



## 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 Catholic forces by roughly 10%
- The Protestant side must field at least 20% of their units as reserves (see notes below)

Forces should be drawn from the Imperial and Protestant army lists in Devil's Playground.

Commander ratings are as follows:

- Protestant –
  - Gustavus Adolphus – as per Devil's Playground
  - Gustav Horn – as per Devil's Playground
  - Subordinates (8)
- Catholic –
  - Tilly (overall) – as per Devil's Playground
  - Maximillian – as per Devil's Playground
  - Johan van Aldringer (8)
  - Subordinates (8)

## Deployment:

The overall commander assigns each command to a deployment zone, noted as 1-4 for the Catholic forces or A-D for the Protestant forces.

The commander of Swedish/Protestant force A may deploy up to half of their force up to 36" from the table edge within their deployment zone. The commanders of Imperial/Catholic forces 1 and 2 may each deploy up to two units each of their force up to 36" from the table edge within their deployment zone.

The remaining forces will all enter on their turn one from their deployment areas. The Protestant forces take the first turn.

## Terrain Notes:

Marshy Areas – some 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:

Earthworks – the Protestant forces established a bridgehead prior to the battle and were able to create earthworks for their artillery. When deploying, the Protestant overall commander may deploy a total of 12" of earthworks. Forces defending earthworks receive a +1 to their morale saves, and a +1 on combat resolution. If the defenders of an earthworks section are pushed back in combat the section is removed.

Stormy Weather – a significant storm was approaching, which added urgency to both sides and in the end aided the Catholic forces in their escape after nightfall. To reflect this, starting on turn 5 the Protestant CiC rolls 1d6 and the storm arrives on a roll of 6. Continue to roll each turn, adding +1 for each turn the storm has been delayed.

Once the storm arrives, the game goes only one more turn. During that turn, no firing is allowed due to the high winds and torrential rain, and any unit armed with firearms or artillery suffers a -1 modifier to their combat rolls. After one complete storm turn visibility has become too low and the battle ends.

## Winning the Game:

The Protestant goal was to defeat and hopefully destroy the Catholic army, opening the Catholic heartland to invasion. The Protestants win if they can seize and hold any 5 of the 9 objectives marked on the game map at the start of their turn, or if they are able to break the Catholic army.

Tilly's goal was simply to hold out, hopefully retaining the line of the River Lech, while keeping his army in being. The Catholics win the scenario if the Imperialists fail to achieve their victory conditions by the end of the game, or the Protestant force is broken.