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..
**AUSTRIA**

Austria was the home kingdom of the Emperors during the Thirty Years War. Its capital was Wien.

**Game Info**

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

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%.

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.
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.
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.
BOHEMIA

After the early death of King Losis 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.
**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 take his 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 ...

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.
**MAINZ**

Mainz was one of the Catholic Electorates...

**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

**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...

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 Trier city.
**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.

**Game Info**

**Cities that give assets:**

Apart from control of regions, some cities give additional resources 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**

**The Scottish Mercenaries**

**The Croatian Mercenaries**

**Bethlen Gabor**