

A FIRE & FURY SPECIAL SCENARIO

Age of Honor

The Battle of Gadebusch
20 December 1712



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Map from William Blackwood & Sons, Swedish infantry
by David Bonk, photo Colonel (Ret) Bill Gray

Battle of Gadebusch

20 December 1712



Gadebusch was the last big win for the Swedes during the Great Northern War (1701 – 21). In this case Swedish General Magnus Stenbock marched out from Stralsund with around 14 - 16,000 troops and 30 or so guns to intercept a 20,000 Danish-Saxon army under King Frederick IV before it could link up with their Russian allies. Stenbock caught his foe near the small hamlets of Wakenstaedt and Gadebusch, laughing himself silly as the Danish King confirmed he was far better suited to the throne than saddle. Frederick initially deployed his men with his left flank anchored by a large stream garnished with a substantial swamp, as he knew the Swedes could not possibly approach from that direction. They did. Frederick then wheeled his army left to face the uncooperative Stenbock, using his left corner as a pivot, keeping it anchored by the same terrain noted above for the same reason. Any guess where the Swedish cavalry galloped so as to take the Danes in the flank? Across the swamp, into Frederick's left, pushing the dumbfounded Danes back into Wakenstaedt where chaos reigned supreme. Given many Danish units were filled out with Civic Militia due to previous defeats, things quickly got very ugly. In two hours Frederick was in full retreat leaving 6750 casualties, half captured. The Swedes lost about 1600, thus securing Stenbock a marshal's baton. As an aside, the Danish Foot Guard performed superbly in the losing effort.

Scale. This is a reduced scale scenario, with most specs decreased by a third. For the Danes and Saxons, each stand represents 240 infantry, 120 horse or 4 or 5 cannon. For the Swedes the scale is 200 foot, 100 horse or 4 or 5 guns. Ground scale is 80 yards per inch, while each turn is 20 minutes real time. There is no change to the Musketry & Cannonade range table given the already generous distances afforded by AOH, coupled with where the Fire Point break lines lay.

Players. One player can command each side, but for a multi-player game, assign a player to each division.

Terrain and Weather. The gaming table is 8 feet wide and 6 feet deep, laid out as given. Weather is cold and the ground frozen. There was light snow that later changed to drizzle, but this seems to have had no effect on the battle. All streams are fordable, and afford a defender a +1 melee DRM if attacked entirely across stream. Forests, villages, marshland and slopes are rough terrain for movement. Slopes afford the defender

a +1 melee DRM if attacked entirely uphill. Forests convey a -1/+1 DRM advantage to the defender for fire and melee, towns a -2/+2 DRM. Cavalry is Disordered attacking into forests or villages. Road movement may be used on all roads depicted.

Playing Time. The game begins at 11:00 am and ends with the 3:20 pm turn, a total of 12 turns.

Deployment. Units set up per following map in Line. Leaders deploy within 12 inches of any unit they command. Artillery may set up limbered or unlimbered within 12 inches of a leader in their chain of command.

Leaders. Leaders who are Charismatic are marked with the (C) symbol on their label.

Infantry. Swedish infantry is Cadenced, Shock foot. The Danes are non-Cadenced, Fire-by-Rank.

Cavalry. Cavalry may neither mount nor dismount in this scenario. All Swedish cavalry are Gallopers, the Danes Trotters and the Saxons Pistolier.

Artillery. All batteries have one function per turn. No Grand Batteries may be formed.

Reinforcements. There are none in this game.

Special Rules. The Facing to the Flank and Urban Combat rules are in effect from the *AOE Supplement*. Each building model will support two infantry or artillery stands.

Optional Rules. The Swedish mortar stands are for show (as the author had some and simply wanted to build them) and have no impact on the game whatsoever. Where ever they are placed, they simply sit and look spiffy. If the Gamemaster really has it in for the Danes and Saxons, replace Stenbock with Swedish King Charles XII as Army Commander. Likewise, the Danish guns actually never arrived.

Victory Conditions. Determine victory using the Casualty Point Chart (Figure 6) on page 17 of *AOE*. If Charles as an optional commander is killed, the Swedes automatically lose the game.

Sources. There are many, most of which disagree as regards who was at the battle and how many of them were present. The Danish General Staff history was the primary source for this scenario.

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Battle of Gadebusch

Order of Battle Labels & Order of Appearance

SWEDES

Starting Forces

Sweden	Sweden	Stenbock	Cronstedt	Cronstedt	Cronstedt	Cronstedt	Cronstedt	Cronstedt
Karl + 3 (C)	Stenbock + 2 (C)	Cronstedt Arty (C)	R Foot Arty	R Foot Arty	R Foot Arty	R Foot Arty	R Hvy Arty	R Hvy Arty
XXXX	XXXX	XXXX						

See next page for a discussion on the specific, regimental Order of Battle for this engagement.

Stenbock	Ducker	Ducker	Ducker	Stenbock	Mellin	Mellin	Mellin
Ducker Left	Aschnberg E 8/5/3 HG	Mardefeldt R 8/6/4 HG	Marschal R 8/6/4 HG	Mellin Right	Mellin E 10/7/4 S	Patkul R 10/8/5 S	Sondrmnlr R 9/7/5 S
XX				XX			
Stenbock	LaGarde	LaGarde	LaGarde	Stenbock	Marschlk	Marschlk	Marschlk
LaGarde Left	Sommers R 10/8/5 S	Eickeblat R 10/8/5 S	LaGarde R 10/8/5 S	Marschlk Right	VastGota E 8/5/3 AG	Stromfeldt R 8/6/4 HG	Marschal R 8/6/4 HG
XX				XX			

DANES & SAXONS

Starting Forces

Denmark	Fred IV	Wilstor	Wilstor	Wilstor	Wilstor	Wilstor	Wilstor
Fred IV - 1	Wilstor Artillery	R Foot Arty					
XXXX	XXXX						

Fred IV	Scholtern	Scholtern	Fred IV	Kragh	Kragh	Kragh
Scholtern 1st Line	Leegard C 9/7/5 AT	Dewitz R 6/5/4 LT	Kragh 1st Line	Kragh E 10/7/4 F	Hohendorf C 10/8/6 F	Sponeck C 10/8/6 F
XX			XX			

Fred IV	Wedell	Wedell	Wedell	Fred IV	Lewitzau	Lewitzau
Wedell 2d Line	Mosting C 10/8/6 F	Kronprinz R 9/7/5 F	Konigin C 8/7/5 F	Lewitzau 2d Line	Lewitzau C 9/7/5 AT	Daae R 6/5/3 LT
XX				XX		

Fred IV	Flemming	Flemming
Flemming Saxons	Weissnfels R 10/8/5 HP	Bauditz R 8/6/4 HP
XX		

Cronstedt	Cronstedt	Cronstedt	Cronstedt
R Mortar	R Mortar	R Mortar	R Mortar

Optional, for looks only, Swedish units.

Order of Battle Notes.

Normally at AOE we list all the various regiments and battalions that comprise each brigade equivalent just under each row of labels. Not this time. In this case the somewhat semi-sadistic personality of the author took over (reinforced by the fact he was confused as well) and it was decided to have a little fun. In this case fun might well be defined as letting the player discover what it takes to translate historical data into an actual miniature wargaming scenario.

And truly it doesn't get any better than the 17th and 18th centuries as regards the fun factor. Of course one always has to deal with the fact that various, yet highly reputable, sources often differ wildly on the actual numbers' based information needed to develop a proper and accurate scenario. One source will list an army's strength as 20,000, another as 19,000 and another as 23,546. Maps are particularly difficult as modern cartographic methodology was still in its infancy, so period maps are often hand drawn sketches developed from memory. Looking up the same area on Google Earth is less than perfect because the terrain has often – wildly – changed (I've actually discovered huge lakes drained and large rivers rerouted), and scales are off.

The biggest challenge, however, has to be the order of battle. During this era there was no permanent military organization above the regiment. Instead, commanders assigned regiments, not to mention parts of regiments, to various commanders in various strengths dependent on the mission, terrain and aristocratic status of the chap in charge. A brigade might have a single regiment, or it might have eight. Three brigades might be formed into an ad hoc division, or 12 brigades into an ad hoc wing with no command structure in between. Artillery was not formed into batteries, but rather guns (aside from the regimental cannon) were parceled out on an individual basis to wherever they were needed.

The final monkey wrench for research comes in the fact that the very loose organization noted above changed, and changed a lot. Change could come not only on a day to day basis, but within the same 24 hour period as well. For example, the orders of battle one often finds in lists such as the famous Nafiziger series are often camp lists. This means it represents the structure of the army as recorded by the army's adjutant as it formed up in camp for the final march to the battlefield. This structure could change on the march, or after the battlefield had been reached, or even during the battle itself.

With that in mind we present to you on the next page a map of the battle of Gadebusch as presented in the Danish General Staff history on the Great Northern War. Here you will see every regiment deployed with a small block representing each battalion or squadron therein. Regiments are properly named, with higher commanders listed as appropriate. Notice that several squadrons and battalions from a plethora of Danish brigades and battlelines have been pushed forward to form an ad hoc task force on the Danish right under Brigadiers Sponeck and Dewitz. Similarly, some groupings of regiments don't seem to have anyone in charge at all, indicating that they reported to the army commander, who was likely nowhere in the neighborhood.

(continued next page)

BASING: All infantry as AOE 3-Rank, 4 figures in two ranks on stand ¾ inch wide by 1 inch deep; all cavalry has 2 figures on a stand one inch square; all artillery on a stand 3/16 wide per historical gun in the battery (a French foot battery had 8 guns so would be 3/16 x 8 or 1 ½ inches wide), by one inch deep with one gun model and two gunners if light, three if heavy artillery. All command stands should be spacious enough, but not less than one inch square with one mounted officer/staff for a division command, two for a corps, three for a wing and four for Army Command.

ABBREVIATIONS: Hvy or H - Heavy, A - Armored Heavy, Lt or L - Light, F – Fire by Rank, S - Shock, G – Galloper, T – Trotter, P – Pistolier, C – Conscript, R – Regular, E – Elite, (C) – Charismatic, X – Brigade or oversized Regiment, XX –Division, XXX – Corps, XXXX – Army. Numbers represent Fresh/Worn/Spent status.

LABELS: Use Avery® White Full-Sheet Shipping Labels for Laser Printers 5265, 8-1/2" x 11", Pack of 25. Print with color laser, cut out labels for use, peel off back and stick on bottom of stands.

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Now consider the following from the superbly researched tacitus.nu Website (<http://www.tacitus.nu/gnw/battles/Gadebusch/>, which has detailed uniform specs for ALL the forces involved, by regiment – superb), and I quote:

All information concerning uniforms on this page come from Lars-Eric Höglund's book, but all other information (including the map) come from the work by the Danish General Staff ("Bidrag til den store nordiske krigs historie"). The battle order below is based on the map ("H.H. Scheels plan af battle ved Gadebusch"), which is added to the book as an appendix. The map is however not entirely consistent with the text in that book. Two regiments are missing in the map, that is Stralsund Regiment (which I have placed in the most likely location) and Smielgelski's 100 men strong Polish dragoon squadron (which may in fact not have participated in the battle but at least was in the vicinity). The uniform of the latter unit is in any way unknown. Another uncertainty is the number of squadrons which the German mounted regiments consisted of, for these are there no consistency at all between the table on page 179 (volume 4) and the map above. I have adjusted the number of squadrons so that it will match the information in the table. A part of the Pomeranian Dragoon Regiment (half?) was left behind to protect the baggage (together with Smielgelski's dragoons?) and this is the reason why the Pomeranians only have 5 squadrons instead of 10 (according to the map they should have 4 squadrons in the battle). According to the Danish General Staff only five Regiments were armed with pikes (Östergötland, Hälsinge, Västgöta-Dal, Älvsborg and Västmanland Regiments).

Now take a look at how yours truly translated all this into a scenario. All you need is a little anti-psychotic to realize it just doesn't get any better than this.



L'Armee Francaise Vol II

The Age of Honor

The Lacey Wars in Miniature based on Fire and Fury

Tables and Charts

Play Sequence

Initiative Inter-Phase

Players roll-off modified die to determine who has the option of proceeding first. Automatic if enemy army commander attached or dead, or high die roll off if both commanders attached or dead.

1st Player Turn

March (1st) Phase

- Replace, attach & detach leaders
- Reserve movement
- Tactical movement
- Move detached leaders

Volley & Cannonade (2nd) Phase

- Resolve all enemy unit fire
- Resolve all friendly unit fire

Bayonet & Sabre (3rd) Phase

Both sides simultaneously resolve all charges, countercharges and breakthroughs applying results immediately.

2nd Player Turn

Resolve in same order as in first player turn.

March Table

		Disorder	EFFECTS Good Order	Reserve Movement
DIE RESULT	10 or more	Elan. Brigade rallies and moves normally	A la Bayonette. Brigade moves normally	Success. Units move normally. Non-Irregular units rally.
	7, 8, 9	Rally. Brigade rallies, and moves half, but cannot change formation.	En Avant. Brigade moves normally.	Partial Success. Units move half, Non-Irregular units rally.
	5, 6	Shaken. Brigade rallies but cannot move or change formation.	Cautious. Brigade may move half but cannot change formation.	Partial Failure. No movement but Non-Irregular units rally.
	3, 4	Wavering. Brigade remains disordered and cannot move or change formation.	Hold Ground. Brigade cannot move or change formation.	Failure. No change in unit status.
	1, 2	Broken. Brigade retreats a full move disordered and loses 1 stand.	Retire. Brigade retreats beyond enemy musketry range.	Failure. No change in unit status.
	0 or less	Routs. Entire brigade removed from play.	Fall Back. Brigade retreats a full move disordered.	Failure. No change in unit status.

Movement Rates Chart

Unit	Basic	Road	Rough	Fording
NonCadence Infantry	5/8"	10/16"	x 1/2	-2/-3"
Cadenced Infantry	6/9"	12/18"	x 1/2	-2/-3"
Light Infantry	8/12"	12/18"	x 1	-1/-2"
Cavalry	12/18"	15/21"	x 1/3	-2/-3"
Foot Artillery	6/9"	9/12"	x 1/3	-3/-5"
Horse Artillery	9/15"	12/18"	x 1/3	-3/-5"
Leaders and Staff	12/18"	15/21"	x 1/3	-2/-3"

Movement = 15mm/25mm"

- Minus 3 (5) inches per unit crossed for Passage of Lines.
- Minus full move to deploy into Line or Supported Line.
- Minus full move to dismount/remount Dragoons.
- Minus half move to deploy into Mass or March Column.
- Minus half move to deploy in or out of Square, Urban Area, etc.
- Minus half move to Face to the Flank.
- **Light Infantry is NOT penalized when moving thru Rough Terrain (Movement Rate x 1).**

TACTICAL MOVEMENT MODIFIERS

+1/ +2	Each detached Division to Army Leader within Command Radius /Charismatic Leader. Max 4 pts
+2/ +3	Each Attached Leader/ Charismatic Leader. Max 4 pts
+1	Unit in March Column or Square
+1	Unit is Prussian infantry in the WAS or SYW
+2/-2	Unit is Fresh/Spent
-1	Unsecured Flanks
-2	Unit Disengaging (moving into Reserve Zone)
-3	Unit is Disordered Cavalry moving into Charge Combat

French Pistolier Cavalry – count as Trotter (with no fire) for melee when charging on a modified die roll of 10 and above. All other modifiers then apply, and the French remain Pistolier when countercharging.

Use first six Reserve Movement Modifiers for initiative die roll.

RESERVE MOVEMENT MODIFIERS

+3	Marlborough with Eugene, Charles XII, Frederick, etc Commanding
+2	Villars, Eugene, Vendome, etc
+1	Bouffler, Daun, Ferdinand, etc.
0	No Effect – d'Estrees, Saltykov, etc.
-1	If any General other than above or below
-2	Duke of Burgundy, Duke of Cumberland, etc Commanding, or Army Commander committed elsewhere or dead
+4	If Army Commander Attached to Brigade or Superseding Command
+6	First Turn of Game
+6	Successful Reserve Movement Previous Turn
Reserve Movement Failure on:	
+1	Previous Turn
+3	Two Previous Turns Ago
+5	Three or More Previous Turns Ago
-1	Unit Disordered

Age of Honor, published 2010.

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Volley & Cannonade

	RANGE				
	2/3"	4/6"	8/12"	12/18"	18/27"
Russian Artillery	13/11	10/7	8/6	6/5	5/4
French/Austrian Arty	12/10	9/6	7/5	5/4	4/3
Other Artillery	11/9	8/5	6/4	4/3	3/2
Light Infantry	1	Heavy/Light			
Shock or Ottoman Foot	1	15mm/25mm"			
Fire by Rank Foot	1.5	FIRE POINTS			
Platoon Fire/Linear Foot	2				
Prussian First Fire	3				
Light or Pistolier Horse	0.5				

FIRE POINT MODIFIERS

x 2	Firing from Enfilade, at Square, Masse or March Column
x 1/2	Firing Unit Disordered, in Masse/Field Column or a Damaged Battery

DIE ROLL MODIFIERS

+1	Target limbered, changed Formation or Movement Mode, or About Facing
-1	Target is Light Infantry
-1, -2, -3	Target in Cover (per Scenario)

FALLEN LEADER TABLE

		EFFECTS
DIE RESULT	6 or more	Leader Survives
	5 or less	Leader disabled and replaced after one full turn

DIE ROLL MODIFIER

-2 Charismatic Leader

EFFECT ON TARGET	Desultory Fire: No Effect!	Lively Fire: Disordered or 1 Battery Silenced	Telling Fire: Disordered plus 1 Stand lost or 1 Battery Damaged	Deadly Fire: Disordered plus 2 Stands lost or 1 Battery Wrecked	Devastation: Disordered plus 3 stands lost or 1 Battery Wrecked
	FIRE POINTS				
Less than 1	---	---	---	---	---
1	10 or less	11 or more	---	---	---
2	9 or less	10 or more	---	---	---
3	9 or less	10 or more	---	---	---
4	8 or less	9 or more	---	---	---
5	7 or less	8, 9, 10	11 or more	---	---
6, 7	7 or less	8, 9	10 or more	---	---
8, 9	6 or less	7, 8, 9	10 or more	---	---
10, 11	5 or less	6, 7, 8	9 or more	---	---
12-14	4 or less	5, 6, 7	8, 9, 10	11 or more	---
15-19	3 or less	4, 5, 6	7, 8, 9	10 or more	---
20-24	2 or less	3, 4, 5	6, 7	8 or more	---
25-29	1 or less	2, 3, 4	5, 6	7, 8, 9	10 or more
30-34	0 or less	1, 2, 3	4, 5, 6	7, 8	9 or more
35-39	-1 or less	0, 1, 2	3, 4, 5	6, 7	8 or more
40-44	-1 or less	0, 1	2, 3, 4	5, 6	7 or more
45-49	-1 or less	0, 1	2, 3	4, 5	6 or more
50 or more	---	-1 or less	0, 1, 2	3, 4	5 or more
			DIE RESULT		

NOTES:

- **Prussian First Fire** – Use 3 FPs per stand the first fire phase in a game a Prussian non-light infantry brigade issues fire during the WAS and SYW. Afterwards use Platoon Fire.
- **Changing Movement Mode** - Limbering, Unlimbering, Mounting or Dismounting Dragoons.
- **Gallop Cavalry** – **NO** die roll modifier for melee, positive or negative.
- **Irregular Troops** – Permanently Disordered for movement, fire and melee.

Bayonet & Sabre

DIE ROLL MODIFIERS

+1 or +2	Leader/Charismatic Leader Attached
-1	Outnumbered by the enemy 3:2 in Stands
-2	Outnumbered by the enemy 2:1 in Stands
-3	Outnumbered by the enemy 3:1 in Stands
-4	Outnumbered 4:1 or greater in Stands
+2	Cavalry charging Foot in open, not in Square from less than 5" distance
-3	Or from 5" or greater distance.
-1	One or more Brigades are Trotting Horse
-2	One or more Brigades are Pistolier Horse
-1	Pistolier Horse plus Other Horse Type in Melee
+1	One or more Brigades are Heavy Horse
+2	One of more Brigades are Armored Heavy Horse
+2	One or more Brigades are Shock Foot
+1	Breakthrough Charge or Supported Formation
-2	Disordered Brigade, Non-Countercharging Cavalry, Light Infantry, Unattached or Silenced Battery (these modifiers not cumulative)
-1	Each Stand lost during Current Fire Phase
+1 to +3	Defending in or behind Cover
-3	To Defender Outflanked
+3	Defender already in Square & attacked by Horse
-1	If already in Square and attacked by Foot
+2	Units are Fresh
-2	Units are Spent
+1	Units are Regular
+2	Units are Elite

		EFFECTS
DIE ROLL DIFFERENCE	7 or more	Shattered! DEFENDER: Retreat a full move Disordered/Silenced. Two troop stands lost and one leader and battery are captured if present. One additional troop stand or one battery is captured for each die result point difference over 10. ATTACKER: Mandatory breakthrough charge a half move towards closest enemy.
	4 5 6	Driven Back! DEFENDER: Retreat Disordered/Silenced beyond enemy musketry range or one-half move (whichever is greater). One troop stand lost and one battery is damaged if present ATTACKER: Occupy enemy position or optional breakthrough charge a half move towards closest enemy.
	1 2 3	Withdrawal! DEFENDER: Troops retreat disordered 2" (3" for 25 mm) from the enemy. Batteries are silenced and retreat beyond enemy musketry range or one-half move (whichever is greater) ATTACKER: Occupy enemy position.
	0	Locked in Combat! DEFENDER & ATTACKER: Both sides are Disordered/Silenced, and each lose one troop stand or one battery wrecked. Recalculate modifiers and fight again.
	-1 -2 -3	Withdrawal! ATTACKER: Retreat disordered until 2" (3" for 25 mm) from the enemy. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry unless secure flanks and additional die roll of 5 or less.
	-4 -5 -6	Driven Back! ATTACKER: Retreat Disordered beyond enemy musketry/skirmish range or one-half move (whichever is greater) One troop stand lost. DEFENDER: Hold position. Infantry in open form square if victorious against horse unless secure flanks and additional die roll of 5 or less.
	-7 or more	Shattered! ATTACKER: Retreat a full move Disordered/Silenced and two troop stands lost and one leader is captured if present. One additional troop stand is captured for each die result point difference over 10. DEFENDER: Hold position. Infantry in open form square if victorious against horse unless secure flanks and additional die roll of 5 or less.