



# *Thirty Years War*

**Historical Annex**  
**(Version 1.0 for Thirty Years War 1.00)**

**Intro**

This Annex just pretends to give some light into the game as well as in its historical environment.

Several countries/states will be represented here: Austria, Bavaria, Bohemia, Brandenburg, France, England, Saxony, Spain, United Provinces, Denmark, Sweden..



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## **AUSTRIA**

*Austria was the home kingdom of the Emperors during the Thirty Years War. Its capital was Wien. It was ruled by Emperor Mathis, who died in 1619. After him Austria was ruled by his son Ferdinand III, a zealous Catholic, who died in 1637. His successor was his son Ferdinand III. The population was divided between Protestants and Catholics. Some of the Protestants went into revolt to support the Bohemian rebellion.*

## **Game Info**

In Thirty Years War and Swedish Intervention scenarios you must control the city of Wien to have its resources.

## **BAVARIA**

*Bavaria was a rich Catholic State, ruled by Maximilian I, the Leader of the Catholic League, its capital was München. In 1623 the Bavarian duke replaced his relative of the Palatinate branch, the Electorate of the Palatinate and acquired the powerful prince-electoral dignity in the Holy Roman Empire, determining its Emperor thence forward, as well as special legal status under the empire's laws. It was member of the Catholic League, being Maximilian the commander of the League army. Bavaria was invaded after the defeat at Breitenfeld and suffered during years the war.*

### **Game Info**

In Thirty Years war and Swedish Intervention scenarios you must control all of these cities to get their income: Munchen, Augsburg and Regensburg.

This region gives revenue each month of February, starting from 1623.

## **SPAIN**

*Spain, an Empire and a great Power at the begin of the War, defensor of the Catholicism. Ruled by a branch of the Hapsburg house and good ally of the Austrian Hapsburgs. At he beginning of the War Spain had a truce with Netherlands. But this ended in 1622 and the major part of the Spanish forces were recalled to Flanders.*

### **Game Info**

This nation is represented in the game across its units and armies that appears as reinforcements for the Catholic side. In case of French intervention part of the Spanish possessions on Flanders and the French Comté are unblocked as well as Spanish troops.

## **BOHEMIA**

*After the early death of King Louis Jagiellon at the Battle of Mohács in 1526, the Bohemian kingdom was inherited by his brother-in-law, the Austrian Archduke Ferdinand I of Habsburg, younger brother of Emperor Charles V, whom he succeeded in 1558. The subsequent incorporation of Bohemia into the Habsburg Monarchy against the resistance of the local Protestant nobility sparked off the 1618 Defenestration of Prague.*

### **Game Info**

In Thirty Years war and Swedish Intervention scenarios you must control all of these cities to get their income: Prag, Pilsen and Budweiss.

This region gives revenue each month of February, starting from 1623.

Bohemia starts with its own army but if it is defeated most of their troops will leave the game.



## **BRANDENBURG**

*Brandenburg was a Protestant State at the start of the war. Ruled by George William from 1619 to 1640, elector of Brandenburg and duke of Prussia. Until 1626, Brandenburg stayed out of the war; in 1626, it became battleground until the end of the war. During these years Brandenburg was devastated.*

### **Game Info**

In the Swedish Intervention scenario Brandenburg can join the Protestant side if these conditions are met:  
The Protestant player controls the cities of: Kolberg, Gartz, Landsberg, Berlin, Stettin and Frankfurt am Oder.  
In The Thirty Years War scenario Brandenburg can join the Protestant side if these conditions are met:  
The Protestant player controls the cities of: Kolberg, Gartz, Landsberg, Berlin, Stettin and Frankfurt am Oder.  
The Protestant Loyalty is over 60% in the Brandenburg Diplomatic Box.

After the **Prague Treaty** Event (1635/02/01) if Loyalty in the Brandenburg Box is < 50 and if the Catholic player owns the city of: Frankfurt am Oder.  
All the Brandenburg Protestant units leave the game (if Brandenburg has entered the war previously) and a new Brandenburg army appears at Frankfurt am Oder.

## **SAXONY**

The Electorate of Saxony, sometimes referred to as Upper Saxony, was a State of the Holy Roman Empire. Ruled by the Elector John George.

In this struggle, the Elector was at first neutral, and for a long time he would not listen to the overtures of King Gustavus Adolphus of Sweden. Not until the Imperial General Johann Tserclaes of Tilly advanced into Saxony did the Elector join the forces of the Swedish Empire. However, after the 1634 Battle of Nördlingen, the Elector in 1635 concluded the Peace of Prague with Emperor Ferdinand II. By this treaty, Saxony received the Margraviates of Upper and Lower Lusatia as a Bohemian fief, and the condition of the Church lands that had been secularized was not altered. The Swedes, however, revenged themselves by ten years of plundering

### **Game Info**

In Thirty Years war and Swedish Intervention scenarios you must control all of these cities to get their income: Leipzig, Dresden and Erfurt. Erfurt was not part of Saxony but, for game design it is included as part of Saxony.

This region gives revenue each month of February, starting from 1623.

How to make Saxony enter the war?

In The Swedish Intervention and Thirty Years War scenarios the Protestant player needs to have more than 70% Loyalty in the Saxony Diplomatic Box. It is needed to be on January of 1631 or later. Probability of firing the event is 90%. Use your diplomatic decisions to achieve this. As the Catholic you can also play your card in the opposite way.

In the Danish Phase Saxony cannot enter the war unless the Protestants hold the cities of Kassel, Magdeburg, Wolffenbuettel, Hamburg and they have at least 3000 Victory Points. If these conditions are met then a diplomatic option will be available.

In the Thirty Years War scenario Saxony can leave the Protestant side and join the Catholics. But this only will happen if these conditions are met:

Saxony has entered the war in the Protestant side.

The event Treaty of Prague has been fired.

Protestant Loyalty in Saxony Diplomatic Box is below 50%.

The Catholics control these cities: Wien, Prag, Frankfurt, Budweiss, Pilsen, Leipzig, Regensburg, Augsburg,, Wurzburg, Stuttgart and Munchen.

After the **Prague Treaty** Event (1635/02/01) if Loyalty in the Sachsen Box is < 50 and if the Catholic player owns the cities of: Prag, Frankfurt, Heidelberg, Nuernberg, Budweiss, Pilsen, Leipzig, Regensburg, Augsburg, Wurzburg, Stuttgart and Munchen. All the Saxon Protestant units leave the game (if Saxony has entered the war previously) and a new Saxon army appears under Baudissin's command at Leipzig.

## **POMMERANIA**

*The Duchy of Pomerania was ruled by native princes but under the dependence on Brandenburg.*

### **Game Info**

In Thirty Years War and Swedish Intervention scenarios you must control all of these cities to get their income: Stettin, Kolberg and Stralsund.

This region gives revenue each month of February, starting from 1623.

## **HANSEATIC LEAGUE**

*The Hanseatic League was a commercial and defensive confederation of merchant guilds and their market towns. The League was created to protect economic interests and diplomatic privileges in the cities and countries and along the trade routes the merchants visited. In 1618 it was in clear decadence. By the late 16th century, the League had imploded and could no longer deal with its own internal struggles, the social and political changes that accompanied the Protestant Reformation, the rise of Dutch and English merchants, and the incursion of the Ottoman Empire upon its trade routes and upon the Holy Roman Empire itself. Only nine members attended the last formal meeting in 1669 and only three (Lübeck, Hamburg and Bremen) remained as members until its final demise in 1862.*

### **Game Info**

In Thirty Years War and Swedish Intervention scenarios you must control all of these cities to get their income: Bremen, Hamburg and Luebeck.

This region gives revenue each month of February, starting from 1623.

## **DENMARK**

*The kingdom of Denmark, ruled by Christian IV, a protestant prince of the Empire. Christian IV obtained for his kingdom a level of stability and wealth that was virtually unmatched elsewhere in Europe. The growing power of the Catholics in North Germany in and after 1623 was a threat to the Danish holdings in the Schleswig-Holstein and almost induced Christian to intervene directly in the Thirty Years' War. Routed by Johan of Tilly in the Battle of Lutter. In the summer of 1627 both Johan of Tilly and Albrecht von Wallenstein occupied the duchies and the whole peninsula of Jutland. Christian was able to conclude peace with the emperor in the Treaty of Lübeck, without any diminution of territory.*

### **Game Info**

In Thirty Years war scenario Denmark will enter the war if the Protestant Loyalty is over 60 in the Danish Diplomatic Box from the turn of 1624/01/01.

Denmark Surrender:

This event happens if the Catholic player controls the cities of: Kassel, Goettingen, Hameln, Luneburg, Wittenberge, Hamburg, Kiel and Aalborg. All Danish units are then removed from the game.

## **SWEDEN**

*Sweden was a Protestant country, ruled by Gustavus Augustus. A country of scarcely more than 1 million inhabitants. Sweden grew in importance during the first years of the Century, defeating in several wars to the Danes, Polish-Lituanians and Russians. In 1631 Gustavus declared war on to the Empire and took his veteran army to Germany prolonging the war until 1648.*

### **Game Info**

In Thirty Years war and Swedish Intervention scenarios the Protestant player must control Stockholm to get its income each month of February. This only works if Sweden has entered the war.

## **FRANCE**

*France was a Catholic country, ruled by king Louis XIII. Louis XIII, taciturn and suspicious, relied heavily on his chief ministers, first the Duke of Luynes then Cardinal Richelieu, to govern the kingdom of France. France did not intervene directly on the Thirty Years War until 1635 after the Protestant defeat at Nördlingen.*

## **Game Info**

In Thirty Years war and Swedish Intervention scenarios the Protestant player must control Paris to get its income each month of February. This only works if France has entered the war.

## **HUNGARY**

*Hungary was ruled by Gabriel Bethlen was a member of the Iktári branch of the Hungarian Bethlen family. Bethlen maintained an efficient standing army of mercenaries. In August 1619, Bethlen invaded Royal Hungary. In September, he took Kassa (Košice) where Protestant supporters declared him the leader of Hungary and protector of Protestants. Bethlen negotiated for peace at Bratislava, Košice and Banská Bystrica. In January 1620, Bethlen received 13 counties in the east of Royal Hungary*

### **Game Info**

In Thirty Years war and Bohemian Revolt scenarios the Protestant player must play a diplomatic option to get Bethlen Gabor and his army into the game. This also gives to the Catholic player the chance to play his own Decisions to get a peace with Bethlen very fast, so this army could be only a few turns into the game.

During the Danish Phase scenario there is a new opportunity to see Bethlen again at the Protestants side. But, for this the Protestant players needs to take several cities in Bohemia.



**OTHER DATA OF INTEREST:**

**MAINZ:**

*Mainz was one of the Catholic Electorates that supported the Emperor during the Thirty Years War.*

**Game Info**

Mainz gives its income to the Catholic player, starting from February 1623 if Catholic Loyalty in the Mainz Diplomatic Box is over 79% and controls the city of Mainz.

**KÖLN (Cologne)**

*Köln was one of the Catholic Electorates that supported the Emperor during the Thirty Years War.*

**Game Info**

Mainz gives its income to the Catholic player, starting from February 1623 if Catholic Loyalty in the Köln Diplomatic Box is over 79% and controls the city of Köln.

## **TRIER**

*Trier was one of the Catholic Electorates of Germany siding with the Empire at the start of the war. The situation in 1631 after the battle of Breitenfeld made Trier to seek for French protection against the Swedish advance.*

### **Game Info**

Trier gives its income to the Catholic player, starting from February 1623 if Catholic Loyalty in the Mainz Diplomatic Box is over 79%.and controls the city of Trier.

### **Cities that give assets:**

Apart from control of regions, some cities give additional resurces to the player who controls them.

In the Great Campaign and Swedish Intervention scenarios: Frankfurt (from October 1620, two times per year), Kassel (from October 1624, two times per year), Heidelberg (from October 1620, two times per year), Mannheim (from October 1620, two times per year), Wuerzburg (from 1624, two times per year), Prag (from October 1618, two times per year and only for the Protestant player), Wien (from October 1618, two times per year).

In the Danish Phase scenario: Kobenhavn (from October 1620, two times per year), Frankfurt (from October 1620, two times per year), Kassel (from October 1624,two times per year), Heidelberg (from October 1620, two times per year), Mannheim (from October 1620, two times per year), Wuerzburg (from 1624, two times per year), Prag (from October 1618, two times per year and only for the Protestant player), Wien (from October 1618, two times per year).

### ***The Catholic League:***

*At the end of 1618, the position of the Emperor in Bohemia as in Lower and Upper Austria gradually became critical. Searching for help, the Emperor tried to restore the League. A meeting of several of the ecclesiastical Princes decided to reconstruct the League on its original basis.The formation of a confederate army began. With 7,000 men, Bavaria supplied the largest contribution to the army, whose strength was fixed at Würzburg in December 1619, as 21,000 infantry and 4000 cavalry. Commander in chief was Johann Tserclaes, cout of Tilly a descendant of a Catholic Bravantine family.*

### ***The English Mercenaries***

*England was full of protestant soldiers seeking for an opportunity to offer their services, several units of them fought there for many years until the English Civil war erupted.*

### ***The Scottish Mercenaries***

*The scotish mercenaries were known in all Europe, good fighers and hard soldiers. They were present in many of the Protestants armies during the Thirty Years War. Through such service a number of ambitious individual Scots in different European courts had a profound influence on the course of the war both conducting diplomacy and commanding entire army groups in the campaign. These included General Sir James Spens of Wormiston, Lieutenant General Patrick Ruthven, Lieutenant General James King and Field Marshal Alexander Leslie who all served in the Swedish Army.*

### ***The Croatian Mercenaries***

*The Croatians mercenaries fought on horseback, wearing blankets and cow skins and brandishing cutlasses capable of cutting iron chains. They were recruited both by the Spanish and Austrian Habsburgs and fought fiercely against Protestants.*