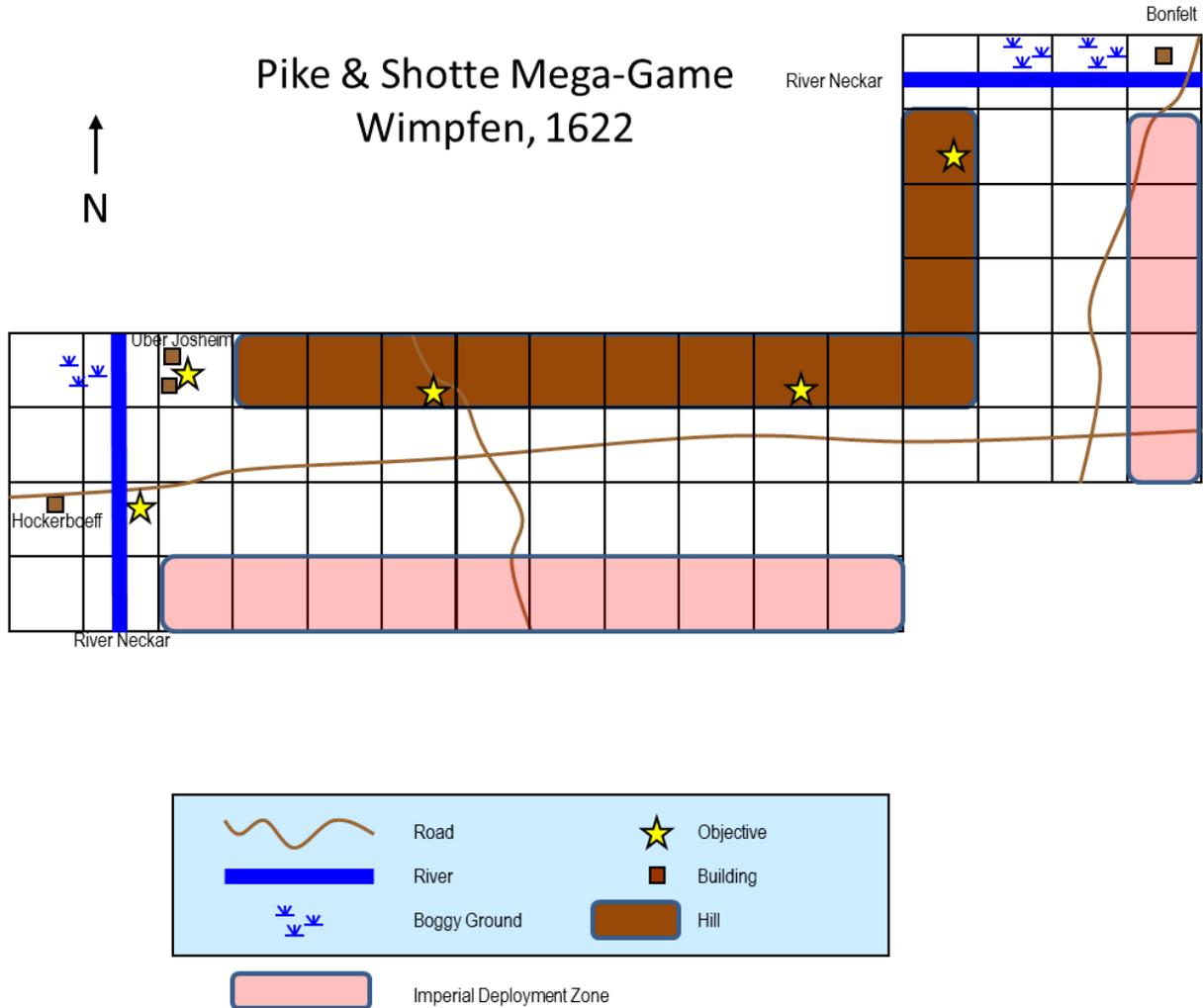


Pike & Shotte Scenario: Wimpfen, 1622

After the fall of Bohemia, the remaining Protestant forces in the field fell back into Germany. Three separate Protestant armies were now operating near to each other, under Mansfeld, Georg Friedrich of Baden and Christian of Brunswick. As the three attempted to link up, Catholic forces under Tilley and Cordoba closed in, and caught the forces of Georg Friedrich near Wimpfen.

The battle of Wimpfen was a great success for the Catholics, with the Protestant force of Georg Friederich destroyed, and the Catholic forces able to pursue the remaining Protestant forces north. The battle could have been quite different if Mansfeld was able to come to the aid of his fellow Protestants, 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:



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 Protestant side must field at least 30% of their units as a flank march (see notes below)

Forces should be drawn from the Imperial and Protestant army lists attached.

Commander ratings are as follows:

- Protestant –
 - George Friedrich of Baden (8)
 - Mansfeld [flank march] (8)
 - Subordinates (8)
- Catholic –
 - Tilly (overall) – as per the rules
 - Cordoba (9)
 - Subordinates (8)

Deployment:

Imperial forces may deploy anywhere within their deployment zone.

Protestant forces may be deployed as follows:

- On table forces may deploy anywhere within 12" of the hill
- The relief force (Mansfeld) enters the table anywhere along the western table edge, west of the River Neckar on turn one.

The Imperial 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.

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:

Barricades and Laager – the Protestant forces fought much of the engagement behind temporary fortifications and wagon laager barriers. When deploying, the Protestant overall commander may deploy a total of 36" of barricades or wagon laager barrier. Forces defending a barrier receive a +1 to their morale saves, and a +1 on combat resolution. If the defenders of a barrier section are pushed back in combat the barrier is removed.

Winning the Game:

The Imperialist goal was to defeat the Protestant forces in detail before they could link up. The Imperialists 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 Protestant army.

George Friederich's goal was simply to hold out until he could be joined, while keeping his army in being. The Protestants win the scenario if the Imperialists fail to achieve their victory conditions within 8 turns, or the Imperial force is broken.

Army Lists:

Thirty Years War German Protestant Union (Early):

Unit	Unit Type	Weapons	HTH	Shoot	Morale	Stamina	Special	Pts
Leaders:								
Overall Commander (roll d6, 1=7, 2-5 = 8, 6 = 9)								40
Infantry / Artillery Commander (Command Rating 8)								40
Cavalry Commander (Command Rating 8)								40
Cuirassiers	Hvy Horse	Sword, pistol	8	1	3+	4	Caracole; Hvy Cav +1	53
<i>Maximum of 2 units</i>								
Reiters	Horse	Sword, pistols	6	2	3+	3	Caracole; Mercenary	37
Dragoons	Horse / Foot Skirmishers	Firelocks	3	2	5+	3	Fire & Evade; Marauder	34
German Pikemen	Foot Pike Block	Pike	5	-	4+	4	Hedgehog; Mercenary	31
<i>0-1 unit may be upgraded to Elite 4+</i>								+6
German Musketeer	Foot Battle Line	Matchk Muskets	3	2	5+	3	Mercenary	27
<i>0-2 units per pike unit</i>								
Commanded Musketeers	Foot Battle Line	Matchk Muskets	3	3	4+	3	First fire	34
<i>0-2 units allowed</i>								
Artillery	Ordnance	Med Gun	1	3-2-1	5+	2		21
<i>Up to ½ may be upgraded to Heavy</i>								+4
Siege Arty	Ordnance	Mortar	1	2	5+	2		25
<i>0-1 unit</i>								

Thirty Years War German Imperial / Catholic League (Early):

Unit	Unit Type	Weapons	HTH	Shoot	Morale	Stamina	Special	Pts
Leaders:								
Overall Commander (roll d6, 1=7, 2-5 = 8, 6 = 9)								40
Infantry / Artillery Commander (Command Rating 8)								40
Cavalry Commander (Command Rating 8)								40
Lifeguard	Hvy Horse	Lance, sword, pistol	9	1	3+	4	Elite 4+ Hvy Cav +1	57
<i>maximum one unit, German Imperial only</i>								
Cuirassiers	Hvy Horse	Sword, pistol	8	1	3+	4	Caracole; Hvy Cav +1	53
<i>two units maximum per army (Imperial), no maximum if Catholic League</i>								
Reiters	Horse	Sword, pistols	6	2	3+	3	Caracole; Mercenary	37
Harque-Busiers	Horse	Carbine, pistol	7	1	4+	3	Caracole	39
Dragoons	Horse / Foot Skirmishers	Firelocks	3	2	5+	3	Fire & Evade; Marauder	34
Imperial Pikemen	Foot Pike Block	Pike	6	-	4+	4	Hedgehog; Mercenary	34
<i>0-1 unit may be upgraded to Elite 4+</i>								+6
Imperial Musketeers	Foot Battle Line	Matchk Muskets	3	2	5+	3	Mercenary	27
<i>0-2 units per pike unit</i>								
Swordsmen	Foot Battle Line	Sword & shield	6	-	4+	3	Swordsmen	34
<i>0-2 units allowed</i>								
Commanded Musketeers	Foot Battle Line	Matchk Muskets	3	3	4+	3	First fire	34
<i>0-2 units allowed</i>								
Artillery	Ordnance	Med Gun	1	3-2-1	5+	2		21
<i>Up to ½ may be upgraded to Heavy</i>								+4
Siege Arty	Ordnance	Mortar	1	2	5+	2		25
<i>0-1 unit</i>								