

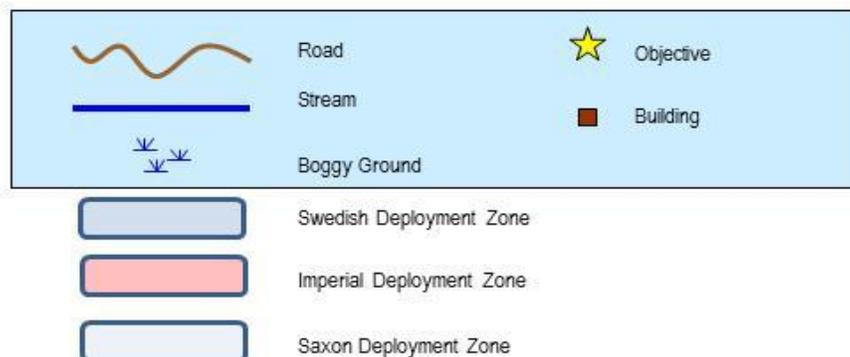
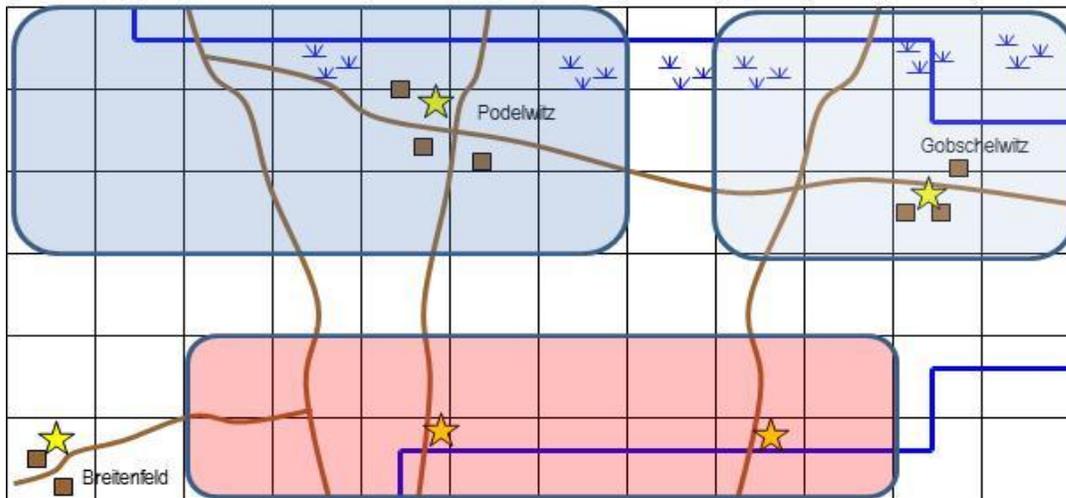
Pike & Shotte Scenario: Breitenfeld, 1631

The entry of Sweden into the Thirty Years War completely changed the balance of power, and altered the nature of the fighting as Gustavus Adolphus and his Swedish forces introduced new tactics and formations to the battlefields of Germany.

The battle of Breitenfeld was one of Gustavus' greatest victories, and the first significant Protestant victory of the war. This scenario is designed to allow the battle to be re-fought using the popular Pike & Shotte rules, and a group's collection of TYW figures.

Map:

Pike & Shotte Mega-Game Breitenfeld, 1631



Forces:

Forces for the battle may be adjusted to meet the group's figure collection with the following guidelines:

- Total Protestant forces should outnumber the Imperial forces by roughly 20%
- The Protestant side should have at least double the number of cavalry units as the Imperial side
- The Protestant side must field at least 40% of their units as Saxon. Saxon units are drawn from the Imperial army list, but have the wavering special rule.

Forces should be drawn from the Imperial and Swedish army lists in the Pike & Shotte rulebook.

Commander ratings are as follows:

- Protestant –
 - Gustavus (overall) – as per the rules
 - John George of Saxony – leadership 7, must command all Saxon units
 - Horn (center) – leadership 9
 - Baner – leadership 9
- Catholic –
 - Tilly (overall) – as per the rules
 - Pappenheim (left wing) – leadership 8, +2 to combat if attached to a charging cavalry unit. One cavalry unit under Pappenheim's command may be the black cuirassiers (elite 4+).
 - Schonburg (center) – leadership 8
 - Furstenberg (right wing) – leadership 8

Deployment:

Imperial forces may deploy anywhere within 24" of the south table edge, as long as they are more than 24" from either side table edge.

The Imperial artillery has a restricted deployment, see the special rules section.

Protestant forces may be deployed as follows:

- Saxon forces may be deployed anywhere within 36" from the north table edge, but cannot be further than 48" from the eastern table edge.
- Swedish forces may be deployed anywhere within 36" from the north table edge, but cannot be further than 84" from the western table edge.

Terrain Notes:

Marshy Areas – much of the low ground in the area was marshy and water logged. In game terms they are treated as rough ground: skirmishing infantry or cavalry are not affected, other infantry and cavalry move at 1/2 speed through them, and artillery cannot enter them.

Villages - each village block is treated as a "building" in Pike & Shotte terms: it may hold one infantry unit. Entering an unoccupied village block requires an extra 6" of movement, as does assaulting an occupied one. Units in a village have a up to 2 per facing, up to their total shoot value; and a hand to hand combat value of the same. Units in a village receive a +2 morale save, and a +3 combat resolution bonus (large or standard sized) or +2 (if small). Units in villages ignore break test results that oblige it to retire and must be broken to be evicted.

Special Notes:

Imperial Artillery – Tilly elected to deploy all of his artillery in a large group in his center, so all artillery on the Imperial side must be combined similarly, and deployed anywhere within 24" of the center of the Imperial deployment zone. Due to the limited impact the Imperial "grand battery" had during the battle, treat all of the Imperial guns as medium guns.

Winning the Game:

The Swedish goal was to defeat the Imperialist forces in front of them and push on to the outskirts of Leipzig. The Allies win if they can seize and hold any 3 of the 5 objectives marked on the game map at the start of their turn, or if they are able to break the Imperial army.

Tilly's goal was simply to delay the Swedish advance, while keeping his army in being. The Imperialists win the scenario if the Swedes fail to achieve their victory conditions within 8 turns, or the Swedish force is broken.