

Battle of Rittstock, 1619

A Fictional Scenario for *While the Devil Rules*

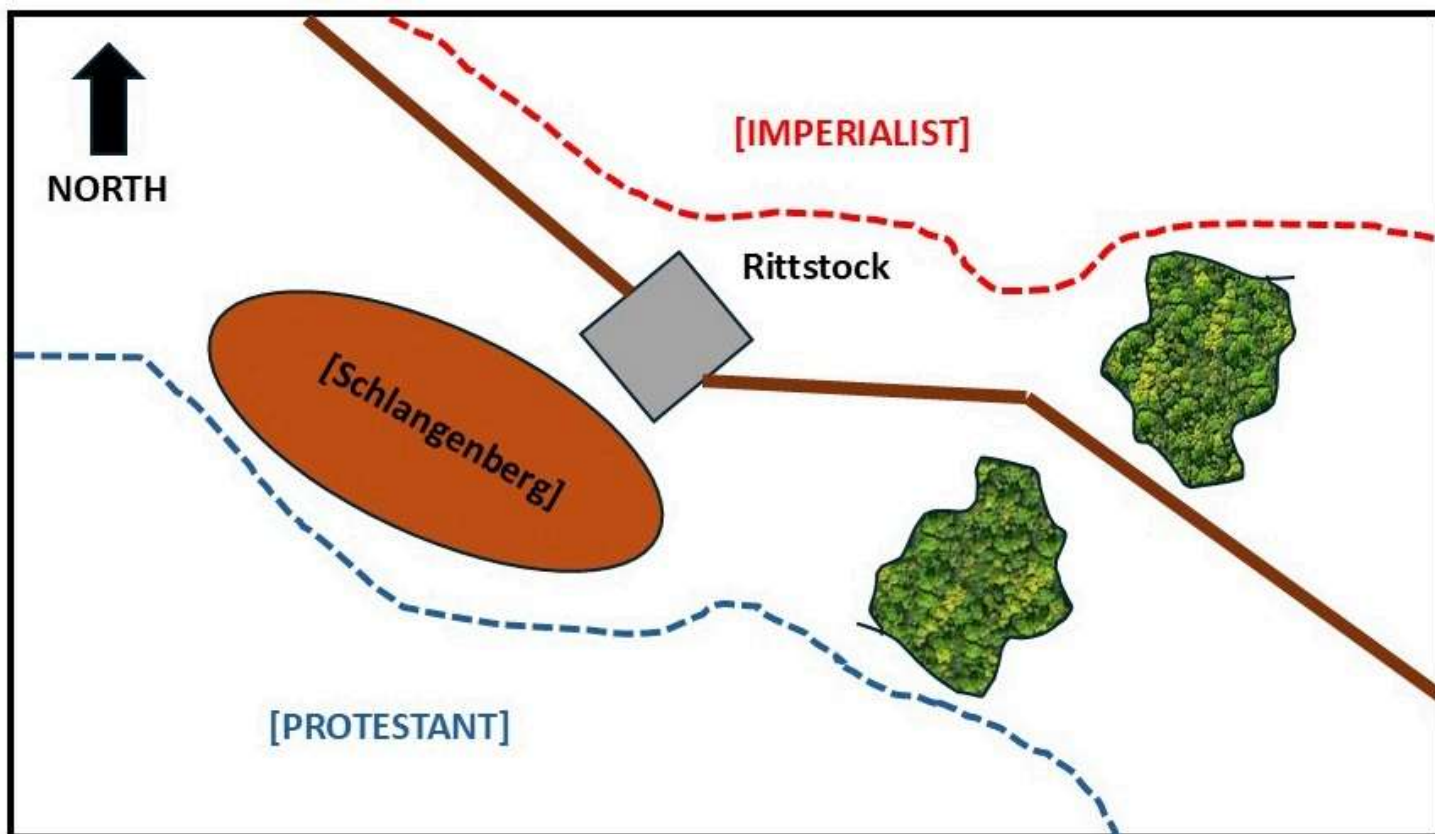


Background

A Catholic Hapsburg army is marching toward Prague in the early days of the Bohemian Revolt. Although not intending to fight a battle against the Protestants until they have amassed a superior force, the Catholics are forced to turn and fight at the village of Rittstock, or else lose their baggage and siege train to the rebels. The forces are approximately equal, and neither side is really deployed for battle, or has had a chance to scout out the enemy positions.

The Battlefield

The Schlangenberg is a smooth hill, which blocks line of sight but does not impede movement or provide cover. The woods are rough and provide soft cover. The town itself will be rough to any units not marching through it in column, but will provide hard cover to those inside it.



Both sides should indicate where they are deploying their wings on the map, and then reveal them to the enemy by placing them on the tabletop, one at a time, in the areas marked. The Imperialists must place the first wing.

Orders of Battle

Protestant League (Breakpoint 45)

Center - Overall Commander: Johann Georg von Hohenlohe

3 Veteran Dutch Battalions: Scots and "Blue" Regiments

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

1 Battery Medium Field Guns

1 Battery Regimental Guns

Right Cavalry Wing (Georg Frederick von Baden-Durlach)

2 Cuirassier Squadrons

3 Harquebusier Squadrons

1 Battery Regimental Guns

Left Cavalry Wing (General Leslie)

4 Harquebusier Squadrons

1 Squadron Commanded Shot: 2 bases

1 Battery Regimental Guns

Advance Guard (General Capek)

3 Dragoon Companies

1 Forlorn Hope

Imperialists (Breakpoint 43)

Center (Count of Bucquoy - Overall Commander)

1 Veteran Tercio: 6 bases, Franconian

2 Tercios: Each 6 bases, Bavarian and Wurttemberger

1 Squadron Sword & Bucklermen: 2 bases

1 Battery Medium Field Guns

1 Battery Regimental Guns

Right Cavalry Wing (Graf von Gleichen)

1 Guard Cuirassier Squadron (Lancers)

2 Cuirassier Squadrons

1 Harquebusier Squadron

1 Battery Regimental Guns

Left cavalry Wing (Otto Friedrich von Schönburg)

2 Cuirassier Squadrons

2 Harquebusier Squadron

1 Battery Regimental Guns

Advance Guard (Colonel Wilhelm von Baumgarten)

1 Dragoon Company

1 Forlorn Hope: Crabaten grenzer

1 Squadron Crabaten Light Horse: 3 bases

Victory Conditions

The goal of the battle is to break the other side's army. Both sides in this sceario have average army morale, so the breakpoints are as listed above. Points are subtracted from these totals according to the formula provided in the rules:

For each disordered unit: 1 point

For each demoralized unit: 2 points

For each base destroyed: 3 points

For a killed/captured Army Commander: 6 points

For a killed/captured Battle/Wing Commander: 4 points

Note that when removed from the table, all of a unit's bases are counted against the breakpoint.