

Battle of the Schwarzenbach, 1622

A Fictional Scenario for *While the Devil Rules*



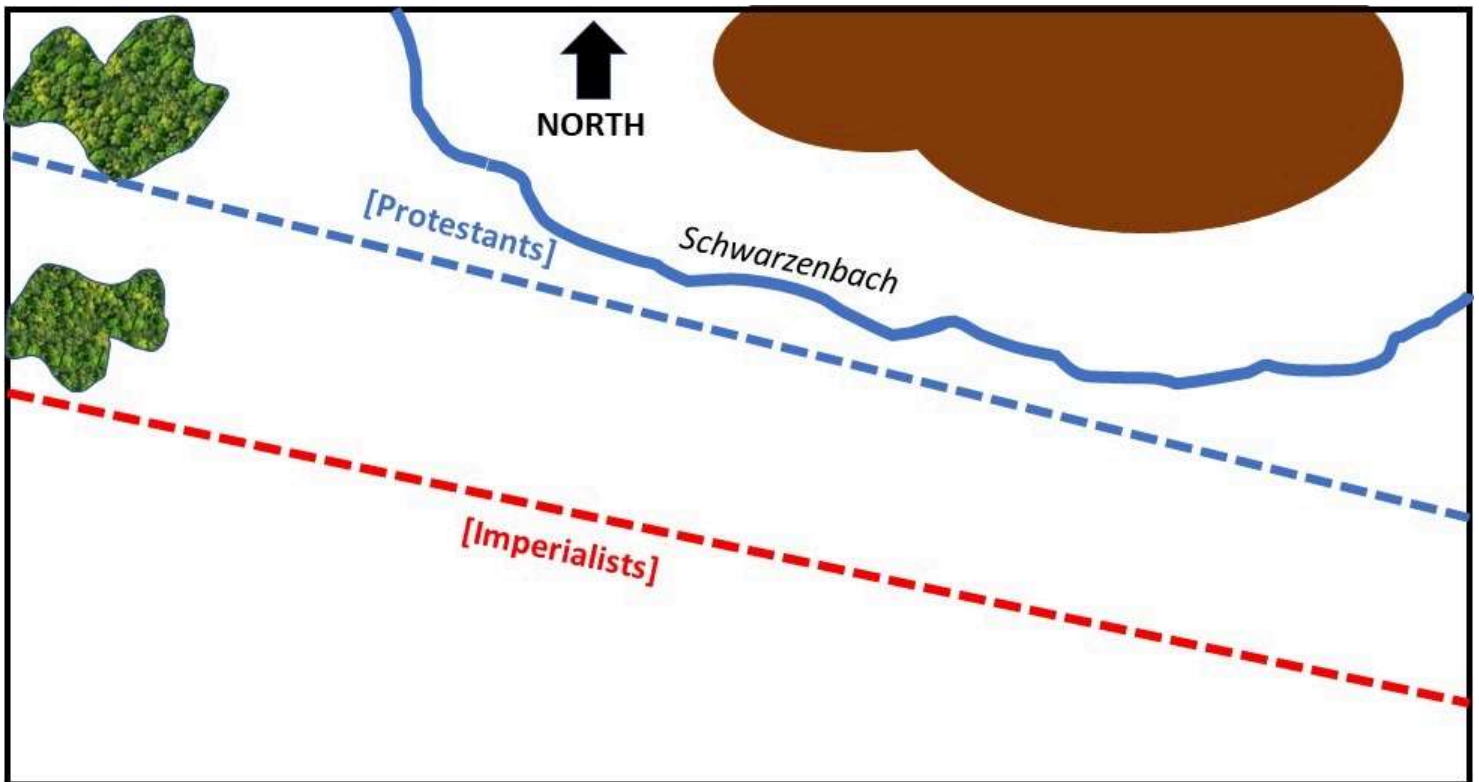
Background

It is 1622, and Frederick is fighting desperately against the veteran forces of Catholic League to retain a hold on his lands in the Palatinate. Having lost his Bohemian crown at the Battle of White Mountain, he now focuses on Germany. At a desolate location in the north, his forces encounter the Catholic League. He had hoped to combine his armies before fighting a major battle and force his enemies to alter the terms of the Treaty of Munich, and restore his title and holdings. This plan is now in jeopardy...

The commander of one of Frederick's main forces - Johann von Brandenburg - is marching to join up with some fresh troops from the Netherlands under Mansfield, but finds himself outmaneuvered, and must make a stand. He deploys his army along a small stream called the "Schwarzenbach" to face a slightly larger force of experienced German mercenaries. The Imperialists are anxious for battle, knowing that if they are victorious, Frederick's hopes - and those of the Protestant League - will be destroyed for good (well, at least until the Danes decide to intervene, and then perhaps the Swedes, and then even the French, despite the fact that they are Catholics... Oh crap! This could take a *long* time!)

The Battlefield

The Schwarzenbach is a stream, and affects movement like a linear obstacle (1 inch of rough). Any unit defending the bank against an opponent will get an advantage as if uphill. The hill itself is rough and provides cover, as do the woods.



The Protestants set up first, anywhere north of the blue dotted line on the map. The Imperialists will set up second, and are the attacker for the scenario. Forces should not be within musket range (12 inches) at the start of play.

Orders of Battle

Both armies are rated Average for game purposes.

Protestant League (Breakpoint 41)

Center Brigade (Johann Georg von Brandenburg - Overall Commander)

3 Dutch Battalions: Scots and "Blue" Regiments

2 Batteries Regimental Guns

Cavalry Brigade (Georg Frederick von Baden-Durlach)

2 Cuirassier Squadrons

3 Harquebusier Squadrons

1 Squadron Commanded Shot: 2 bases

Reserve Brigade (General Leslie)

3 Dutch Battalions: Hessian ("Red"), "Light Green" and "Green" regiments

2 Harquebusier Squadrons

1 Battery Field Guns

1 Battery Regimental Guns

Advance Brigade (General Capek)

2 Dragoon Companies

1 Forlorn Hope

Imperialists (Breakpoint 46)

Center Brigade (Count of Bucquoy - Overall Commander)

2 Veteran Tercios: Each 6 bases, Franconian and Wurttemberger

1 Battery Field Guns

2 Batteries Regimental Guns

Cavalry Brigade (Graf von Gleichen)

1 Guard Cuirassier Squadron (Lancers)

2 Cuirassier Squadrons

4 Harquebusier Squadrons

Reserve Brigade (Otto Friedrich von Schönburg)

1 Tercio: 6 bases - Bavarian

1 Harquebusier Squadron

1 Squadron Sword & Bucklermen: 2 bases

1 Battery Regimental Guns

Advance Brigade (Colonel Wilhelm von Baumgarten)

2 Dragoon Companies

1 Forlorn Hope: Crabaten grenzer

1 Squadron Crabaten Light Horse: 3 bases

Scenario Rules

This is a straight-up fight to break the enemy army. There are no special rules.