[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" map sheet 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 map sheet 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

Designation

<table>
<thead>
<tr>
<th>Modern</th>
<th>Move</th>
<th>Infantry Unit</th>
<th>10-3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Artillery Unit</td>
<td>5-8</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Leader Counter</td>
<td>1-8</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Type</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Movement</td>
<td></td>
</tr>
</tbody>
</table>

Combat Strength

10-4
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 "undo" 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 anyhexes 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 hexides.
       [5.25] An Artillery counter on 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 recapitured 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 hexides. Movement through a Stream hexide costs two additional Movement Points. Example: If a unit moves through a Stream hexide into a Woods hex, the cost is five Movement Points.
[6.23] Units may cross River hexides 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.)

[7.0] ZONES OF CONTROL
   GENERAL RULE:
   The six hexes 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 underspirit 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 unit that is the Attacker, the other is the Defender, regardless of the overall situation. Note: Attillery 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 odd 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

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

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.

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 "Diversory" or "Holding" Attacks. Artillery bombardment attacks may not be used as "Diversory" 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

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

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 during the face-up (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

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

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

[11.11] 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.)

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

## [13.0] DESIGNER’S NOTES
(See Exclusive Rules Folder.)

### [5.1] ARTILLERY FIRE TABLE

<table>
<thead>
<tr>
<th>Range in Hexes</th>
<th>Artillery counter to Target</th>
<th>Die Roll</th>
<th>1</th>
<th>2</th>
<th>3-5</th>
<th>6+</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Dd Dd Dd Dd Dd</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Dd Dd Dx Dd Dd Dd</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Dd Dx Dd Dd Dd Dd Dd</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>

**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 “Ad,” “Dd” = Disruption (see Section 9.0); “Ad” = 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

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1-5</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
<th>Die Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ad</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>Ad</td>
<td>Ad</td>
<td>Dd</td>
<td>Dd</td>
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<td>Ad</td>
<td>Ad</td>
<td>Ad</td>
<td>Dd</td>
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<td>4</td>
</tr>
<tr>
<td>5</td>
<td>Ad</td>
<td>Ae</td>
<td>Ad</td>
<td>Ad</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ad</td>
<td>Ad</td>
<td>Dx</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>6</td>
</tr>
</tbody>
</table>

**[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. 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.
- **o = No effect.**
**THIRTY YEARS WAR**

**Lützen**

16 November 1632:
Gustavus Adolphus’ Last Battle

**EXCLUSIVE RULES**


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**14.0 INTRODUCTION**

**15.0 INITIAL DEPLOYMENT**

**15.1 Historical Deployment**

**15.2 Player Sequence**

**16.0 REINFORCEMENTS**

**16.1 Restrictions**

**16.2 Imperialist Reinforcement Chart**

**17.0 SPECIAL RULES**

**17.1 Supply Train**

**17.2 Swedish Cavalry Charge**

**17.3 Visibility**

**18.0 DEMORALIZATION LEVELS**

**18.1 Swedish Demoralization**

**18.2 Imperialist Demoralization**

**19.0 DEATH OF THE KING [Optional Rule]**

**19.1 Effects**

**19.2 Death of the King Table**

**20.0 EARLY PAPPENHEIM ARRIVAL [Optional Rule]**

**20.1 Effects of Early Arrival**

**21.0 VICTORY CONDITIONS**

**21.1 Victory Points Awarded to the Swedish Player**

**21.2 Victory Points Awarded to the Imperialist Player**

**22.0 PLAYERS’ NOTES**

**23.0 DESIGNER’S NOTES**

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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:**

**Cavalry:**
- Stallhahns (1705), Soop (1708), Silversparre (1710), Stenbock (1712), Bernhard (1721), Karberg (1722), Doenhoff (1723), Tiesenhausen (1725), Courville (1726), Goldstein (2005), von Dalwig (2007), Beckermann (2009), von Uslar (2011), Hofkirchen (2021), Ernst von Anhalt (2022), Brandenstein (2025), Oehm (2116).

**[15.12] IMPERIALIST ARMY**

**Infantry:**
- Trecka (0721), Baden (0720), Neuw Brüner (0722), von Waldstein (0813), Grau (0814), Comargo (0815), Krebs (0816), von Mansfeld (0817), Alt-Alexand (0818), von Bruener (0925), Alt-Bruen-er (0924), Colloredo (0523).

**Cavalry:**
- Haagen (0709), Holck (0710), Alt-Treka (0711), Leyers (0712), Tontini (0719), Reway (0804), Isonzo (0805), Corps (0806), Westfalen (0819), Leutersheim (0820), Des Fours (0821), Geschuetz (0822), Loh (0909), von Hatzfeld (0910), Piccolomini (0911), Goethen (0912), Westrum (0926).

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**[15.13] LEADERS**

**Swedish:**
- Stallhahns (1705), Gustavus Adolphus (1716), Brahe (1717), Bernhard av Weimar (1721), Kniphausen (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-Team 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 map edge 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: Batsbyani
- 3-8: Bredow
- 2-8: Lammey
- 2-8: Varoux
- 4-8: Orossy
- 3-8: Gaur
- 5-8: Bogenhausen

Arriving on Game-Turn Thirteen:

- 5-8: de Hes
e
- 5-8: von der Goltz
- 5-8: Moriam
- 6-8: Reinich
- 6-8: Pallant

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**[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 casacole, 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 combines 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 this 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 chance 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.”

<table>
<thead>
<tr>
<th>Game-Turn</th>
<th>Die Roll Resulting in Fog</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1-5</td>
</tr>
<tr>
<td>2 and 14</td>
<td>1-3</td>
</tr>
<tr>
<td>4-6, 12 and 13</td>
<td>1-2</td>
</tr>
<tr>
<td>3 and 7-11</td>
<td>1</td>
</tr>
</tbody>
</table>

[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.

[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 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

<table>
<thead>
<tr>
<th>Roll</th>
<th>Demoralization Level</th>
<th>Unassisted Disruption Removal</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>increased to 75</td>
<td>successful on roll of 4, 5 or 6.</td>
</tr>
<tr>
<td>2</td>
<td>increased to 70</td>
<td>No change.</td>
</tr>
<tr>
<td>3</td>
<td>increased to 70</td>
<td>No change.</td>
</tr>
<tr>
<td>4</td>
<td>remains at 65</td>
<td>No change.</td>
</tr>
<tr>
<td>5</td>
<td>decreased to 60</td>
<td>No change.</td>
</tr>
<tr>
<td>6</td>
<td>decreased to 55</td>
<td>Successful on roll of 6 only.</td>
</tr>
</tbody>
</table>

[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 2000 hours of the day of the battle that he became aware of the proximate approach 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. Four VP for elimination of Holck.
5. Five VP for elimination of Colerado.
6. Fifteen VP for elimination of Pappenheim.
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 Kniphausen.
5. Five VP for elimination of Paltalhanske.
6. Ten VP for elimination of Brahe.
7. Twenty VP for elimination of Bernhard von Weimar.

[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, 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, 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 desire precisely to be 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 prevent much more 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 undisputed 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 Gosped to Pappenheim.

Lacking the initiative, the Imperialist Player 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 unankoed, 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 damaging 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 Imperialist Player is hard-pressed even to form a solid line on the left, to say nothing of sending off a determined and heavily outnumbered Swedish counter-attack. The left flank 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 heavily outnumbered units of the opposition army. Hopefully, before the Swedes can get 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 placements, 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 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 CTR, 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 CTR 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, and even in 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 whole theory is represented simply reflects the smaller, and less sophisticated technical capabilities of the guns employed.

The trickiest problem involved in designing Lutzen 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. Here we may speculate that in game terms without creating a situation where the Swedish Player will purposely arrange for Gustavus to "take a fall" to psych out his army? The solution adopted is based on the assumption that if Gustavus were killed early in the morning (when losses are probably lightest), then anytime when the Swedes are winning, his death would likely result in a Swedish let-down (totally hypothetical), while if he died while his side was losing, it would—indeed—"lift" Swedish morale (as actually happened). This makes some sense psychologically—as much as any other theory—and, best of all, 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 paradox 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 so uncompromisingly illustrated the truth of the words—"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.

DESIGN CREDITS

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