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

This game has been designed to insure maximum playability and maximum realism (in that order). In order to achieve these goals, the physical components, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing map, never more than a hundred playing pieces, and standardized rules.

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

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP
The 22” x 17” mapsheet portrays the area in which the battle was fought. It includes all the terrain significant to the battle and a Turn Record Track.

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

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

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

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

There are three basic types of playing pieces, representing infantry and cavalry 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: Modern

Type: Movement Allowance

Unit Types
- Infantry
- Cavalry
- Artillery
- Leader

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

[2.6] PARTS INVENTORY

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

If any of these parts are missing or damaged, write:
Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

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

[3.0] SETTING UP THE GAME
The cardboard playing pieces should be punched out of the Unit Counter Sheet. The Players should determine which of the opposing forces each of them will command.

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

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

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

[4.0] SEQUENCE OF PLAY
The game is played in successive Game-Turns, composed of alternate Player-Turns. During each Player-Turn, the Player maneuvers his pieces and...
resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is determined.

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

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

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

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

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

2. SECOND PLAYER-TURN
The Second Player now becomes the Phasing Player and Phases A through D are repeated.

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

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

PROCEDURE:
Each Artillery counter "fires" individually. Determine the range from the firing Artillery counter's hex (exclusive) to the hex of the unit being bombarded (inclusive). Roll the die and cross-index the result with the proper range column of the Artillery Fire Table (see Case 5.3). Any results are applied immediately.

CASES:

[5.1] ARTILLERY FIRE TABLE
See Back Page.

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

[5.22] If the Line of Sight is congruent to a hexside (that is, it runs precisely between two hexes), it is blocked only if both hexes which share that hexside are blocking terrain.

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

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

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

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

CASES:

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

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

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

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

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

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

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

[6.22] Units may cross Stream 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 hexide. There is no additional cost for moving through a Bridge hexide.

[6.24] When crossing a slope hexide, 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 undisrupt Friendly units which are in Enemy-controlled hexes during the Disruption Removal Phase (see Case 10.2).
[8.0] COMBAT

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

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

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

CASES:

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

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

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

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

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

[8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

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

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

[8.3] COMBAT STRENGTH UNITY

A given unit's Combat Strength is always unitary; it may not be divided among different combatants, 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] DISCRETIONARY 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 "Discrionary" or "Holding" Attacks. Artillery bombardment attacks may not be used as "Discretionary" 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 Owning Player (exception: see Case 5.11).

CASES:

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

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

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

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

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

[9.2] DISRUPTION REMOVAL

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

[10.0] LEADERS

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

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

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

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

[10.2] LEADER'S EFFECT ON DISRUPTION REMOVAL

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

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

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

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

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

[11.0] DEMORALIZATION

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

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

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

(See Terrain Key on Map.)

<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 Hexside</td>
<td>2 MP additional to cross.</td>
<td>Defender doubled if all attacking units attack across Stream and/or River Hexside.</td>
</tr>
<tr>
<td>River Hexside (Nordlingen, Freiburg only)</td>
<td>May cross at bridges only.</td>
<td>May only attack across bridges.</td>
</tr>
<tr>
<td>Bridge Hexside (Freiburg only)</td>
<td>No additional MP</td>
<td>Defender doubled if all attacking units attack across bridge (or ford) hexsides.</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 Hexside (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 Hexside (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 1</th>
<th>2</th>
<th>3-5</th>
<th>6+</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Dd</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Dd Dd</td>
<td>2</td>
<td></td>
<td></td>
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<tr>
<td>3</td>
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</tr>
<tr>
<td>6</td>
<td>Dd Dd Dd Dd Dd Dd</td>
<td>6</td>
<td></td>
<td></td>
<td></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 “Dx,” “Dd” = Disruption (see Section 9.0); “Dx” = 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>Probability Ratio (Odds)</th>
<th>Die Roll 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>
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<tr>
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<td>6</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ad</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
<td>Dd</td>
</tr>
</tbody>
</table>

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

### [8.61] Explanation of Combat Results

- **Ad** = **Attacker Disrupted.** All attacking units are disrupted (see Section 9.0).
- **Dd** = **Defender Disrupted.** All defending units are disrupted. Defending units which were previously disrupted and against which this Combat Result is achieved are eliminated.
- **Dx** = **Disruption Exchange.** All previously undisrupted defending units are disrupted. All previously disrupted defending units are eliminated. 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.
[14.0] INTRODUCTION

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

[15.0] INITIAL DEPLOYMENT

GENERAL RULE:
The positions of the Imperialist and Swedish Armies as of 0600, 6 September 1634 are printed on the map. Players should place a unit of the proper characteristics in each hex on the map as shown. [Neither side receives reinforcements.]

CASES:

[15.1] HISTORICAL DEPLOYMENT

For Players who are interested in the actual locations of the specific regiments on 6 September 1634, the following information is included. It is not necessary for the play of the game. The listing shows the designation of the unit, followed by the number of the hex it occupies.

[15.11] IMPERIALIST ARMY

Infantry: 1/Lombard (1705), 2/Lombard (1706), 3/Lombard (1707), 1/Neapolitan (1708), 2/Neapolitan (1709), 6/Neapolitan (1710), 1/Spanish (1712), 2/Spanish (1713), 3/Spanish (2215), 4/Spanish (2216), 1/German (1603), 2/German (1604), 1/Lorrainer (234), 3/German (1814), 4/German (1915), Burgundian (1916), 5/German (2125), 6/German (2126), 7/German (2224), 8/German (2226).

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

[15.12] SWEDISH ARMY

Infantry: 1/Kanzow (0706), 2/Kanzow (0707), 1/Weimar (0708), 2/Weimar (0709), 1/Thurm (0503), 2/Thurm (0603), 1/Pflug (0704), 2/Pflug (0710), 1/Vithzum (0711), 2/Vithzum (0712), 1/Croitz (0713), 2/Croitz (0714), 1/Horn (1724), 2/Horn (1725), 1/Gelbe (1726), 2/Gelbe (1727).

Cavalry: Horn (1625), Weimar (0606), Hochkirche (1728), Beckermann (0605), Graz (0610), Rostein (0611), Spreuer (0612), Uslar (0613), Goldstein (1627), Wunsch (1628), Donhoff (1527), Corville (0511), Brandenstein (0607), Brandenburg (0608), Ermil (0609), Ehern (0512), Dupadel (0513).

[15.13] LEADERS

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

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

[15.14] ARTILLERY

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

[15.2] PLAYER SEQUENCE

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

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

[16.0] INITIAL ASSAULT

GENERAL RULE:

During Game-Turn One, the Combat Strength of all Swedish infantry units and the Leadership Value of Swedish Leader counters is tripled when attacking only. Cavalry units are not affected. On the Second and succeeding Game-Turns, their Strength and values are not increased.
EXAMPLE: Total losses throughout the Swedish Army are 60 Combat Strength Points. Fifteen more Combat Strength Points are lost, raising the level to 75 Combat Strength Points. This means the units in the category of “Swedish Cavalry” are Demoralized. Then 25 more Swedish Combat Strength Points are lost, raising the level to 100 Combat Strength Points. This would result in the Demoralization of the units in the remaining Swedish category of “Infantry.”

[18.2] OCCURRENCE OF DEMORALIZATION

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

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

[18.3] EFFECTS OF DEMORALIZATION

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

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

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

[19.0] VICTORY CONDITIONS

GENERAL RULE: Victory is awarded to the Player who has amassed the greatest number of Victory Points at the end of the game. Such Points are awarded during the course of the game for the elimination of Enemy Leaders and Combat Strength Points, and for the capture of Artillery counters which are held to the end of the game. See the Victory Point Schedule for the specific Victory Point Awards.

PROCEDURE: Each Player keeps track of the Victory Points that he has scored on a separate sheet of paper. These Victory Points are awarded for a variety of actions, as detailed on the Victory Point Schedule (see Case 19.1). At the end of the game, the number of Points is tallied for each Player, and the Player with the higher number of Victory Points is the Victorious Player.

CASES:

[19.1] VICTORY POINT SCHEDULE

Each Player receives:

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

[19.2] VICTORY POINT LEVEL

To determine the level of victory, divide the total Victory Points of the losing Player into the total number of the winning Player, and compare the ratio to the Victory Level Chart (Case 19.3).

[19.3] VICTORY LEVEL CHART

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

DRAW

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

MARGINAL VICTORY

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

SUBSTANTIVE VICTORY

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

DECISIVE VICTORY

1.5 to 1 or greater.

[20.0] DESIGNER’S NOTES

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

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

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

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

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

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

STRATEGIC NOTES

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

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

TACTICAL NOTES

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

DESIGN CREDITS

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