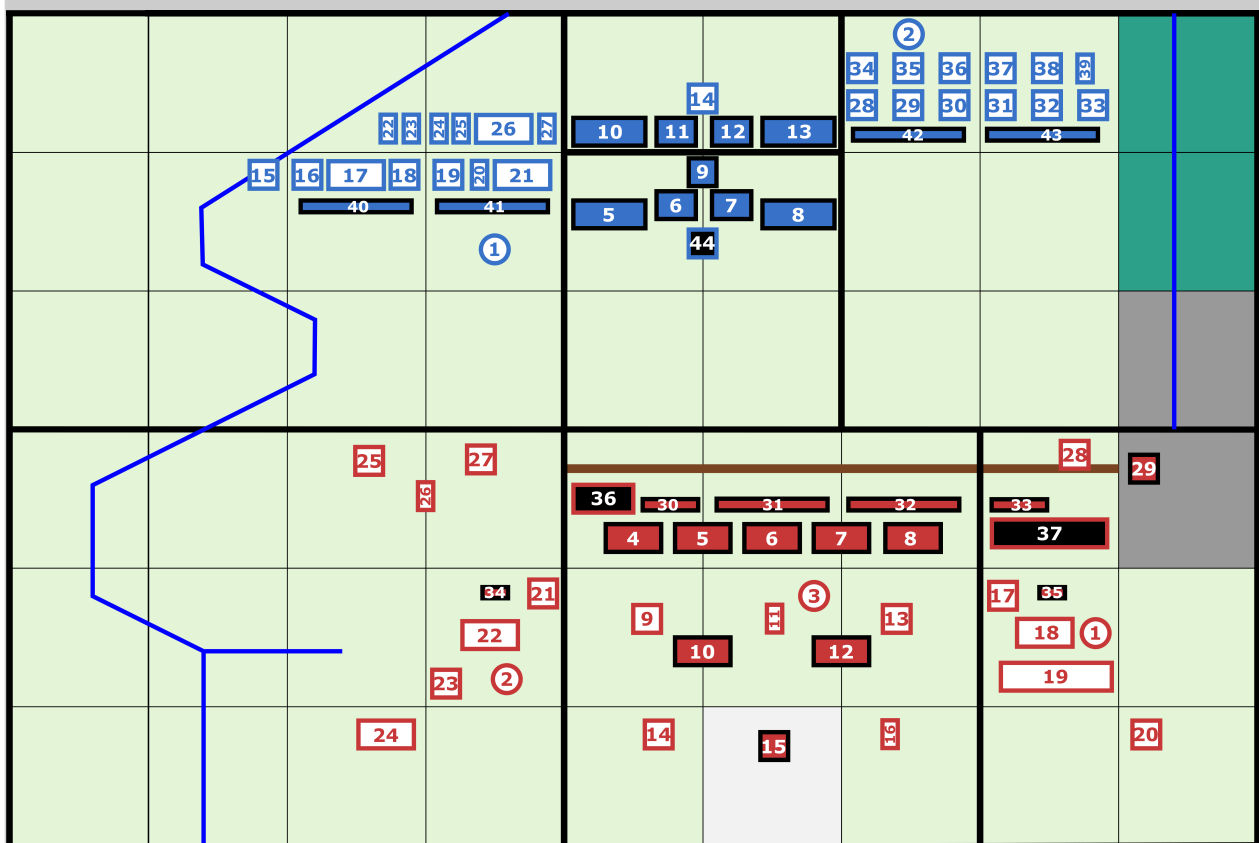


# The Battle of Lützen – 1632

Scenario conditions: ZF = 4, 24 Turns, Side 2 first move, Darkness Turns 22-24, Side 1 victorious if draw



## TERRAIN KEY

	Open		Shoreline
	Hill		River
	Woods		Stream
	Marsh		Ditch
	Village		Hedgerows
	Camp		Field Fortifications
	Impassable		Wing Boundary

## UNIT KEY

		Commander
		Foot
		Horse
		Ordnance
		Elephants

## Wing 1: D1:F4

## Wing 2: D5:F7

## Wing 3: D8:F9

1. Albrecht von Wallenstein	2/1	26. Beygott Croat Horse	vTH"<
2. Heinrich Holk	1/1	27. Revay Croat Horse	TH"<
3. Rudolf von Colloredo	o/1	28. Corpes Croat Horse	TH"<
4. Comanrgo Rgt.	^VF/o	29. Detached Musketeers	TF"<
5. Breuner Rgt.	^TF/o	30. Commanded Musketeers	vTF:<
6. Breuner & Grana Rgts.	^TF/o	31. Commanded Musketeers	vTF:<
7. Colloredo & Chiesa Rgts.	^TF/o	32. Commanded Musketeers	vTF:<
8. Waldstein & Alt-Sachsen Rgts.	^TF/o	33. Commanded Musketeers	vTF:<
9. Bredau Cuirassiers	TH+	34. Commanded Musketeers	vTF:<
10. Baden Rgt.	^RF/	35. Commanded Musketeers	vTF:<
11. Westfalen Arquebusiers	vRH<	36. Center-Left Battery	^HO
12. Jung-Breuner Rgt.	^RF/	37. Windmill Battery	^^HO
13. Tontinelli Arquebusiers	TH<		
14. Goschuetz Arquebusiers	RH<	Pappenheim Corps – Off Board Any Wing	
15. Reserve Musketeers	RF<	38. Gottfried von Pappenheim	1/2
16. Westrumb Arquebusiers	vTH<	39. Pappenheim Guard & Dragoons	TH<
17. Holk Cuirassiers	VH+	40. Merode Guard & Dragoons	vTH<
18. Trcka & Desfours Cuirassiers	^VH+	41. Sparr Cuirassiers	TH+
19. Hagen Arquebusiers	^^RH<	42. Bonninghausen Arquebusiers	^RH<
20. Drost Arquebusiers	RH<	43. Lamboy Arquebusiers	RH<
21. Gotz Cuirassiers	^VH+	44. Batthyani Croat Horse	^TH"<
22. Piccolomini Arquebusiers	^VH+<	45. Orossy Croat Horse	^TH"<
23. Leutersheim Arquebusiers	RH<	46. Forgacs Croat Horse	vTH"<
24. Lohe Cuir. & Loyers Arq.	TH	47. Polish Cossacks	TH">
25. Isolani Croat Horse	TH"<		

## Side 2: Swedish

Wing 1: A1:C4

Wing 2: B5:C6

Wing 3: A7:C9

Reserve: A5:A6

1. Gustavus Adolphus, Rex Sueciae	2/2	27. Uslar Horse	vTH
2. Bernhard von Saxe-Weimar	1/2	28. Bernhard's Leibregiment	VH
3. Nils Brahe	1/1	29. Bernhard's Leibregiment	VH
4. Dodo von Knyphausen	0/1	30. Carberg Horse	TH
5. Swedish Brigade	<u>^VF/&lt;0</u>	31. Kurland Horse	TH
6. Yellow Brigade	<u>^VF/0</u>	32. Livland Horse	VH
7. Old Blue Brigade	<u>^VF/0</u>	33. Courville Horse	TH
8. Green Brigade	<u>^VF/&lt;0</u>	34. Hofkirchen Horse	TH
9. Henderson's Dragoons	vTF"<	35. Anhalt Horse	TH
10. Duke Wilhelm's Brigade.	<u>^TF/&lt;</u>	36. Lowenstein Horse	TH
11. White Brigade	<u>^VF/</u>	37. Brandenstein Horse	TH
12. Thurn's Black Brigade	<u>^TF/</u>	38. Steinbach Horse	TH
13. Mitzlaff's Brigade	<u>^TF/&lt;</u>	39. Stechnitz Horse	vvTH
14. Ohm Horse	TH	40. Commanded Musketeers	vTF:<0
15. Stalhandske Finnish Horse	VH	41. Commanded Musketeers	vTF:<0
16. Stalhandske Finnish Horse	VH	42. Commanded Musketeers	vTF:<0
17. Vastgota Horse	^VH	43. Commanded Musketeers	vTF:<0
18. Sodermanland Horse	TH	44. Center Battery	HO
19. Uppland Horse	TH		
20. Ostgota Horse	vTH	<b>Off board -Any Wing</b>	
21. Smaland Horse	^TH	45. Heavy Battery	^HO
22. Duke Wilhelm's Horse	vTH	46. Heavy Battery	^HO
23. Goldstein's Horse	vTH		
24. Bulach Horse	vTH		
25. Beckermann Horse	vTH		
26. Hessian Horse	^TH		

## Design notes:

The main sources for the order of battle and deployment are André Schürger's 2015 doctoral dissertation *The Archaeology of the Battle of Lützen: An Examination of 17th Century Military Material Culture*, and Peter Wilson's *Great Battles: Lützen*. These both draw on Brzezinski's reconstruction in *Lützen, 1632: Climax of the Thirty Years War*.

Turns represent ~20 minutes, zones represent ~400 m. Base unit sizes are 500 men for foot units and 250 men for cavalry. The scenario begins at 10:30 AM, as the Swedish army completed its deployment, and lasts a full 24 turns, until falling darkness, mutual exhaustion, and the arrival of Pappenheim's infantry units ended the battle around 6:30 PM.

The walled town of Lützen had been set on fire by the Imperials to deny access to the Swedes. Despite the fire, there was skirmishing in the orchards and ditches surrounding the town for the duration of the battle – we treat this terrain as a Village for game purposes. The terrain should channel the Swedish attack toward the windmill battery, as happened historically.

The 'Windmill hill' is not a significant enough rise to warrant representation as a hill. The *Via Regia*, a slightly sunken road running along part of the Imperial front, may have been deepened overnight, but does not seem to have risen to the level of field fortifications. We instead treat it as a ditch, denying cavalry their bonus for attacking commanded foot in open terrain.

In the early 1630s, Imperial cavalry were still generally specialized into armored cuirassiers and less armored arquebusiers, with the latter equipped with carbines and trained to shoot at a distance. Swedish cavalry were more versatile, mostly being equipped as partially-armored pistoleers. These hybrid cavalry would become ubiquitous in the latter half of the war, with their adoption on the Imperial side driven largely by the disappointing performance of the arquebusiers at Lützen (for which several commanders faced trial and execution). While Swedish cavalry were likely deployed in shallower formations than their Imperial opponents (3-4 ranks as opposed to 5-6), this difference does not seem to merit the use of different formation attributes.

Both the Swedish brigades and the newly reformed Imperial foot formations are capable of delivering an intimidating amount of firepower, but standing on the defensive the Imperials will generally benefit from the first volley. Keeping frontline units together in order to return fire will be the task of the many commanders with high leadership ratings, who will likely suffer a historically high level of casualties.

Wallenstein is remembered more as a military entrepreneur than battlefield commander, but he was quite effective at baiting the Swedes into bloody traps. While subsequent history has emphasized his personal ambition and how widely he was disliked in the Imperial camp, he did put himself in danger to successfully rally the Imperial right. We rate Wallenstein here, maybe somewhat controversially, as a 2/1 commander.

Holk commanded the Imperial left with the professionalism of a career mercenary, then helped shore up the Imperial right, meriting a 1/1. Colloredo commanded a static defense in the center and gets a 0/1. Pappenheim was an aggressive cavalry commander, and merits a 1/2.

The hard-driving Bernhard of Saxe-Weimar on the Swedish side also merits a 1/2. Nils Brahe, nominally commander of the center infantry, gets a 1/1, though his main role in the battle was detaching infantry to the wing commanders to assault the flanks of the Imperial line. Knyphausen had a long but undistinguished career, and merits a 0/1 – he helped hold the second infantry line together despite the horrific casualties suffered by their first-line counterparts.

We are tempted to rate Gustavus Adolphus of Sweden as a mere 1/2 commander. While clearly an inspirational figure, there was little tactical brilliance in this bloody frontal attack against a well-prepared position. However, in principle we need to consider a commander's whole career, in which case Gustavus is a clear 2/2.

The Swedish army hoped to put a stop to Wallenstein's ravaging of their Saxon allies and launch a retaliatory winter campaign into Bohemia. Anything other than a Swedish victory is a victory for the Imperialists.

#### Official Variants:

1. **False troops:** Brzezinski suggests that Wallenstein exaggerated the Imperial numbers by deploying a body of camp followers on the Imperial left. The Imperial player may have access to one or two units of camp followers (**^RF'**>) to deploy in the left wing.
2. **Swedish cuirassier armor:** Cavalry from Sweden's Baltic possessions, as well as a few other units, may have been armed in the German style, with full 3/4 cuirassier armor. Give the Kurland, Livland, Uslar, and Carberg units the Heavy Armor+ attribute.

#### Alternative Scenarios:

1. **Pappenheim Early:** In this scenario, Pappenheim's cavalry corps arrives prior to the battle. All Pappenheim cavalry units can be deployed to any wing as the Imperial player sees fit, and Pappenheim may command a wing.

The Pappenheim infantry units listed below are still delayed, but may arrive as reinforcements to any wing:

- |                             |     |
|-----------------------------|-----|
| 1. Gil de Haes Rgt.         | TF/ |
| 2. Goltz Rgt.               | TF/ |
| 3. Moriamex-Pallant Rgt.    | TF/ |
| 4. Pallant Rgt.             | TF/ |
| 5. Reinach & Wurzburg Rgts. | TF/ |

2. **Pappenheim Late:** In this scenario, Pappenheim is too delayed to influence the course of the battle. The Imperial player gets no reinforcements from Pappenheim's corps at any time.

#### Sources:

Brzezinski, Richard. *Lützen, 1632: Climax of the Thirty Years War*. United Kingdom: Praeger, 2005.

Schürger, André. *The Archaeology of the Battle of Lützen: An Examination of 17th Century Military Material Culture*. United Kingdom: University of Glasgow, 2015.

Wilson, Peter Hamish. *Lützen: (Great Battles Series)*. United Kingdom: Oxford University Press, 2018.