



## Georg von Derfflinger


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**Georg von Derfflinger (1606-1695)** - came from an Austrian protestant peasant family, during the Thirty Years War he fought alongside his brothers in faith. He was a courageous cavalryman and gained much experience in the Swedish army; as a result after joining the Prussian army in 1654 he played a major role in its reform – especially the cavalry. Apart from his bravery he was also famous for his quarrelsome nature and great liking for alcohol; this led to numerous rows with his participation. He was rumored to have led units against the French at the age of 84.

### Commander

Formation	Move	Armor	Morale	Skill	Close Combat	Shooting	Weapons	Effectiveness	Range	Special Rules
Georg von Derfflinger	20/+10	4	7	5	1	1	Hand weapons Pistols	0 0	CC 5	Commander Scarce ammunition Shooting while Charge - pistols

Command Points: 

2. Cost: 5 FSP

### Special Rules: Brave

Von Derfflinger and all friendly Units within 20cm of him may re-roll failed Morale tests.

### Excellent Commander [reiters]

Every turn the commander gains 1 additional Command Point that can be used to issue an Order to a reiter Unit or can be transferred to a reiter Unit commander.

### Drunkard

You can never be sure how will last night's drinking influence the general – in step B Comparison of Forces roll a die:

**1: Aggressive** – Basic amount of Command Points necessary to give Defense Order or Instruction and to Reorganize Units is 2. Subordinate Commanders may not issue the Defense Order using Command Points transferred from him. Issuing of a Charge Order or Instruction costs 1 Command Point less than normal (but not less than 1 Point).

**2-4: Negligent Reconnaissance** – You may not send Reconnaissance.

**5-7: Careless** – In the first turn his army does not receive free Orders (they need to be issued in a normal way).

**8-0: Disliked** – Randomly choose one Regiment. Treat all Units from this Regiment as Insubordinate. In order to transfer a Command Point to the Commander of this Regiment you must spend 1 additional Command Point.

### Veteran

The general is difficult to surprise. If he is the Commander in Chief then he may choose which side has the Initiative in the first Turn. If two or more Commanders in Chief have this rule then none of them may use it.

Georg von Derfflinger's division is based on units formed in Brandenburg, that in autumn of 1656 arrived to Ducal Prussia. Here some of them were transferred under other officer's command, while the remaining regiments – supported by Prussian troops – were sent to border with Poland.



# Georg von Derfflinger's Division (1656-57)

Special rules:  
THE ELECTOR SENDS HIS ENVOYS...



Derfflinger

+ 5 FSP

## Base of the division:



Georg von Derfflinger's regiment



1-2 Brandenburgian reiters demi-regiment (Christian von Zastrov)



Prussian reiters demi-regiment (Christoph de Brunell)

## Additional Regiment



Joachim Ernest von Görtzke's regiment

### NOTES:

- \* If you field 6-10 companies of reiters without armor, Strength of the Division is reduced by 1 FSP. If you field 11 or more, then Strength of the Division is reduced by 2 FSP
- \* If You field 8-12 reiters' companies with arquebuses, Strength of the Division is increased by 1 FSP. If You field 13 or more such companies, Strength is increased by 2FSP.

## Artillery:



Light gun  
+ 1 FSP



Light gun  
+ 1 FSP

### NOTES:

- \* +1FSP for each gun
- \* You can field only 3-pdr guns

## Additional Units

(not more than regiments in the division)



Dragoon company  
+1 FSP



Dragoon company  
+1 FSP



Dragoon company  
+1 FSP




Dragoon company  
+1 FSP

# Von Derfflinger and von Görtzke's regiments (1656-57)

SPECIAL RULES:  
Small Companies, Military Drill



 Lt-colonel

FSP: 3



Veteran  
Brandenburgian  
reiters company



Veteran  
Brandenburgian  
reiters company



Veteran  
Brandenburgian  
reiters company



Veteran  
Brandenburgian  
reiters company

FSP: 4




Veteran  
Brandenburgian  
reiters company

FSP: 5





Veteran  
Brandenburgian  
reiters company



 Major

## NOTES:

- +1 FSP for Lt-colonel 
- +1 FSP for Major 
- +1 FSP for 2 bases of reiters

\* Single-base companies may not operate independently - you must deploy them in Squadrons with other companies (the minimum strength of a Squadron is 2 bases)

- +1 FSP for deploying 3 bases of armored reiters (Armor:6). You can deploy maximum of 6 such bases (paying 2 FSP) but you can not field more armored then unarmed reiters.

\* You can equip up to half of companies with arquebuses. If there are no reiters with arquebuses, you can for free upgrade company from 4FSP to 2 Bases.