



## „The Invincibles” Task Force (1657-1658)

**Note:** this task force is an adaptation of Swedish Invincibles division, which you may find in the “Danish Wars 1657-1660”, pp. 83-90, to a new game level.

### Commanders

The Task Force can be commanded by the following officers:


1. **General** (Command Points ). In such case it does not get any additional rules.
2. **Carl X Gustav** (Command Points ). Increase the Task Force cost by 2 points.


In order to deploy Carl Gustav you must purchase all levels of the Task Force and the “Black Coats” unit. The Task Force commanded by Carl X Gustav has the following rules:

#### King of Swedes Goths and Vandals


*The Task Force gets +10% Motivation. If Carl Gustav is killed during the game the battle automatically ends with your historical defeat.*

#### King’s Men

*Deploying “Black Coats” doesn’t cost you . You may issue Orders to other Units after joining the “Black Coats”.*


3. **Phillip Florinus von Sulzbach** (Command Points ). Increase the Task Force cost by 1 point. The Task Force commanded by von Sulzbach has the following rules:

#### Guards Regiment

*Deploying squadron from von Sulzbach’s regiment doesn’t cost you .*

#### Warrior

*Squadron to which von Sulzbach is attached may reroll one to hit die and make the enemy reroll one Armor roll die during each turn of Close Combat.*

4. **Rutger von Ascheberg** (Command Points ). Increase the Task Force cost by 1 point. In addition if the Task Force is led by Ascheberg then the only historical commander that can be used on the basis of *Sons of Mars* rule is Erik Jönsson (this is to reflect the seniority of officers in this Task Force). Task Force led by Ascheberg has the following rule:

#### Always in the Vanguard

*Ascheberg grants +2 Reconnaissance Points. When deploying Units you may attach Ascheberg to any Unit of the Task Force and make a free Forced March with it.*




## Special Rules

We've seen victories, we've seen defeats...




*The Morale of all reiter squadrons is increased by 1.*

### Sons of Mars


Units that invaded Denmark were led by the elite of Swedish commanders. Many of them were to have great military and political careers in the following years.



*In the basis of your Task Force you may deploy an additional historical commander, chosen from the list below, instead of Lieutenant Colonel . This costs one additional FSP, so a historical commander costs 2 FSP.*

*Of course you **may not** use the same officer as both the Task Force commander and an additional officer.*

1. **Von Sulzbach** (Command Points  )  
Has *Guards Regiment* and *Warrior* special rules.
2. **Erik Jönsson** (Command Points ). He has following special rule:

### Quartermaster

*You get three additional  points and your artillery gets the *Many ammunition* rule.*

3. **Rutger von Ascheberg** (Command Points  )  
Has the *Always in the Vanguard* special rule.





# The "Invincibles" Task Force (1657-1658)

## SPECIAL RULES:

MILITARY DRILL, DISCIPLINE, BELLUM SE IPSUM ALET,  
SMALL COMPANIES, LARGE STAFF, SONS OF MARS,  
WE'VE SEEN VICTORIES, WE'VE SEEN DEFEATS...



General OR Carl X Gustav +2 FSP OR Phillip Florinus von Sulzbach +1 FSP OR Rutger von Ascheberg +1 FSP

### Vanguard:

Dragon squadron (veterans) OR Mercenary reiter squadron (veterans)

:-1

### Base of the Task Force:

FSP: 8

Mercenary reiter squadron (veterans) OR National reiter squadron (veterans) OR Dragon squadron (veterans)

:-1  
:-2

-1  
RP +1

OR

Mercenary new type musketeer squadron (veterans)

RP -1

Lt. Colonel

Regimental gun ★ +1 FSP

### Additional units:

Level I

Mercenary reiter squadron (veterans) OR Mercenary veteran reiter squadron from the Sulzbach's regiment. ★

+3 FSP  
:-1  
:-3

+3 FSP  
:-1  
-2  
:-2

### Level II

Mercenary reiter squadron (veterans) OR Dragon squadron (veterans)

+2 FSP  
:-1

+2 FSP  
RP +2

### Level III

Mercenary reiter squadron (veterans) OR National reiter squadron (veterans)

+3 FSP  
:-1

+3 FSP  
:-2

Colonel

Regimental gun ★ +1 FSP

Transport Wagon ★ +1 FSP

+3  
RP -1

Major

Black Coats ★ +3 FSP

-2

### NOTES:

- +1 FSP for a Lieutenant Colonel
- \* Instead of a Lieutenant Colonel you may deploy a historical commander (see the "Sons of Mars" special rule).

### NOTES:

- +1 FSP for any 2 reiters or dragoons bases from the basis or additional units.
- +1 FSP for a Colonel
- +1 FSP for a Major
- \* In the whole Task Force you may have up to 2 squadrons of dragoons.
- \* Squadron from the von Sulzbach's regiment has the "In every battle in every campaign" special rule, See "Warszawa 1656" p.36. You may also attach it to the Vanguard.