

## Rutger von Ascheberg



### Rutger von Ascheberg (1621-1693)

Born in Courland in a family of Westphalian immigrants. He started his service in the Swedish army at the age of thirteen. In its ranks he fought in the Thirty Years War, during the Deluge, in the wars against Denmark (1657-1660) and in the Scanian war. During his service he repeatedly took part in successful military actions, which resulted in numerous promotions (he started his career as a rank and file reiter!) and praises from his superior officers.

During the Deluge he commanded his own reiter regiment of 6 companies (initially as a Lieutenant Colonel and later as a Colonel). He took part in the spring campaign of 1656, in battles at Warsaw and Chojnice-Konitz (he commanded the forces in the latter), as well as in the invasion of Denmark in 1657 and the second war against Denmark of 1658-1660.

More promotions came his way after the end of the Northern War: in 1670 he became a Lieutenant-General, a full General in 1674 and finally a Field Marshal in 1678. Simultaneously he was also appointed to numerous positions in the state administration – in 1680 he was appointed the Governor of Scania, Halland and Bleking, and a year later he became a senator and a member of the Royal Council.

He wrote a *Diary*, which was one of the sources used by Samuel Puffendorf in his monumental history of the reign of Carl Gustav. While reading you should remember that events described there, that happened before 1672, are presented in a rather selective way – it is mainly a list of Ascheberg's merits and the description is often very different from those in other sources.

**Note:** The portrait of Ascheberg is from a period much later than the Deluge so it could not be used as a basis for our figure.

### Deployment:

Rutger von Ascheberg can be deployed in three ways.

1. He can command two different Skirmish Forces: Rutger von Ascheberg's Skirmish Force – March 1656 or Rutger von Ascheberg's Crossing Party – Spring 1656.
2. He can be the commander of a mercenary reiter regiment (ordinary or veteran) in a Swedish Field Division or Cavalry Division. He costs 2 FSP. Ascheberg has 3 Command Points and cannot be given additional Command Points.
3. He can be one of the commanders in the Swedish "Invincibles" Task Force.

Regardless of the level at which he is used Ascheberg has the *Always in the Vanguard* Special Rule.

### *Always in the Vanguard*

Ascheberg was often sent for reconnaissance, thanks to this he gained experience as a vanguard commanding officer.

*Ascheberg grants +2 Reconnaissance Points. During deployment you may attach Ascheberg to any squadron from his Skirmish Force/regiment/Task Force and make a free Forced March with it.*



### Ascheberg in the Spring Campaign of 1656

During the spring campaign of 1656 Ascheberg, then a Lieutenant Colonel, commanded a reiter regiment recruited in Germany. He was often sent for reconnaissance and operated as the vanguard of Carl Gustav's army. On February 2nd he was able to defeat a strong Polish force at Zakrzewie, in Radom area, and got rich plunder during that clash (mainly horses).

On February 22nd he led another patrol – this time he captured a crossing on the San River nearby Jarosław. First he cleared the field of Polish units with musketry and cannon fire, next he crossed the river using boats and rafts. Afterwards he constructed a pontoon bridge that allowed the main Swedish forces to cross the San. This action got Ascheberg promoted to Colonel.

On March 26th he started another patrol from Sandomierz area – this time he set out leading his own regiment, with the Royal Guard commanded by rotamaster Krusmarck \* and with 250 reiters of Lieutenant Colonel Ekelblad. Several miles down the road he encountered a large Polish force which he routed and pursued inflicting heavy losses.

The Colonel also had a substantial input in the Swedish escape from the trap in the confluence of Vistula and San rivers, specifically during the capture of the crossing of the Wieprz River. Ascheberg set out with a unit of 500 reiters and 3 dragoon companies. He was to gather an appropriate number of ships and boats that the Swedes could use to cross the Wieprz. After arriving at the town of Skoki, Ascheberg assessed the situation, and it was dire. The Poles gathered all the vessels on their bank defended by six banners, a total of about four and a half hundred cavalrymen, in addition armed burghers barred the access to Skoki. The Colonel was very determined, *however I could not wait any more, I would pay any price, as I had to take those ships.*

We shall allow Ascheberg to tell the story by himself: *I took two Smalland and two Finnish reiters that could swim very well and promised them twenty four*

*Reich thalers, if they swim across and get me one of those ships. Those reiters were so eager that they immediately took their clothes off and prepared to swim. Then I gave the order for all dragoons and reiters with rifles and muskets to dismount, move to the river bank and start shooting salvos. During all this musketry the four reiters were able to swim the wide river and get to the ships. I continued the firing until [the enemies] were forced to leave their positions with losses and shamefully, seeking cover in a large forest. Then the four reiters cut one large ship and a small boat off and brought them to me. I immediately ordered sixty dragoons to get on that ship and sent them across to get all the other ships. There were twenty five large ferry-like vessels and nine boats. I ordered reiters and dragoons to search for such materials as logs, planks and such. So I could quickly prepare a pontoon bridge at a convenient spot, so that the King can cross on it with his army without stopping. As a compensation for this I received kind thanks.*

After Ascheberg's success the Swedish forces moved towards Warsaw.

\* We cannot be sure if the guards mentioned by Ascheberg were reiters of the Sulzbach's guards regiment (towards which we lean) or the "Black Coats". To make the skirmish force more attractive we allow the players to choose.

### New Special Rules

#### The Crossing Party

*Once per game in Defend the Crossing or Capture the Crossing scenarios a single unit in the force may add +1 to combat resolution if it fights up to 10cm from the bridge/ford. You may decide to add the modifier during the combat resolution calculation.*

#### Rafts and River Crossing Equipment


See "Rafts and River Crossing Equipment" in "Task Force" supplement, p. 36.



# Skirmish Force of Rutger von Ascheberg – March 1656

Special rules:  
 BELLUM SE IPSUM ALLET, DISCIPLINED, MILITARY DRILL



 Rutger von Ascheberg

FSP: 6



FSP: 7



FSP: 8



FSP: 9



## NOTES:

- \* Half of the mercenary reiters bases (including the Sulzbach's regiment squadron) can be equipped with arquebuses.
- +1 FSP for deploying 4 reiter (veteran) bases in armor, these can be reiters from the Sulzbach's regiment (this can be taken only once).
- +1 FSP for Lieutenant Colonel Ekelblad.
- \* Rules for the Black Coats can be found in "Warsaw 1656" supplement at p.37.

- \* Sulzbach's regiment squadron has the "In Every Battle, In Every Campaign" rule – see "Warsaw 1656" at p. 36.
- \* Single-base companies should be combined into Squadrons with other companies. A minimum squadron consists of two bases.
- \* Rotamaster Krusmarck has the characteristics of a Lieutenant Colonel.




# Rutger von Ascheberg's Crossing Party – Spring of 1656

Special rules:

DISCIPLINE, MILITARY DRILL, BELLUM SE IPSUM ALLET, SWIMMING (ONLY DRAGOONS),  
CROSSING PARTY, RAFTS AND RIVER CROSSING EQUIPMENT



 Rutger von Ascheberg

FSP: 4



Mercenary reiter  
company (veterans)



Mercenary reiter  
company (veterans)



Mercenary reiter  
company (veterans)



Dragon company  
(veterans)

FSP: 5



Dragon company  
(veterans)



 Lieutenant  
Colonel

FSP: 6




Mercenary reiter  
company (veterans)

FSP: 7



Mercenary reiter  
company (veterans)



 Major


FSP: 8




Dragon company  
(veterans)

NOTES:

+1 FSP for deploying 4 reiter (veteran) bases in armor, this can be taken only once.

+1 FSP for Lieutenant Colonel .

+1 FSP for Major .

\* Half of the reiters bases can be equipped with arquebuses, if you do not take any reiters with arquebuses or armour then the Major is deployed for free.