

1 EVENT
3 REASONS
& 

Arguing when... wargames

THALSCHÜTZ - 1632

What if Gustavus first followed the Saale...



This is a scenario for Der Söldner, a ruleset for tabletop miniature wargames covering the mid-14th to mid-17th century. A copy of Der Söldner is required to play this scenario.

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This is a *What if...* scenario, loosely based, very loosely, on the events before the battle of Lützen in 1632.

Prelude

After landing near Peenemunde in 1630 the Swedish had moved south. After Swedish victories at Breitenfeld (7 September 1631) and Rain (15 April 1632), and the dead Tilly, the Emperor recalled Albrecht von Wallenstein to command his army and confront the Gustavus Adolphus.

Wallenstein established himself at Fürth, in between Gustavus and his communications to the North. Then he attacked Saxony, an important Swedish ally, and took Leipzig in early November 1632. Gustavus reacted and headed to Leipzig.

In this scenario the Swedish army has turned north at Weissenfels and followed the Saale river, crossing it at Bad Dürrenberg.

Initially Wallenstein prepared for a Swedish advance via the Lützen road, but when he learned of the northern approach he hastily send Pappenheim with the *avant-garde* to intercept and delay the Swedish. In the meantime, the rest of the Imperialist army would retrace its step and move to a suitable location for engaging the Swedish army. Aiming for the high ground near Markrändstadt.

Situation

It is the early afternoon of 5 November 1632. The time 13:00. Sunset is at 16:30.

The Saale crossing proved difficult. The Swedish *avant-garde* under Gustavus is already on the road to Nempitz. The rest of the army is still trying to cross the river.

Pappenheim decided to approach the advancing Swedes from a Northern direction. Crossing *Der Bach* at Kötschau and is now approaching Thalshütz. This puts his men on open and relatively flat terrain. Ideal for his cavalry!

the MATRIX

The following keywords are added to the MATRIX:

- LION OF THE NORTH

- RASH
- SWEDISH SALVO
- HAKKAA PÄÄLLE

LION OF THE NORTH: Gustavus typically led from the front, taking risks, and inspiring his men in combat.

RASH: Pappenheim was a competent yet reckless cavalry commander. Leading his men from the front and sharing the risk during the charge.

When giving an order to cavalry units that includes charging he is considered hawk eyed. For all other orders he is considered competent.

SWEDISH SALVO: See the Der Söldner rulebook (p. 129).

HAKKAA PÄÄLLE: Gustavus's Finish cavalry units were relatively lightly armored, wearing a leather jacket or a breastplate at best. They packed a truly ferocious charge at the full gallop and accompanied by their battlecry hakkaa päälle! Finish cavalry units cannot use the CARACOLE keyword. To that end pistols, which they did carry, are not listed in the unit type table.

Notes

The number of additional keywords has been kept short. However, some keywords listed in the Der Söldner rulebook may be used.

Cavalry units use the keyword HORSE or CUIRASSIER and, except Finish cavalry, CARACOLE. Individual units represent squadrons and those combined into regiments use the keyword REGIMENT. Note how in Der Söldner the keyword CUIRASSIER and HORSE are related and that units typed as HORSE also use the cuirassier line in the combat reference table (see QRS).

Infantry use the keywords PIKES or musket armed SHOT, depending on type. Combinations of infantry pike blocks and sleeves of shot use the keyword BRIGADE or REGIMENT.

It is assumed that the imperial army no longer used tercio-like pike blocks, despite it being represented on a well-known illustration of the battle of Lützen, hence the keyword CUADRO DE GENTE cannot be used.

Swedish units of SHOT may use the keyword COMMANDED SHOT when detached from their brigade and deployed to support cavalry units.

All units have the MERCENARY keyword.

Most of the infantry of both *avant-gardes* is still off-table. At game start the game-master gives each player a secret note indicating, in an estimated amount of time, how much behind their infantry is.



SWEDISH ARMY UNITS

Unit	Type	EXPERIENCE	MORALE	WEAPON	ARMOUR	Other keywords
Swedish cuirassiers	CUIRRASIERS	High	Good	Sword & pistols	3/4 armour	CARACOLE, REGIMENT
Finish cavalry	HORSE	High	Fearless	Sword	Lightly	HAKKAA PÄÄLLE, REGIMENT
Swedish or veteran cavalry	HORSE	High	Good	Sword & pistols	Breast & backplate	CARACOLE, REGIMENT
Other mercenary cavalry	HORSE	Good	Good	Sword & pistols	Breast & backplate	CARACOLE, REGIMENT
Swedish or veteran pikes	PIKE	High	Good	Pike	3/4 armour	DRILLED, BRIGADE
Swedish or veteran shot	SHOT	High	Good	Musket	None	DRILLED, SWEDISH SALVO, BRIGADE or COMMANDED SHOT
Other mercenary pikes	PIKE	Good	Good	Pike	3/4 armour	REGIMENT
Other mercenary shot	SHOT	Good	Good	Musket	None	REGIMENT
Regimental guns	LIGHT ARTILLERY	High	Good	- -	- -	REGIMENT
Other guns	ARTILLERY	Good	Good	- -	- -	

IMPERIAL ARMY UNITS

Unit	Type	EXPERIENCE	MORALE	WEAPON	ARMOUR	Other keywords
Cuirassiers	CUIRRASIERS	Good	Good	Sword & pistols	3/4 armour	CARACOLE, REGIMENT
Pappenheim's cuiassiers	CUIRRASIERS	High	High	Sword & pistols	3/4 armour	CARACOLE, REGIMENT
Mercenary cavalry	HORSE	Good	Good	Sword & pistols	Breast & backplate	CARACOLE, REGIMENT
Harquebusiers	HARQUEBUSIERS	Good	Good	Arquebus	Lightly	CARACOLE, REGIMENT, SKIRMISHING
Veteran pikes	PIKE	High	Good	Pike	3/4 armour	DRILLED, REGIMENT
Veteran shot	SHOT	High	Good	Musket	None	REGIMENT
Other mercenary pikes	PIKE	Good	Good	Pike	3/4 armour	REGIMENT
Other mercenary shot	SHOT	Good	Good	Musket	None	REGIMENT
Guns	ARTILLERY	Good	Good	- -	- -	

The Swedish army

Victory conditions: Keep the road via Nempitz open for the Swedish army.

Player control dice: 9D6.

Avant garde (on-table): Gustavus Adolphus:
Commander-in-Chief, Gifted, Inspiring

- 1 unit Swedish cuirassiers
- 3 units Swedish cavalry
- 1 unit Finish cavalry
- 4 companies commanded shot

Avant garde (off-table):

- 5 Swedish infantry regiments each consisting of 1 pike block, 2 sleeves of shot, and 12 regimental guns

The Imperial army

Victory conditions: Delay the advance of the Swedish army by more than 6 hours. Practically, this means blocking the road via Nempitz.

Player control dice: 9D6.

Avant garde (on-table): Gottfried Heinrich Graf zu Pappenheim: Commander-in-Chief, RASH, Inspiring

- 1 unit of Pappenheim's cuirassiers
- 5 units of cuirassiers

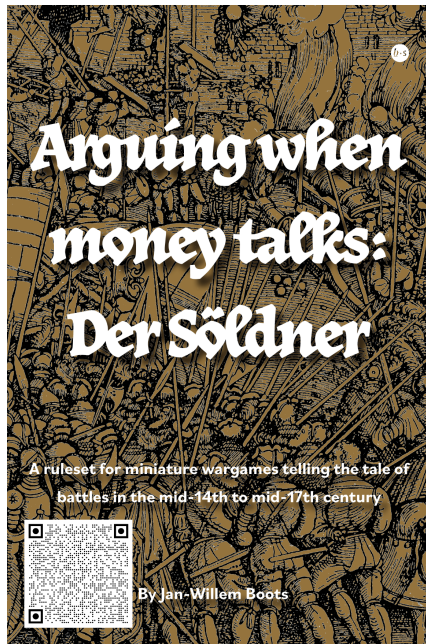
Avant garde (off-table):

- 4 regiments of veteran infantry each consisting of 1 pike block and 2 sleeves of shot
- 1 battery of 8 guns

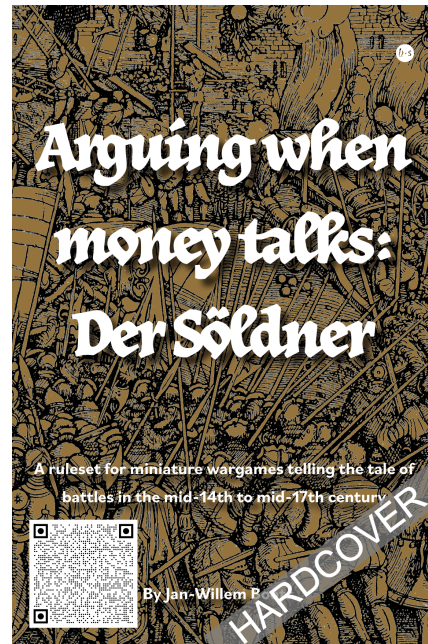


APPENDIX

- *OBTAINING DER SÖLDNER*
- *QRS*
- *MEASURING STICKS*



Paperback



Hardcover

Arguing when money talks: Der Söldner is available on-line and can be obtained at www.boekscout.nl or www.bol.com

The moment I designed the first test game I decided to start a blog: the [Tabletop MATRIX wargames Blog](#). [QUICK REFERENCE SHEET](#)

1 EVENT
3 REASONS



Round Of (near) Simultaneous Events (ROSE)

1) Mark ongoing events

2) Select dice for next narrator

2.1) Highest D6 = narrator
1st roll 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	DC	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

TERRAIN	OPEN FLANK/REAR	MERCENARY	EXPERIENCE	UNIT quality & condition
VISIBILITY	CHARGING	MORALE	FORMATION	ORDERED
WEATHER	SKIRMISHING	COHESION	WEAPON	HEROIC
TIME OF DAY	DISTANCE	FATIGUE	ARMOUR	OPPORTUNITY
OUTNUMBERED	DURATION	SURPRISED	UNIT SIZE	THREAT

Note any additional scenario specific keywords

references for decades of war

Movement (100 paces)

Infantry	Time Check (TC)
Cavalry walk	3D6
Cavalry trotting	2D6
Cavalry galloping 50 paces	1D6

Reforming

Misaligned	Time Check (TC)
Disturbed (DRILLED)	1D6
Disturbed Pikes*/reiters	2D6 (1D6)
Unformed inf./reiters	3D6
Unformed inf. DRILLED	2+1D6/100 men
Unformed cavalry	3D6
Panic stricken	Reference: VU

Combat

Inf./Cav. shooting (DRILLED)	Time Check (TC)
SWEDISH SALVO	3D6 (2D6)
Reloading SALVO	1D6
Field/Light art. reloading	2D6
	6D6/2D6

Typical time = number of D6/2

*non-DRILLED Pikes

Engaging unit

Eff. range	Hy. cav.	Light cav.	Pikes	Other inf.	Artillery
Reiters	--	U	NC	VU	L
Cuirassiers	--	50-50	NC	VU	L
"Light" lancers	--	U	NC	VU	VL
Mtd. carabimiers	--	NI	50-50	NI	VU
Croats	--	VU	VL	NI	U
Dragoons	--	n.a.	n.a.	VU	U
Pikes	--	n.a.	n.a.	50-50	L
Shot	--	n.a.	n.a.	U	50-50

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

Risk to commanders

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

Combat result

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

*Cav: Di => FB. **Skirmishers: FL => FB

***Keyword FATIGUE: Di => FB, FB => FL when both sides exhausted

Coup d'oeil

Number of D6	Effect
0D6	Hawk eyed
1D6	Gifted
2D6	Competent
4D6	Slow witted
8D6	Incompetent
16D6	Has other talents

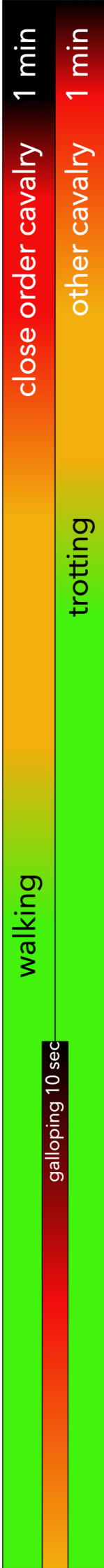
outcomes & orders

Leadership & others

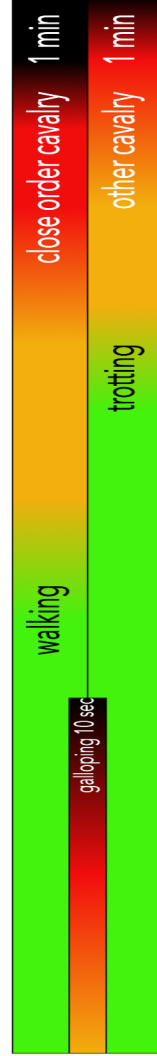
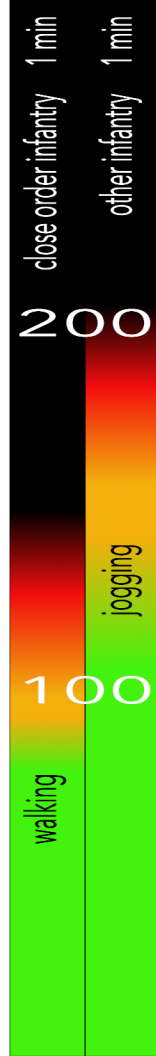
PREV. COMBAT	PREV. ACTION	THE BIG PICTURE	WILDCARD
ORDERED	HEROIC	OPPORTUNITY	THREAT
EXPERIENCE	FORMATION	WEAPON	ARMOUR
ORDERED	HEROIC	OPPORTUNITY	THREAT
EXPERIENCE	FORMATION	WEAPON	ARMOUR
EXPERIENCE	FORMATION	WEAPON	ARMOUR
EXPERIENCE	FORMATION	WEAPON	ARMOUR

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

1 cm = ± 10 paces



1 cm = ± 20 paces



1. Print on a sheet of A4-paper
2. Cut the strips from the paper
3. Cut 20mm strips from A4-sized foamboard
4. Use a Pritt stick-type glue to adhere the paper strips to the foamboard strips. One on each side.