiting seven units and the Leader counter according to Case 18.61.

3. One VP for retaining Bavarian control of all three sections of Freiburg at the end of the last Game-Turn of the Second Day.

[19.63] Determining Victory and Victory Level:

At the end of the last Game-Turn of the Scenario, determine which of these seven Victory Conditions have been fulfilled and award the Victory Points accordingly. Subtract the total of Bavarian Victory Points from the total of French Victory Points. Reference the resulting number to the Level of Victory Table (Case 17.26) to determine the winner and Level of Victory. Note that a "plus 4" result is an Overwhelming French Victory.

[20.0] SIEGE OF FREIBURG AND THE CAMPAIGN GAME

GENERAL RULE:

The Bavarian option of a close defense of Freiburg may be incorporated into the Campaign Game. The following alterations to the rules governing the Campaign Game are necessary.

CASES:

[20.1] INITIAL DEPLOYMENT

[20.11] Prior to the Initial Set-Up, the Bavarian Player chooses whether or not to defend the 3 August Line of entrenchments. If the option not to defend is chosen, Players proceed according to Cases 17.11 and 17.12.

[20.12] If the Bavarian Player chooses to defend in the entrenchments, both Players deploy all their respective forces according to the strictures outlined in Cases 19.11 and 19.12.

[20.2] SCENARIO LENGTH AND CASUALTY LEVELS

[20.21] The First Campaign Day (3 August) lasts for twelve Game-Turns or until all three armies are Demoralized, whichever comes first. A Regroup & Redeploy Interregnum follows.

[20.22] If the Bavarian Player has set-up according to Case 17.11, then the 3 August Column on the Morale Test Table is used for the First Campaign Day. If the Bavarian Player has set-up according to Case 19.11, then the 5 August Column on the Morale Test Table is used (for both the First and Second Campaign Days).

[20.3] REDEPLOYMENT

[20.31] Redeployment for 5 August

If the Bavarian Player chose to set-up according to Case 17.11, then the redeployment choices detailed in Case 18.51 of the Campaign Scenario rules are referred to.

If the Bavarian Player chose to set-up according to Case 19.11, and unless the French units occupy or were the last to occupy hexes 1218, 1219 and 1220, then the redeployment option listed in Case 19.31 of the Siege of Freiburg Rules is added to those listed in Case 18.51 of the Campaign Scenario Rules. In all other respects, follow the procedure outlined in Section 18.0.

[20.32] Redeployment for 9 August:

If the Bavarian Player has chosen the option outlined in Case 20.11 for his Initial Set-Up, then the redeployment options detailed in Cases 17.31 and 17.32 are referred to.

If the Bavarian Player has chosen the option outlined in Case 20.12 for his Initial Set-Up, then

the redeployment options listed in Case 19.3 are referred to.

[20.33] French Redeployment:

At the end of each Campaign Day, the French Player redeloys according to whichever option the Bavarian has chosen.

[20.4] SPECIAL RULES

1. The Bavarian Player deploys first.
2. The French Player is the First Player. His Player-Turn is first in every Game-Turn.
3. All Special Rules (Bavarian Retreat, Fortifications, etc.) in effect in both the Campaign Game and the Siege of Freiburg Scenario are in effect.

[20.5] VICTORY CONDITIONS

The Victory Conditions detailed in Case 18.7 are in effect.

[21.0] DESIGNER'S NOTES

Of the battles depicted in this QuadriGame, only Freiburg involves a series of separate engagements in which specific territorial characteristics were of dominant importance. In addition, it was the bloodiest battle of the entire Thirty Years War. It was quite difficult to determine the Demoralization Levels of the respective armies—with all the losses, neither actually broke in battle. As an epilog, these forces met again, a year to the day after the fighting at Freiburg. The Bavarians were inflicting terrible losses on the French, when von Mercy chanced to be killed. The Bavarian Army broke, and D'Enghien salvaged both the victory and his reputation. Be that as it may, it seems apparent that the survival/presence of the leader of an army is an important element in the morale equation. The leaders may have held their forces together at Freiburg through the strong personal loyalty they inspired, thus overcoming the disrupting effects of the heavy losses sustained during the three days of fighting. To reflect this veritable indifference to casualties, as well as the significance of specific territorial objectives, personnel losses were largely de-emphasized in the Victory Conditions. The fact that the battle involved three separate engagements stretching over a full week necessitated the regrouping and redeployment rules. In particular, the regrouping rule points out the fact that disruption does not relate directly to casualties, but rather to the basic integrity of a unit or formation as a fighting force. Given a day or so to be sorted out, even men who've fled and run away, will return.

DESIGN CREDITS

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Development: Brad E. Hessel


















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

FREIBURG [Front]

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FRENCH
















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FRENCH MERCENARIES

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BAVARIAN

									
									Game Turn

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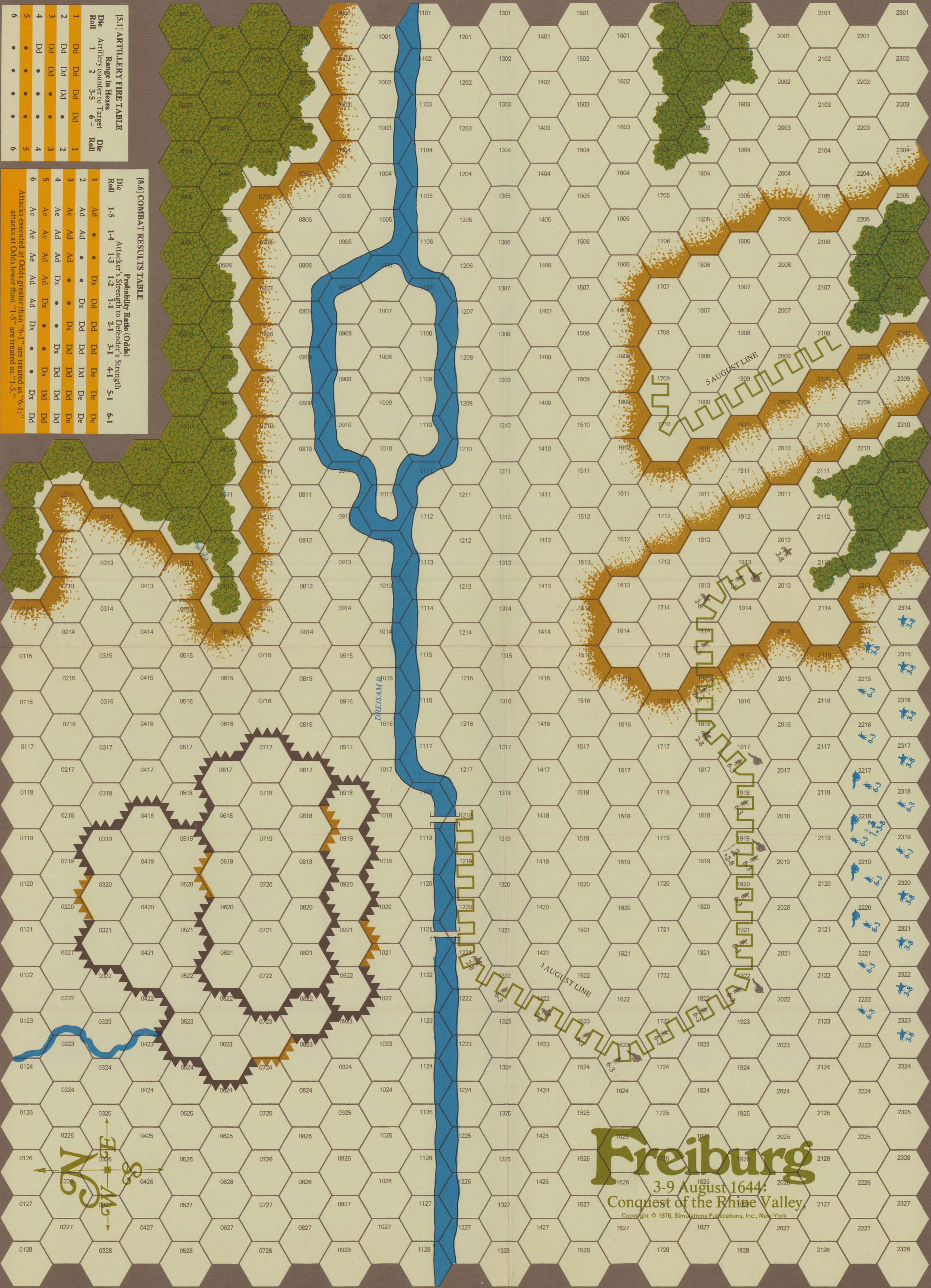
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[5.1] ARTILLERY FIRE TABLE				
Die	Range in Hexes		Die	
Roll	1	2	3-5	0+
1	Dd	Dd	Dd	Dd
2	Dd	Dd	Dd	•
3	Dd	Dd	•	•
4	Dd	•	•	•
5	•	•	•	•
6	•	•	•	•

[8.6] COMBAT RESULTS TABLE									
Die	Probability Ratio (Odds)								
Roll	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1
1	Ad	•	•	Dx	Dd	Dd	Dd	Dd	Dd
2	Ad	Ad	•	•	Dx	Dd	Dd	Dd	Dd
3	Ae	Ad	Ad	•	•	Dx	Dd	Dd	Dd
4	Ae	Ad	Ad	Dx	•	•	Dx	Dd	Dd
5	Ae	Ae	Ad	Ad	Dx	•	•	Dx	Dd
6	Ae	Ae	Ae	Ad	Ad	Dx	•	•	Dx

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".



TERRAIN KEY	
	Clear Hex
	Forest Hex
	Entrenchment Hex
	French Deployment
	Bavarian Deployment
	River Hexside
	Stream Hexside
	Slope Hexside
	Fortification Hexside
	Gate Hexside
	Bridge Hexside

TURN RECORD TRACK	
1	
2	
3	
4	
5	End of 3 August Scenario and Campaign Day
6	
7	
8	
9	
10	
11	
12	End of 5 and 9 August Scenarios and Campaign Days

Freiburg
3-9 August 1644:
Conquest of the Rhine Valley

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THIRTY YEARS WAR

STANDARD RULES for the games

NORDLINGEN, ROCROI, FREIBURG, LÜTZEN
and independent folio game BREITENFELD

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13.0 DESIGNER'S NOTES

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

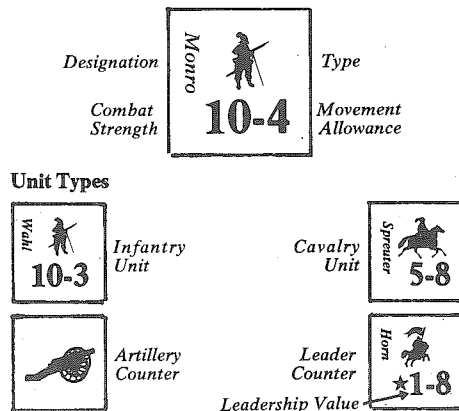
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, and the Artillery Fire Table.

[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 Back Page.

[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 Back Page.

[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

[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 Artillery counter to Target				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

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) Attacker's Strength to Defender's Strength										Die Roll
	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

Lützen

16 November 1632:

Gustavus Adolphus' Last Battle

EXCLUSIVE RULES

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[14.0] INTRODUCTION

Lützen is an operational level simulation of the battle between the Swedish Army of Gustavus Adolphus and the sole remaining Imperialist force in Germany, which was raised and led by Count Albrecht von Wallenstein. Set on a low, flat Saxon plain, Lützen was the most crucial battle of the Thirty Years War, and potentially, could have been one of the most decisive in European history. In the event, however, the smashing Swedish tactical victory went for nought, as it was accompanied by the death of the Swedish King; and, as Gustavus died, so did the prospects for the establishment of a Swedish hegemony in Central Germany.

[15.0] INITIAL DEPLOYMENT

GENERAL RULE:

The positions of the Swedish and Imperialist Armies as of 0800, 16 November 1632 are printed on the map. Players should place a unit of the proper characteristics in each hex on the map as shown. [Only the Imperialist Player receives reinforcements.]

CASES:

[15.1] HISTORICAL DEPLOYMENT

For Players who are interested in the actual locations of the specific regiments and brigades on

November 16, 1632, 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] SWEDISH ARMY

Infantry: Kyle (1713), Hard (1714), Hastfer (1715), Gula (1716), Blaa (1717), Bernhard (1718), Leslie (1719), Wildenstein (1720), Henderson (1816), Bose (2013), Pforte (2014), Vilhelm (2015), Knijphausen (2016), Thurn (2017), Gersdorf (2018), Mitzlaff (2019), von Rosen (2020), Loewenstein (2117).

Cavalry: Stalhandske (1705), Soop (1708), Silversparre (1710), Stenbock (1712), Bernhard (1721), Karberg (1722), Doenhoff (1723), Tiesenhäusen (1725), Courville (1726), Goldstein (2005), von Dalwig (2007), Beckermann (2009), von Usler (2011), Hofkirchen (2021), Ernst von Anhalt (2023), Brandenstein (2025), Oehm (2116).

[15.12] IMPERIALIST ARMY

Infantry: Trecka (0721), Baden (0720), Neu Bruener (0722), von Waldstein (0813), Grana (0814), Comargo (0815), Kehraus (0816), von Mansfeld (0817), Alt-Sachsen (0818), von Bruener (0925), Alt-Bruener (0924), Colloredo (0823).

Cavalry: Haagen (0709), Holck (0710), Alt-Trecka (0711), Loyers (0712), Tontinelli (0719), Reway (0804), Isolano (0805), Corpes (0806), Westfalen (0819), Leutersheim (0820), Des Fours (0821), Geschuetz (0822), Lohe (0909), von Hatzfeld (0910), Piccolomini (0911), Goetzen (0912), Westrumb (0926).

[15.13] LEADERS

Swedish: Stalhandske (1705), Gustavus Adolphus (1716), Brahe (1717), Bernhard av Weimar (1721), Knijphausen (2016).

Imperialist: Holck (0710), Wallenstein (0816), Colloredo (0823).

[15.14] ARTILLERY AND SUPPLY TRAIN

Place all Artillery as shown on the map, as they are not designated. Imperialist Supply Train deploys on hex 0413 (see Case 17.1).

[15.2] PLAYER SEQUENCE

[15.21] The **Swedish Player** is the First Player. His Player-Turn is first in every Game-Turn.

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

[16.0] REINFORCEMENTS

GENERAL RULE:

Only the Imperialist Player receives reinforcements. These enter (are placed on the map) between hexes 0109 and 0128 (inclusive) during the

appropriate Game-Turn. If the designated area is blocked by the presence of Enemy units, the reinforcements enter on the nearest available mapped hex. The Imperialist Player may determine the exact order of arrival at the point at which he moves the reinforcements onto the map. Reinforcements arrive during the Imperialist Player's Movement Phase.

CASES:

[16.1] RESTRICTIONS

[16.11] The Imperialist Player may enter his reinforcement units onto the map at any time during his Movement Phase.

[16.12] Once a unit has entered the map, it may move and engage in combat freely, just as any other unit already present.

[16.13] Each reinforcing unit expends one Movement Point to be placed on the entry hex. Units may exceed the stacking restrictions when entering the map in the same hex, as long as they conform to those restrictions by the end of the Movement Phase.

[16.14] Units may not enter the map in a hex occupied by an Enemy unit.

[16.15] The arrival of reinforcements increases the Demoralization Level of the Imperialist Army, **if, and only if** the Imperialist Army has not already been Demoralized (see Section 18.0). If it has been Demoralized, the reinforcements are considered to be Demoralized as well.

[16.16] If his army has been Demoralized, the Imperialist Player can decline to enter reinforcements onto the map. In this case, they simply never enter the game; they are **not** considered eliminated and have no bearing on the determination of victory.

[16.17] Reinforcements may not be delayed.

[16.2] IMPERIALIST REINFORCEMENT CHART

Arriving on Game-Turn Five:

Strength Designation

(2)-8	Pappenheim
3-8	Batthyanyi
3-8	Bredow
2-8	Lamboy
2-8	Varoux
4-8	Orossy
3-8	Sparr
5-8	Boeninghausen

Arriving on Game-Turn Thirteen:

5-3	Gil de Haes
5-3	von der Goltz
5-3	Moriamez
6-3	Reinach
6-3	Pallant

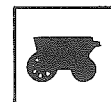
[17.0] SPECIAL RULES

[17.1] SUPPLY TRAIN

The Imperialist Supply Marker is immobile. Its hex may be occupied by units of either side, and it may be destroyed and removed from play if its hex is occupied or passed through by Swedish units. If the Supply Marker is destroyed, the Swedish Player receives ten Victory Points.

[17.2] SWEDISH CAVALRY CHARGE

Unlike the Imperialist cavalry, which exclusively employed the pistol-firing relay 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.

At the option of the Swedish Player, Swedish cavalry units may double their Combat Strength when involved in an attack against Disrupted infantry.

[17.21] Only Swedish Cavalry units involved in an attack exclusively against Disrupted Enemy Infantry units may employ this option.

[17.22] Use of this Charge Option is voluntary; however, no Cavalry unit which **does not** charge may be involved in an attack with Cavalry units that **do** 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.

[17.23] Infantry and Leaders may freely combine in attacks with charging Cavalry.

[17.24] Regardless of the results of an attack in which it is involved, a Cavalry unit which employs the Charge Option is **automatically** Disrupted after combat; this is the only adverse effect charging Cavalry can ever suffer.

[17.25] When Infantry units combine in attacks with charging Cavalry, the printed Strength of the automatically Disrupted Cavalry units **does** count as losses for the attacker in the event of a Disruption Exchange (see Case 8.61).

[17.3] VISIBILITY

At the beginning of his **Player-Turn**, the Imperialist Player rolls the die to determine if weather is clear or foggy. The resulting visibility applies throughout the remainder of that Game-Turn, and through the Swedish Player-Turn of the subsequent Game-Turn.

[17.31] The effects of "fog" are as follows: All Movement Allowances are halved, with fractions rounded up. The range which Artillery may fire is limited to two hexes. The effectiveness of Artillery fire at one and two hexes is undiminished.

[17.32] There are no visibility effects during "clear" Game-Turns.

[17.33] Visibility is always "clear" for the Swedish Player-Turn of the First Game-Turn.

[17.34] Visibility Table

The chances of Fog's occurrence vary. The die rolls which result in fog are shown here and on the Turn Record Track. Any result outside the range shown for that Turn is "clear."

Game-Turn	Die Roll Resulting in Fog
1	1-5
2 and 14	1-3
4-6, 12 and 13	1-2
3 and 7-11	1

[18.0] DEMORALIZATION LEVELS

GENERAL RULE:

Whenever an army reaches or surpasses its Demoralization Level, the effects of Demoralization become operative immediately (see Section 11.0).

CASES:

[18.1] SWEDISH DEMORALIZATION

The initial Demoralization Level of the Swedish Army is 65 **Infantry** Strength Points. When the number of Swedish Infantry Strength Points eliminated equals or surpasses the Demoralization Level, the Swedish Army is immediately Demoralized. If Optional Rule 19.0 is employed, the Demoralization Level of the Swedish Army may change as a result of Gustavus Adolphus being killed.

[18.2] IMPERIALIST DEMORALIZATION

The initial Demoralization Level of the Imperialist Army is 45 **Infantry** Strength Points. When the number of Imperialist Infantry Strength Points eliminated equals or exceeds the Demoralization Level, the Imperialist Army is immediately Demoralized. If the Imperialists are **not** Demoralized by the end of the Swedish Player-Turn of Game-Turn Five, its Demoralization Level immediately increases to **fifty**. If the Imperialist Army has not been Demoralized by the end of the Swedish Player-Turn of Game-Turn Thirteen, its Demoralization Level immediately increases to 65. If Optional Rule 20.0 is employed, the timing of these potential increases in the Imperialist Army's Demoralization Level will be altered.

[19.0] DEATH OF THE KING [Optional Rule]

COMMENTARY:

The Swedish Army, although not much more than 50% Swedish in composition, was truly a select force of uncommon loyalty and discipline. And it was, very much so, Gustav's Army, in that the better part of his considerable energies had been directed towards its development. Literally every man in the Army knew Gustavus, at least by sight, and the spectacle of the King, dashing about through the thick of the battle, seemingly ever-present at the critical points was both familiar and expected. Consequently, his death at Lutzen, impossible to conceal, could have had a considerable dampening effect on the Swedish Army's morale. In fact, the effect of the news when it did spread down through the ranks was precisely the opposite. The soldiers, suffering badly just then at the hands of the Imperialists, rallied to a grim, all-consuming ferocity. They wiped the field clear of Wallenstein's men and, forsaking pursuit in the gathering foggy gloom, fell to a black and grisly search for the body of their fallen leader.

GENERAL RULE:

The death of Gustavus Adolphus has a potential effect on Swedish morale. At the end of any Combat Phase in which the Gustavus Leader counter is eliminated, the die is rolled and the **Death of the King Table** (19.2) is consulted. The indicated results become operative immediately, and remain in effect for the remainder of the game.

CASES:

[19.1] EFFECTS

[19.11] If, at the instant the die is rolled, the total of Swedish Infantry Strength Points eliminated is less than the Imperialist total, the die roll is increased by "one" before the Table is consulted (a roll of "1" becomes a "2;" a "6" remains a "6").

[19.12] If, at the instant the die is rolled, the total of Swedish Infantry Strength Points eliminated is 10 or more Strength Points higher than the Imperialist total, the die roll is reduced by "one" before the **Death of the King Table** is consulted. (A die roll of "6" becomes a "5;" a "1" remains a "1.")

[19.13] If the die roll results in lowering the Swedish Army's Demoralization Level to a point below the present number of Swedish Infantry Strength Points eliminated, the Swedish Army is immediately Demoralized.

[19.14] If the Swedish Army has **already** been Demoralized at the time of Gustavus' death, or if it is Demoralized simultaneously with his death, then it remains Demoralized, and no roll on the **Death of the King Table** is made.

[19.15] If the die roll is a "one" or a "six," the ability of a unit to remove Disruption is affected. Leadership Value may be added as usual.

[19.2] DEATH OF THE KING TABLE

Roll	Demoralization Level	Unassisted Disruption Removal
1	increased to 75	successful on roll of 4, 5 or 6.
2	increased to 70	No change.
3	increased to 70	No change.
4	remains at 65	No change.
5	decreased to 60	No change.
6	decreased to 55	Successful on roll of 6 (only).

[20.0] EARLY PAPPENHEIM ARRIVAL [Optional Rule]

COMMENTARY:

Count Wallenstein, convinced that Gustavus would emulate his decision to call off campaigning for the winter, did not make a very serious effort to keep himself informed of the whereabouts of the Protestant Army. Consequently, it was not until 0200 hours of the day of the battle that he became aware of the proximity of the Swedes and sent a frantic call to General Pappenheim.

GENERAL RULE:

The reinforcements which normally enter the map on Game-Turn Five are added to the Initial Deployment of the Imperialists. The reinforcements which normally enter the map on Game-Turn Thirteen instead arrive on Game-Turn Five.

CASES:

[20.1] EFFECTS OF EARLY ARRIVAL

[20.11] For the Imperialist initial set-up, place each of the additional units in any hex adjacent to one or more of the original present Cavalry units. Place the Pappenheim Leader counter with one of his Cavalry units.

[20.12] The initial Imperialist Demoralization Level is changed to **fifty** Infantry Strength Points. If the Imperialist Army is not Demoralized by the end of the Swedish Player-Turn of Game-Turn Five, its Demoralization Level increases to 65 immediately (see Sections 18.0 and 11.0).

[21.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is determined by the accumulation of **Victory Points**, which are awarded for eliminating Enemy units and capturing Enemy Artillery.

PROCEDURE:

At the end of Game-Turn Fourteen, the game is over and the victorious Player is determined. Award each Player the Victory Points listed on the Victory Points Schedule for which he has qualified. The Player with the greater number of Victory Points is the winner.

[21.1] VICTORY POINT SCHEDULE

[21.11] Points Awarded to Swedish Player:

1. One Victory Point for each Enemy Strength Point eliminated (except demoralized infantry).
2. Two VP for each Demoralized Enemy Infantry Strength Point eliminated.
3. Five VP for each Enemy Artillery counter captured and held at the end of the game.
4. Five VP for elimination of Holck.
5. Five VP for elimination of Collerado.
6. Fifteen VP for elimination of Pappenheim.
7. Twenty-five VP for elimination of Wallenstein.
8. Ten VP for capture/destruction of supply train.

[21.12] Victory Points Awarded to the Imperialist Player:

1. One Victory Point for each Enemy Strength Point eliminated (except demoralized infantry).
2. Two VP for each Demoralized Enemy Infantry Strength Point eliminated.
3. Five VP for each Enemy Artillery counter captured and held at the end of the game.
4. Five VP for elimination of Knijphausen.
5. Five VP for elimination of Stahlhandske.
6. Ten VP for elimination of Brahe.
7. Twenty VP for elimination of Bernhard von Weimar.
8. Forty VP for elimination of Gustavus Adolphus.

[22.0] PLAYERS' NOTES

Swedish Player:

Clearly, the crucial necessity for the Swedes is to attack, quickly and effectively. At the outset, the Swedes enjoy a considerable numerical advantage, particularly in infantry—but, if that advantage is to be parlayed into Victory Points, it must be brought to bear on the Imperialists as decisively and for as long as possible. Delay not only effectively decreases the impact of the Swedish advantage, but tangibly strengthens the Imperialist Army as well, as with the approach of Pappenheim's troops, Wallenstein's error in dividing his force is ever more nearly corrected.

Basically, there are two general strategies the Swedes can adopt, either of which, if successful, will likely result in a Protestant victory. The first option is to hit the strongest Imperialist positions—the hills overlooking Lutzen and the centrally disposed Imperialist artillery—head on. If either group of Wallenstein's big guns are captured and held, it is likely that the position of the Imperialist Army will prove essentially untenable. Furthermore, impelled to offer a tenacious defense of these positions, the Imperialists will be forced from the outset to expose their powerful, but few infantry formations to the weight of the superior Swedish numbers. On the other hand, in taking the bull by the horns, the Swedes definitely risk being gored. Massed artillery at point blank range can be murderous, and if the initial Swedish attacks are not highly successful, and the Imperialists are able not only to hold on to their guns, but to counter-attack as well, Swedish casualties are bound to be heavy.

The second option for the Swedes is to forego the direct assault on the powerful Imperialist positions and to sweep around the enemy left flank. An oblique move in towards the center will avoid to a great extent the concentrated fire of Wallenstein's guns. A more cautious approach, this will pretty much ensure that the bulk of the Swedish Army will be able to close with the enemy infantry without having been blown to smithereens on the way—but at the same time, it is a time-consuming maneuver. Success here depends almost exclusively on achieving the Demoralization of the Imperialist Army. To accomplish that, it is necessary to engage as many of the enemy infantry formations as possible with the less powerful, but more numerous Swedish regiments. If the pressure is widely and constantly applied, the Imperialists will usually run out of undisrupted units before the Swedes do—and then, if there is enough time, and if the Swedes have managed to retain a cavalry reserve, a well-directed charge will effectively dissolve the Imperialist line, demoralize Wallenstein's Army, and deliver the victory to Gustavus. If he is still around to accept delivery.

Imperialist Player:

With nearly a quarter of his army strung out on the road between Halle and Lutzen, the Imperialist Player has little in the way of strategic options. Clearly, an attack is out of the question. Basically, the "strategy" involves riding out the storm, praying for fog, to slow the Swedish advance, and wishing Godspeed to Pappenheim.

Lacking the initiative, the Imperialists must react to a large extent to the actions of the Swedes. If the Swedish Player makes it through the mist and mounts an early morning direct assault against the hill and center positions, the Imperialists must hold at all costs. The artillery cannot retreat, nor can it be surrendered, and so it **must** be defended where it is. Fortunately, the right flank is not only firmly anchored, but effectively unflankable, and a direct attack on this position, even with the Swedish 4-3 numerical advantage, is a risky affair. Enjoying a short front and the close support of artillery, the Imperialists should not eschew counter-attacks in this situation, as they stand an excellent chance of doing considerable damage to the Swedish infantry at a minimal cost.

If, on the other hand, the Swedes opt for a general advance away from the guns, on the left flank, the Imperialists are forced into a waiting game. At least until the arrival of Pappenheim's cavalry, for lack of manpower the Imperialists Player is hard-pressed even to form a solid line on the left, to say nothing of fending off a determined and coordinated advance. Such a Swedish maneuver is better contained and slowed by a measured withdrawal than met with a hard and fast stand. At all costs, maintain a solid line. Remember that without rigid Zones of Control, it is possible to pour cavalry through any gap in the line and cut off bite-sized hunks of the opposition army. Hopefully, before the Swedes get too close to the baggage train, Pappenheim and company will arrive, allowing the Imperialist opposition to stiffen considerably. The supply wagons should not be surrendered without a fight, but it is difficult to deny them to an unrelenting Swedish assault. Capture of the baggage train counter, in any event considerably less important than the artillery emplacements, can be made very expensive for the Swedes, however.

No matter what the Swedes do, the Imperialists should keep certain points in mind. First of all, there is less Imperialist infantry. Do not squander it, and pay special attention to infantry casualties and Demoralization Levels. It is generally best to keep the infantry massed for maximum effectiveness. Remember also to watch that the Swedes do not outmaneuver the slower Imperialist forces (for example, by drawing the latter far to one flank and then speedily counter-marching and hitting the opposite flank with everything). Finally, attempt to exploit the Swedish inferiority in cavalry. Engage as much of it as possible, constantly worrying the Swedish flanks. Attrition of cavalry on a one-for-one basis is clearly a good deal for the Imperialists.

Both Players:

It is crucial to keep a solid line. This cuts down on the number of Enemy units which may be concentrated against any one Friendly unit and also makes it possible to withdraw Disrupted units to safety and give them a chance to "undisrupt" behind the lines. It is important to arrange the placement of Leaders with care, keeping in mind both security considerations and morale (for the purposes of Disruption Removal). Also, take care not to unnecessarily block the Artillery's line of fire with Friendly units. It is often a good idea to guard Artillery counters left behind in an advance against Enemy Cavalry raids.

[23.0] DESIGNER'S NOTES

Lutzen and Breitenfeld were "co-flagship" games in the development of the *Thirty Years War* game system; it was with these games that the essential modifications of the basic NAW system were mapped out. The most important of these are the "fluid-active" Zones of Control, the substitution of "disruption" for retreats on the CRT, the treatment of artillery, and the leader rules. All of these modifications are, of course, traceable to differences between warfare as it was practiced in Seventeenth Century Europe as opposed to the Napoleonic Era. The Zones of Control rules and the CRT are aimed at simulating the ponderous and rigid formations that the troops were deployed in. Once "disrupted," they were hard to reform, nearly impossibly so under pressure. Part of the problem was a lack of NCO's or, for that matter, of middle echelon officers of any kind. This, along with the generally smaller sizes of the forces involved, tended to substantially increase, relative to the Napoleonic Era, the involvement and significance of the higher commanders—hence, the leader rules. The way artillery is represented simply reflects the smaller scale and less sophisticated technical capacities of the guns employed.

The trickiest problem involved in designing *Lutzen* per se was the question of how to handle Gustavus Adolphus' death. In the actual course of events, there was clearly a significant effect evident on Swedish morale. But, oddly, it was a **positive** effect. How to incorporate that in game terms without creating a situation where the Swedish Player will purposely arrange for Gustavus to "take a fall" to psych up his army? The solution adopted is based on the assumption that if Gustavus were killed early in the morning (when losses are probably light and even) or anytime when the Swedes are winning, his death would more than likely result in a Swedish let-down (totally hypothetical), while if he died while his side was losing, it would—in effect—"lift" Swedish morale (as actually happened). This makes some sense psychologically—as much as any other theory—and, best of all, it is playable. A winning Swedish Player will never purposely "lose" the King, and a losing Swedish Player must think twice before tossing away forty Victory Points for an uncertain advantage of variable utility.

The ambivalence inherent in the situation is a neat paradigm for the battle as a whole, which decisively decided that neither would Gustavus Adolphus impose the peace of a new order with his Protestant Confederation, nor would Count von Wallenstein, commanding a revitalized Imperial administration, succeed in imposing the peace of the old order—instead, the complex and destructive struggle would continue, in the event, for another bitter, bloody sixteen years. Seldom has a battle with seemingly as much staked on it yielded as devastatingly futile a result. In the way it reflects this utter ambivalence, the "Death of the King" rule is a most appropriate game feature.

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LÜTZEN [Front]

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Wallstein  15-3	Kehaus  12-3	Grana  10-3	Comargo  9-3	Tycka  8-3	v Mansfeld  8-3	A Seckau  8-3	Colledro  7-3	Reinach  6-3	Pellau  6-3
Baden  5-3	N Bruner  5-3	A Bruner  5-3	de Huss  5-3	v Bruner  5-3	v der Goltz  5-3	Mortimer  5-3	Hagen  8-8	A Trcka  8-8	Weyden  7-8

IMPERIALIST

v Herzfeld  6-8	Lutzhain  5-8	Piedmont  5-8	Bantingsen  5-8	Corpes  4-8	Goetzen  4-8	Orosy  4-8	Holek  3-8	Des Fours  3-8	Bartlomy  3-8
Bredow  3-8	Sparr  3-8	Loyers  2-8	Tontneill  2-8	Roway  2-8	Isolano  2-8	Gschwitz  2-8	Lobe  2-8	Westmuh  2-8	Lumbow  2-8

Varnas  2-8	Wallenstein  ★2-8	Papukain  ★2-8						
Colledro  ★1-8	Holek  ★1-8					Game Turn		

Thurn  13-4	Gula  12-4	Blau  11-4	Kripphausen  11-4	Kyle  8-4	Bernhard  8-4	Poe  8-4	Wallenstein  7-4	Lowenstein  7-4	Mitzlaff  7-4
Luthe  6-4	von Roosen  6-4	Herd  5-4	Vikholm  5-4	Gersdorf  5-4	Pfarte  4-4	Hutifer  2-4	Henderson  2-4	Silbidske  6-8	Bernhard  6-8

SWEDISH

Treutken  3-8	Conrille  3-8	Ostern  3-8	Anhalt  3-8	Brandstein  3-8	Doenhof  2-8	Gulstern  2-8	Dabwig  2-8	Gustaus  ★3-8	Weinart  ★2-8
Sopp  5-8	Silverpore  5-8	Hoghtschen  5-8	Stenbeck  5-8	Kurborg  4-8	Beckerman  4-8	Ular  4-8	Silbidske  ★1-8	Brake  ★1-8	Kripphausen  ★1-8

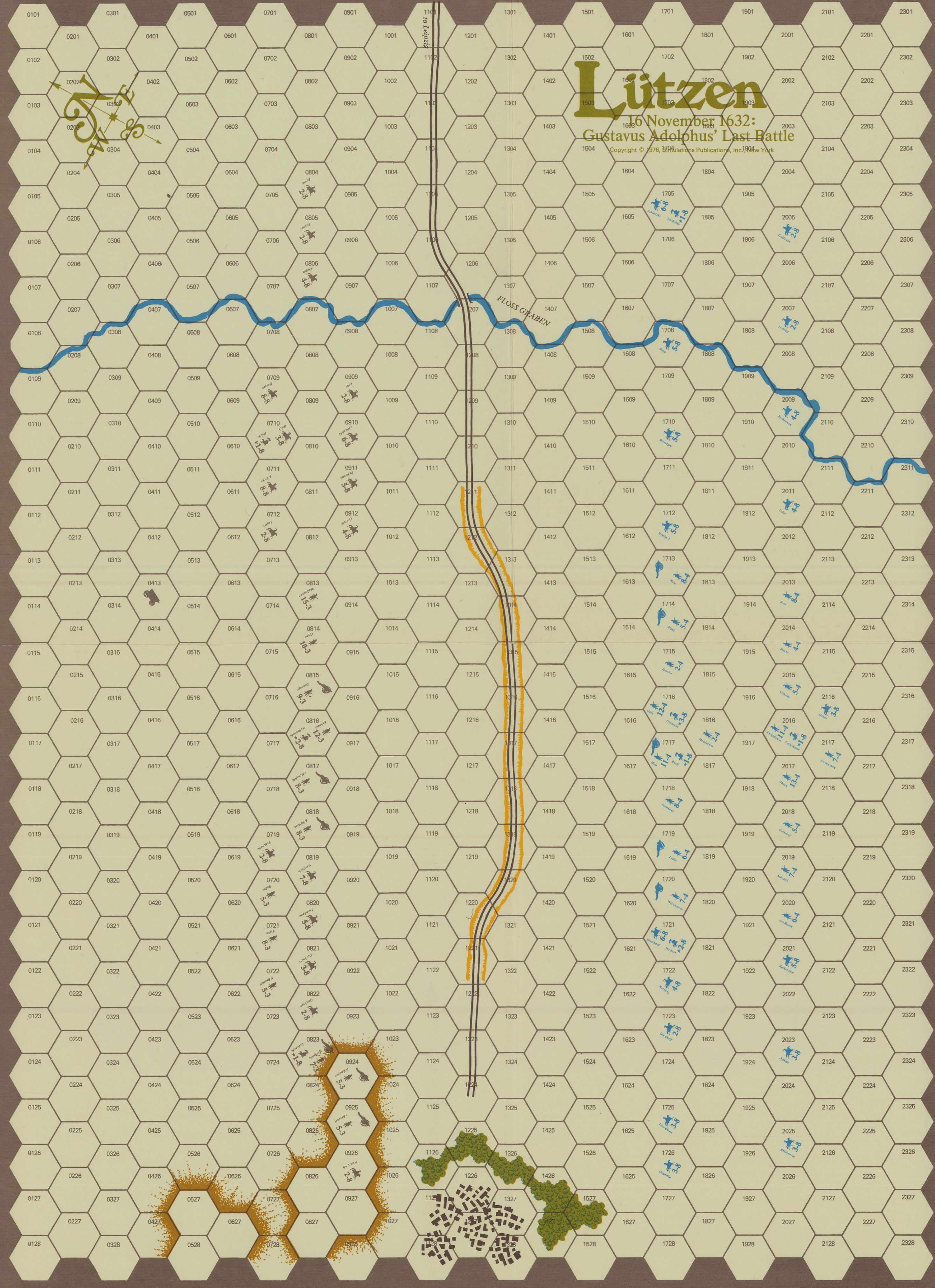
LÜTZEN [Back]

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Lützen

16 November 1632:
Gustavus Adolphus' Last Battle

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TERRAIN KEY

- Clear Hex
- Forest Hex
- Town Hex
- Road Hex
- Ditch Hex
- Imperialist Deployment
- Swedish Deployment
- Slope Hexside
- Stream Hexside
- Bridge Hexside

TURN RECORD TRACK	
1	FOG DIE ROLL: 1-5
2	1-3
3	1
4	1-2
5	1-2
6	1-2
7	1
8	1
9	1
10	1
11	1
12	1-3
13	1-2
14	1-2

THIRTY YEARS WAR

STANDARD RULES for the games

NORDLINGEN, ROCROI, FREIBURG, LÜTZEN
and independent folio 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

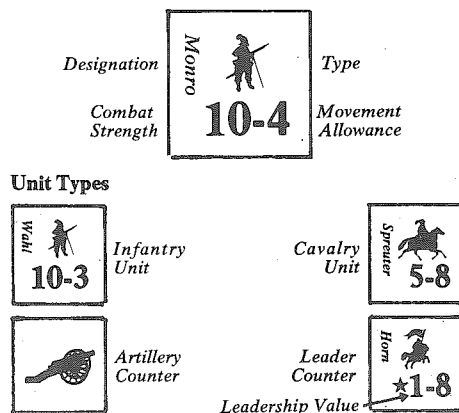
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, and the Artillery Fire Table.

[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 Back Page.

[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 Back Page.

[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

[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 Artillery counter to Target				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

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) Attacker's Strength to Defender's Strength										Die Roll
	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 eliminated.

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

Nordlingen

6 September 1634:
Triumph of the Imperialists

EXCLUSIVE RULES

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14.0 INTRODUCTION

15.0 INITIAL DEPLOYMENT

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[14.0] INTRODUCTION

Nordlingen is a regimental-level simulation of the battle fought by the Swedish Army, under the joint command of Gustavus, Horn and Duke Bernhard of Saxe-Weimar, against the combined Imperialist Army of Spain and the Holy Roman Empire. The battle was fought outside of Nordlingen, a strategic town near the Danube (in modern-day Bavaria). Historically, the battle ended in a complete victory for the Imperialists, a victory which greatly increased their power. It also ended the period of Swedish military dominance and altered the nature of the Thirty Years War as France was drawn into the conflict to oppose the Hapsburgs.

[15.0] INITIAL DEPLOYMENT

GENERAL RULE:

The positions of the Imperialist and Swedish Armies as of 0600, 6 September 1634 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.]

CASES:

[15.1] HISTORICAL DEPLOYMENT

For Players who are interested in the actual locations of the specific regiments on 6 September 1634, the following information is included. It is not necessary for the 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

Infantry: 1/Lombard (1705), 2/Lombard (1706), 3/Lombard (1707), 1/Neapolitan (1708), 2/Nea-

politan (1709), 6/Neapolitan (1710), 1/Spanish (2012), 2/Spanish (2013), 3/Spanish (2215), 4/Spanish (2216), 1/German (1603), 2/German (1604), Lorrainer (1714), 3/German (1814), 4/German (1915), Burgundian (1916), 5/German (2125), 6/German (2126), 7/German (2224), 8/German (2226).

Cavalry: 1/Ferdinand (2113), 2/Ferdinand (2114), 1/German (1501), 2/German (1502), 3/German (1503), 4/German (1601), 5/German (1602), 6/German (1704), 7/German (1605), 8/German (1606), 9/German (1607), 10/German (1608), 1/Lombard (1609), 2/Lombard (1610), Lunato (1611), 11/German (1701), 12/German (1702), 13/German (1703), 6/Spanish (1804), 1/Spanish (1711), 2/Spanish (1712), 3/Spanish (1713), Toralto (1801), San Sorreno (1802), Fuenclara (1812), Torrecula (1813), 4/Spanish (2015), 5/Spanish (2016).

[15.12] SWEDISH ARMY

Infantry: 1/Kanzow (0706), 2/Kanzow (0707), 1/Weimar (0708), 2/Weimar (0709), 1/Thurn (0503), 2/Thurn (0603), 1/Pfuls (0704), 2/Pfuls (0710), 1/Vithzum (0711), 2/Vithzum (0712), 1/Crotz (0713), 2/Crotz (0714), 1/Horn (1724), 2/Horn (1725), 1/Gelbe (1726), 2/Gelbe (1727).
Cavalry: Horn (1625), Weimar (0606), Hochkirche (1728), Beckermann (0605), Graz (0610), Rostein (0611), Spreuter (0612), Uslar (0613), Goldstein (1627), Wunsch (1626), Donhoff (1527), Courville (0511), Brandenstein (0607), Brandenburg (0608), Ernil (0609), Ehem (0512), Dupadel (0513).

[15.13] LEADERS

Imperialist: Piccolomini (1602), Gallas (1708), Leganes (2013).

Swedes: Rostein (0611), Saxe-Weimar (0708), Horn (1725).

[15.14] ARTILLERY

Place all artillery as shown on the map, as they are not designated.

[15.2] PLAYER SEQUENCE

[15.21] The Swedish Player is the First Player. His Player-Turn is first in every Game-Turn.

[15.22] The game consists of ten Game-Turns. Each Game-Turn represents 45 minutes of actual time.

[16.0] INITIAL ASSAULT

GENERAL RULE:

During Game-Turn One, the Combat Strength of all Swedish infantry units and the Leadership Value of Swedish Leader counters is **tripled** when

attacking **only**. Cavalry units are not affected. On the Second and succeeding Game-Turns, their Strength and values are not increased.

[17.0] SWEDISH CAVALRY CHARGE

COMMENTARY:

Imperialist cavalry employed the **caracole**, a tactic which involved trotting up to an infantry unit, and then counter-marching and discharging pistols into the enemy ranks. The Swedish cavalry, however, were trained to charge home, sabres drawn. This procedure was generally more effective, particularly 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.

CASES:

[17.1] RESTRICTIONS

[17.11] Only Swedish cavalry units involved in attacks exclusively against disrupted infantry units may employ the Charge Option.

[17.12] Use of the 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 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; however, only the Combat Strength of the Charging cavalry units is doubled.

[17.14] **Regardless** of the results of the attack in which it is involved, a cavalry unit employing the Charge Option is **automatically** disrupted after combat; this is the only adverse effect Charging cavalry can ever suffer.

[17.15] When infantry units combine with Charging cavalry, the printed Strength of the automatically disrupted cavalry units **does** count toward losses for the attacker in the event of a Disruption Exchange ("Dx") result (see Case 8.61).

[18.0] DEMORALIZATION LEVELS

GENERAL RULE:

For purposes of determining Demoralization, both armies are divided into two separate categories; one of infantry units and the other of cavalry. Individual categories may become Demoralized independently of the others.

PROCEDURE:

A Demoralization Level is assigned for each different category of units. A single, running total of all Strength Points lost by an army must be maintained. As total losses in Strength Points from among units in **all categories** in an army equal or exceed the Demoralization Level listed for each particular category, the units in that category are Demoralized (see Case 18.3).

CASES:

[18.1] DEMORALIZATION LEVELS

Unit Category	Level
Imperialist Cavalry units	100
Imperialist Infantry units	125
Swedish Cavalry units	75
Swedish Infantry units	100

EXAMPLE: Total losses throughout the Swedish Army are 60 Combat Strength Points. Fifteen more Combat Strength Points are lost, raising the level to 75 Combat Strength Points. This means the units in the category of "Swedish Cavalry" are Demoralized. Then 25 more Swedish Combat Strength Points are lost, raising the level to 100 Combat Strength Points. This would result in the Demoralization of the units in the remaining Swedish category of "Infantry."

[18.2] OCCURRENCE OF DEMORALIZATION

[18.21] Once an army, or category within an army is Demoralized, it remains Demoralized for the remainder of the game.

[18.22] Either or both armies may become Demoralized in their entirety (both categories of units of that army are Demoralized), or partially. An army or category is not immune to Demoralization because the Enemy Player's army has already reached whole or partial Demoralization.

[18.3] EFFECTS OF DEMORALIZATION

[18.31] Instead of the effects outlined in Rules Section 11.1, the following rules apply. Disrupted units whose category (see Case 18.1) has reached or surpassed its Demoralization Level may not be undisrupted. Moreover, such disrupted units are considered to be eliminated and are removed from play when, at the end of any Player-Turn, they are in a disrupted condition and are not stacked with a Friendly Leader counter.

[18.32] All disrupted units of a category which has reached or surpassed its Demoralization Level have a Movement Allowance of **four hexes** per Game-Turn, regardless of the Movement Point cost for terrain.

[18.33] Whenever a category of an army reaches or exceeds its Demoralization Level, increase the Demoralization Level of both categories of the opposing army by 25 Combat Strength Points. However, categories which were already Demoralized remain Demoralized.

[19.0] 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. Such Points are awarded during the course of the game for the elimination of Enemy Leaders and Combat Strength Points, and for the capture of Artillery counters which are held to the end of the game. 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 on the Victory Point Schedule (see Case 19.1). At the end of the game, the number of Points is totalled for each Player, and the Player with the higher number of Victory Points is the Victorious Player.

CASES:

[19.1] VICTORY POINT SCHEDULE

Each Player receives:

1. **One** Victory Point for every Enemy Cavalry Strength Point eliminated.
2. **Two** Victory Points for every Enemy infantry Strength Point eliminated.
3. **Five** Victory Points for every Enemy Leader Value Point eliminated.
4. **Ten** Victory Points for every Enemy Artillery counter captured.

[19.2] VICTORY POINT LEVEL

To determine the level of victory, divide the total Victory Points of the losing Player into the total

number of the winning Player, and compare the ratio to the Victory Level Chart (Case 19.3).

[19.3] VICTORY LEVEL CHART

Stated as a ratio of Victorious Player Victory Points to Opposing Player Victory Points:

DRAW

1 to 1 (or if the Victorious Player has less than 100 total Victory Points).

MARGINAL VICTORY

Greater than 1 to 1, but less than 1.25 to 1.

SUBSTANTIVE VICTORY

1.25 to 1 or greater, but less than 1.5 to 1.

DECISIVE VICTORY

1.5 to 1 or greater.

[20.0] DESIGNER'S NOTES

[2.1] Several good sources of information were available concerning the terrain, which was fortunate since Nordlingen was really not the sort of standard pitched battle so dear to the hearts of Seventeenth Century tacticians. The terrain had a great deal to do with the Swedish plan of attack since it allowed them to split their army with relative safety.

[2.2] Historically, the Swedes held the initiative for most of the day. For this reason, as well as their greater tactical flexibility, the Swedish units are given a higher Movement Allowance. The Swedish and Spanish infantry are roughly comparable in strength, as both were fairly competent, veteran organizations. The other Imperialist units are given a lower value since they were of more dubious quality. The actual supreme commanders of the Imperialist Army are not included in the counter mix. These were Archduke Ferdinand (of the Holy Roman Empire), and his cousin, also named Ferdinand, the cardinal-infante of Spain. Both men lacked experience in military affairs and spent most of the day on the heights of the Schonfeld, restricting themselves to offering only general directives, and wisely leaving the implementation of their orders in the hands of their better-trained subordinates.

[15.0] **Initial Deployment:** Information concerning the initial deployment of the armies was rather sketchy, and caused a lot of problems. By September, the organizations of both armies had suffered from the marching and counter-marching of the campaign, making unit identification difficult. The historical deployment listed is drawn from a number of sources, including, among others, an esoteric 17th Century Latin poem concerning the battle.

[16.0] **Initial Assault:** Many of the soldiers at Nordlingen (on both sides) were veterans of the battle of Lutzen. Nordlingen was the first major battle since Lutzen, and their victory at Lutzen gave the Swedes a decided, if momentary, advantage.

[18.0] **Demoralization Levels:** By the time of the battle, both armies were rather tired out from the long campaign through countryside which had long ago been stripped of all provisions. For these reasons both sides showed a considerable lack of enthusiasm over the idea of fighting a major battle. This was particularly true of the Swedes who were outnumbered (and knew it).

[19.0] **Victory Conditions:** A high value is placed on destroying Enemy units and for capturing artillery. Historically, the Imperialists won a decisive victory when the Swedish Army cracked under the pressure of a general assault.

STRATEGIC NOTES

Since the battle is basically divided into two separate halves, there is often something of an "action-reaction" quality to the game. Although they have the initiative, the Swedes are outnumbered and have fewer Strength Points than the Imperialists. Horn's attack on the hill which forms the left flank of the Imperialists, is a virtual necessity, especially considering the Swedish first Turn advantage. With luck, they should be able to take the hill. Elsewhere, however, the picture is bleak. An advance by the rest of the Swedish Army would screen their own guns, depriving them of a considerable advantage. In most situations, Saxe-Weimar must remain on the defensive and suit his tactics to the number of units which the Imperialist Player drains off to meet Horn. [This is what the Swedes historically attempted. It failed because Horn's attack was driven off with heavy losses.] The Swedish Player should use the artillery to disrupt Enemy units, and consider advancing along all or part of the northern portion of his line if the opportunity arises. Remember that the greater mobility of the Swedes will give them an advantage whenever this sort of maneuvering occurs.

The Imperialist Player must also be responsive to the general trend of the battle. A considerable number of units (including some of the hard-fighting Spanish infantry) must be diverted southwards to protect against Horn. This should be done immediately, for once the Swedes are able to consolidate their defenses behind the slopes and guns of the Altbuch, their position becomes well-nigh impregnable. The amount of troops necessary for this depends on the degree of success achieved by the Swedish Player in his opening attacks, but in most cases it is better to over-react rather than risk losing the hill entirely. The right and center of the army must advance and prepare for a general charge against the Swedish line. Hopefully, this attack can be timed with the repulse of the Swedes on the left, so that they are already fairly close to demoralization.

TACTICAL NOTES

The most important consideration is the lack of ZOC effects on movement. Thus, the only way Control effects on movement. Thus, the only way to prevent units from becoming outflanked (and provide "safe" areas where disrupted units can reorganize) is to maintain a solid line of units. This is particularly important since ungarrisoned artillery can be grabbed freely, a situation which is fraught with all sorts of evil consequences for the careless Player. Basically, it takes a two-step process to destroy a unit; this, coupled with the unsure nature of the Combat Results Table and the strong defensive power of artillery, tends to keep things up in the air for quite some time. For this reason, Players should always maintain a reserve, especially of the more mobile cavalry units. Leaders should be used only when necessary. When not attacking, they should be in the back, rallying disrupted units. On the whole, the system is flexible enough to allow Players to discover any number of tactical tricks, such as not attacking disrupted Enemy units, but instead leaving them in Zones of Control so they can't be rallied.

DESIGN CREDITS

Game Design: **Thomas Walczyk**

Physical Systems and Graphics:

Redmond A. Simonsen

Development: **Brad E. Hessel, Thomas Walczyk**

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

Research: **Albert A. Nofi.**

NORDLINGEN [Front]

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1/Lombard  9-3	2/Lombard  9-3	3/Lombard  9-3	1/Neapolin  9-3	2/Neapolin  9-3	6/Neapolin  9-3	1/Spanish  9-3	2/Spanish  9-3	3/Spanish  9-3	4/Spanish  9-3
Lorraine  5-3	Burgundian  5-3	1/German  5-3	2/German  5-3	3/German  5-3	4/German  5-3	5/German  5-3	6/German  5-3	7/German  5-3	8/German  5-3

IMPERIALIST

1/Frland  6-6	2/Frland  6-6	1/Lombard  4-6	2/Lombard  4-6	Lunatic  4-6	Torilo  4-6	Sorero  4-6	Fundador  4-6	Torreola  4-6	1/German  4-6
2/German  4-6	3/German  4-6	4/German  4-6	5/German  4-6	6/German  4-6	7/German  4-6	8/German  4-6	9/German  4-6	10/German  4-6	11/German  4-6
				12/German  4-6	13/German  4-6	1/Spanish  4-6	2/Spanish  4-6	3/Spanish  4-6	4/Spanish  4-6
				5/Spanish  4-6	6/Spanish  4-6	Gadua  ★1-6	Leganes  ★1-6	Pielonini  ★1-6	Game Turn

1/Horn  15-4	2/Horn  15-4	1/Gelbe  13-4	2/Gelbe  13-4	1/Kanzow  12-4	2/Kanzow  12-4	1/Weimar  12-4	2/Weimar  12-4		
1/Thurn  8-4	2/Thurn  8-4	1/Pils  8-4	2/Pils  8-4	1/Croiz  8-4	2/Croiz  8-4	1/Viltzum  8-4	2/Viltzum  8-4		

SWEDISH








Horn  7-8	Weimar  7-8	Hochkreide  5-8	Beckerman  5-8	Groz  5-8	Rostein  5-8	Spreiter  5-8	Uslar  5-8	Goldstein  4-8	Coarille  4-8
Brudstain  4-8	Brudburg  4-8	Erill  4-8	Ekon  4-8	Dupdel  4-8	Dorhoff  4-8	Wunsch  4-8	Weimar  ★2-8	Horn  ★2-8	Rostein  ★1-8

NORDLINGEN [Back]

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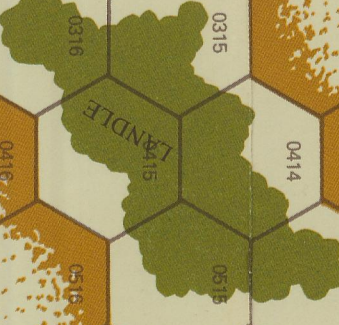
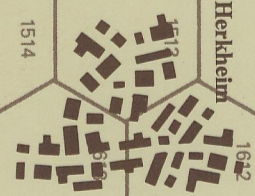
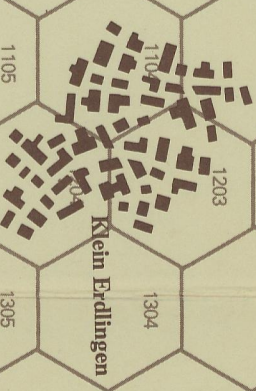
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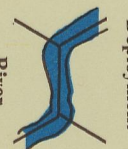
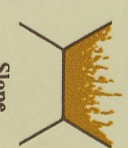
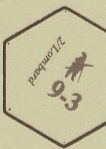
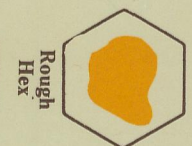
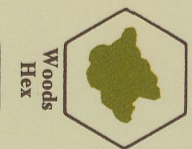
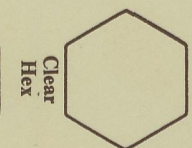
Nordlingen

6 September 1634:
Triumph of the Imperialists

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TERRAIN KEY



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TURN RECORD TRACK

THIRTY YEARS WAR

STANDARD RULES for the games

NORDLINGEN, ROCROI, FREIBURG, LÜTZEN
and independent folio game BREITENFELD

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- 2.3 The Playing Pieces
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- 11.1 Effects of Demoralization

12.0 TERRAIN EFFECTS CHART

13.0 DESIGNER'S NOTES

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

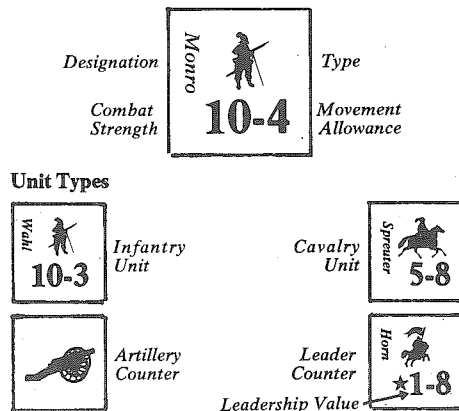
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, and the Artillery Fire Table.

[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 Back Page.

[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 Back Page.

[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

[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 Artillery counter to Target				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

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) Attacker's Strength to Defender's Strength										Die Roll
	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 eliminated.

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

Rocroi

19 May 1643:

The End of Spanish Ascendancy

EXCLUSIVE RULES

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[14.0] INTRODUCTION

Rocroi is an operational/tactical simulation of the decisive battle of the Thirty Years War. At Rocroi, the "invincible" Spanish Army and its dreaded tercio formation were dealt the final blow. In its place would emerge the smaller, more flexible tactical units, that would set the pace of warfare until the wars of the French Revolution.

[15.0] INITIAL DEPLOYMENT

GENERAL RULE:

The positions of the Spanish and French Armies as of 0800, 19 May 1643 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 on May 19, 1643, 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] FRENCH ARMY

1/Fusilliers (1825), 2/Fusilliers (1823), Guiche (1822), La Ferte (1821), Baunau (1820), Clauiere (1819), Suilly (1810), Coeslin (1809), Lenoncourt (1808), m. de Camp (1807), Royal (1806), Gardes (1706), 1/Croatian (1705), 2/Croatian (1704), Arcourt (1922), Hendicourt (1921), Marolle (1920),

Notas (1919), Leschelle (1911), Sillait (1909), Menneville (1907), Rodore (1906), French (1905), Chac (2117), Gendarmes (2115), Sirot (2112), Despendin (1814), Seneterre (1821), D'Enghien (1812), Gassion (1807), Piedmont (1818), Rambure (1817), Bourdonne (1816), 1/Molandin (1815), 2/Molandin (1814), Persen (1813), la Marine (1812), 3/Picardie (1811), Bussy (1918), Langeron (1917), Roll (1916), Escossoie (1915), Vatteville (1914), Vitame (1913), Veruins (1912), Roiiaux (2116), Watteville (2114), Harcourt (2113).

[15.12] SPANISH ARMY

The designations for the Spanish Army at Rocroi are arbitrary, as detailed information was not accessible. The Order of Battle given was derived by breaking down larger units to conform to the game's scale. Simply follow the deployment listed on the map.

[15.2] PLAYER SEQUENCE

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

[15.22] The game consists of **fourteen** Game-Turns. Each Game-Turn represents approximately 45 minutes of actual time.

[16.0] CAVALRY CHARGE

COMMENTARY:

Though the effects of formed pike formations against cavalry attacks has been reflected somewhat in the cavalry Combat Strengths, the addition of the following rule more accurately depicts the devastating effects of a cavalry charge on disorganized troops.

GENERAL RULE:

At the option of the attacking Player, cavalry units (only) may double their Combat Strength when involved in an attack against **disrupted** infantry or the infantry of an army which is **demoralized**.

[16.1] RESTRICTIONS

[16.11] Only cavalry units involved in attacks exclusively against disrupted or demoralized Enemy infantry units may employ the Charge Option.

[16.12] 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 are **not** charging. The attacking Player simply announces immediately prior to rolling the die whether or not each particular attack involves the use of the Charge Option.

[16.13] Infantry units and Leader counters may freely combine in attacks with charging Cavalry units; however, only the Combat Strength of charging Cavalry units is doubled.

[16.14] **Regardless** of the results of an attack in which is involved, a Cavalry unit employing the Charge Option is **automatically** disrupted after combat; this is the only adverse effect charging Cavalry ever suffer.

[16.15] When Infantry units combine with charging Cavalry, the printed Strength of the automatically disrupted Cavalry **does** count toward losses incurred by the attacker in the event of a Disruption Exchange ("Dx") result (see Case 8.61).

[17.0] BECK'S ARRIVAL [Optional Rule]

GENERAL RULE:

At the time of the battle, a small Spanish Army under the command of Beck was operating in conjunction with General de Melo. Throughout the battle, both sides anxiously awaited its arrival on the battlefield to tip the scales. Historically, Beck approached the field only after de Melo's defeat and never actually became engaged.

PROCEDURE:

Before the start of each Game-Turn, beginning with Game-Turn Nine, the Spanish Player rolls a die. A roll of "1," "2," "3" or "4" indicates that Beck's forces do not arrive on that Game-Turn; a roll of "5" indicates that one (1)-6, one 4-6 and one 6-6 (only) arrive; a die roll of "6" indicates that two 8-2's, one 10-2, one (1)-6, one 4-6 and one 6-6 arrive. Once the Spanish Player rolls a "5" or a "6," he receives no further reinforcements and may not roll the die for their arrival on following Turns.

CASES:

[17.1] RESTRICTIONS

[17.11] Units of the appropriate Strengths must be chosen from among those units previously eliminated to represent Beck's forces (or, if possible, new units may be created from spare blank counters).

[17.12] The specified units enter the map on the same Game-Turn in which the appropriate die roll is achieved. They enter during the Spanish Player's Movement Phase on any hex between hexes 0110 and 0118, inclusive.

[17.13] Once a unit has entered the map, it may move and engage in combat freely, just as any other unit already present.

[17.14] Each unit expends one Movement Point to be placed on the entry hex. Units may exceed the stacking restrictions when entering the map in the same hex, as long as they conform to stacking restrictions by the end of the Movement Phase.

[17.15] Units may not enter the map in a hex occupied by an Enemy unit. They may, however, enter the map in an Enemy-controlled hex.

[18.0] INCREASED LEADER EFFECTS [Optional Rule]

GENERAL RULE:

For increased realism (at some cost in playability), the following rule may be used to more accurately reflect the effects of Leaders. This rule expands the Leader counter's area of effectiveness by a number of hexes equal to the Leadership Value (for both Combat and Disruption Removal purposes). In such calculations, the hex occupied by the Leader

counter is not counted. When using this rule, the Leader counter is still limited to adding its Leadership Value to supplement the Combat Strength of only one unit (not necessarily the unit it is stacked with). If more than one unit within the Leader counter's area of effectiveness is attacked, it may add its Leadership Value to only one unit's Combat Strength. If the Leader counter is stacked in a hex with a unit under attack, the Leader counter must add its Leadership Value to that unit's Combat Strength.

[19.0] DEMORALIZATION LEVELS

GENERAL RULE:

Both armies are divided into several different categories. Some categories may become demoralized independently before the others. When any category, or an entire army, is demoralized at the end of the game, the opposing Player receives Victory Points (see the Victory Point Schedule).

PROCEDURE:

A Demoralization Level is specified for each different category of units. A single, running total of all Strength Points lost by an army must be maintained. As total losses in Strength Points from among units in all categories in an army equal and/or exceed the Demoralization Level listed for each particular category, the units in that category are demoralized. (See also Sections 11.0 and 16.0.)

CASES:

[19.1] DEMORALIZATION LEVELS

Unit Category	Level
Spanish Cavalry units	100
Italian, German, Burgundian (and Beck's) infantry units	110
Spanish and Walloon Infantry	125
French Infantry (except "Roiiaux")	82
French Cavalry and "Roiiaux Infantry"	90

EXAMPLE: Total losses throughout the French Army are 76 Combat Strength Points. Six more Combat Strength Points are lost, raising the level to 82 Combat Strength Points. This means that the units in the category of "French Infantry" are demoralized. Then, eight more French Combat Strength Points are lost, raising the level to 90 Combat Strength Points. This would result in the demoralization of the units in the remaining French category, "Cavalry and Roiiaux Infantry."

[19.2] OCCURRENCE OF DEMORALIZATION

[19.21] Once an army, or category within an army, is demoralized, it remains demoralized for the remainder of the game.

[19.22] Either or both armies may become demoralized in their entirety (all categories of units of that army are demoralized) or partially. An army is not immune to demoralization by simple virtue of the other army's having already reached whole or partial demoralization.

[20.0] VICTORY CONDITIONS

GENERAL RULE:

At the end of Game-Turn Fourteen (14), victory is awarded to the Player who has amassed the greatest number of **Victory Points**. Players receive Victory Points for the elimination of Enemy units and capture of Enemy artillery counters which are held until the end of the game.

PROCEDURE:

Players are awarded Victory Points based on the Victory Point Schedules. At the end of the game, the Players total their Victory Points and subtract

the smaller total from the larger (yielding the Victory Margin). The Player with the highest Victory Point total then consults the Victory Level Table, to determine his Victory Level.

CASES:

[20.1] VICTORY POINT SCHEDULE

[20.11] Points Awarded to the Spanish Player

1. One Victory Point for each Enemy Strength Point eliminated (except demoralized Infantry).
2. Two VP for each demoralized Enemy Infantry Strength Point eliminated.
3. Five VP for each captured Enemy Artillery counter held until the end of the game.
4. Fifteen VP for Demoralization of any one unit category of the French Army (only).
5. Twenty VP for the demoralization of the entire French Army.
6. Twenty VP for elimination of D'Enghien.
7. Ten VP for elimination of Gassion.
8. Five VP each for elimination of Senterre and Despendin.

[20.12] Points Awarded to the French Player:

1. One Victory Point for each Enemy Strength Point eliminated (except demoralized Infantry).
2. Two VP for each demoralized Enemy Infantry Strength Point eliminated.
3. Five VP for each Enemy Artillery counter captured and held until the end of the game.
4. Fifteen VP for Demoralization of any one or two unit categories of the Spanish Army (only).
5. Twenty-Five VP for Demoralization of the entire Spanish Army.
6. Fifteen VP for elimination of de Melos.
7. Ten VP for elimination of Yenborg.
8. Five VP each for elimination of Fontaire, d'Albuquerque (and Beck).

[20.2] VICTORY LEVEL TABLE

Victory Margin	Victory Level
0-5 VP	Draw
5-15 VP	Marginal
16-29 VP	Substantive
Over 30 VP	Decisive

[21.0] DESIGNER'S NOTES

[15.0] **Initial Deployment:** Primary sources or sources close to the actual era were given the most weight. The French Order of Battle was the more accessible of the two, there being an abundance of information. The Spanish OB, however, seemed jinxed from the start (in many cases, the one or two volumes pertaining to the Spanish at Rocroi were missing from all libraries contacted). For this reason, actual designations are not given. As far as strength, nationality and deployment are concerned, though, the Order of Battle listed is accurate, as verified by many sources.

[16.0] **Cavalry versus Infantry Special Rule:** The designer originally suggested this as a Standard Rule. It was found, however, that modifications were necessary to allow for differences in tactical doctrine in the armies participating in the other battles covered in this series. As it turned out, variations were worked into the individual Exclusive Rules of all of the games. To reiterate the rule's introductory paragraph, the designer felt it necessary to modify cavalry Combat Strength to reflect the effects a cavalry charge would have on disorganized (disrupted) infantry formations, particularly the rigid formations of the time.

[18.0] **Increased Leader Effects:** This rule best simulates (within the confines of this particular game system) the effects of leaders and their "area

of effectiveness," or command radius. In combination with the exclusive Demoralization Rules, this comprises a "watered down" version of the morale rules the designer originally envisioned for Rocroi, but which proved too complex for the system. Some experimentation has been done in playtesting on extensive Leader effects on movement. This entailed moving only units within a Leader counter's area of effectiveness and an altered play sequence, based on moving units in the area of effectiveness of a Leader counter with the highest Leadership Value first in each army, then moving units in the area of effectiveness of the next highest rated Leader counter, etc. When all the units within the area of effectiveness of all the Leader counters had been moved, a joint combat phase would follow. Players should feel free to experiment and expand on the Leader Effects Rules, as this game system has proven flexible enough to withstand a great deal of alteration.

[19.0] **Demoralization:** While the game has been playtested using the system for Demoralization given here, a simplified system can be employed by using the average Demoralization Level for each army. The designer recommends use of the Demoralization system given, though, as it more readily allows the occurrences of the actual historical battle to be simulated. It also makes for a more interesting game. The Victory Conditions could be geared to a simplified system by merely dropping the VP Awards for partial Demoralization of the Enemy army.

[22.0] HISTORICAL NOTES

In the early spring of 1643, Gen. Francisco de Melo acting for King Philip IV, laid siege to the town of Rocroi in northeastern France with an army of 27,000 men. The young French commander, Louis II Conde (duc d'Enghien), one of France's military greats (best remembered for the quote, "The King is dead, gentlemen, long live the King"), promptly marched to the city's relief. His force of 15,000 infantry and 7,000 cavalry had been drawn up according to the lessons of Gustavus Adolphus and Maurice of Nassau, mobile and more flexible than the solid, redoubtable Spanish tercios. Both sides deployed, infantry in the core and cavalry on the flanks, on a field not far from the town. The French opened with a right flank charge, routing the cavalry to their front. On the left wing, however, the French cavalry did not fare so well, their attack being met and broken by the Spanish cavalry, who subsequently swept toward the center, charging the French infantry and siezing the batteries. As the French foot soldiers slowly gave ground before the enemy charges, d'Enghien wheeled to support his left flank, cutting a right-angle swath through the Spanish infantry, isolating the Spanish elite in the front ranks from the less well-trained German and Italian troops to the rear. The latter broke and d'Enghien won through, recapturing the artillery and falling upon de Melo's cavalry from the rear. These were still engaged with the French infantry and could not withstand the pincers assault. They fled the field. D'Enghien now had only to contend with the elite Spanish and Walloon regiments, the famed and dreaded tercios. These withstood and repulsed three attacks. D'Enghien consolidated his forces for a fourth assault and finally won the day.

DESIGN CREDITS

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Development: **Brad. E. Hessel, Linda D. Mosca**

Production: **Manfred F. Milkun, Larry Catalano, Kevin Zucker, Linda D. Mosca.**



















ROCROI [Front]

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 Rajoux 15-3	 la Martine 12-3	 Piedmont 10-3	 3/Plante 10-3	 Waterle 10-3	 Roll 9-3	 Excoisse 9-3	 Vareville 9-3	 Rambure 8-3	 Bourdune 8-3
 1/Malandin 8-3	 2/Malandin 8-3	 Persen 8-3	 Bussy 8-3	 Langroy 8-3	 Vienne 8-3	 Veranis 8-3	 Harcourt 8-3	 m de Camp 8-6	 Rogel 8-6

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 Gardes 6-6	 Gendarmes 6-6	 Gueule 4-6	 La Forre 4-6	 1/Croatin 4-6	 2/Croatin 4-6	 Neas 4-6	 Spot 4-6	 1/Faullier 2-6	 2/Faullier 2-6
 Bannan 2-6	 Chabre 2-6	 Sully 2-6	 Ceslin 2-6	 Lemoncourt 2-6	 Arcourt 2-6	 Hendicourt 2-6	 Morle 2-6	 Leschelle 2-6	 Mennerville 2-6

 Raders 2-6	 French 2-6	 Chac 2-6	 Sillat 2-6			 1/Spanish 15-2	 2/Spanish 15-2	 3/Spanish 15-2
 d English ★3-6	 Gaston ★2-6	 Despandin ★1-6	 Senterre ★1-6			 1/Walloon 12-2	 2/Walloon 12-2	 3/Walloon 12-2






 4/Walloon 12-2	 5/Walloon 12-2	 1/Brigand 10-2	 2/Brigand 10-2	 3/Brigand 10-2	 4/Brigand 10-2	 1/Italian 10-2	 2/Italian 10-2	 3/Italian 10-2	 4/Italian 10-2
 1/German 10-2	 2/German 10-2	 3/German 10-2	 4/German 10-2	 1/Reserve 6-6	 2/Reserve 6-6	 9/Spanish 4-6	 Spanish 4-6	 11/Spanish 4-6	 12/Spanish 4-6

SPANISH

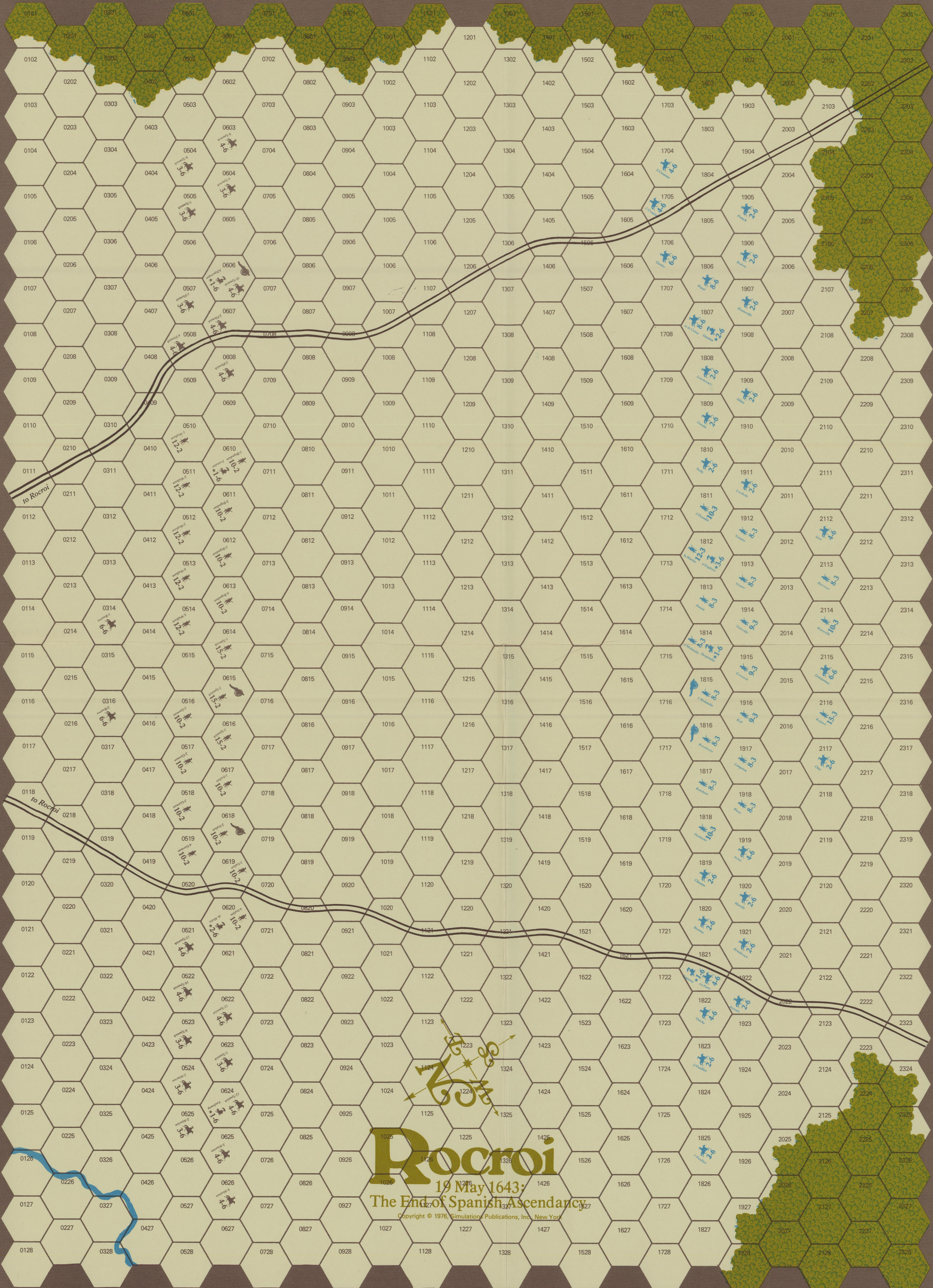
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 7/Spanish 3-6	 8/Spanish 3-6	 1/Flemish 3-6	 1/Alsatian 3-6	 2/Alsatian 3-6	 de Melos ★2-6	 Albuquerque ★1-6	 Fontaine ★1-6	 Yenbourg ★1-6	Game Turn

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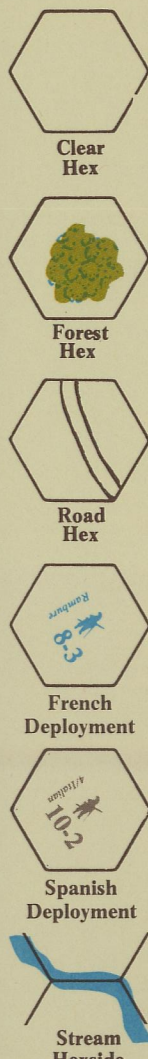
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TERRAIN KEY



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