

Battles of the Thirty Years War
Volume 2

ROBERTO CHIAVINI'S

SWORD OF FIRE

Battle of Lutter
27 August 1626



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Sword of Fire - The Battle of Lutter

27 August, 1626

Sword of Fire

The Battle of Lutter — August 27, 1626

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1.0 Historical Background

After having passed most of the summer season waiting upon events, King Christian IV of Denmark decided to stir himself and join his Protestant army to combat the Catholic League forces under the command of General Johan Tzerclaes, Count of Tilly. Christian's force was weakened from the start after dispatching several detachments to garrison captured cities and giving a portion of this command to General Ernst von Mansfield to attack another Catholic force under the command of General Wallenstein. When Mansfield was defeated at the Battle of Dessau Bridge, King Christian decided to retire back to his base at Wolfenbüttel, but the King's movement was slow and his orders at times confusing and contradictory. When the opposing armies joined battle, Tilly outnumbered his Protestant opponent. What ensued was one of the more sanguine and violent battles of a war that had already become infamous for its levels of violence and destruction. Can you do as well or better?

2.0 Game Components

Each copy of *Sword of Fire* is composed of the following:

- Two 11 by 17 inch maps
- One sheet of 192 single-sided, unmounted counters
- This set of rules

Players will also need one six-sided die (D6) and an opaque container (mug, envelope or anything similar) to play the game.

2.1 Game Scale

Each combat unit represents from 250 to 1500 soldiers, and it is rated, from left to right, for combat and movement. Morale rating is printed above them. Each

infantry strength point is around 150 men, each cavalry strength point around 80 men.



Protestant Combat units



Catholic League Combat units



Each leader is rated for Command (indicating how many activation chits that leader has) and Movement.



Each hex is about 75 meters across. Each turn represents a half hour of time.

2.2 Game Set Up

Each command has a colour coded location on the map. Each player sets up units in the designated spaces printed on the map. Infantry units must be put on infantry icons, cavalry units on cavalry icons and artillery units, if used in the game (see optional rule 7.3, 8 artillery units each for both players), are placed where the artillery icons are located. Leaders may be put on any subordinate infantry or cavalry unit of player's choice of the same command.

2.2.1 Rout levels.

Catholic League: 178 VP or more lost.

Protestant: 125 VP or more lost.

Note: See rule 8.0.

2.2.2 Game Duration. The game lasts a maximum of 11 turns (from 1200 to 1700 hours).

2.3 Special Rules

The following rules are unique to this game/battle.

2.3.1 Christian, Oh Christian, Where Are You, Poor Christian? According to some sources (they are really confused about the events and the actions

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made by several commanders of Christian's army), Christian himself was away from the field at least until 1400 hours. If you want to simulate this, put only one Activation Marker (AM) for Christian until the 1400 game turn (5th turn of the game).

2.3.2 Father Tilly. You may have noted that there are two different set of AM for Tilly, as Anholt has the same set of colors of Tilly. If you want, you may use Anholt as regular leader for that part of the army and use Tilly instead as overall commander. This way, if you draw Tilly's AM you may activate any leader that is in Tilly's command radius of 6 hexes (including Anholt's hex, of course).

3.0 Sequence of Play

Each game turn is subdivided into Phases that are followed as given below:

3.1 Activation Phase



3.1.1 At the start of each turn all leader AM currently in play are put into the opaque container. Both players then alternate randomly drawing AM from the cup. The drawn AM is then used to activate all or some of the leader's subordinate units. A Leader can normally be activated only once per turn. If an already activated leader AM is drawn, it is put aside, and another draw is made.



3.1.2 The Activation Phase is ended when all but one of the AM are drawn from the opaque container. Exception: During Dusk Turns the Activation Phase is ended with all but **three** of the AM are drawn. It is possible that one or more leaders would not be activated in a turn (*this is war. Deal with it!*).

3.1.3 Once activated the units subordinate to that leader may perform the following two actions:

- Movement [rule 4.0]
- Combat [rule 5.0]

***Note:** A player may choose not to activate a leader when his AM is drawn. In the case of a leader with multiple AM, this leader may be activated when another AM is later drawn, but it's a risky business, as he may not be activated if his is the last AM to remain in the opaque container.*

3.2 Rally Phase

Both players perform DR checks for all of their disordered and routed units to determine if any recover. Each unit has a separate DR check made to see if it recovers per Morale and Rally [6.0].

3.3 Victory Determination Phase

Both players check to see if their armies are routed or not as for determining if an automatic victory has been achieved [8.0].

4.0 Movement

Units and leaders move one at a time, expending movement points for every hex entered as given in the terrain effects (4.2). There are no Zones of Control (ZOC). In the standard game there are no Command Radius or Facing rules (**Note:** Command Radius and Facing may be added with the Optional Rules).

4.1 Stacking

In this game the one infantry unit may stack with one artillery unit and one leader unit. No stacking is permitted of units of the same type.

Leader units may stack freely with any friendly infantry or cavalry unit.

Moving through a hex occupied by a friendly unit is possible, but both units (the moving through and the static one) must check immediately for Morale. If the roll fails, the failing unit becomes disordered. If already disordered it remains disordered (it is not routed).

4.2 Terrain Effects

In this battle most of the terrain is considered clear with no modification for movement or combat. The map contains features that may modify either movement or combat.

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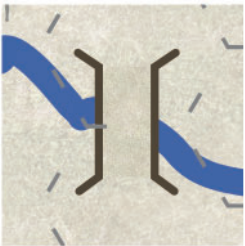
Villages cost +2 MP to enter and gives double value for defence for infantry. Cavalry units suffer 1 shift to the left attacking into a village hex and a +4 MP to enter, but they didn't get any positive modifier for defending into.



Woods hexes costs +2 MP for infantry and +4 MP for cavalry. Infantry defending inside a wood hex is doubled, while cavalry cannot charge into a wood hex and suffer 1 column shift to the left attacking. Cavalry doesn't get any advantage defending into a wood hex.



Rivers can be passed through the by all units may cross it spending +2 MPs to reach the other part of the river, but have to check morale after the crossing, to see if they suffer disorder. Attack across the river is possible, but the attackers are halved and suffer automatic disorder (not cumulative, with any effect from the CRT, in the event of a disorder).



Bridges negate passing through a river with no movement penalty, but cavalry can't charge through a bridge; attacking through a bridge halves the attack value of the unit attacking and gives +1 morale to the defender.

Note regarding Terrain and hexes: In this game, as in other games of the series, the terrain features are not exactly centered on the hexgrid, making sometimes hard to decide which terrain should be considered in an hex. Here is a rule of thumb: consider the hexsides where you move through/attack through; otherwise, an hex is considered woods if it is covered for the most part by woods, if entered from a clear hexside. Regarding the river, use the same kind of rule: to cross the river, a unit must enter an hex on the other side of the river; if the river runs through the mid part of an hex, you may

choose not to cross it if you enter the hex with a river from an hexside that is away from the river. Use logic and better judgement to resolve any issue.

5.0 Combat

Combat takes place after the completion of movement for all units belonging to the activated leader.

Combat is resolved between adjacent units and is mandatory. An attacking unit must attack *all* adjacent enemy units except those that are disordered or routed.

Both players total combat factors of the units involved and compare the attacker's total to the defenders. The odds ratio of the attacker/defender totals is then established. Players then refer to the Combat Results Table (CRT) and the attacking player rolls a die. The DR can be modified, and the odds column used may be shifted, as follows:

- Terrain DR and odds column modifiers as per the Terrain Effects Chart (TEC).
- "2" leaders add 1 to the DR for the attacker.
- "3" leaders add 2 to the DR for the attacker and subtract 1 if defending.
- The Morale differential (based on the best morale factor for each side of the units involved in the combat) is added or subtracted from the DR, depending on whether the attacker or the defender has the better morale.

5.2 Combat Results



Disorder: A Disordered unit may only defend, with the same combat value but one less morale than the printed one and may move only 1 hex per turn until recovered. A second Disordered result Routs the unit.



Rout: A Routed unit immediately retreat three hexes toward its map hedge. If attacked, it is automatically eliminated.

Eliminated: The eliminated unit is removed from the map.

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Note: Combat results are cumulative; so a disordered unit that suffers a rout result is instead eliminated.

5.3 Cavalry Charge



A cavalry unit marked with black factors may charge other cavalry units if it starts its movement no more than 4 hexes but at least 2 hexes away from the target unit.

Charging cavalry units double their CF and add 1 to their morale factor. At the end of the charge the cavalry unit is disordered.

Note: If a charging cavalry unit suffers an adverse combat result, the automatic disorder increases the CRT result by one level (i.e., a Disordered CRT result would cause the charging cavalry unit to rout and a rout CRT result would cause the cavalry unit's elimination).

Cavalry may not charge out of or into woods or village hex, nor across a river hex side.



5.3.1 Dragons. Cavalry units red factors are considered Dragoons. Dragoon units cannot charge, but a Dragoon unit may



fire against target infantry or cavalry units (normal attack) and retreat one hex after the combat resolution (even if the result of the attack is NE).

5.4 Leader Casualties

Each time a leader is involved in combat, or if a leader unit is alone in a hex that is entered by an opposing unit roll two dice: if the result is "2" or "12" the leader is killed and is eliminated from play otherwise there is no effect. Replace the killed leader with a replacement leader unit. If the leader was alone in the hex relocate the leader unit to any friendly unit on the map (owning player's choice).

If a leader is killed, leave only a single AM for use in the opaque container. When the killed leader's AM is next drawn, only one subordinate unit of the command may be activated. Additionally, place a replacement leader unit on the activated unit.

On following turns, when the killed leader's AM is picked for activation then ALL units in that command are activated. You may still choose not to activate but since this is the only AM for that leader, none of the subordinate units will activate.

Note: This simulates the formation taking time to adjust to a new leader taking over command.

The Command Value of a replacement leader is zero. A replacement leader is never eliminated (do not roll for leader casualty), but the replacement leader unit and his AM are removed from the game if there are no longer any subordinate units in play.

6.0 Morale and Rally

During the rally phase, Disordered units automatically recover if not adjacent to an enemy unit. If adjacent to an enemy unit, the owning player rolls a die. Subtract 1 from the DR if the unit is stacked with or adjacent to a leader that it is subordinate to, or a friendly unit with good morale (-1 DR maximum). If the DR result is equal/less than the unit's morale factor, the unit recovers to normal status and the Disordered marker is removed. If the DR is greater than the unit's morale factor, the unit remains Disordered.

A Routed unit may recover only if it is at least 3 hexes away from the nearest enemy unit. The owning player rolls a die, subtracting the command value of any one leader it is stacked with or adjacent to. If the DR result is equal/less than the morale value of the unit, the unit becomes Disordered. If the DR is greater, the unit it is immediately moved two hexes towards the owning player's map edge. If the unit moves off the map, or can only rout across an unbridged river, it is eliminated.

If the routed unit is forced to pass through a friendly unit, the latter becomes disordered or if already disordered routes.

Note: A leader stacked with a unit routing off the map is not eliminated but simply placed on another unit of his command (owning player's choice).

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7.0 Optional Rules

These rules add a little more realism to the system, with significant variations both to gameplay and to the time necessary to complete a game. They are recommended for competitive play and after a couple of tries with the basic system they should always be used.

7.1 Command Radius

To move its full movement allowance, each unit must start its turn no more than 4 hexes away from the leader it is subordinate to (including the hex the unit is in, but excluding the one where the leader is located).

A unit out of command has its movement allowance halved (dropping any fraction, but not less than 1) and cannot attack. An out of command unit defends normally. **Note:** The rules for Command Radius applies to replacement leaders.

7.2 Facing



Each unit must be put on the map facing a hex-side so that it has a front (3 frontal hex-sides) and a rear (3 bottom hex-sides).

A unit may only move and attack through its frontal hex-sides. During the movement phase, each unit may change orientation at the cost of 1 movement point.

When attacking, a unit must attack all enemy units that are in its three front hexes, unless another friendly unit could attack at least one or some of them. Regardless, all enemy units occupying the front hexes of an attacking unit must be attacked during that activation.

If a unit is attacked through a rear hex-side, the attacker shifts 2 columns to the right on the CRT.

7.3 Artillery Units



Artillery units may not move but may change facing to any orientation the owner chooses during any friendly leader's activation. Artillery units may be activated once per turn by any leader with at least one infantry unit in his command. Mark an artillery unit as Activated

as a reminder. Remove the Activated marker at the end of the Operations Phase.



To attack, an artillery unit must have a clear Line of Sight (LOS) to the target. This LOS is blocked by any other unit (friendly or enemy), wood hexes, slope hexes (other than the first hex uphill) or hedge hex-sides that is between the artillery unit and the target.

Light artillery has a fire range of 3 hexes. Heavy artillery has a range of 6 hexes. The only effect an artillery unit may have on a target unit is Disorder. An artillery unit's attack has no effect on an already disordered or routed unit. There is **only** heavy artillery in this game.

To resolve an artillery unit's attack the owning player rolls a number of dice as follows:

Heavy Artillery: 4 dice if the target is adjacent, 3 dice if the target is 2 hexes away, 2 dice if the target is 3-4 hexes away, and 1 die if the target is 5-6 hexes away.

Light Artillery: 2 dice if the target is adjacent, and 1 die if the target is 2-3 hexes away.

An infantry target is Disordered if the attacking player rolls a 6 with any of the DRs.

A cavalry unit is Disordered if the attacking player rolls a 5 or 5 with any of the DRs.

7.3.8 Abandoned Artillery. Artillery units do not become disordered or Routed. An artillery unit that is adjacent to an enemy unit has to be stacked with an infantry unit. If not, it is instead immediately abandoned by its crew; turn the artillery unit over to its blank side to denote that it is abandoned. An abandoned artillery unit may not attack.

An abandoned artillery unit may regain its operative status if:

- A friendly leader is stacked with or adjacent to the abandoned artillery unit and the nearest enemy unit is at least 3 hexes away. **OR...**
- A friendly infantry unit moves into and remains with the abandoned artillery unit. If the infantry is forced to retreat because of a combat result, the artillery becomes abandoned again (see above).

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An enemy cavalry unit moving through or ending its movement on an abandoned artillery unit eliminates the unit from the game.

An enemy infantry unit moving through an abandoned artillery unit also eliminates the unit from the game. If the infantry unit ends its movement in the abandoned artillery unit's hex, however, the abandoned artillery is instead captured. The following turn, that player can consider the enemy artillery unit as one of his/her own.

7.4 Random Events

Place the Random Event marker in the opaque container along with the AM. When the Random Event marker is drawn the player that drew it rolls a die to determine which of the following Random Events are in play for the turn:

DR 1: *For God and the True Faith!*

The Catholic player can immediately change one Routed unit to Disrupted. (Catholic player's choice). Treat as No Event if there are no Routed Catholic units.

DR 2: *A Mighty Fortress is Our God.*

The Protestant player can immediately change one Routed unit to Disrupted. (Protestant player's choice). Treat as No Event if there are no Routed Protestant units.

DR 3: *No Event.*

DR 4: *Fortune favours the bold!*

The player that drew the Random Event marker immediately activate any 2 normal status or disrupted units (Routed units cannot be chosen). The units to be activated can be from any one leader's command, can have already been activated and do not have to be within the leader's command range. Activation via this event does not preclude them from being activated again if their leader's AM is later drawn.

DR 5: *War is our homeland.*

Any 1 Protestant Disrupted unit is immediately reverts to normal status (Protestant player's choice).

DR 6: *A maddened clarion!*

Any 1 Catholic Disrupted unit is immediately reverts to normal status (Catholic player's choice).

8.0 Determining Victory

Players can win the game by achieving an automatic victory at the end of any turn during the game. If neither player can claim an automatic victory the winner of the game is determined by whichever player has earned the most Victory Points (VP).

8.1 Automatic Victory

During the Victory Check phase total the number of VPs lost by each side. When one side exceeds its rout level the other side wins.

8.2 Victory Points

Players earn Victory Points (VPs) for eliminating or routing enemy units and leaders as follows:

- Each eliminated or routed leader counts as 2 VPs x leader's command value. **Note:** There are no VPs earned for replacement leaders that suffer an elimination result (see rule 5.4).
- Each eliminated infantry or cavalry unit, or routed infantry or combat unit at the end of the last turn, is worth a number of VP equal to its CF.
- Award 2 VP for an eliminated enemy artillery unit; 3 VP for a captured enemy artillery unit.

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Credits

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Sincere thanks to all the people who have supported my Thirty Years War series and made possible this game. I've used all of their suggestions and encouragements wherever possible.

Combat Results Table

Die Roll	1-3	1-2	1-1	1.5-1	2-1	3-1	4-1	5-1
0	Ae	Ar	Ad	Ad	Dx	Ne	Ne	Dx
1	Ar	Ad	Ad	Dx	Ne	Ne	Dx	Dd
2	Ar	Dx	Dx	Ne	Ne	Dx	Dd	Dd
3	Ad	Ne	Ne	Ne	Dx	Dd	Dd	Dr
4	Ne	Ne	Ne	Ne	Dd	Dd	Dr	Dr
5	Ne	Ne	Dx	Dx	Dd	Dr	Dr	De
6	Ne	Dx	Dd	Dd	Dr	Dr	De	De
7	Dx	Dd	Dd	Dd	Dr	De	De	De
8	Dd	Dd	Dr	Dr	De	De	De	De

Die Roll modifiers:

- Terrain modifiers as noted above (rule 4.21).
- "2" leaders add 1 to the die roll for the attacker.
- "3" leaders add 2 to the die roll for the attacker and subtract 1 if defending.
- Morale differential (based on the best morale for each side of the units involved in the combat) is added or subtracted from the roll, depending on whether the attacker or the defender has the better morale.

Ae/De - Attacker/Defender eliminated
Ar/Dr - Attacker/ Defender routed
Ad/Dd - Attacker/Defender disordered
Dx - Disordered Exchange
Ne - No Effect (see Dragoons, 5.3.3)

Artillery Bombardment Table

Type	Adjacent	2 hexes	3-4 hexes	5-6 hexes
Heavy Artillery	4 Dice	3 Dice	2 Dice	1 Die
Light Artillery	2 Dice	1 Die	1 Die (3 hex limit)	Not Allowed

TERRAIN EFFECTS CHART (TEC)

Terrain Type	Effect on Movement	Combat Effects
Clear	1 MP to enter	none
Village	Infantry: +2 MP to enter Cavalry: +4 MP to enter	Infantry: x2 on defense Cavalry: 1 shift left on CRT when attacking
Woods	Infantry: +2 MP to enter Cavalry: +4 MP to enter	Infantry: x2 on defense Cavalry: 1 shift left on CRT when attacking, may <i>not</i> charge into
River	All: +2 MP to cross, must do a morale check Cavalry: +4 MP to enter	All: Attacker is halved and automatically disordered
Bridge	All: negates cost for crossing a river	All: Attacker is halved, Defender receives +1 morale. Cavalry: May <i>not</i> charge across