

# **GAME CONCEPT AND PLAY TEST COUNTER KIT**

**V1.3 16 SEPT 2020**

## RULES

**ALL THREE GAMES IN THE SCANDINAVIAN WARS TRILOGY WILL USE THE SAME SET OF BASIC RULES, THE SAME BASIC MAP BOARD AND THE COUNTERS AND MARKERS WILL BE SIMILAR IN DESIGN, ALTHOUGH WITH CERTAIN PERIOD SPECIFIC FEATURES. THE GAME IS OF LOW-TO MEDIUM COMPLEXITY AND IS SOLITAIRE PLAYABLE.**

**THERE WILL BE A SET OF ADDITIONAL RULES FOR EACH GAME TO ACCOUNT FOR HISTORICAL DIFFERENCES, FOR INSTANCE THE USE OF SIEGE ARTILLERY IN 1718 AND MACHINE GUNS IN 1905.**

## TIME

**EACH TURN REPRESENTS TWO DAYS OF ACTUAL TIME, AND THE GAME RUNS FOR A MAXIMUM OF 12 TURNS - ROUGHLY THREE WEEKS OF FIGHTING. NEITHER SIDE WOULD HAVE BEEN ABLE TO SUSTAIN A WAR MUCH LONGER DUE TO SUPPLIES RUNNING OUT AND POLITICAL PRESSURE FROM OUTSIDE POWERS.**

## THE MAP

**THE MAP WILL (PROBABLY) BE BASED ON AN AREA MOVEMENT SYSTEM THAT WE FEEL BETTER CAPTURES THE NATURE OF THE CAMPAIGN IN THIS AREA, THAN DID THE HEXAGON-BASED SYSTEM WE USED FOR THE 2018 RELEASE.**

**THIS WILL BE ON A MOUNTED MAP BOARD IN TWO (OR THREE) SECTIONS, COVERING THE BORDER AREAS BETWEEN NORWAY AND SWEDEN, FROM GOTHENBURG TO TRONDHEIM. EACH AREA HAS A TERRAIN, WHICH REPRESENTS THE DOMINANT TERRAIN IN THE REGION, AND THIS INFLUENCES THE COMBAT AND MOVEMENT OF UNITS. SOME AREAS HAVE FORTRESSES OR ENTRENCHMENTS, VICTORY POINT LOCATIONS AND/OR TOWNS THAT ARE IMPORTANT FOR SUPPLY PURPOSES.**

## THE ARMIES

**THE MILITARY UNITS THAT FOUGHT, OR COULD HAVE FOUGHT, IN THIS WAR, ARE REPRESENTED BY 300 CARDBOARD COUNTERS. THERE ARE 165 SWEDISH COUNTERS AND 135 NORWEGIAN COUNTERS.**

**THE COUNTERS ARE RELATIVELY LARGE AT 3/4". EACH UNIT IS GIVEN A COMBAT FACTOR WHICH INFLUENCES HOW STRONG IT IS IN COMBAT. THERE ARE A TOTAL OF 422 SWEDISH COMBAT FACTORS, AND 217 NORWEGIAN COMBAT FACTORS AVAILABLE IN THE GAME.**

**THE MILITARY UNITS ARE CAVALRY, DRAGOONS, INFANTRY (GRENADIERS AND MUSKETEERS), JAEGER/SHARPSHOOTERS, SKI JAEGER, ARTILLERY, ENGINEERS AND PONTOONS. THE UNITS HAVE A MORALE VALUE FROM 0 TO 3, WHICH INFLUENCES BATTLE RESULTS.**

**IN ADDITION, THERE ARE SEPARATE COUNTERS FOR NAMED OFFICERS, AS WELL AS A FEW GENERIC OFFICERS THAT ARE USED FOR MOVING FORCES AROUND THE MAP AND INFLUENCING BATTLE OUTCOMES. OFFICERS CAN BE KILLED IN BATTLES. THERE ARE ALSO SOME OTHER UNITS/MARKERS THAT ARE USED TO MARK CERTAIN LOCATIONS AND EVENTS ON THE MAP,**

## MOVEMENT

UNITS MOVE ACROSS THE MAP FROM AREA TO AREA, EITHER VIA A ROAD OR THROUGH TERRAIN WHICH AFFECTS HOW FAR THEY CAN MOVE EACH ROUND.

MOUNTED UNITS HAVE AN INTRINSIC MOVEMENT ALLOWANCE, WHEREAS FOOT UNITS MUST BE ACCOMPANIED BY AN OFFICER TO MOVE, USING THE ALLOWANCE OF THE OFFICER.

JAEGER UNITS CAN ALSO MOVE INDEPENDENTLY AND CAN ALSO IGNORE THE ADDITIONAL MOVEMENT COST OF CERTAIN TYPES OF TERRAIN.

## UNIT ACTIVATION

THERE IS A CHIT PULL SYSTEM FOR THE ACTIVATION OF UNITS, SIMULATING THE PROBLEMS OF RELAYING ORDERS AND COORDINATING UNITS LARGER THAN BRIGADE SIZE DURING THIS TIME. THE SWEDISH FIELD ARMY DID HAVE MORE EXPERIENCE IN OPERATING IN LARGER FORMATIONS, BUT THE TERRAIN IN NORWAY PREVENTED COORDINATED OPERATIONS OF FORCES MUCH LARGER THAN BRIGADES, IN MANY CASES COORDINATING A FEW BATTALIONS WOULD BE CHALLENGING ENOUGH.

## COMBAT

COMBAT RESULTS ARE DECIDED BY TOTALLING THE COMBAT FACTORS OF BOTH SIDES AND ROLLING A SIX-SIDED DIE. THIS DIE ROLL IS THEN MODIFIED BY THINGS LIKE OFFICERS' COMMAND VALUES, TERRAIN, WEATHER, SUPPLY, MORALE ETC., YIELDING A FINAL ROLL, WHICH IS THEN REFERENCED ON THE COMBAT RESULTS TABLE TO FIND THE OUTCOME OF THE BATTLE.

## COMBAT RESULTS

COMBAT RESULTS ARE IMPLEMENTED IMMEDIATELY.

UNITS OF BATTALION SIZE AND LARGER CAN NEVER BE DESTROYED COMPLETELY (REPRESENTING THE RELATIVELY SMALL NATURE OF THE BATTLES IN THIS AREA) BUT CAN BE DEMORALISED AND/OR FORCED TO RETREAT.

SMALLER UNITS CAN BE DESTROYED IN COMBAT, MEANING THAT THEY HAVE STOPPED FUNCTIONING AS A COHESIVE UNIT, NOT THAT EVERYONE IN THE UNIT HAVE BEEN KILLED.

GENERALLY, THE SWEDES ENJOY BETTER TRAINING, BETTER SUPPLIES AND MORE FIRE POWER, THE NORWEGIANS HAVE ADVANTAGES IN MOBILITY AND SKIRMISH ABILITY, EMPLOYING SKI TROOPS AND LIGHT INFANTRY (JAEGER/SHARPSHOOTERS) TO HARASS AND IDENTIFY SWEDISH UNITS. THE TERRAIN IS GENERALLY ALSO FAVOURING THE DEFENDING SIDE, WHICH WILL, BY THE NATURE OF THE VICTORY CONDITIONS, USUALLY BE THE NORWEGIAN PLAYER.

## RANDOM EVENTS

RANDOM EVENTS WILL INFLUENCE THE WAR. THESE INCLUDE ADVERSE WEATHER CONDITIONS, ILLNESS AND/OR DEATH OF KEY OFFICERS, POLITICAL EVENTS IN EUROPE AND ELSEWHERE ETC.

## VICTORY

**VICTORY IS DETERMINED BY VICTORY POINTS, WHICH ARE AWARDED FOR ACHIEVING THE OBJECTIVES OF EITHER SIDE.**

**IF THE SWEDISH PLAYER SIDE DOES NOT ACHIEVE HIS VICTORY CONDITIONS AFTER 10 TURNS, THE GAME IS A NORWEGIAN TACTICAL WIN.**

**FOR THE SWEDISH SIDE, THE OBJECTIVE IS IN GENERAL TO GAIN CONTROL OF NORWEGIAN KEY VICTORY AREAS AND LOWERING THE NORWEGIAN NATIONAL MORALE INDEX.**

**FOR THE NORWEGIANS, THE OBJECTIVE IS SIMPLY TO PREVENT THE SWEDES FROM GAINING A STRATEGIC OR TACTICAL VICTORY (A STALEMATE IS, BY DEFINITION, A NORWEGIAN WIN). THE NORWEGIAN SIDE ALSO SCORES VICTORY POINTS FOR DEMORALISING SWEDISH UNITS, AND FOR KEEPING THE NATIONAL MORALE INDEX ABOVE THE THRESHOLD.**

## FINAL NOTES

**ONE SHOULD REMEMBER, WHEN PLAYING THIS GAME, THAT, ALTHOUGH IT TAKES PLACE TOWARDS THE END OF THE NAPOLEONIC ERA, BATTLES IN THIS THEATRE WERE GENERALLY MUCH SMALLER THAN THE MASSIVE BATTLES SEEN ON THE CONTINENT AT THE TIME. USUALLY A FEW BATTALIONS AND COMPANIES WOULD FIGHT IT OUT, WITH CASUALTIES BEING FAIRLY LOW, AGAIN COMPARED TO BATTLE CASUALTIES IN EUROPE.**

**THERE WERE SEVERAL REASONS FOR THIS OF COURSE. ONE, OF COURSE, WAS THAT THE ARMIES WERE ACTUALLY NOT VERY LARGE, THE SWEDISH ARMY IN THIS GAME IS AROUND 45,000 MEN STRONG, THE NORWEGIAN ARMY AROUND 30,000. SECONDLY, THE TERRAIN DID NOT MAKE IT EASY TO START LARGE BATTLES WITH STATIC LINES, AND THE NORWEGIANS WERE CAREFUL NOT TO BE DRAWN INTO LARGE FIELD BATTLES THEY WOULD CERTAINLY LOSE.**

**INSTEAD THEY DEFENDED ALONG NATURAL BARRIERS LIKE RIVERS AND HILLS AND TRIED TO HARASS THE SWEDES AT EVERY OPPORTUNITY.**

**THE SWEDISH FORCES, FRESH FROM THE BATTLEFIELDS IN GERMANY, HELD THE ABSOLUTE SUPERIORITY IN QUALITY AND EXPERIENCE AND SOUGHT TO DRAW THE NORWEGIAN ARMIES INTO MAJOR BATTLES WHEN THEY COULD.**

**THE WAR IN 1814 ENDED WITH A NEGOTIATED SETTLEMENT, WHEREBY NORWAY WOULD COMPLY BY THE TREATY OF KIEL, AND JOIN SWEDEN IN A UNION, WHERE THE SWEDISH KING ALSO BECAME KING OF NORWAY, BUT WAS ALLOWED TO KEEP THE NEWLY SIGNED CONSTITUTION, A SEPARATE PARLIAMENT AND IN GENERAL IN CHARGE OF ITS OWN INTERNAL POLICIES.**

**INTERESTINGLY, THE ARMIES OF NORWAY AND SWEDEN WERE ALSO KEPT SEPARATE THROUGHOUT THE UNION PERIOD FROM 1814-1905, SOMETHING THAT WOULD EVENTUALLY LAY THE GROUND FOR ROUND TWO OF THIS WAR -THE DISSOLUTION OF THE UNION IN 1905 (WHICH WE EXPLORE IN OUR GAME 1905: DAYS OF DECISION).**

## SWEDEN COMBAT FORCES

**150 COUNTERS**

**49 OFFICERS**

**5 GUARD INFANTRY BATTALIONS**

**47 LINE INFANTRY BATTALIONS**

**9 JAEGER BATTALIONS**

**21 CAVALRY SQUADRONS (H + D)**

**11 ARTILLERY BATTERIES**

**8 SUPPORT UNITS**

## NORWAY COMBAT FORCES

**130 COUNTERS**

**23 OFFICERS**

**6 SHARPSHOOTER BATTALIONS**

**16 LINE INFANTRY BATTALIONS**

**2 JAEGER BATTALIONS**

**9 JAEGER COMPANIES**

**2 SKI BATTALIONS**

**1 SKI COMPANY**

**8 MILITIA BATTALIONS**

**7 MILITIA COMPANIES**

**8 DEPOT (RESERVE) BATTALIONS**

**6 GARRISON BATTALIONS**

**5 BORDER GUARD COMPANIES**

**18 CAVALRY SQUADRONS (D)**

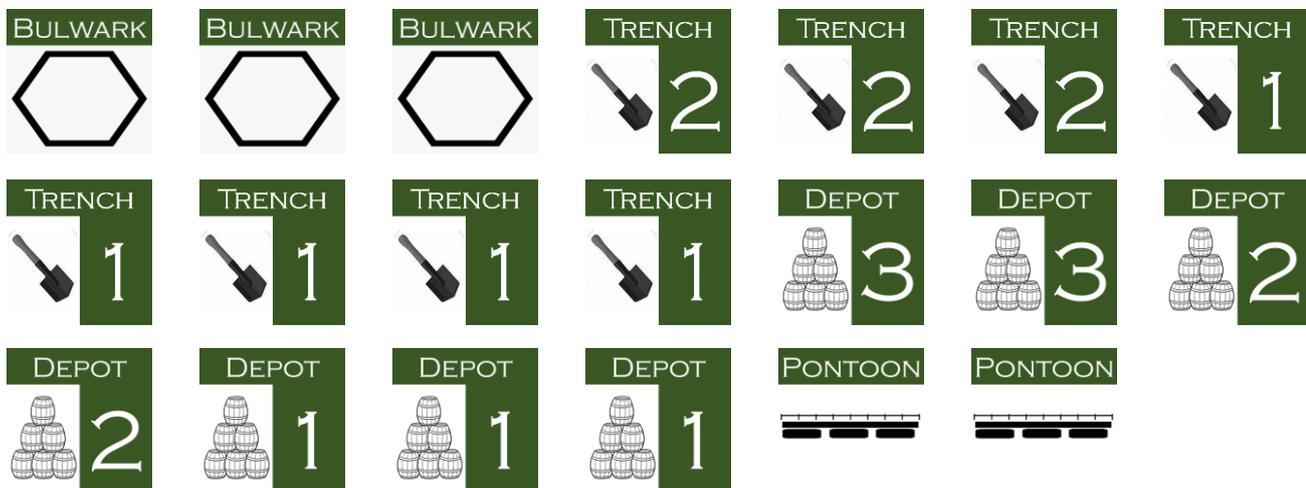
**9 ARTILLERY BATTERIES**

**1 SUPPORT UNIT**

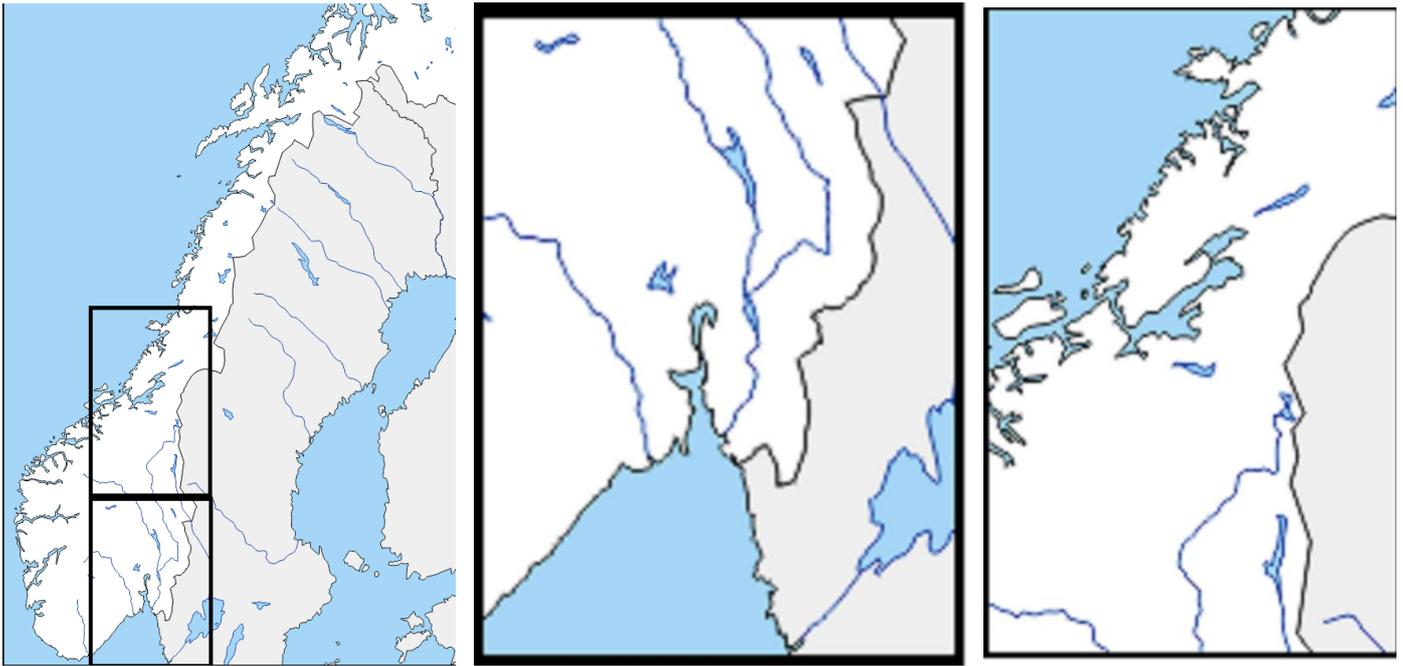
**(+ 9 BREAKDOWN COUNTERS)**

**IN ADDITION, THERE ARE TWENTY MARKERS FOR A TOTAL OF 300 COUNTERS IN THE GAME.**

**THESE MARKERS ARE**



# MAP



**THE TWO MOUNTED MAP BOARDS SHOW THE BORDER AREAS BETWEEN NORWAY AND SWEDEN. THESE ARE THE AREAS WHERE THE FIGHTING TOOK PLACE HISTORICALLY, OR POTENTIALLY COULD HAVE TAKEN PLACE. MOST OF THE FIGHTING IN 1814 HAPPENED ON THE SOUTHERN BOARD, BUT THERE WERE SWEDISH PLANS FOR AN INVASION OF TRONDHEIM WITH THE HELP OF A RUSSIAN EXPEDITIONARY CORPS.**

**THE MAPS ARE POPULATED WITH AREAS THAT REGULATE MOVEMENT AND COMBAT. EACH AREA HAS A CERTAIN TYPE OF TERRAIN – CLEAR, FOREST, HILLS OR MOUNTAIN. THESE HAVE DIFFERENT EFFECT ON MOVEMENT AND COMBAT. ROADS AND RIVERS ALSO AFFECT THE MOVEMENT OF UNITS AND COMBAT RESULTS.**

***NOTE: GIVEN THAT MOST OF THE FIGHTING WILL TAKE PLACE IN THE SOUTH, WE MAY GO WITH A THREE MAP BOARD DESIGN, WHICH GIVES MORE SPACE WITH ONE MAP COVERING THE ØSTFOLD AREA AND THE OTHER THE AKERSHUS-HEDMARK PART OF THE FRONT, WITH THE THIRD MAP COVERING THE NORTHERN HALF OF THE BORDER.***

# THE NORWEGIAN ARMY 1814

(217 SP + 37 OFFICER SP)

## OFFICERS

(37 SP)

CHRISTIAN FREDRIK 3	GENERAL SCHMETTOW 2	LT. GENERAL HAXTHAUSEN 1	MAJ. GENERAL STAFFELDT 2	MAJ. GENERAL SEJERSTED 2	MAJ. GENERAL ARENFELDT 2	MAJ. GENERAL MEJLÆNDER 1
COLONEL HEGERMANN 2	COLONEL RODE 2	COLONEL KAALUND 2	LT. COLONEL KREBS 3	LT. COLONEL STABELL 3	LT. COLONEL HALS 1	MAJOR FLOER 2
CAPTAIN SPØRCK 1	MAJOR 1	MAJOR 1	MAJOR 1	MAJOR 1	MAJOR 1	MAJOR 1
MAJOR 1	MAJOR 1					

## SOUTHERN DRAGOON REGIMENT

(23 SP)

SOUTHERN  3	SOUTHERN  3	SOUTHERN  3	SOUTHERN  3	SOUTHERN  3	SOUTHERN  3
SOUTHERN  2 MILITIA	SOUTHERN  2 MILITIA	SOUTHERN  1 DEPOT			

## TRONDHEIM DRAGOON CORPS

(9 SP)

TRONDHEIM  3	TRONDHEIM  3	TRONDHEIM  2 MILITIA	TRONDHEIM  1 DEPOT
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## AKERSHUS MOUNTED JAEGER CORPS

(5 SP)

AKERSHUS  1 JAEGER	AKERSHUS  1 JAEGER	AKERSHUS  1 JAEGER	AKERSHUS  1 MILITIA	AKERSHUS  1 MILITIA
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## **SOUTHERN INFANTRY REGIMENT**

**(16 SP)**



## **NORTHERN INFANTRY REGIMENT**

**(16 SP)**



## **OPPLANDSKE INFANTRY REGIMENT**

**(16 SP)**



## **AKERSHUSISKE SHARPSHOOTER REGIMENT (22 SP)**



## **TELEMARK INFANTRY REGIMENT**

**(14 SP)**



## **WESTERN INFANTRY REGIMENT**

**(14 SP)**



## **BERGENHUS INFANTRY REGIMENT**

**(14 SP)**



## TRONDHEIM INFANTRY REGIMENT No 1 (14 SP)



## TRONDHEIM INFANTRY REGIMENT No 2 (14 SP)



## SOUTHERN SKI BATTALION (4 SP)



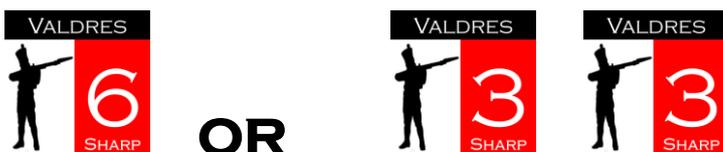
## NORTHERN SKI BATTALION (2 SP)



## THE NORWEGIAN JAEGER CORPS (6 SP)



## VALDRES SHARPSHOOTER BATTALION (6 SP)



## BERGENHUS SHARPSHOOTER BATTALION (6 SP)



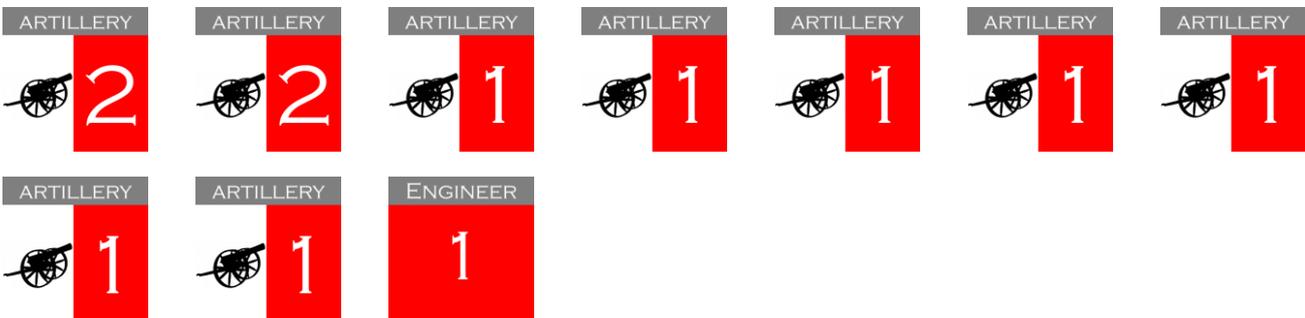
## LÆRDAL LIGHT INFANTRY COMPANY (1 SP)



## RØROS MOUNTAIN JAEGER CORPS (3 SP)



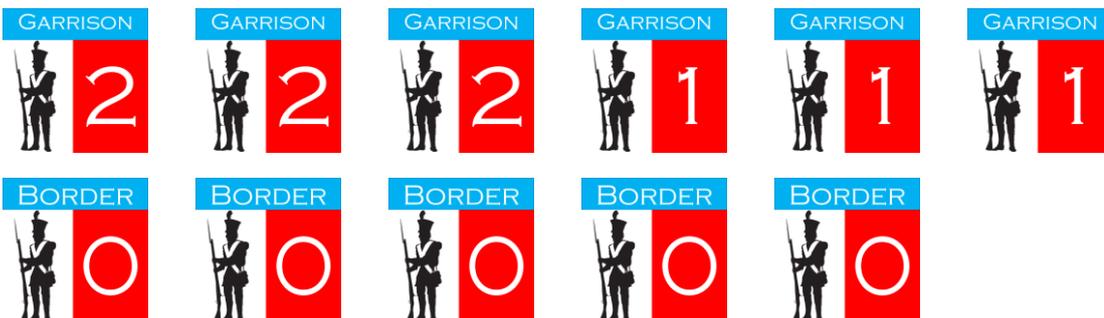
## THE NORWEGIAN ARTILLERY BRIGADE (12 SP)



## LOCAL MILITIA UNITS (7 SP)



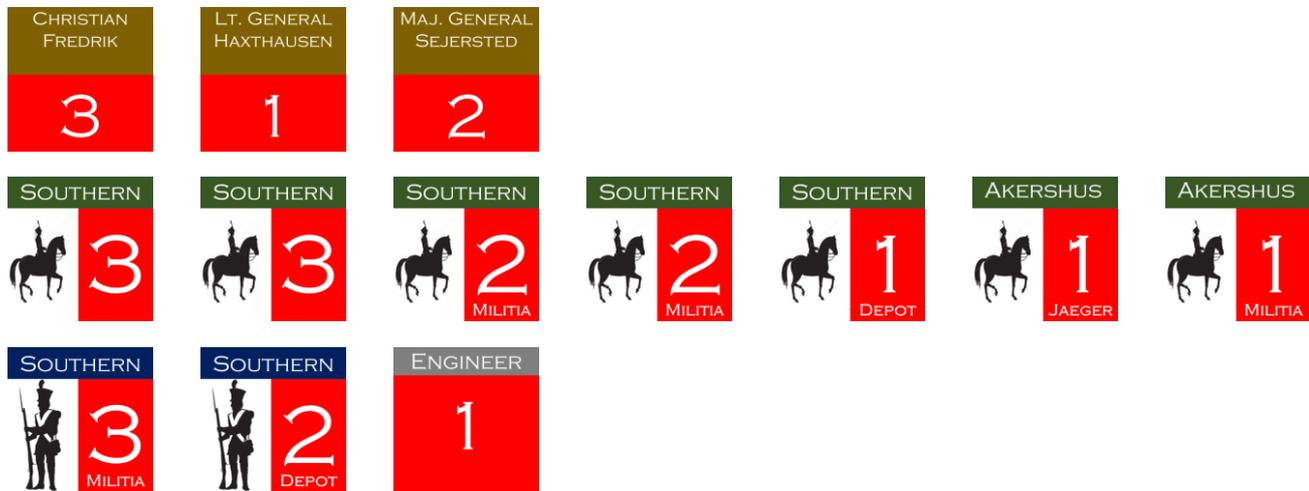
## FORTRESS GARRISONS & BORDER GUARDS (9 SP)



# FIELD ORGANISATION 1814 (STARTING SETUP)

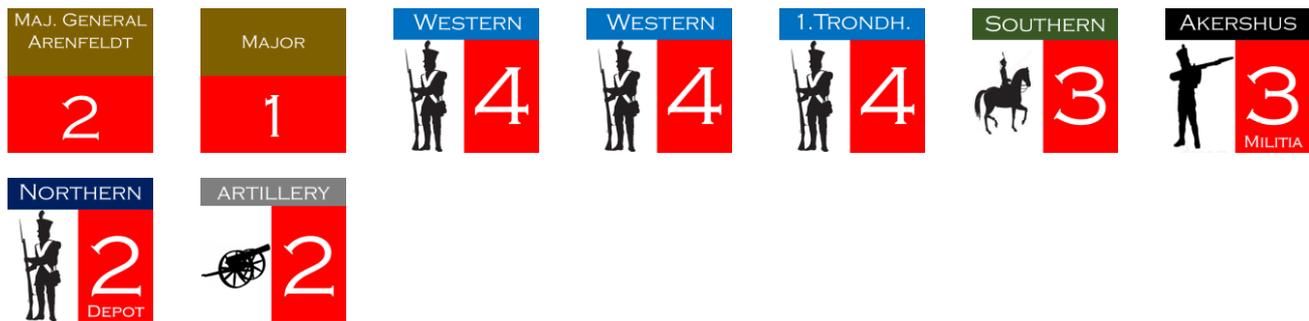
## SOUTHERN ARMY

### AT KRISTIANIA



## RESERVES

### ARENFELDT'S BRIGADE (MOSS)



### MEJLENDER'S BRIGADE (OFF MAP AT TØNSBERG)



### ANYWHERE ON SOUTH MAP

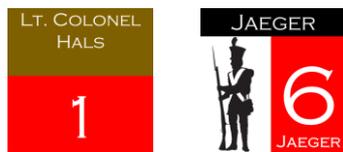


# FIRST DEFENCE LINE

## STABELL'S KORPS (FREDRIKSTEN TO KROKFOSS)



## AT SVINESUND



## KREBS' KORPS (KROKFOSS TO KONGSVINGER)



## AT ELVERUM



## FROM FREDRIKSTEN TO KONGSVINGER (BORDER)

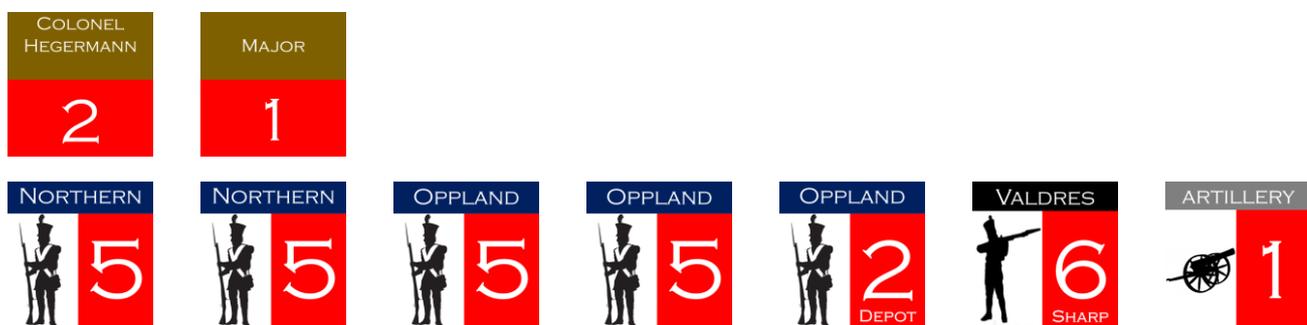


# MAIN LINE (GLOMMA DEFENCE LINE)

## STAFFELDT'S BRIGADE (GLOMMA TO L. ØYEREN)



## HEGERMANN'S BRIGADE (L. ØYEREN TO KONGSV.)



## GARRISONS

### FREDRIKSTAD



### FREDRIKSTEN



### KONGSVINGER



### AKERSHUS



### ELVERUM



### BLAKER



## OFF MAP BOX

### BERGEN

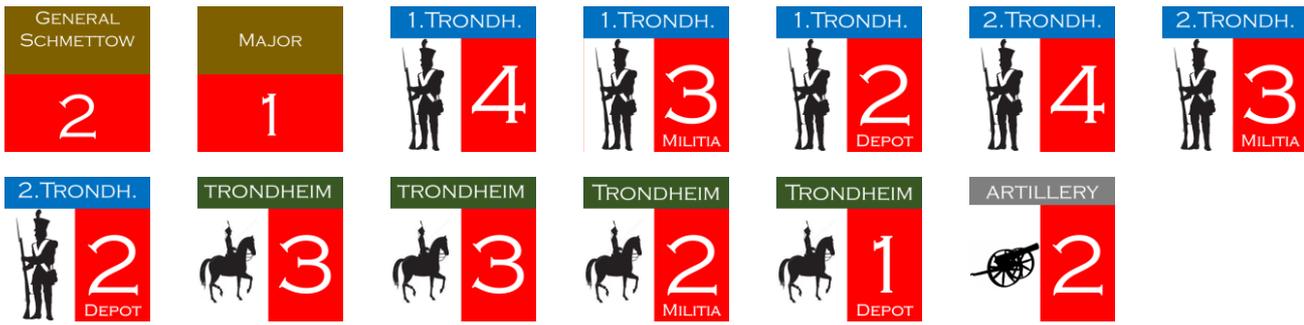


### KRISTIANSAND



# NORTHERN ARMY

## AT TRONDHEIM OR NEIGHBOURING AREA



## AT RØROS



## ANYWHERE ON NORTH MAP



# THE SWEDISH FIELD ARMY 1814

(386 SP + 77 OFFICER SP)

CROWN PRINCE CARL JOHAN BERNADOTTE	GENERAL ADLERCREUTZ	COLONEL	LT. COLONEL
4	3	2	1

## UNITS ONBOARD INVASION FLEET (15 SP)

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FLEET	FLEET	FLEET
 5	 5	 5

## SIEGE ARTILLERY (6 SP)

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SIEGE ART.	SIEGE ART.
 3	 3

## SUPPLY UNITS

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SUPPLY	SUPPLY	SUPPLY	SUPPLY	SUPPLY
 0	 0	 0	 0	 0

# I ARMY CORPS

**(152 SP)**

LT. GENERAL V. VEGESACK	COLONEL	ARTILLERY	ENGINEER
3	2	 2	1

## 1 DIVISION/I ARMY CORPS

**(62 SP)**

MAJ. GENERAL POSSE	LT. COLONEL	ARTILLERY
2	1	 1

## 1 BRIGADE/1 DIVISION/I ARMY CORPS

**(30 SP)**

COLONEL	LT. COLONEL	MAJOR			
2	1	1			
BRIGADE 1					
 6	 6	 6	 6	 6	
GUARD	GUARD	GUARD	GUARD	GUARD	

## 2 BRIGADE/1 DIVISION/I ARMY CORPS

**(29 SP)**

COLONEL	LT. COLONEL	MAJOR			
2	1	1			
BRIGADE 2					
 6	 6	 6	 6	 5	
				RRS	

## 1 ARTILLERY BN/1 DIVISION/I ARMY CORPS

**(2 SP)**

ARTILLERY
 2

## **3 DIVISION/I ARMY CORPS**

**(51 SP)**



## **5 BRIGADE/3 DIVISION/I ARMY CORPS**

**(28 SP)**



## **6 BRIGADE/3 DIVISION/I ARMY CORPS**

**(20 SP)**



## **2 ARTILLERY BN/3 DIVISION/I ARMY CORPS (2 SP)**



## **CAVALRY DIVISION/I ARMY CORPS**

**(36 SP)**



# II ARMY CORPS

(213 SP)

FIELD MARSH. VON ESSEN	COLONEL	ENGINEER	PONTOON
3	2	1	1

## CAVALRY BRIGADE/II ARMY CORPS

(24 SP)

CAVALRY HUSSAR 3						
CAVALRY HUSSAR 3						

## ARTILLERY BRIGADE/II ARMY CORPS

(6 SP)

ARTILLERY 2	ARTILLERY 2	ARTILLERY 2
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## 2 DIVISION/II ARMY CORPS

(67 SP)



## 3 BRIGADE/2 DIVISION/II ARMY CORPS (36 SP)



## 4 BRIGADE/2 DIVISION/II ARMY CORPS (30 SP)



# 4 DIVISION

(56 SP)

MAJ. GENERAL  
MÖRNER

2

LT. COLONEL

1

# 7 BRIGADE/4 DIVISION/II ARMY CORPS (28 SP)

COLONEL

2

LT. COLONEL

1

MAJOR

1

BRIGADE 7



5

BRIGADE 7



5

BRIGADE 7



5

BRIGADE 7



5

BRIGADE 7



4  
JAEGER

BRIGADE 7



4  
JAEGER

# 8 BRIGADE/4 DIVISION/II ARMY CORPS (28 SP)

COLONEL

2

LT. COLONEL

1

MAJOR

1

BRIGADE 8



4

BRIGADE 8



4

BRIGADE 8



4

BRIGADE 8



4

BRIGADE 8



4

BRIGADE 8



4

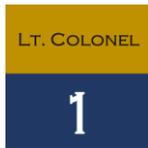
BRIGADE 8



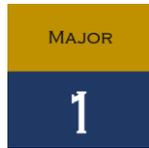
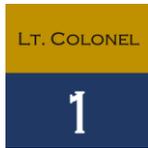
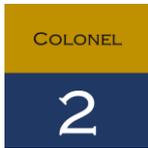
4

## 5 DIVISION

(58 SP)

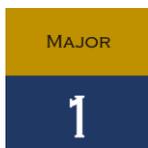


## 9 BRIGADE/5 DIVISION/II ARMY CORPS (28 SP)



## 11 BRIGADE (JÄMTLAND)

(14 SP)



## 10 BRIGADE (VÄRMLAND)

(16 SP)

