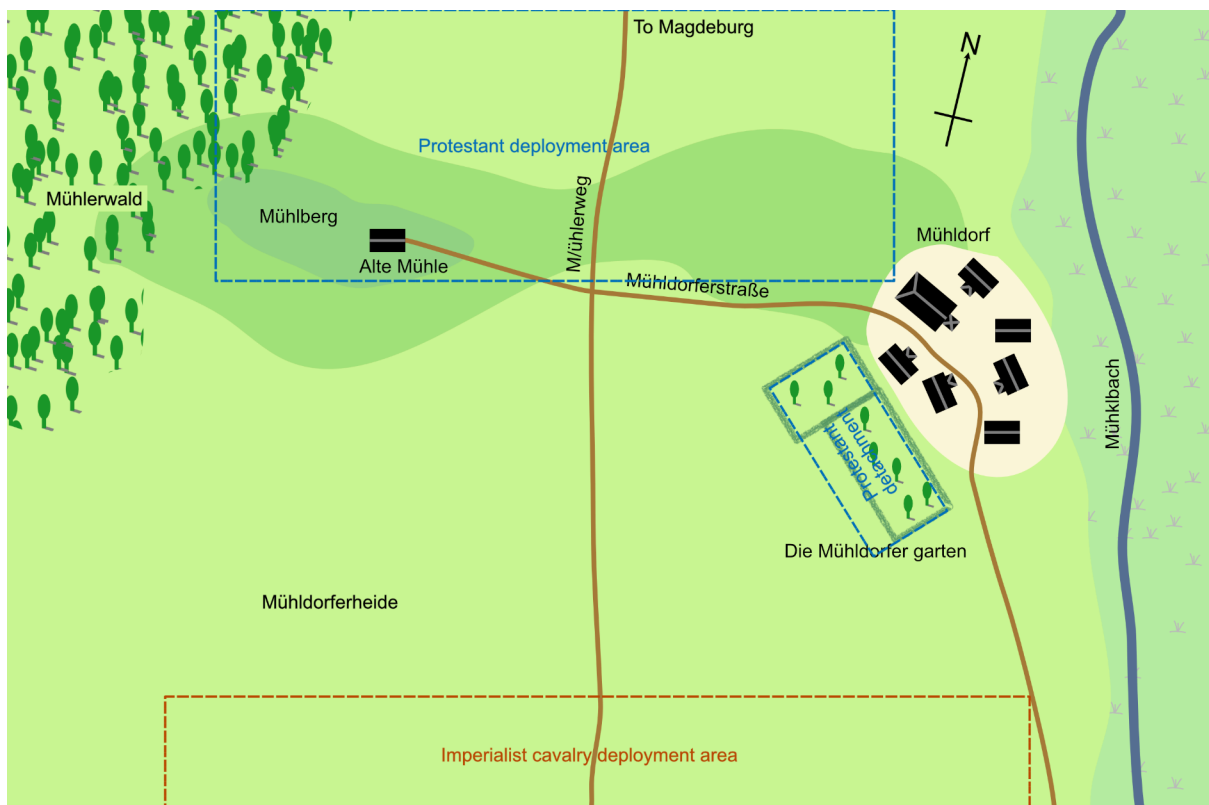


MÜHLDORF - 1633ISH

A fictional combat set in the 30-years war



This is a fictional combat set somewhere in Saxony in the year after the battle of Lützen.

Prelude

The battle of Lützen in 1632 saw a Protestant victory, but at a cost: the death of Gustavus Adolphus. The war continued with Sweden setting up a formal structure with their German allies: the Heilbronn League.

It is now 1633. The main Protestant army, headed by the Swedes, is campaigning in Bavaria. They are ravaging the countryside with the aim to force the Bavarians to sue for peace, pushing them out of the war.

In response, the Imperialists planned a diversionary offensive targeting the protestant supply routes running through Saxony. An Imperialist army, supported with a Spanish contingent, has set out from Jülich, moved across Germany, and is now advancing on Magdeburg.

The garrison of Magdeburg is preparing for being besieged until relieved by the main Protestant army. Supplies are gathered and on their way. To ensure there is sufficient time for these to reach the city a small detachment is sent to confront and delay the Imperial army.

Situation

It is just past midday on September 3rd, 1633. Near the village of Mühlendorf the Protestant detachment has found a good position to hold back the advancing Imperialist.

The small village is astride the Mühlendorferstrasse that intersects the Mühlerweg to Magdeburg. To the east of it runs the Mühlbach that is difficult to cross and its banks are marshy ground. To the southwest of the village are the Mühlendorfer Garten, which the inhabitants use to grow crops and fruits. These are surrounded by high hedges and are rough going. To the west the ground rises to the highest point where the Alte Mühle is located on top of the Mühlberg. Beyond that is the Mühlerwald, which is a dense forest. The area to the west of the village and south of the Mühlberg is known as the Mühlendorferheide.

To prevent the Imperialist making use of Mühlendorf the Protestants have set it on fire. The village is ablaze and full of smoke. The Mühlendorfer Garten, however, doesn't burn very well. The Protestants may deploy units in it.

The weather is fair, but it is already relatively cold for the time of year. Gathering rainclouds are seen in the distance. There is a weak, westerly wind.

The protestants have deployed on, and behind, the Mühlberg. A detachment may be placed in the Mühlendorfer Garten.

The Imperialist cavalry has just entered the battlefield. The infantry is close behind and may move onto the tabletop in any ROSE.

Because the Imperialist have just arrived, both armies may not give pre-battle orders.

the MATRIX

The following keywords are added to the MATRIX:

- RAIN
- SMOKE
- VERLORENE HAUFEN

RAIN: The weather is mostly dry, but it has already rained and more rainclouds can be seen in the distant. If any pass, the rain showers are short and intense.

SMOKE: The houses of Mühlendorf are burning, despite the rain. This generates a lot of smoke that slowly drifts downwind. There is a weak westerly wind.

VERLORENE HAUFEN: Infantry regiments consist of a number of companies with each having both pike- and musket-armed men. For a battle these would be split over the required tactical units. Typically a central pike block with two sleeves of shot. However, when needed men could also be detached to form separate tactical units. For example, in the Swedish army, with a higher shot-to-pike ratio, the excess shot could be deployed alongside the cavalry. But musket-armed men could also form a so-called *verlorene haufen*. These could be sent forward to skirmish, to trigger the enemy into premature actions, or take position in important pieces of terrain.

Before deployment both armies may detach musket-armed men from the parent regiment and use these to form other units. The detached number of men is deducted from the parent regiment, and added to the newly formed tactical unit. One or more bases of the parent unit are removed depending on the numbers and what is deemed practical.

Notes

For practical reasons all infantry regiments consist of a single pike block and two sleeves of shot. All sub-units are 200 men strong, for a total of 600 to the regiment. All infantry regiments have the keyword REGIMENT (See Der Söldner). All are DRILLED. All shot are musket-armed.

The Swedish infantry has the keyword SWEDISH SALVO.

The Saxon infantry lacks the level of EXPERIENCE the Swedes and Imperialist infantry have. They are still recuperating from their performance at Breitenfeld, but seem to be in better shape as in 1631. Just not up to par yet with the aforementioned units.

All cavalry regiments consist of two squadrons of 100 men each. All have the keyword REGIMENT, HORSE, and CARACOLE.

Downscaling

The Unit of Time (UoT) is 1/2 minute. Every 4+ for time setting or time checks represent 1/2 minute instead of the usual 1. The individual actions, nevertheless, take as much time as normal. The Time Check table number of D6s are adjusted accordingly.

Smaller combats are relatively easier to oversee, but more dynamic. Good commanders will be able to adapt, poor ones struggle even more. The coup d'oeil of the different commanders is adjusted such that hawk-eyed, gifted and competent commanders retain their number of D6, but slow witted or worse have a higher number.

See attached QRS and measuring sticks for details.

Rule errata

A commander giving an order is a single and separate event. It cannot be combined with actions by units, groups, other commanders, or other actions by the same commander. It is always resolved with a time check, which is based on the *coup d'oeil* of the commander plus the number of units receiving the order and their distance relative to the commander. If any of the receiving units is in, or close to, combat the commander runs the risk of getting hit, and he must roll on the "risk to commanders" table.

All other actions by commanders can be combined with those of units, groups, or other commanders. These can be disputed and, if so, resolved as an argument or a time check using the *coup d'oeil* of the commander.

Note that commanders are allowed to act, including giving orders, in the closing step of a ROSE, provided they have time left.

The Protestant army

Victory conditions: Delay the advancing Imperialist by at least 30 minutes, and leave the battlefield as intact as possible by not later than one o'clock. As intact as possible means less than 25% of the units having suffered a flee (Fl) combat outcome.

Player control dice: 9D6.

All Swedish commanders are competent. The Saxon commanders are slow witted.

The Imperialist army

Victory conditions: At least one cavalry and infantry regiment must have crossed the battlefield and leave it within 30 minutes intact on its way to intercept any additional supplies being brought into Magdeburg. Intact means any of its sub-units must not have suffered more than three fall back (FB) or any flee (Fl) combat outcome during the game.

Player control dice: 9D6.

All commanders are competent.

Both armies

The number of units depends on what is available. In total the Protestant army has 75% of the number of infantry regiments, the Imperialist have and 50% of the cavalry regiments. The Protestants have one battery of light artillery.

SWEDISH & SAXON UNITS

Unit	Size	MORALE	EXPERIENCE	WEAPON	ARMOUR	Other keyword
Swedish pike block	200	good	excellent	pike	breast & back plate + tassets	REGIMENT
Swedish shot	200	good	excellent	musket	none	REGIMENT, SWEDISH SALVO
Swedish horse	100	good	excellent	pistols & sword	cuirass	REGIMENT
Saxon pike block	200	good	good	pike	breast & back plate + tassets	REGIMENT
Saxon shot	200	good	good	musket	none	REGIMENT
Saxon horse	100	good	good	pistols & sword	cuirass	REGIMENT
Swedish light artillery	5 guns	good	good	light gun	none	

IMPERIAL & SPANISH UNITS

Unit	Size	MORALE	EXPERIENCE	WEAPON	ARMOUR	Other keyword
Imperial pike block	200	good	good	pike	breast & back plate + tassets	REGIMENT
Imperial shot	200	good	good	musket	none	REGIMENT
Imperial horse	100	good	good	pistols & sword	cuirass	REGIMENT
Spanish pike block	200	good	excellent	pike	breast & back plate + tassets	REGIMENT
Spanish shot	200	good	excellent	musket	none	REGIMENT
Spanish horse	100	good	good	pistols & sword	cuirass	REGIMENT

Round Of (near) Simultaneous Events (ROSE)

- 1) Mark ongoing events
- 2) **Players select dice for next narrator**
 - 2.1) Highest D6 = narrator
 - 1st roll of ROSE sets minutes
- 2.2) Propose event.
 - 2.2.1) If disputed**
 - 2.2.2) Resolve argument(s)
 - 2.2.3) Loop to 2.2.1**
- 2.3) Event happens. Scope is fixed
- 3) Loop to 2, unless all dice spend**
- 4) Closing step

Resolving disputed (sub-)events
Probability of success **3D6** score

Dead certain, but...	DC	4+
Nearly certain	NC	6+
Very likely	VL	8+
Likely	L	10+
50-50	50-50	11+
Unlikely	U	12+
Very unlikely	VU	14+
Nearly Impossible	NI	16+
A daring attempt	DA	18+

Battlefield & tactical situation

Unit quality & condition

Leadership & others

TERRAIN	OPEN FLANK/REAR	MERCENARY
VISIBILITY	CHARGING	MORALE
WEATHER	SKIRMISHING	COHESION
TIME OF DAY	DISTANCE	FATIGUE
OUTNUMBERED	DURATION	SURPRISED

EXPERIENCE	ORDERED	PREV. COMBAT
FORMATION	HEROIC	PREV. ACTION
WEAPON	OPPORTUNITY	THE BIG PICTURE
ARMOUR	THREAT	WILDCARD
UNIT SIZE		

THE MATRIX

Risk to commanders		
Result of nearest friendly unit	Captured (Hth only)	Wounded
MP, Di, FU, or Pu	16	17
FB	14	15 - 16
FL	12 - 13	14 - 16
		17 - 18
		17 - 18

Combat result	If unit loses it must				If units wins it will			
	Shooting	Close combat***	Shooting	Close combat***	Shooting	Close combat***	Shooting	Close combat***
Net score 3D6	Eff.	Other	Cav.	Inf.	Art.	Cav.	Inf.	Art.
Equal	D1*	--	FB	Di	FL	FB	MP	MP
1 Diff.	D1*	--	FB	FB	FL	FU	MP	MP
2 to 3 Diff.	FB	Di	FB	FB	FL	Pu	FU	MP
4+ Diff.	FL**	FB	FL	FL	FL	Pu	Pu	MP

*Cav: Di = FB; ** Skirmishers: FL = FB
*** Keyword FATIGUE: Di = FB, FB = FL when both sides exhausted

Coup d'oeil

Coup d'oeil	Number of D6	MP	Maintain position. Disturbed in combat
Hawk eyed	0D6	MP	Maintain position. Disturbed in combat
Gifted	1D6	Di	Disentangle. Disturbed
Competent	2D6	FB	Fall Back. Unformed
Slow witted	6D6	FU	Follow Up. Disturbed
Incompetent	12D6	FL	Flee. Panic stricken
Has other talents	24D6	Pu	Pursue. Unformed

Giving orders: D6 = coup d'oeil + recipients/distance (+D6/action)

REFERENCES

Movement (100 paces)	Time Check (TC)
Infantry	6D6
Cavalry walk	4D6
Cavalry trotting	2D6
Cavalry galloping 50 paces	2D6
Reforming	Time Check (TC)
Misaligned	1D6
Disturbed (DRILLED)	4D6(2D6)
Disturbed Pikes	6D6
Unformed inf.	4+1D6/50 men
Unformed inf. DRILLED	6D6
Unformed cavalry	6D6
Panic stricken	Reference: VU
Combat	Time Check (TC)
Inf./Cav. Shooting (DRILLED)	6D6(4D6)
SWEDISH SALVO	1D6
Reloading SALVO	4D6
Field/Light art. reloading	12D6/4D6

Typical time (minutes) = number of D6/4

*Non-DRILLED pikes

Engaging unit	Target unit					
	Eff. range	Horse	Dragoons	Pikes	Shot	Artillery
Horse	--	50-50	NC	VU	L	NC
Dragoons	--	NI	50-50	VU	U	NC
Coats	--	VU	L	NI	U	NC
Pikes	--	N.a	VL	50-50	L	NC
Inf. Shot	--	N.a.	L	U	50-50	NC

Shooting unit

Inf. shot	100	L	L	L	50-50	U
Dragoons	100	U	L	U	U	U
Mtd. carabines	50	U	50-50	VU	U	U
Mtd. pistols	25	50-50	L	U	U	U
Field artillery*	200	L	L	L	L	U
Light artillery*	150	L	L	L	L	U
All skirmishers	As above	VU	VU	VU	VU	VU

*Field artillery Extreme range = 1500 paces. Light artillery = 1000 paces

OUTCOMES & ORDERS

Note any additional scenario specific keywords

walking

50

0

jogging

100

close order infantry 1/2 min

other infantry 1/2 min

walking

galloping 10 sec

trotting

close order cavalry 1/2 min

other cavalry 1/2 min