

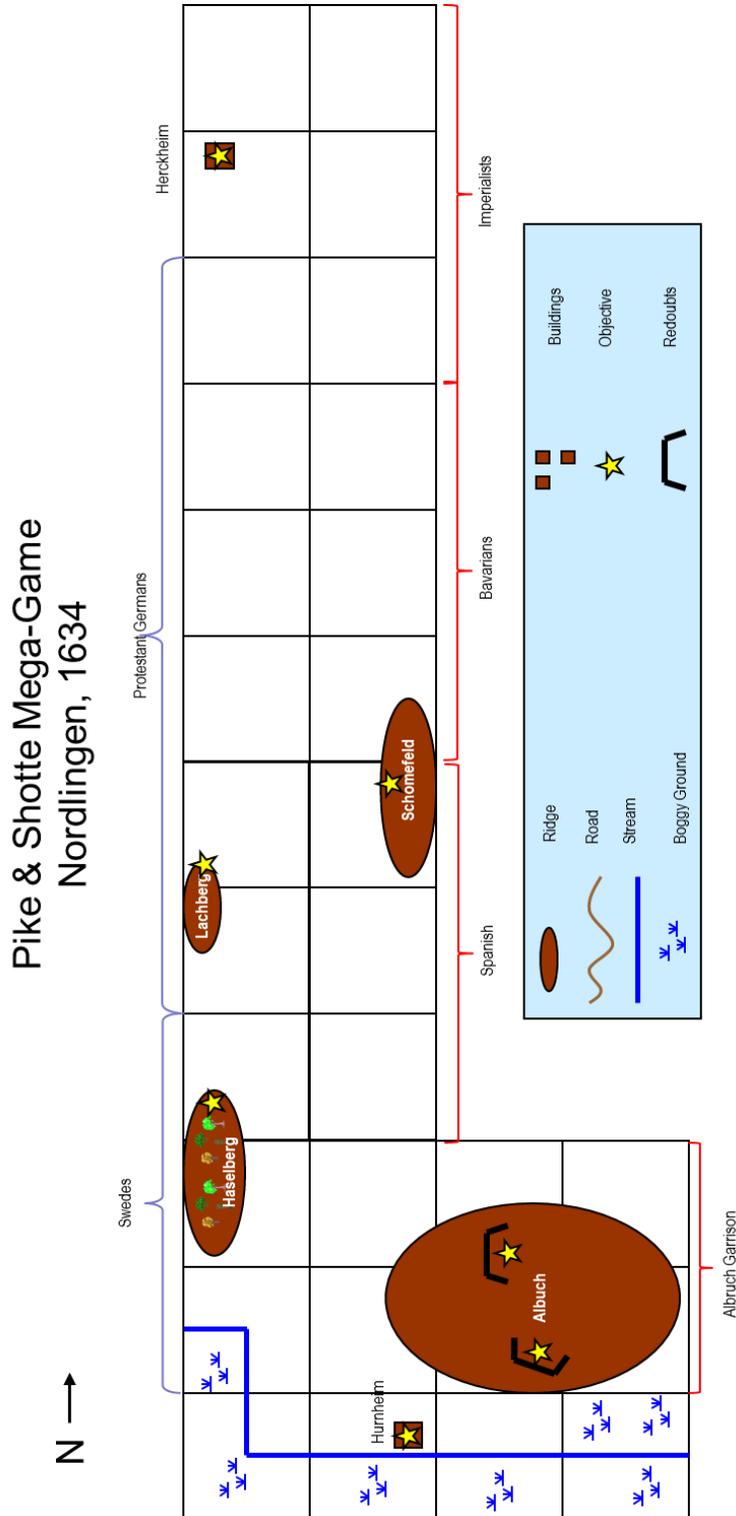
Pike & Shotte Scenario: Nordlingen, 1634

After a wasted summer of 1634, Protestant forces were forced to react as their enemies brought together Imperial and newly arrived Spanish forces to besiege the key city of Nordlingen in southern Germany.

A combined force of Swedes, led by Gustav Horn, and German Protestant troops, led by Bernhard of Saxe-Weimar, attacked a strong Imperial position south of the city, meeting the Hapsburg Imperial forces under Matthias Gallo, and a strong Spanish force, led by Ferdinand III, son of the Holy Roman Emperor.

The resulting action was bloody and close fought, but the Protestants after making initial progress were stymied and overwhelmed. Imperial leaders referred to the battle as the "greatest victory of our times".

Map:



Forces:

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

- Total Catholic forces should outnumber the Protestant forces by roughly 10%
- The Catholic side must field at least 25% of their units in reserve (see notes below)

Forces should be drawn from the Imperial and Protestant army lists in Devil's Playground. The Albruch Garrison was historically a mixed force, and may contain both Spanish and Imperial units.

Commander ratings are as follows:

- Protestant –
 - Gustav Horn (9)
 - Saxe-Weimar (8)
 - Subordinates (8)
- Catholic –
 - Ferdinand III (9)
 - Gallas (8)
 - Subordinates (8)

Deployment:

Imperial forces may deploy anywhere within their deployment zone. The historical deployment zones are shown on the map – alternately, players may use the historical zones.

Imperial forces deploy first, and may be deployed as follows:

- Each player nominates at least 25% of his units to hold in reserve
- On table forces may deploy anywhere within 12" of the board edge of their deployment zone [the Albruch garrison may deploy their on table forces anywhere on the Albruch and within 36" of their deployment zone]
- Imperial reserves enter the table on turn three, anywhere within their deployment zone. Reserves always receive at least one move on their turn of entry, unless they roll a blunder.

Protestant forces may be deployed as follows:

- On table forces may deploy anywhere within 12" of the board edge of their deployment zone

The Protestant forces take the first turn.

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. Cavalry may not make more than one move through a marshy area.

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:

Redoubts – the Imperial forces had time to erect defenses on the Albruch, anchoring their left flank. Forces defending a redoubt receive a +1 to their morale saves, and a +1 on combat resolution. If the defenders of a redoubt are pushed back in combat they must fall back a full move and the attackers may occupy the position, but not do anything more.

Winning the Game:

The Protestant forces were desperate to defeat the Imperial armies and raise the siege of Nordlingen. They 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.

The Imperial forces win the scenario if the Protestants fail to achieve their victory conditions within 8 turns, or the Protestant force is broken.