

# Thirty Years War QuadriGame

## Four Complete Seventeenth Century Battles in One Package

Based upon the Borodino-NAW System • Separate 17" x 22" Maps and Counter Sheets

The *Thirty Years War* QuadriGame consists of four distinct games, completely new and individual, sold both separately and as a complete set.

The contrasting style and character of European warfare in the mid-Seventeenth Century did necessitate significant modifications to the QuadriGame mechanics, but the essential simplicity and playability have been retained. The scale is 175 meters per hex and 45 minutes per Game-Turn. Units

represent infantry and cavalry regiments and brigades. Artillery counters are fired during a separate Phase; the artillery can be captured intact. Leader counters have varying capacities to enhance morale and combat effectiveness.

Movement is sequential and single-Phased. Zones of Control are fluid and active; although they have no movement effect, combat is mandatory between opposing units. The Combat Results Table employs a

"disruption" rather than a retreat, effect. High losses render an entire army prone to "demoralization." Units and counters are backprinted, and are inverted to signify disruption (or capture).

The Standard Rules to all *Thirty Years War* games are presented in one folder; each game also has a unique "Exclusive Rules Folder," which includes special rules, historical set-up and reinforcements, Players' Notes and Designer's Notes.

## Lutzen Gustavus Adolphus' Last Battle, 16 November 1632

In the summer of 1632, the sole effective force obstructing Gustavus Adolphus was Count von Wallenstein's newly reconstituted Imperialist Army. The cautious and calculating von Wallenstein somehow always averted a decisive engagement, until, finally, intent on wintering in Saxony, the Count failed to reckon on Gustavus'

resolve and was caught with a quarter of his army dispersed at Lutzen. It was a smashing victory for the Swedes — but Gustavus did not survive the battle, and his dreams of a great Swedish Empire died with him.

In *Lutzen*, the Swedish Player races to defeat the Imperialist Army before

Wallenstein's missing forces can arrive. Special rules cover the distinctive tactical doctrine of Gustav's cavalry, fog, and the Imperialist supply train. A separate section simulates the potential morale effects of Gustav's possible demise. Finally, an optional rule posits an early arrival of the Imperialist reinforcements.

## Nordlingen Triumph of the Imperialists, 6 September 1634

By late 1634, both Gustavus and Wallenstein were dead, but the *Thirty Years War* continued. The armies of Catholic Spain and the Holy Roman Empire combined to lay siege to Nordlingen, an important city near the Danube. The Swedes moved to prevent this and, by 6 September, the two armies were facing

each other across the broken terrain to the south of the city. In the battle, the Swedes seized the initiative and launched a furious assault on the hill which formed the left flank of the Imperialist line. From there, the battle gradually spread until both armies were fully engaged in a fierce back-and-forth struggle.

Exclusive rules are provided in the game for demoralization, for cavalry charges and the devastating initial attack of the Swedes. It is an unusual battle which highlights the complete spectrum of Seventeenth Century warfare, as both Players must solve the problem of offense and defense as they maneuver their armies.

## Rocroi The End of Spanish Ascendancy, 19 May 1643

Determined to knock France out of the war once and for all, Spain undertook an invasion of French soil, with Paris the ultimate objective. The Spaniards, under de Melo, laid siege to Rocroi, a fortress not far inside French territory, and the French eagerly approached to offer battle. A

complex, back and forth struggle was the result, in which D'Enghien ultimately managed, as much by chance as design, to surround and annihilate the Spanish tercios.

The French Player must parlay the greater mobility of his forces into victory by

concentrating in turn against portions of the powerful, but ponderous Spanish Army. Special rules simulate the use of the cavalry charge tactic, which both sides employed, and differentiate between the morale levels of various different segments of both armies.

## Freiburg Conquest of the Rhine Valley, 3-9 August 1644

With the destruction of the Spanish Army at Rocroi, the only Hapsburg force in the entire Rhine Valley to oppose the French was the Bavarian Army. In July of 1644, this army captured Freiburg, a town strategically situated in the Rhine Valley. Two French Armies, D'Enghien's regulars

and a mercenary force led by the Vicomte de Turenne converged on the Bavarians to oust them from Freiburg. A bloody struggle, involving three days of fighting, ensued.

*Freiburg* consists of four distinct scenarios. Three of these depict the battles of 3, 5 and

9 August 1644; the fourth simulates a hypothetical siege. In addition, there is a Campaign Game which links the distinct scenarios together. Exclusive rules cover Bavarian Entrenchments, the Fortifications of Freiburg and the method of breaching them, and cavalry charge tactics.

**The *Thirty Years War* QuadriGame will sell for \$12. Available 30 April 1976.  
Each individual Folio Game will sell for \$5. Available 15 May 1976.**