

CONTENTS

- 1.0 INTRODUCTION
- 2.0 GAME EQUIPMENT
- 3.0 SETTING UP THE GAME
- 4.0 SEQUENCE OF PLAY
- 5.0 VISIBILITY & FOG
- 6.0 ARTILLERY & BOMBARDMENT
- 7.0 MOVEMENT & STACKING
- 8.0 ZONES OF CONTROL
- 9.0 COMBAT
- 10.0 DISRUPTION & RALLY
- 11.0 LEADERS
- 12.0 DEMORALIZATION
- 13.0 CAVALRY CHARGE
- 14.0 LIGHT TROOPS
- 15.0 SUPPLY TRAINS
- 16.0 REINFORCEMENTS
- 17.0 EXITING THE MAP
- 18.0 VICTORY CONDITIONS
- 19.0 OPTIONAL RULES
- 20.0 LUTTER, 27 AUGUST 1626:
THE END OF THE DANISH WAR
- 21.0 WITTSTOCK, 4 OCTOBER 1636:
BANER TURNS THE TIDE

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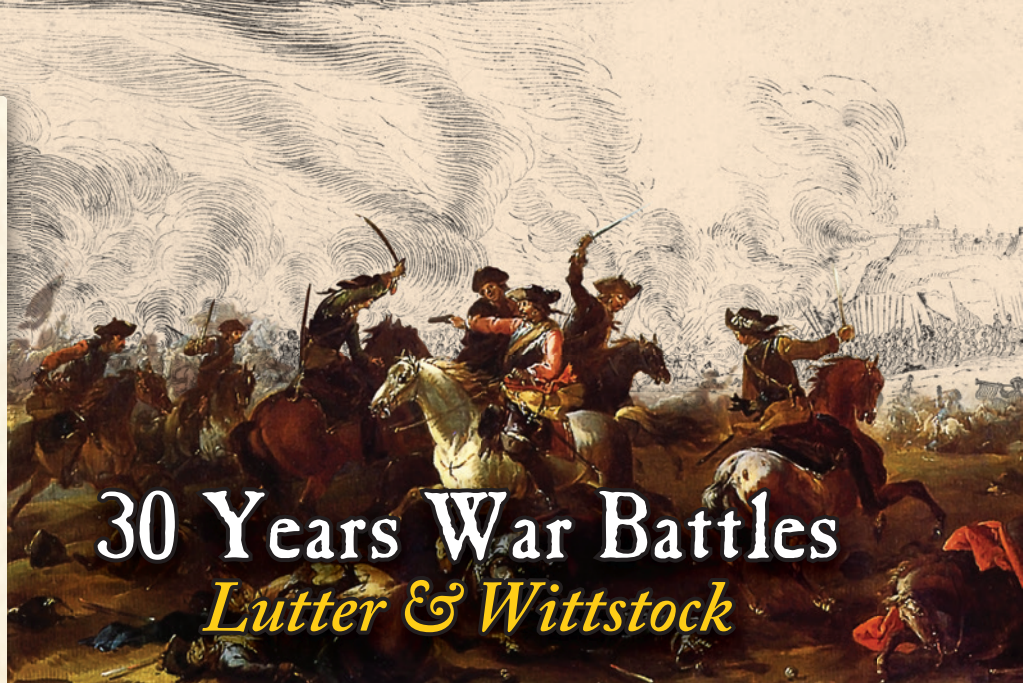
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Note: To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game at strategyandtacticsmagazine.com/site/e-rules/

1.0 INTRODUCTION

Thirty Years War Battles is a grand tactical system for simulating battles in Europe during the first half of the 17th century. Each game in the system is based on one of the major battles of the 30 Years War (or other conflicts taking place during this era). Each battle has its own map, special rules, and counters representing the military formations which participated in the original action.

The rules for **Thirty Years War Battles** are in three sections. The first contains the Standards Rules common to all games in the series. The second is the Optional section, which gives rules that players can use or not at their discretion. The third is the Exclusive Rules for each battle to include Deployment, Reinforcements, Victory Conditions, and Special Rules.

The game rules represent a combination of playability and realism. The rules model the overall effects of the weapons and tactics of the great era of pike and shot, and include combat, leadership, and morale. Players command armies of infantry, cavalry, and artillery, each with their own special capabilities, as well as the great leaders who took the field in this era.

1.1 Scale

Each hex on the map represents 150–200 meters. Each game turn (GT) represents 45 minutes to one hour. Most cavalry and infantry units represent one or two regiments or battalions. Each combat strength point represents 75–150 men, depending on the quality of the army and assignment of light guns to the unit. Each artillery unit represents four to six medium or heavy guns.

Designer's Note: Players can use these rules as an update for DG's **Thirty Years War Battles Quad Game**.

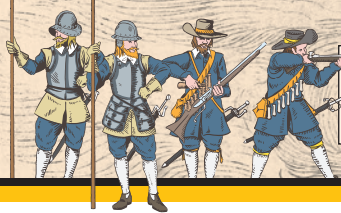
2.0 GAME EQUIPMENT

A complete game of **Thirty Years War Battles** includes a 22×34-inch game map, this rule set, and a sheet of 176 ¾-inch counters. Players must provide one six-sided die to resolve combat and other probabilistic game events.

2.1 The Game Maps

Each game in the series has its own map, representing the terrain where the battle took place. A hexagonal grid (hexes) overlays the map to regularize terrain and positioning of playing pieces.

Map Errata Wittstock: The towns in hexes 2736 and 2435 are not named.



30 YEARS WAR BATTLES



2.2 Game Charts & Tables

The following charts, tables, and tracks are printed on the map or at the end of the rules.

Artillery Bombardment Table (ABT): (on the map) Used to resolve artillery unit bombardment (6.0).

Combat Results Table (CRT): (on the map) Used to resolve attacks by cavalry and infantry units.

Demoralization Tracks (12.0): Each player has a Demoralization Track printed on the map. Players record the number of demoralization points using demoralization markers. The '0' records digits and the '00' the tens.

Terrain Effects Chart (TEC): (on the map) Shows the effects of terrain on movement, combat, and various game functions.

Terrain Key: (on the map) A graphic representation of the terrain types shown on the map.

Turn Record Tracks: (on the map) Used to track the current GT and provides die roll ranges for the occurrence of fog.

Combat Unit Capabilities Summary: (last page of rules) Outlines movement, line of sight (LOS), and combat capabilities of cavalry and infantry.

Leader Effects Summary: (last page of the rules) Outlines the effects of leaders in various phases of the GT.

Rally Table: (last page of the rules) Used in attempts to restore disrupted units to good order.

2.3 The Playing Pieces

There are two types of cardboard pieces (or counters): Units and Markers. Units are represented by:

Combat Units: Infantry or Cavalry

Leaders: A single Great Commander

Artillery: A group of medium or heavy guns



Infantry (Mixed Musketeer and Pike)



Detached Musketees: Light (Movement Factor in white circle)



Heavy Cavalry: Not Charge Capable



Heavy Cavalry: Charge Capable (Combat Factor in black box)



Light Cavalry (Movement Factor in white circle)



Leader



Artillery



Supply Train

Markers: Markers are used to record administrative information.



Turn Marker



Demoralization Level (12.0)



Road March (Optional Rule 19.1)



Push of Pike (Optional Rule 19.3)



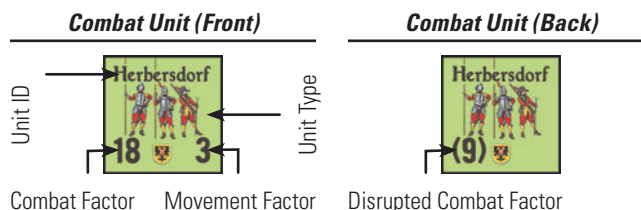
Shot-Salvo (Optional Rule 19.3)



Burning (Optional Rule 19.5)

2.4 Unit Counter Information

The front side of a unit counter depicts the unit when it is in good order.



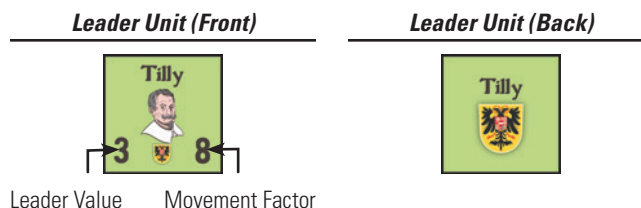
Unit type: An icon depicting the type of unit (2.3).

Unit identification: The historical name of the unit.

Combat Factor: The relative strength of a unit when attacking or defending, expressed in Combat Strength Points.

Movement Factor: The basic number of clear hexes that a unit can move in a friendly Movement Phase, expressed in Movement Points (7.0).

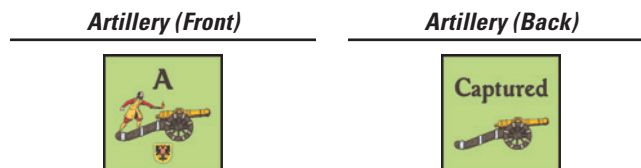
Reverse: The reverse side of a combat unit depicts the unit when disrupted. Disrupted units have a reduced combat factor, indicated by parenthesis around their combat factor. Disrupted units have a limited form of movement represented by having no printed movement factor (10.0 & 12.0).



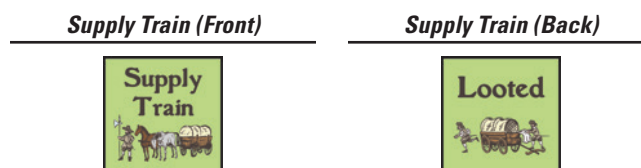
Leader Value: The leader value represents the ability of a commander to inspire the troops. The leader value supplies a combat bonus, enhances rally attempts, and supports other game functions (11.0).

Movement Factor: The basic number of clear hexes that a leader can move in a friendly Movement Phase, expressed in Movement Points.

Important: Leaders do not have a disrupted side.



Artillery: Artillery units function using special rules (6.0). The front of the counter is friendly controlled, and the reverse side shows it as captured by enemy forces.



Supply Trains: Supply trains function using special rules (15.0). The front side shows a functional train, and the reverse shows the train as looted.



30 YEARS WAR BATTLES



2.5 Definitions & Abbreviations

Demoralized: A general condition for an army that has reached its morale breakpoint.

Disrupted: A combat unit that has temporarily lost effectiveness, indicated by the reverse of the counter.

Good Order: A combat unit, that is at full effectiveness, indicated by the front of the counter.

Friendly & Enemy: Friendly units are those controlled by the player. Enemy units are those controlled by the opposing player.

MP: Movement Points.

LOS: Line of Sight; a path of hexes from a firing artillery unit to a target hex.

Phasing & Non-Phasing Players: The phasing player is the one who is conducting their player turn; the non-phasing player is the inactive player.

VP: Victory Points.

ZOC: Zone of control; the six hexagons surrounding a Good Order combat unit.

3.0 SETTING UP THE GAME

Players determine which battle they will play and which army each will command. Punch out the counters and sort them out by army and type. Consult the Scenario Exclusive Rules for instructions on how to set up (deploy) units. Set up in the order indicated by the scenario rules.

Important: Scenario rules take precedence over the standard rules.

3.1 First & Second Players

Each scenario will indicate one side to be Player A and the other to be Player B. Player A conducts the First Player Turn phases and Player B conducts the Second Player Turn phases in each GT.

3.2 Set Up

All scenarios have the following in common:

- Players must meet stacking limits during initial deployment (7.6).
- Units not deployed during set-up are reinforcements. Reinforcements enter the map later in the game and should be set aside for later use (16.0).

3.3 Markers Placement

In all scenarios place the following markers as indicated:

- Place the turn marker in the '1' Box on the Turn Record Track.
- Both players place their side's demoralization markers in the '0' space on their respective Demoralization Level Track.
- Players set all other markers aside (they come into play via scenario special rules).

3.4 Start Play

After the players complete set up, begin GT 1. Play continues until the end of the last GT at which point the players consult the victory conditions to determine who won the game (18.0).

4.0 SEQUENCE OF PLAY

Each game takes place in successive GTs, each composed of a Fog Determination Phase, a First Player Turn, a Second Player Turn, and a Game Turn Interphase. During each player turn, the designated player conducts actions in the order indicated by the Sequence of Play.

4.1 Phases

Each player turn consists of phases in which certain actions take place.

- All actions must take place within the order designated.
- The player who is executing their player turn is the phasing player; the other side is the non-phasing player.
- Only the phasing player can take actions in a friendly player turn; the non-phasing player does not conduct actions in an enemy player turn.

4.2 The Sequence of Play

Fog Determination Phase (5.0): Beginning GT 2, Player A randomly determines if the current GT will be fog turn. **Important:** Skip this phase on GT 1.

First Player Turn: Player A is the phasing player and conducts the below phases in the order given:

Rally Phase (10.0): The phasing player makes any rally attempts to convert disrupted friendly units to good order status.

Artillery Bombard Phase (6.0): The phasing player may bombard with any or all friendly artillery units.

Movement Phase (7.0): The phasing player takes the following actions in any order or combination.

- The phasing player may move any or all friendly combat units and Leaders.
- The phasing player moves any scheduled reinforcements onto the map.
- Friendly units may capture enemy artillery by moving into their hexes.

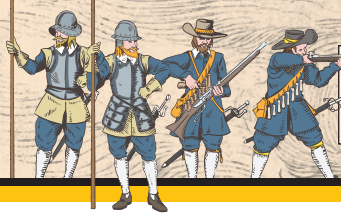
Combat Phase (9.0): The phasing player uses his combat units to attack adjacent enemy units.

Important: Friendly units may be required to attack adjacent enemy units.

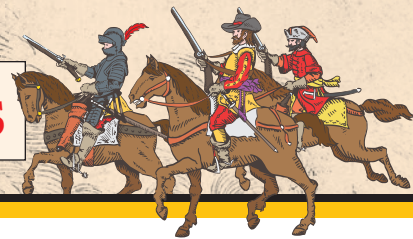
Second Player Turn: Player B is now the phasing player. Player B follows the same player turn sequence as Player A.

End of Turn Phase: If this is the final turn of the scenario, the game ends. If it is not the final GT, move the turn marker one space along the Turn Record Track.





30 YEARS WAR BATTLES



5.0 VISIBILITY & FOG

Fog refers to a combination of smoke, weather and approaching dusk with ensuing command breakdowns and general battlefield chaos.

5.1 Procedure

During the Fog Determination Phase during each GT (**Exception: GT 1**), Player A must determine if fog or clear weather conditions exist. The resulting visibility applies for the entire GT. **Player A rolls one die:**

- a) If the result is within the range indicated in the current turn's box on the Turn Record Track, the GT is a fog turn. Flip the turn marker to the side showing fog.



Errata: The back of the turn marker should read "Fog" not "Smoke".

- b) If the result is not within the range, place the turn marker on the clear side.

5.2 Effects of Fog

Movement: Halve the movement factor of all good order units (round up). Fog does not affect disrupted units (10.0).

Artillery Range: Maximum artillery bombardment range is two hexes. The effectiveness of artillery at one or two hexes remains the same.

Rally: Apply a -1 die roll modifier (DRM) to all rally die rolls. This modifier is cumulative with other modifiers.

6.0 ARTILLERY & BOMBARDMENT



Artillery units have no combat strength per se; instead during the friendly Artillery Bombardment Phase, the phasing player may use any friendly artillery units to bombard enemy units.

Designer's Note: Artillery in this era was weak in terms of being able to cause enemy casualties. Its main effect (in game terms) was in disrupting the ponderous formations on the battlefield.

6.1 Procedure

The phasing player fires each artillery unit individually.

Important: Artillery units belonging to a demoralized army cannot fire unless there is a friendly leader in the same hex as the artillery unit (12.2).

- A player fires artillery units in any order desired.
- Players do not have to designate bombardments ahead of time.
- Use the Artillery Bombardment Table (ABT) to resolve artillery fire using the following steps.
 - 1) Determine the artillery fire range of the artillery unit. This is the number of hexes from the firing artillery unit (exclusive) to the hex of the targeted unit (inclusive).
 - a) Artillery range is unlimited (for a range of six or more hexes, use the 6+ column); however, fog (5.2) and blocking terrain (6.2) can limit an artillery unit's LOS.
 - b) A player cannot target hexes which contain only enemy leaders, disrupted units, and/or artillery units.
 - c) Artillery units can bombard any hex containing good order enemy units that is within the artillery unit's LOS.

- d) A hex can be bombarded more than once during an Artillery Bombardment Phase.

Map Errata: The six column on the ABT should read "6+".

- 2) Consult the ABT and locate the range column that corresponds to the range determined in step 1).
- 3) Roll one die and cross index the result with the range column. Apply the result immediately.

6.2 Blocking Terrain

The line of sight (LOS) is the path of hexes from a bombarding artillery unit to a targeted enemy unit.

- Lay a straight edge from the center of the hex of the bombarding artillery unit to the center of the target hex. If any of the intervening hexes are blocking terrain, the artillery unit cannot bombard the target hex.
- The Terrain Effects Chart lists the types of blocking terrain.

Important: The presence of friendly or enemy combat units (good order or disrupted), artillery units, and supply trains block LOS. Leaders do not block LOS. See 6.3 for the effect of slopes and hilltops.

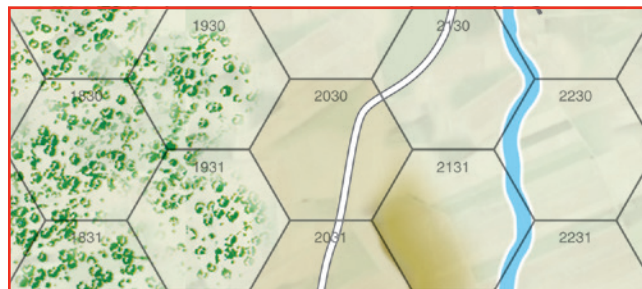
- If the LOS runs along a hexside with a hex containing blocking terrain and another hex that does not contain blocking terrain, the hex with the blocking terrain then does not block the LOS.
- The terrain in the bombarding artillery unit's hex and the terrain in the targeted hex do not block LOS.

Example: An artillery unit firing from a town hex into a castle hex would not have its LOS blocked unless at least one of the intervening hexes is blocking terrain.

6.3 Slopes & Hilltops

A hilltop is a hex adjacent to an up-slope hexside.

Important: Lutter map, hex 2030 is a hilltop hex. The slope only applies on the hexside between hex 2131 and 2030.



- Artillery can fire onto a hilltop hex, but not beyond that hilltop. Slopes themselves do not block LOS if the player is tracing the LOS along a series of slope hexes.
- An artillery unit on a hilltop hex may ignore any blocking terrain on its LOS which is less than half the total distance (in hexes) from the target hex.

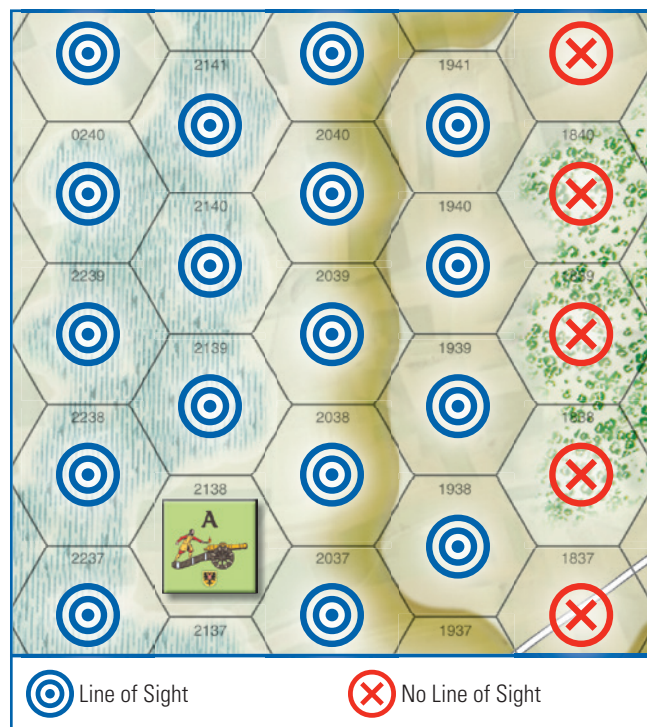


Example: An artillery unit on a hilltop fires at a target four hexes away; there is a town one hex from the artillery unit. The artillery unit has a valid LOS to the target hex. If the town hex was two hexes away, the artillery unit would not have a valid LOS to the target hex.

- An artillery unit not on a hilltop may fire at a target on a hilltop hex but would not have a valid LOS if blocking terrain existed in a hex along the LOS.
- An artillery unit in a hilltop hex may fire at a target hex on another hilltop hex, regardless of terrain or units on lower hexes. Such a firing artillery unit still could not fire beyond the first hilltop hex. (This is owing to other gradations in terrain below the scale of the game maps.)

Important: Slope hexes (down-side) do not block LOS. Slope hexes adjacent to slope hex (up-side or hilltop) do block LOS.

Example: The below diagram depicts the hexes to which the artillery unit can trace a valid LOS.



6.4 Artillery Unit Operations

Artillery units are immobile and cannot move once they are placed on the map.

- Artillery units cannot suffer disruption, nor are they affected by combat or bombardment.
- Artillery units do not have combat factors, nor do they possess a ZOC.
- There is no requirement for artillery units to attack if in an enemy ZOC (EZOC).

6.5 Control & Capture of Artillery Units



Players may capture enemy artillery units. Captured artillery units may be used by the capturing player.

- There is no requirement to have another friendly combat unit in the hex to maintain control of the artillery.

Exception: Artillery units belonging to a demoralized army cannot fire unless there is a friendly leader in the same hex as the artillery unit.

- A player may capture an enemy artillery unit by moving a friendly combat unit into the artillery unit's hex. The capturing unit can be good order or disrupted. The unit can continue its movement if has MP remaining.

Exception: Leaders cannot by themselves enter hexes containing enemy artillery units, and thus cannot capture artillery units unless accompanied by a combat unit.

- The instant the friendly combat unit enters the enemy artillery unit's hex, flip the artillery unit over to its captured side. The capturing side does not have to maintain a combat unit in the artillery's hex to maintain control of the artillery.
- Treat captured artillery units as friendly to the capturing player. The capturing player can use them to bombard in ensuing friendly Artillery Bombardment Phases.
- A player may recapture friendly artillery units controlled by the enemy. This can occur any number of times during a game.

7.0 MOVEMENT & STACKING

The phasing player may move any number of friendly combat units and leaders in the friendly Movement Phase.

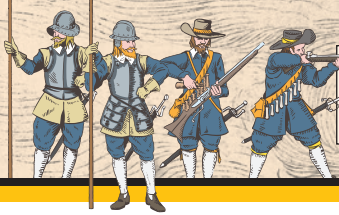
- A player moves units one at a time (**Exception: Leaders (7.5).**)
- Units move tracing a path of contiguous hexes through the map grid. Units cannot skip hexes.
- As a unit enters each hex, it must pay one or more movement points (MP) from its movement factor.
- Units expend a variable number of MP to enter various types of hexes. Unit MP costs depend on the type of hex entered.
- Units can move in any direction or combination of directions.

7.1 Movement Restrictions

The number of MP a unit expends during a single Movement Phase cannot exceed its Movement Factor.

Important: Artillery units cannot move (6.4).

- A unit can never enter a hex containing an enemy combat unit.
- Units can enter hexes containing only enemy leaders, artillery units, and/or supply trains (7.6).
- Once a player has moved a unit and removed his hand from a unit, he cannot go back and redo the movement.
- A unit cannot accumulate unused MP from turn to turn.
- Units cannot enter certain types of hexes or cross certain types of hexsides (TEC).



30 YEARS WAR BATTLES



7.2 Terrain Effects

A good order unit expends one MP to enter a clear terrain hex. To enter other types of terrain, the player must expend the number of MPs designated by the TEC.

7.2.1 Hexsides

Good order units crossing certain hexsides pay additional MP (TEC).

- Hexside MP costs may differ from one scenario to another.
- The hexside crossing cost is in addition to any cost for entering a hex.
- Good order units only pay the one additional MP when moving across a slope hexside to the hilltop side (uphill). Units pay no additional MP to move from hilltop to a down-slope hex.
- Good order units do not pay any additional MP to move laterally across slope hexes.

Example: On the Lutter map, a unit that moves from hex 2131 to 2132 does not pay additional MP.

7.2.2 Roads & Bridges

A good order unit that moves directly from one road hex to another contiguous road hex expends one MP regardless of other terrain in the hex or hexside terrain.

Example: Lutter map, a unit moving from hex 2637 to 2638 could not use the road MP cost of one; however, a unit could move from 2637 to 3728 and pay only one MP.

- A unit moving along contiguous road hexes can enter, exit, and move through otherwise prohibited terrain.
- A unit moving across a stream or river hexside via a bridge pays no additional movement costs. A unit can cross an otherwise prohibited hexside via a bridge.

Important: Bridges may have no roads running through them; however, they still negate stream and river hexsides.

7.3 Minimum Movement

A combat unit (not artillery) can always move a minimum of one hex, regardless of terrain or hexside costs. This does not allow a unit to enter a prohibited hex or cross a prohibited hexside.

Example: Crossing an unbridged river hexside.

7.4 Zones of Control

Enemy zones of control (EZOC) do not stop or inhibit the movement of friendly units (8.2).

7.5 Leaders & Movement

Players normally move units one at a time; however, a leader can move with a combat unit.

- Leaders can move by themselves.
- If moving with a combat unit, the leader must start the Movement Phase in the same hex as the unit.
- A Leader can continue moving after the other units have ceased moving. In this case, track the MP expended by the leader while moving with another unit separately if the MP cost is different than the unit.

Important: This rule is useful when moving leaders through EZOC without being subject to elimination (8.0).

7.6 Stacking

Stacking is the act of placing more than one unit in a hex.

- A player can have the following number of friendly units in a hex:
 - a) One combat unit (cavalry or infantry); **and**,
 - b) One artillery unit; **and**,
 - c) Any number of leaders; **and**,
 - d) One supply train (15.0).
- A combat unit cannot enter or move through a hex containing another friendly combat unit in violation of these restrictions.

Example: An infantry unit could not move through another friendly infantry unit but could move through a friendly leader or artillery unit.

- Friendly units (all types) cannot enter hexes containing enemy combat units.
- A friendly combat unit can enter a hex containing an enemy artillery unit if no other combat unit is in the hex (6.5). **Exception:** Leaders (11.0).

Designer's Note: The stacking rule models the ponderous combat formations of the era. This will necessitate players leaving gaps in their lines to move units through them in accordance with tactical practice.

8.0 ZONES OF CONTROL

The six hexes adjacent to a good order combat unit constitute its Zone of Control (ZOC). Hexes upon which a unit exerts its ZOC are controlled hexes.

8.1 Extent of Zones of Control

Good order combat units always exert a ZOC.

- Disrupted units, leaders, supply trains, and artillery units do not exert ZOC.
- Enemy and/or friendly units in a hex do not negate a unit's ability to project a ZOC into that hex.
- ZOC extend into and across all terrain types unless otherwise specified by game rules or the TEC.

Example: ZOC do not extend across un-bridged river hexsides.



- If there are both friendly and enemy ZOC in a hex, then both co-exist. Both players mutually control the hex.
- There is no additional effect of more than one unit exerting a ZOC into a single hex.
- A disrupted unit that rallies (10.0) has its ZOC restored.
- Good Order units of a demoralized army retain their ZOC (12.0).



8.2 Effects of ZOC

Units do not expend additional MP to enter an EZOC, nor do EZOC inhibit movement in any way.

- Units in an EZOC suffer the following effects:
 - Units in an EZOC cannot rally (10.0).
 - A player must attack with all friendly good order combat units that are in an EZOC at the start of the friendly Combat Phase (9.0).

Designer's Note: The ZOC rules model the basic tactics of this era. Units lack the firepower to stop an enemy unit from moving past it, but once in contact firefights or countercharges occur beneath the hex scale, thus combat is mandatory.

9.0 COMBAT

Players use good order combat units (cavalry, infantry) to attack and potentially disrupt or destroy enemy combat units that are in adjacent hexes. Players resolve combat on the Combat Results Table (CRT).

- The phasing player is the attacker, and the non-phasing player is the defender (this is regardless of the overall strategic situation on the game map).

Important: Artillery, supply train, and leader units do not engage in combat during the Combat Phase.

- If stacked with a participating combat unit, leaders may provide a combat bonus.
- A given unit's combat strength is unitary. Players may not divide a unit's combat strength between different combats (attacking or defending).
- The attacker may resolve individual attacks in any order desired; however, the attacker must state at the start of the combat phase which friendly combat units will attack which defending enemy units when the positioning of friendly units and enemy units is such that the attacking player could meet the EZOC requirement in more than one way.
- Only friendly good order combat units may attack. This includes combat units of an army before and after any demoralization. Disrupted combat units can never attack, even if in an EZOC.
- No unit cannot attack more than once per Combat Phase.
- The attacking player cannot attack a defending unit more than once per Combat Phase.
- Combat is mandatory when a good order unit is in the EZOC of an adjacent enemy combat unit (8.2).

Important: In each Combat Phase the attacking player must attack all good order enemy units, if those enemy units project a ZOC into a friendly unit's hex.

9.1 Multi-Unit & Multi-Hex Combat

Two or more good order combat units may combine their combat strengths into a single attack strength against a single good order enemy combat unit if they are in the EZOC of the same enemy combat unit.

- If a good order combat unit is in the EZOC of more than one enemy good order unit, then it must attack all such good order enemy units as one combined combat unless one (or more) of such good order enemy units is already attacked by another friendly unit. Total the combat strengths of all enemy units into one combined defense strength.

- The attacking player could choose to declare any or all adjacent disrupted enemy units as a target for a combat. This includes attacking all good order enemy units and one or more disrupted units.
- If two or more good order combat units are in the EZOC of two or more enemy combat units, they may combine their combat strengths into a single attack strength against those enemy units which then defend as a single force.

Important: A player may initiate this type of attack only if all attackers are adjacent to the same defenders.

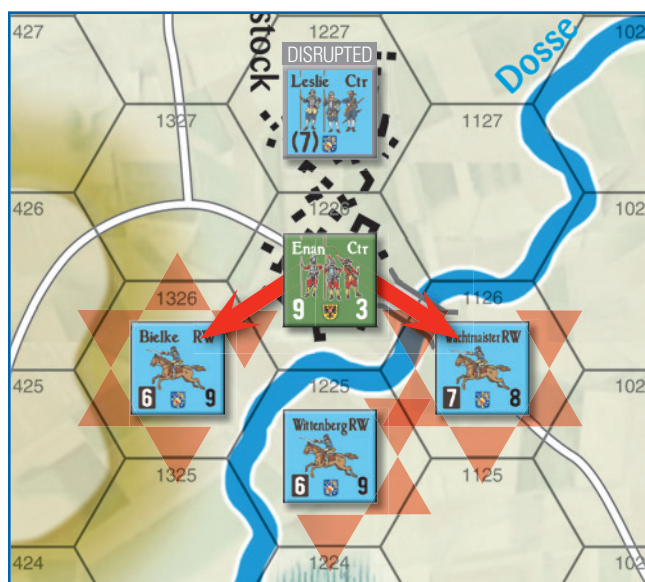
- In situations involving multiple attacking and defending units, the attacker determines which friendly unit will attack which enemy units, if meeting all other conditions.
- When more than one attacking or defending unit participates in a combat, apply all combat results against all such units.

Example: A friendly good order combat unit is adjacent to both an enemy good order combat unit and an enemy disrupted combat unit. The friendly unit could attack both the enemy units as one combined attack, or it could attack only the enemy good order unit. If the player attacks both units and the result of the combat is a **Dd** result, the defender disrupts the good order unit and eliminates the disrupted unit.

Designer's Note: A unit (or group of units) may attack at poor odds in order that other units can attack at higher odds.

Important: Artillery bombardment in a turn does not count as a diversionary attack.

Example: The attacking player must attack the enemy units in hex 1326 and hex 1126 as those units both project ZOCs into hex 1226. Since the unit in 1225 does not project a ZOC into hex 1226 and since the unit in 1227 is disrupted (thus no ZOC), the attacking player may ignore those units.



- The attacking player may attack a defending unit by any or all friendly good order combat units in the six adjacent hexes.



30 YEARS WAR BATTLES



- The attacker may at his option attack disrupted enemy units if meeting the requirement for attacking good order units.

Example: Using the following diagram, the attacking player could:

- 1) Attack the unit in 2330 with the unit in 2230, then attack the unit in 2430 with the unit in 2331, and then the unit in 2531 with the unit in 2431.
- 2) Attack the unit in 2330 with the units in 2230 and 2331, then attack the unit in 2430 with the unit in 2431 (the player can ignore the disrupted unit in 2531).
- 3) Attack the unit in 2330 with the unit in 2230, then attack the unit in 2430 with the units 2331 and 2431 (again ignoring the disrupted unit in 2531).
- 4) Attack the unit in 2330 with the units in 2230 and 2331, then attack the units in 2430 and 2531 with the unit in 2431.



9.2 Terrain Effects

Units defending in certain types of terrain, or behind certain types of hexsides, may have their combat strength increased by multiplying the defending unit's combat strength. The TEC provides a summary of which type of terrain will multiply the defense.

Important: Apply terrain effects to a defending leader's bonus (11.0).

- If units in multiple hexes with different terrain effects defend against the same attack, the defending player applies terrain bonuses on a unit-by-unit basis. The player first totals the combat strength of all defending units and then applies the terrain effect chosen.

Example: An attack is against two enemy units; one unit is in an entrenchment hex and the other unit is in a clear hex. The defender doubles the combat strength of the unit in the entrenchment and uses the printed strength of the second unit.

- Units attacking across certain types of hexsides will multiply the defender's strength. The multiplication applies only if all attacking units are crossing such hexsides.

Important: Bridges do not negate the defensive effects of rivers and streams.

Player Tip: Players can use artillery bombardments to disrupt enemy good order units to reduce their defensive capability in the ensuing friendly Combat Phase.

9.3 Combat Procedure

For each attack the phasing player makes during a Combat Phase, the phasing player must conduct the following steps in the order given.

- 1) Identify the attacking units and declare the hex or hexes that the units will attack.
- 2) Determine the combat odds:

Important: Artillery units in the same hex as attacking or defending units have no effect on the combat (6.0).

- a) The attacker totals the combat strengths of all units attacking a given hex or group of hexes. Make any adjustments for Cavalry Charge (13.0) and any leaders (11.2).

Important: More than one leader may add its strength if the leaders are in different hexes.

- b) The defender totals the combat strength of all defending units. Make any adjustments for terrain (9.5) and one leader (11.2).
- c) Divide the attacking combat strength by the defending combat strength. This will provide a ratio or combat odds.
- d) If the ratio does not equal any of the combat odds columns on the CRT, round down to the next column to the left.

Example: The attacker has a combat strength of 13 and the defender has a combat strength of 4. The combat ratio would be 3.25 to 1. Round this down to 3.0. Use the 3 to 1 column on the CRT to resolve the combat.

Important: Use the 1.5 to 1 column in situations when the attacker's combat strength is at least 50% more than the defender's combat strength but less than twice as much.

Example: The attacker has a combat strength of 8 and the defender has a combat strength of 5.

- e) Resolve odds greater than 6 to 1 on the 6 to 1 column and resolve odds less than 1 to 5 on the 1 to 5 column.

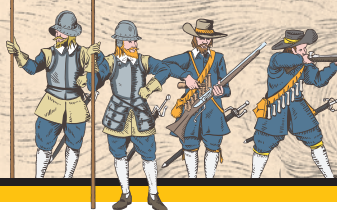
Important: There is no automatic elimination of an overwhelmed force. Every musket, pike, pistol, and sword counts.

9.4 Combat Results

The combat result explanations are next to the CRT on the map. Players must execute the outcome for each result in the order given.

Example: If the result of the combat is Dx:

- 1) The defender eliminates all previously disrupted defending units and disrupts all good order units.
- 2) The attacker must disrupt attacking units whose total printed combat strength is equal to or greater than the printed combat strength of all defending units. If the attacker's total combat strength is less than the defender, the attacker must disrupt all friendly units.



30 YEARS WAR BATTLES



10.0 DISRUPTION & RALLY

Combat units (cavalry, infantry) are in one of two states: good order (front side of counter) or disrupted (reverse side of counter).

- Good order units become disrupted due to artillery bombardment, combat results, or other designated game actions.
- If a disrupted unit receives another disrupted result due to combat, the owning player must eliminate the unit.
- If a disrupted unit receives a disrupted result due to bombardment, the owning player ignores the result.
- A player can attempt to restore disrupted units to good order using the rally procedures.

10.1 Disruption Effects

When a player disrupts a good order unit, the player flips the unit so that its reverse side is up (visible). Disruption has no effect on leaders and artillery units.

- **Disrupted units:**
 - 1) May only move two hexes, regardless of the actual MP cost of the hex or hexside terrain. Disrupted units may not enter prohibited terrain or cross a prohibited hexside. Fog has no effect on the movement of disrupted units.
 - 2) May not attack (even if in an EZOC).
 - 3) Do not exert a ZOC.

Important: See Demoralization (12.0).

10.2 Rally

During the friendly Rally Phase, the phasing player attempts to restore disrupted units to good order.

- Disrupted units in EZOC cannot attempt rally.
- Infantry units of a demoralized army cannot attempt rally (12.0).
- The phasing player rolls one die for each friendly disrupted unit and modifies the result by:
 - a) Adding the leader value of one leader unit stacked with or adjacent to the unit attempting rally; **and**,
 - b) Subtracting one from the result if the current GT is fog.
- **If the modified die roll is:**

5 or Higher: The unit rallies, the owning player flips the unit so that its good order side shows.

4 or Less: The unit fails and remains disrupted.

Example: A disrupted unit is adjacent to a friendly leader with a value of 2. The die roll is 3; adding 2 gives a modified outcome of 5, which rallies the unit. If the current GT is fog, the player would add 2 (for the Leader) and subtract 1 (for the Fog) for an outcome of 4, which means the unit remains disrupted.

11.0 LEADERS



Each leader counter has a leader value that has three functions in the system rules:

- 1) Augments the combat strength of friendly units; **and**,
- 2) Provides a positive DRM for rally; **and**,
- 3) Allows artillery units of a demoralized army to conduct bombardment.

11.1 Leader Operations

A player can stack any number of leaders in a single hex in addition to any combat unit or artillery units. Leaders cannot enter hexes containing enemy units, including combat units, artillery units and leaders.

- Leaders are always combat effective. They never disrupt.
- Leaders do not project ZOC.
- A leader value is not a combat strength. Leaders cannot attack or defend on their own.
- The owning player must eliminate a leader if:
 - 1) An enemy (good order or disrupted) unit enters the leader's hex; **or**,
 - 2) The leader is in an EZOC not stacked with a friendly combat unit.

Important: The strict sequencing of **Dx** combat results may require the elimination of a leader due to the elimination of all combat units in the leader's hex.

11.2 Leader Effects on Combat

A player may add the leader value of one leader in each hex containing a participating combat unit.

- If more than one leader qualifies (per above) the owning player must select one (and only one) leader per attacking or defending hex.

Example: The attacking player is attacking two defending hexes from two different hexes (that are both adjacent to both defending hexes). Both the attacking player and defending player have a leader in each hex. Both sides may add all leader bonuses.

- Players add leader values prior to any adjustments to the unit's combat strength (i.e., do not adjust for terrain or any other combat strength adjustment prior to adding the leader value to the unit's combat strength).
- When applying exchange results, the player must count the leader value when determining the enemy combat strength point losses to be taken. Leaders cannot be taken to satisfy exchange losses.
- Combat results do not affect leaders.

Exception: If a combat result eliminates a combat unit in a hex, the player must eliminate all leaders in that hex if an EZOC is projected into the hex.

11.3 Leader Effect on Rally

A player may apply one leader value as a DRM to friendly rally attempts (10.2). For each friendly leader, this modifier is applied to all friendly units in or adjacent to the leader's hex (unlike the combat bonus which applies only to units in the same hex). No more than one leader may contribute a leader value to a rally attempt for each unit.

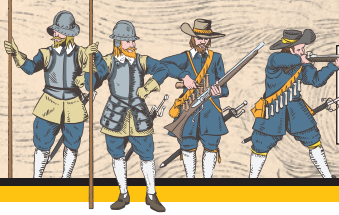
11.4 Inspiring Gunners

Artillery units of a demoralized army may not normally conduct bombardment; however, if a friendly leader is in the same hex, then the player may fire any artillery unit in the hex.

12.0 DEMORALIZATION



Each army has a demoralization level. This is the point at which losses have gone high enough to create a general decrease in combat effectiveness. Scenarios will designate the demoralization level for each side.



30 YEARS WAR BATTLES



12.1 Demoralization Tracks/Indexes

Each player has a Demoralization Track printed on the map.

- Players record the number of demoralization points using demoralization markers. The '0' records digits and the '00' the tens.
- Demoralization points are noted on the track as they occur.
- An army immediately becomes demoralized when its demoralization level reaches the threshold designated by the scenario.
- Once demoralized, an army can never reverse demoralization.

Important: It is possible that both armies become demoralized.

12.2 Effects of Demoralization

The units of a demoralized army suffer the following effects:

- 1) Disrupted infantry units cannot rally (with or without a leader).
- 2) Disrupted cavalry units can only rally on a modified die roll result of six or more (10.2).
- 3) Disrupted units have a movement factor of four hexes (supersedes the two-hex movement in 10.1).
- 4) Artillery units cannot conduct bombardment, unless stacked with a leader (11.4).

Optional Rules (only): Demoralized army units (good order or disrupted) cannot conduct road marches nor use special tactics.

Designer's Note: Demoralization is distinct from disruption insofar as the former is a general condition for the entire army as opposed to a temporary condition for individual units. The increase in movement for disrupted units in a demoralized army represents the tendency to withdraw from contact in a disorganized fashion as an army's morale broke.

13.0 CAVALRY CHARGE

At the start of the 30 Years War most cavalry employed the caracole, a tactic which involved trotting up to an enemy formation and discharging pistols into its rank. By the middle part of the war, a new pattern was set first by Swedish cavalry and then employed by that of other armies trained to charge home, swords drawn. Charges tended to be more effective against disordered infantry units, but at a price to the cavalry unit which usually became disordered in the ensuing melee.

13.1 Charge Procedure

During the friendly Combat Phase, the phasing player can declare a charge for any number of attacks that include at least one good order charge capable cavalry unit.

Important: The defending player cannot declare a charge.

- Scenarios will designate which cavalry units are charge capable. Charge capable cavalry may include all cavalry on both sides, a specific type of cavalry on one side or the other, or just cavalry from one side. Charge capable cavalry units are cavalry units whose combat factor is enclosed within a black box.
- Charge capable cavalry units can only charge:
 - a) Disrupted infantry; **or**,
 - b) Any infantry (disrupted and/or good order) if the defending units belong to a demoralized army.

Example: A charge capable cavalry unit could not charge if adjacent to an enemy disrupted infantry unit and a disrupted or good order cavalry unit. However, if there was a second friendly charge capable cavalry unit adjacent only to the disrupted infantry unit, the second charge capable cavalry unit could charge the infantry unit and the first charge capable unit could conduct a normal attack against the infantry unit.

- Charge declarations are voluntary; however, once declared all charge capable cavalry in that attack must conduct a charge.
- The phasing player declares charge for each individual combat prior to computing the combat ratio.
- Charging cavalry double their combat strength.
- One leader stacked in the same hex as the charging cavalry doubles its leader value.
- Both charge capable and non-charge capable cavalry can participate in the same attack. The owning player doubles the combat strength of the charge capable cavalry units but does not double the combat strength of the non-charge capable cavalry units.
- Infantry units may combine in attacks with charging cavalry. The owning player doubles the combat strength of the charge capable cavalry units but does not double the combat strength of the infantry units.

13.2 Charge Combat Results

Apply combat results in charges normally, with the additional provision that all charging cavalry units automatically disrupt. This is regardless of the results of the attack.

- Charging cavalry that receive an **Ae** result convert the result to disrupted.
- The printed combat strength of charging cavalry disrupted per above do count toward losses for the attacker in the event of a **Dx** result.

Example: A cavalry unit (printed combat strength of 5) combines with an infantry unit (combat strength of 8) to attack an enemy unit (combat strength of 5). The attacking player declares a charge. The total attacking combat strength is 18 (the doubled cavalry plus the infantry). Combat odds are 3 to 1 ($18/5 = 3.6$, dropping the fraction). The combat result is **Dx**. The owning player disrupts the unit (per above) and, since the combat strength of the cavalry unit fulfills the **Dx** result, the player does not need to disrupt the infantry unit. If the defending combat strength was 6, Odds would still be 3 to 1 ($18/6 = 3$). In the event of a **Dx** the attacking player would have to disrupt the infantry unit because the cavalry unit's printed combat strength is less than the defending unit.

Designer's Note: Small parties of musketeers, armed horsemen, or detached light guns often supported charging cavalry.

14.0 LIGHT TROOPS



Light troops have their movement factor circled in white. The following units are light troops:

Infantry Detachments Dragoons

Arquebusier Cavalry Light Cavalry

- Light units pay reduced movement costs for entering certain terrain (TEC).
- The combat strength of light units is doubled when defending in certain terrain types (TEC).



15.0 SUPPLY TRAINS



Scenarios may give players supply train units.

- Supply trains are immobile and can never move once placed on the map.
- Only one supply train may be in a hex.
- Enemy units may enter a supply train hex.
- Supply trains do not exert ZOC.
- Supply trains do not have a combat strength. Enemy units cannot attack or bombard them.
- Supply trains do not suffer combat results.
- A player may eliminate an enemy supply train by moving a friendly unit into its hex. Eliminated or looted (optional rule 19.4) supply trains may count for victory points. The unit can continue its movement if it has MP remaining.

16.0 REINFORCEMENTS

Reinforcements are units that enter the map after the start of a scenario. Scenarios list reinforcement units.

16.1 Entry onto the Map

Reinforcements move onto the map from a designated map edge during the Movement Phase of the designated turn.

- Reinforcements pay normal movement costs for the entry hex.
- More than one unit can enter from the same hex, but the owning player must line them up off map. Each successive unit pays one additional MP for each unit arriving ahead of it.
- Units can enter the map in an EZOC. They cannot enter the map into enemy occupied hexes or prohibited terrain.
- If any units cannot move onto the map for any of the above reasons, then remaining units enter on the first friendly Movement Phase there is a valid entry hex. Otherwise, units must enter on the designated turn.

19.0 OPTIONAL RULES

Players can use the Optional Rules to increase realism and play balance.

19.1 Road March



Normally, the only effect of roads is to negate the terrain costs for entering certain terrain types. When using this rule, a player can place units in road march mode to further enhance their movement.

- A player can declare road march at the start of any friendly Movement Phase for any number of friendly units that begin the phase on road hexes. Place road march markers on those units.
- Units entering road march must be in good order and cannot be in an EZOC.
- A unit using road march cannot enter an EZOC.
- Units whose army has suffered demoralization cannot enter road march.
- A unit in road march doubles its printed movement factor.
- Units in road march must move along continuous road hexes and cannot exit a hex if not following a road.
- Units in road march retain their ZOC.
- A unit in road march has its printed combat strength halved; round up any fractions. Charging cavalry use their printed combat strength (since they would be both doubled and halved).
- A unit in road march may conduct combat only when attacking disrupted enemy units. For **Dx** results, use the printed strength of the unit (not the halved).
- Artillery units may bombard units in road march.
- Reinforcements can enter the map in road march.
- At the start of any friendly Movement Phase, the owning player may remove any or all road march markers.
- The owning player must immediately remove road march markers when:
 - 1)** A unit becomes disrupted or eliminated.
 - 2)** A good order enemy unit moves adjacent to the unit marked with a road march marker.
 - 3)** When an army becomes demoralized; thereafter, units of that army cannot enter road march.

17.0 EXITING THE MAP

When an army reaches its demoralization level, the owning player may exit its combat units and leaders from the map via friendly map edges (defined by scenario).

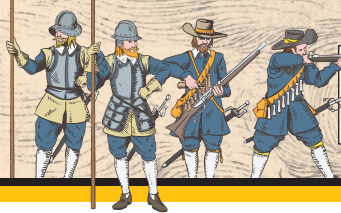
- Players move the exiting unit to a hex adjacent to the friendly map edge and then must expend the MP required to enter their current hex to exit the map. The player then removes the unit from play.
- Exited units can never reenter the map.

Designer's Note: This is useful for salvaging units that the enemy would otherwise eliminate and thus count for victory points. It also is a reason for the winning side to conduct a vigorous pursuit.

18.0 VICTORY CONDITIONS

Players evaluate victory at the end of the final turn of a scenario or at the end of a GT where all of one side's units have exited the map.

- Players receive victory points (VP) by eliminating enemy combat units/leaders and the capture of enemy artillery units. Scenarios may add additional VP determinations.
- VP conditions and awards are set by the scenario VP schedule.
- Award VP based on the combat strength of a unit in good order, regardless if it was in good order or disrupted when eliminated.
- Award VP for the capture of enemy artillery, regardless if other friendly units are in the hex or not.
- Award VP for control of hexes only if occupied by a friendly combat unit at the end of the game.
- One player can make a tactical concession, giving the victory to the other side at any agreed upon level of victory (the other player must agree for the game to end).
- The side with the lower total subtracts their VP from the higher player's total to determine the victory margin.
- Consult the Victory Level Table (listed in the scenario) to determine the extent of the winner's victory.
- If both players have the same number of VP, the game ends in a draw.



30 YEARS WAR BATTLES



19.2 Cavalry Pursuit

There was a tendency of cavalry to get out of control when making a charge. Every time that cavalry makes a charge (13.0) and any or all defending units are eliminated from a hex owing to a CRT outcome of **De**, the player controlling the cavalry must advance into each former defender-occupied hex (per below).

Important: Combat results of **Dd** and **Dx** do not allow a pursuit.

- The attacking player determines which charging cavalry advances in cases where multiple units are pursuing. If more than one defending hex meets the above criteria, then one charging cavalry unit advances per hex.
- If there is an enemy artillery unit in any entered hex, then the charging player captures it (6.0). Eliminate enemy leaders in the hex.
- Pursuing cavalry units do suffer disruption.
- Any Leaders stacked with a charging cavalry unit may pursue with the cavalry.
- If a friendly leader participated in the attack with the charging cavalry, then the player has the option to make the pursuit or not.

Important: Pursuit is the only time any units in the game can conduct an advance after combat.

19.3 Special Tactics



Unless a scenario specifically restricts special tactics, both players may, at the beginning of either a friendly or enemy Combat Phase, declare either a “push of pike” or “shot salvo” special tactic. First the attacking player then the defending player make all declarations. Use the push/salvo marker as a mnemonic.

Important: The instant that a player declares a special tactic, that player’s army demoralization level increases by 10. This does not affect the ability of that army to use special tactics during the current phase.

- Players can only use special tactics on clear weather turns.
- Each player may only use special tactics one time during a game. Once declared during a Combat Phase, the declaring player may not use special tactics again during the current game.
- A demoralized army cannot declare special tactics; however, a declaration of special tactics can put an army into demoralization.
- If an attack and/or defense consists entirely of light infantry and/or any type of cavalry, the special tactics chosen (by one or both sides) are ignored for that specific combat.

- The declared combat must contain at least one friendly good order infantry unit.

Important: Special tactics apply to all combats conducted during the declared phase.

- If one or both players declared push of pike, convert all **No Effect** results to **Dd** results.
- If one (either attacker or defender) declared a shot/salvo, convert all **No Effect** results to an **Ad** result.
- If both players declare a shot/salvo or if one player declared a push of pike and the other declared a shot/salvo, convert all **No Effect** results to a **Dx** results.

19.4 Looting Supply Trains



When a player moves a friendly combat unit into a hex containing an enemy Supply train, flip it over to its looted side. Do not remove the marker from the map.

- For the remainder of the game, players (both sides) cannot rally disrupted combat units that are in the same or adjacent hexes (they are too busy looting).
- A looted Supply train counts as eliminated for victory purposes.

19.5 Burning



Whenever an artillery unit fires at a town hex at a range of one to five hexes and the result of the die roll is a 1, the town catches fire. This is in addition to any combat result scored against an occupying enemy unit.

- Artillery units can fire at either an enemy-occupied or empty town to start a fire (but not a friendly occupied town).
- Place a burning marker in the hex. It remains in place for the remainder of the scenario.
- Disrupted units in the burning town hex cannot rally.
- Artillery units in the burning town hex cannot conduct bombardment.
- If a unit enters a burning town hex, it ceases movement. If a good order infantry or cavalry unit, it becomes disrupted (and loses any road march marker). If already disrupted the moving units remain disrupted. Units starting in a hex with a Burning marker can move out normally.
- Units in burning town hexes otherwise engage in combat normally.
- Units in burning hexes cannot use special tactics. They do not receive multiples for town or building defense. Otherwise, they engage in combat normally. Units attacking a Burning hex are not affected.





LUTTER, 27 AUGUST 1626

The End of the Danish War



Lutter is a grand tactical level game of the **30 Years War Battles** in which Tilly, commanding the Imperial army, defeated King Christian of Denmark. The battle proved decisive as it knocked Denmark out of the war but eventually brought in Sweden as a major combatant.

Game Length	10 turns	
Set Up Order	Denmark: (Red) First.	Imperials: (Light green) Second.
Player Order	Imperials: First Player	Denmark: Second Player.

Important: When deploying units, east/west directions are determined using the on-map compass.

DEPLOYMENT			
Danish: Place aside the four units marked with an R in the upper right corner. Deploy all remaining units as follows:		Imperial: All Imperial units start on the map. Deploy units as follows:	
Restrictions		Restrictions	
Leader Christian	On the east side of the Neille-Hummecke stream (hexes 2126 to 2335 then to 2442).	Leader Tilly	On the west side of the Neille-Hummecke stream (hexes 2225 to 2434 then to 2542). Do not deploy the unit adjacent to the stream.
All remaining units	East of the Neille-Hummecke stream (hexes 2126 to 2335 then to 2442) and within six hexes of Christian. The player must deploy all artillery units and the Supply train per above in clear terrain or hilltop hexes.	All remaining units	West of that line and within six hexes of Tilly. No units may deploy adjacent to the Neille-Hummecke Stream (hexes 2225 to 2434 then to 2542). The Supply train must deploy in clear terrain.
Danish Reinforcements			
Beginning GT 2, at the start of each Danish Movement Phase		Roll one die: 1–2: All Danish reinforcement units arrive (and do not roll again). 3–6: No reinforcements arrive (roll again next turn). On the turn of arrival, all reinforcements move onto the map from the east map edge.	

DEMORALIZATION LEVELS			
Danish: 85 (of 168 total)		Imperial: 106 (of 182 total)	
Eliminated Unit	Demoralization Points	Eliminated Unit	Demoralization Points
Each infantry combat strength point	1	Each infantry combat strength point	1
Leader Christian	15	Leader Tilly	15
Cavalry or detached musketeers	0	Cavalry or detached musketeers	0

VICTORY POINTS	
Enemy Leaders Eliminated	VP
Christian	25
Tilly	20
Other Leaders	5
Other Enemies Eliminated	VP
Each infantry or cavalry combat strength point	1
Each artillery unit captured and held at end of game	5
Each supply train eliminated or looted (optional)	25
Enemy army reaches demoralization level	25
A friendly combat unit occupies Lutter Castle at end of game	25

LUTTER VICTORY LEVEL TABLE	
Victory Margin	Victory Level
0–4 VP	Draw
5–24 VP	Marginal
25–49 VP	Substantive
50 or more VP	Decisive

Lutter Special Rules

1) Neither side can conduct cavalry charges.

2) The Danish Leib cavalry unit suffers no effect from army demoralization (indicated by the symbol between the combat and movement factors having crossed swords).

3) The east side of the map is the Danish friendly map side. The west side of the map is the Imperial friendly map side.



Order of Battle Notes: Infantry units with A and B counters represent large formations. Danish reinforcements are speculative but balance the scenario.



WITTSTOCK, 4 OCTOBER 1636

Baner Turns the Tide



Wittstock is a grand tactical level game of the **30 Years War Battles** in which Johan Baner, commanding the Swedish-Allied army, defeated Imperial forces. The battle restored Swedish fortunes after the previous year's debacle at Nordlingen (covered previously in this series). Wittstock saw something of a grand tactical maneuver on the part of Baner as opposed to the usual set-piece battles of the era.

Game Length	10 turns	
Set Up Order	Imperials: (Dark green) First.	Swedes: (Blue) Second.
Player Order	Swedes: First Player	Imperials: Second Player.

Important: The abbreviations for the vanguard (VG), right wing (RW), center wing (Ctr), Reserve (Res) and left wing (LW) appear on the upper right corner of the unit counters.

DEPLOYMENT			
Imperial: All Imperial units start on the map. Deploy all units on or northeast of hex row 14XX, southwest of the Dosse River.		Swedish: All Swedish units begin off-map and enter as reinforcements.	
Imperial Restrictions		Swedish Reinforcements	
Artillery Units	In entrenchment hexes.	Turn 1	Baner and all Right Wing (RW) units. Enter on the east map edge southeast of the Dosse River (on or south of hex 1621 on the east edge).
Center Wing (Ctr)	In or north of any entrenchment hex.	Turn 2	All Center units (Ctr). Enter on the east map edge southeast of the Dosse River (south of hex 1621 on the east edge). The Baner's Signal marker is available.
Leaders	Leaders not shown as part of the above units may deploy with any units of the right, center, or left wings.	Turn 5 to Turn 10	Roll one die for the Left Wing (LW) and another for the Reserves (Res): 1–3: No Swedish reinforcement units arrive. 4–6: All units of that command arrive. Once a command has arrived, do not roll for it again.
Left Wing (LW)	Within 4 hexes of hex 1227 (Wittstock).	Left Wing	Enters map from the south map edge (hex row 29xx).
Right Wing (RW)	Within 4 hexes of hex 1440 (Papenbruch).	Reserve (Res)	Enters east map edge southeast of the Dosse River (south of hex 1621 on the east edge).
Supply Train	Adjacent to any hex of Wittstock town (but not in the town).		
Vanguard (VG)	No additional restrictions.		

Important: The Swedes do not have a Supply train in this scenario.

DEMORALIZATION LEVELS			
Imperial: 63 (of 165 total)		Swedish: 104 (of 209 total)	
Eliminated Unit	Demoralization Points	Eliminated Unit	Demoralization Points
Each infantry / cavalry combat strength point	1	Each infantry / cavalry combat strength point	1
Leader Hatzfeld	10	Leader Baner	10
Detached musketeers	0	Detached musketeers	0

VICTORY POINTS	
Enemy Leaders Eliminated	VP
Baner	25
Torstensson, Hatzfeld, and John Georg	10
Other Leaders	3
Other Enemies Eliminated	VP
Each infantry or cavalry combat strength point	1
Each artillery unit captured and held at end of game	5
Each supply train	25
Enemy army reaches demoralization level	25
(Imperial only): At least one Imperial cavalry or infantry unit occupies any entrenchment hex at the end of the scenario.	10

WITTSTOCK VICTORY LEVEL TABLE	
Victory Margin	Victory Level
0–9 VP	Draw
10–29 VP	Marginal
30–59 VP	Substantive
60 or more VP	Decisive



WITTSTOCK, 4 OCTOBER 1636

Baner Turns the Tide



Wittstock Special Rules

1) Swedish heavy cavalry can use the cavalry charge rule (indicated by their highlighted combat factors). Other cavalry types cannot.



2) Beginning GT 2, at the start of any one Swedish Movement Phase the Swedish player can play the Baner's Signal marker, if any Swedish unit occupies any hex of Bohnenkampf, Wittstock or an entrenchment. The Swedish player can designate one Swedish reinforcement command (i.e., LW or Res) that is not yet on the map. Roll one die:

1: the attempt fails. Use the procedures in Swedish Reinforcements for GT 5 through GT10 reinforcements.

2–6: all units of the designated command (LW or Res) arrive during the current GT.

Important: The player may only make one Baner's Signal attempt per game. Discard the marker after the attempt.



3) Torstensson functions as a regular Swedish leader. If stacked with an artillery unit, then that artillery can fire twice in each friendly Bombardment phase. The player must make both bombardment attacks against the same target hex.



4) Swedish Artillery Movement: Swedish artillery is part of the center command. Each Swedish artillery unit has two modes: static and limbered. When limbered, they can move but not fire; when static, they can fire but not move.

a) All Swedish artillery begins the game in limbered mode (with the artillery limber markers on them). When in limbered mode, they can move as infantry units but cannot fire.

b) The Swedish player can convert mobile artillery into static mode at the end of any Swedish Movement Phase by removing the artillery limber marker. For the remainder of the game, the artillery unit can engage in bombardment but cannot move again.

c) If an enemy unit enters a hex with a limbered artillery unit (with no Swedish combat units in the same hex), the enemy units capture the artillery unit in that hex. Remove the limbered marker and flip the artillery unit to its captured side.

5) Units cannot move across Dosse River hexsides other than at the bridge. ZOC do not extend across river hexsides, and units cannot attack across unbridged river hexsides. Artillery units can conduct bombardment across river hexsides.

6) The north side of the map is the Imperial friendly map side. The east side, south of the Dosse River, is the Swedish friendly map side.

Order of Battle Notes: Many of the cavalry units in Wittstock represent two regiments. This is owing to the large number of cavalry formations on the field as well as the tendency to rely on masses of horsemen at this stage of the war. The actual regiments are below:

Imperial

A/RW: Marrados + Vitzhum

B/RW: Shierstadt + Kalkstein

C/RW: Trauditsch + Strein

D/RW: Taube + Bose

E/RW: Wolframsdorf + Rochain

F/RW: Wintz

A/Ctr: Kalkreiter + Baudissin

B/Ctr: Gersdorff + Hanau

C/Ctr: Rusk + Rittberg

D/Ctr: Falkenstein + Pucheim

E/Ctr: Alt Burgsdorf + Schonickel

A/LW: Wildberg + Polniskaw

B/LW: Schonckal + Ulhefeld

C/LW: Mansfeld + Harach

D/LW: Bissinger + Darmsadt

Swedish

A/RW: Gadau + Klingspor + Billingshausen

B/RW: Crockau + Heinrich

A/LW: King + von Hoditz

B/LW: Berckerman + von Glaubitz

C/LW: Boy + Birkenfeld

D/LW: von Debitz + Goldstein

E/LW: Habersleben

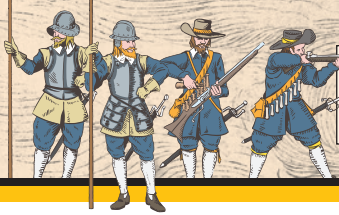
Nyl+SMal/LW: Nylands + Smalands

A/Res: von Berghoffer + Pfuel & Jarowsky + Duwall

B/Res: Douglas + Wurzburg

C/Res: Wopersnaws + Stuart





30 YEARS WAR BATTLES



COMBAT UNIT CAPABILITIES SUMMARY

Unit Status/Type	Movement	Blocks LOS?	Effect on Combat
Good Order	Printed Movement Factor	Yes	<i>See Combat rule</i>
Disrupted (pre-Demoralization)	Movement is 2 hexes	Yes	Eliminated if disrupted again by Combat (but not eliminated if disrupted again by Bombardment)
Disrupted (post-Demoralization)	Movement is 4 hexes	Yes	Eliminated if disrupted again by Combat (but not eliminated if disrupted again by Bombardment)
Artillery	<i>Immobile</i>	Yes	Can be captured but not eliminated/disrupted
Leaders	Printed Movement Factor	No	Eliminated if in enemy ZOC and not stacked with a friendly combat unit, or if enemy unit enters their hex

LEADER EFFECTS SUMMARY

Phase	Effect
Rally	Add Leader Value to Rally die rolls for Disrupted units in the same and adjacent hexes.
Combat	Add Leader Value to the combat strength of any friendly combat unit in the same hex.
Artillery Fire	Allows Artillery unit in the same hex to fire when their army is Demoralized.
Combat (Optional Rules)	Leader can negate an automatic Pursuit during a cavalry charge.



RALLY TABLE

Die roll	1 (-)	2	3	4	5	6 (+)
Result	<i>Failed Rally</i>	<i>Failed Rally</i>	<i>Failed Rally</i>	<i>Failed Rally</i>	Rallied	Rallied

DRMs (cumulative) (10.2):

+# add leader value of one friendly Leader in or adjacent to hex (11.1).

-1 Fog GT

-1 Cavalry of Demoralized army (infantry of Demoralized army cannot Rally).

