

Lutzen - 17th November, 1632

By Fabrizio Davì, with many thanks to Steve Darrell for his comments and for my putting my attention to the outstanding Richard Brzezinski book!

Scale:

battalion scale 1 sp =200 men, 1 inch=50 yards, 1 turn=30 min.

Period Rules:

The scenario is intended for use with the Frank Frey period rules modified with some suggestion I find on the list:

- Infantry is mounted on regiment stands and obeys all rules pertaining to them. The values for infantry stands are: 2 die fire, 2 dice melee. If stationary, melee dice increase to 4 (fire dice remain at 2). Musket range is 4". Imperial infantry pays full turn cost to change facing, Swedish infantry pays half turn cost to change facing. No oblique movement is allowed.

2 or 3 stands Infantry Brigades/Battalia in command if in contact.

Swedish brigade: as long as the three regiment are in contact and in the inverted "T" formation, they get +1 on fire and an additional saving throw when fired by muskets.

Infantry skirmishers (commanded musketeers, and dismounted dragoons) are on skirmish stands and have 1 die fire and 1 die melee. Two swedish commanded musketeers have battalion gun present.

The swedish Henderson regiment is a 1 point linear stand regiment.

Mounted dragoons are always mounted as skirmish cavalry stands. They have 1 melee die while mounted and are treated as militia cavalry.

All artillery are treated as poorly trained (no free unlimber or facing change is allowed) and once they are unlimbered on the battlefield they may not limber again so long as any enemy units are within their long range.

The imperial artillery begin the game unlimbered and can never limber.

All artillery is in 1 SP batteries, which means that they must be stationary to fire.

Cavalry on massed stands except when noted.

Imperial Medium cavalry (Arquebusiers) is Firearm Cavalry.

References:

Lutzen 1632, by Richard Brzezinski, Osprey Campaign Series 68, 2001

The Age of Frederick draft rules for Volley and Bayonet, Frank Chadwick, 2003

Various posts on the Volley and Bayonet and REMPAS yahoo groups.

Swedish Army (12786 Inf., 6219 Cav., 20 heavy, 40 regt. Guns)

King Gustavus II Adolphus of Sweden (AC, Monarch)

Right Wing - King Gustavus II Adolphus

Front Line - (Ex=8) *Overste Torsten Stalhandske (DC)*

Smaland regt [] [] - 6 MC, shock

Ostgota/Uppland regt [] [] - 5 MC, shock

Finland/Sodermaland regt [] [] [] - 6 MC, shock

Vastgota regt [] [] - 5 MC, shock

Brandenstein commanded muskeeters 1 [] - 5, Sk

Brandenstein commanded muskeeters 2 [] - 5, Sk

Brandenstein commanded muskeeters 3 [] - 5, Sk

Brandenstein commanded muskeeters 4 [] - 5, Sk

Brandenstein commanded muskeeters 5 [] - 5, Sk, BG

Rear Line - (Ex=3) *Overste von Bulach (DC)*

v. Dalwigk (Hessian) composite regt [] [] - 4 MC

Beckermann/Bulach /Goldstein regt [] [] - 4 MC

Georg v. Uslar/Wilhelm v. Saxe-Weimar regt [] [] - 4 MC

Infantry Center

Front Line - (Ex= 18) *Generalmajor Count Nils Brahe (CC)*

Kyle's Swedish Brigade

East Gotland regt [] [] [] - 5, BG

Dalarna /Uppland regt [] [] - 5

West Gotland/Finland regt [] [] - 5

Yellow Brigade

Brahe regt/1 [] [] - 6, BG, shock
Brahe regt/2 [] [] - 6, shock
Brahe regt/3 [] [] - 6, shock

Blue Brigade

Winkel's regt/1 [] [] - 6, BG, shock
Winkel's regt/2 [] [] - 6, shock
Winkel's regt/3 [] [] - 6, shock

Bernhard's Green Brigade

Bernhard (Green) leibregt [] [] [] [] - 5, BG
Leslie regt [] [] [] - 5
Wildestein regt [] [] [] - 5

Front line reserve: Henderson (muskeeters) regt [] -5

Rear Line - (Ex=17) *Generalmajor von Knyphausen (DC)*

Duke Wilhelm Brigade

Bose (Saxon) regt [] [] [] - 5
Pforte (Saxon) regt [] [] [] - 5
Whilelm of Saxe-Weimar (Saxe-Weimar) regt [] [] [] - 5

Knyphausen's Brigade

Knyphausen (White) regt/1 [] [] - 5
Knyphausen (White) regt/2 [] [] - 5
Knyphausen (White) regt/3 [] [] - 5

Thurn's Brigade

Thurn /Isenburg regt [] [] [] - 5
Landgrave of Hesse (Green) Gd. regt (Hessen) [] [] [] - 5
T. v. Uslar (Hessen)/Erbach regt [] [] [] - 5

Mitzlaff's Brigade

Mitzlaff regt [] [] [] - 4
Gersdorff regt [] [] [] - 4
von Rosen regt [] [] [] - 4

Rear line reserve: Ohm regt [] - 5 LC (linear stand)

Left Wing - **Duke Bernhard of Saxe-Weimar (CC)**

Front Line - (Ex=6) *Duke Bernhard of Saxe-Weimar*

Duke Bernhard v. Saxe-Weimar Leibregt [] [] [] - 5 HC
Wrangel (Courlanders)/Tiesenhausen (Livonian) [] [] - 5 HC

Karberg/Courville [] []- 5 HC
Lowenstein commanded muskeeters 1 [] - 5, Sk
Lowenstein commanded muskeeters 2 [] - 5, Sk
Lowenstein commanded muskeeters 3 [] - 5, Sk
Lowenstein commanded muskeeters 4 [] - 5, Sk
Lowenstein commanded muskeeters 5 [] - 5, Sk, BG

Rear Line - (Ex=3) *Oberst Ernst, Duke of Saxe-Weimar (DC)*

Hofkirchen /Prinz Ernst von Anhalt (Saxon) regt [] [] [] - 5 MC
Lowenstein/Steinbach regt [] [] - 4 MC
Brandestein/Stechnitz regt [] [] - 4 MC

The Swedish field artillery arrives limbered 1 hours after the battle starts:

Heavy Guns 1 [] - 5 SB-Hvy Artillery Battery
Heavy Guns 2 [] - 5 SB-Hvy Artillery Battery
Heavy Guns 3 [] - 5 SB-Hvy Artillery Battery
Heavy Guns 4 [] - 5 SB-Hvy Artillery Battery

Imperial Army (8150 Inf., 5750 Cav. (+2700 Pappenheim Cav.), 21 Heavy Guns, 16 Regt. Guns)

Duke Albrecht von Wallenstein (AC)

Right wing - (Ex=6) Duke Albrecht von Wallenstein

Holck/Alt Trcka Cuirassiers regt [] [] -6 HC

Des Fours Cuirassiers regt [] [] -6 HC

Haagen Arquebusiers regt [] [] [] -4 MC

Drost Arquebusiers regt [] [] -4 MC

Commanded muskeeters in front of cavalry [] -5 Sk

Croats cavalry detachment [] - 4 LC, Sk

Garrisoning Lutzen orchards:

Trcka dismounted dragoons regt [] -5 Sk

Commanded muskeeters RW1 [] -5 Sk

Commanded muskeeters RW2 [] -5 Sk

Windmill heavy artillery battery:

Heavy Guns 1 [] - 5 SB-Hvy Artillery Battery

Heavy Guns 2 [] - 5 SB-Hvy Artillery Battery

Heavy Guns 3 [] - 5 SB-Hvy Artillery Battery

Center - Generalwachtmeister Graf Colloredo (CC)

Oberst Berthold von Waldstein (DC)

Oberst Grana (DC)

First line (Ex=18)

Battalia

Waldstein regt /1 [] [] [] [] -6, BG

Waldstein regt /2 [] [] [] [] -5,

Alt-Sachsen regt [] [] [] [] -5,

Battalia

Colloredo regt [] [] [] -5,

Kerhaus (Chiesa) regt/1 [] [] [] -5, BG

Kerhaus (Chiesa) regt/2 [] [] [] -5,

Battalia

F. Breuner regt [] [] -5,

Grana regt/1 [] [] [] -5, BG

Grana regt/2 [] [] [] -5,

Battalia

GenFZM Breuner regt/1 [] [] -4, BG

GenFZM Breuner regt/2 [] [] -4,

Battalia

Camargo regt [] [] -5, BG

Reinach regt [] [] - 5,

Second line (Ex=4)

Bredow Cuirassiers regt []-5 HC (linear stand)
Baden regt [] [] - 4
Westphalen Arquebusiers regt []-4 MC (linear stand)
Alt-Breuner regt [] [] - 4
Tontinelli Cuirassiers regt []-5 HC (linear stand)

Third line (Ex=2)

Westrumb Arquebusiers regt []-4 MC (linear stand)
Commanded muskeeters (center) [] [] - 5
Goschultz Arquebusiers regt []-4 MC (linear stand)

Left wing - (Ex=5) FML Graf Holck (DC)

Gotz Cuirassiers regt [] []-6 HC
Piccolomini Cuirassiers regt [] []-6 HC
Leutersheim Arquebusiers regt []-5 MC (linear stand)
Lohe Cuirassiers regt []-5 HC (linear stand)
Loyers Arquebusiers []-5 MC (linear stand)
Commanded muskeeters LW1 [] -5 Sk
Commanded muskeeters LW2 [] -5 Sk

Heavy artillery battery:

Heavy Guns 4 [] - 5 SB-Hvy Artillery Battery

Croat light cavalry - (Ex=2) General Graf Isolano (DC)

Corpes croats regt [] - 4 LC, Sk
Isolano croats regt [] - 4 LC, Sk
Reway croats regt [] - 4 LC, Sk
Beygott croats regt [] - 4 LC, Sk

The Imperial corps under Pappenheim arrives 3 hours after the battle starts;
Holck becomes subordinate to Pappenheim:

Pappenheim Corp - (Ex=6) FM Graf von Pappenheim (CC)

Sparr Cuirassiers regt [] []-5 HC
Bonninghausen Arquebusiers regt [] []-4 MC
Lamboy Arquebusiers regt [] []-4 MC
Orossy croats regt [] - 4 LC, Sk
Batthyani croats regt [] - 4 LC, Sk
Forgach croats regt [] - 4 LC, Sk
Polish cossacks [] - 4 LC, Sk
Pappenheim/Merode dragoon regt [] []-5 MC

Victory conditions

1 point for each enemy “division” exhausted;

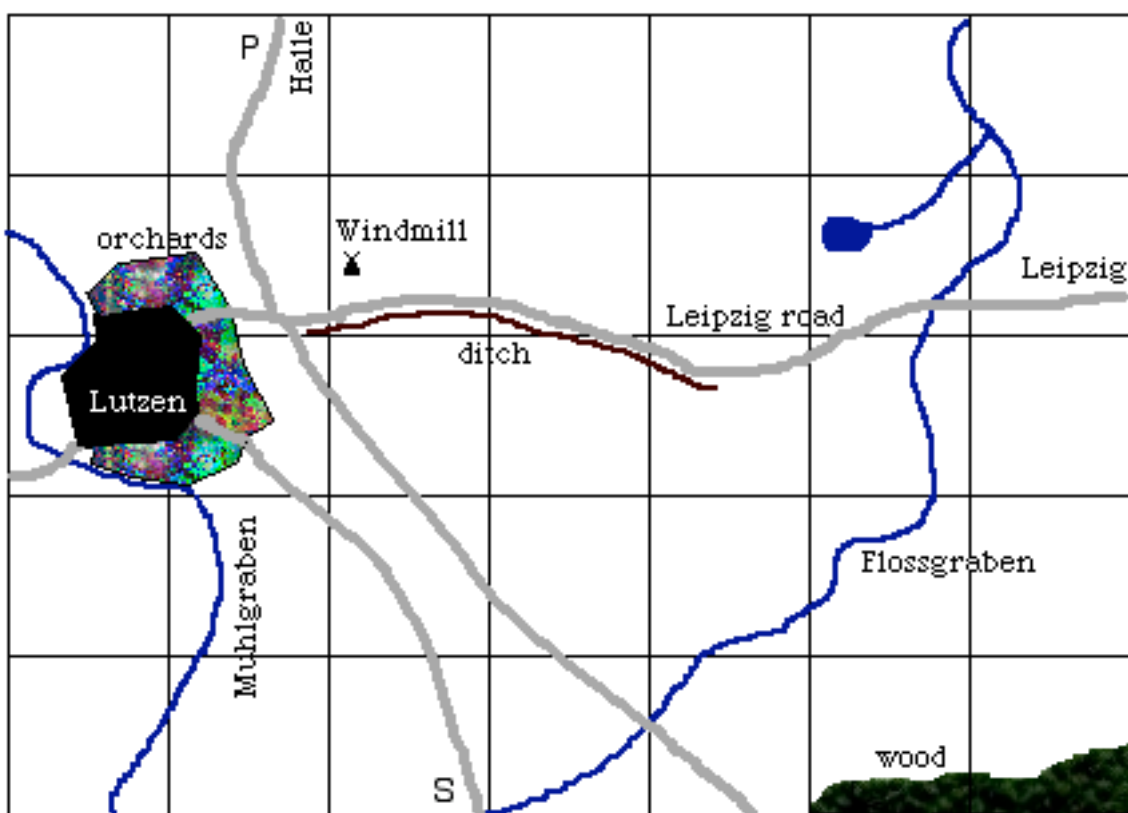
2 point for each enemy Corps Commander eliminated;

3 point for the enemy Army commanders eliminated.

The Swedish player earn 1 victory point for controlling the Leipzig road at the end of the battle.

The player with more points win the battle. If the Swedish player has more points but the King of Sweden is eliminated the battle is a draw.

Game Map



The town of Lutzen is impassable;

the Flossgraben and Muhlgraben are marshy stream;

the ditch is treated as “Sunken road”

the Lutzen orchards is treated as “Orchards”

The Imperials deploy north of the Leipzig road and in the Lutzen orchards;

the Swedish deploy in the lowest two rows east of the Muhlgraben.

Game Length

The battle begins at 10.00 am and lasts till night. Dusk is at 4.00 pm. At

dusk the Imperial player rolls a dice and add to the result the number of total exhausted "division". If the total is 6 the battle ends. The Swedish player repeats the same procedure for the 4.30 pm move. Nightfall at 5.00 pm ends the battle.

The length is therefore 12-14 moves. The Swedish artillery enters from point S at 11.00 am, whereas Pappenheim cavalry enters from point P at 12.00.

Dusk and light Fog

The effect of dusk and fog is to reduce the visibility at 4 inches: in addition, at dusk units cannot recover from disorder.

The players rolls for fog at the start of each move beginning with the move of 11.00 pm. Light fog appears with 1 and 2 if the previous move was clear, and with 1,2 and 3 if the previous move was light fog.