der Fieldmarshal Konigsmarck, returned with an army of about 3,500 and began to march toward the center of the island. The Danish garrison took up a blocking position and awaited the Swedes. This is where the battle picks up.

The opening set up finds both armies facing each other across two parallel ridges, with a marshy creek between (and below) them. As victory conditions in *NGBG* are stated in terms of Swedish VPs minus Danish VPs, the onus is on the former to attack. Here, again, the poor terrain plays a key element; although the slopes are gentle (meaning less formation disruption), the Swedes will still need to cross a marshy creek in Open Order and reform if they wish to attack the Danish line at full capability. The gentle slopes also allow the Danes to intercept, if they can, without taking Formation hits prior to actual combat. So the Swedes have a tough job. Compounding their problems is that, Army Commanders aside, the Swedes enjoy no leadership advantages whatsoever: the Wing Commanders are even in ratings. Luckily, for the Swedes, their Army Commander, Konigsmarck, is much better than Rumohr, the Danish AC (-2 to 0), which will help the Swedes in changing orders, continuation, and pre-emption. Further, due to Danish command confusion, if Rumohr is eliminated, the Danes cannot replace him and can't change orders for two turns. This makes Danish command a bit fragile. The other advantage the Swedes have is that their artillery is not tied to a particular Wing, making it far more mobile and effective.

The historical battle ended as a decisive Swedish victory, with the Danish cavalry being totally destroyed. The Swedish player will have his work cut out to duplicate this feat. Although the Danish right is deployed in advance of the main line and is difficult to reinforce, providing a target, the remainder of the Danish position is strong – strong enough that it can easily offset the slight Swedish numerical superiority. I've played this twice and, although the Swedes won both times, both were a slugfest; the battles were a lot closer than their scores might indicate. Due to the terrain, the Danes have several options in how they defend and the Swedes have several avenues of approach, as well, so replayability is good. There's a lot of action here, especially considering the size of the battle.

NYBORG: The last half-mapper is the second scenario not from the Scanian War. Occurring some 17 years earlier, it resulted from a Swedish surprise attack in an attempt to overrun Denmark. The Danes were able to call on their allies, the Poles, Dutch, and Austrians, and, in two armies, managed to pin down the Swedish forces. However with winter coming on, the Allies essentially were forced to attack the Swedes or wait until the following campaigning season. Nyborg was the result.

One is tempted to use the cliché "knife-fight in a phone booth" to describe this battle but that wouldn't be accurate. Nyborg is closer to two sumo wrestlers going at it in a phone booth. Billed as a half-map game, it is more like a quarter-mapper with most of the action occurring in the southeastern portion of the map. The outnumbered Swedes start the game in an excellent defensive position, defending behind hedges, some dense woods, and the ubiquitous marshy creek, providing them the option of defending directly behind the obstacles or farther back; either way, the Allied army is going to have their work cut out for them. As if this is not hard enough, the Allied right wing not only deploys on lower ground but it has hedges bisecting its alignment. In compensation, the Allies not only outnumber the Swedes by 50% but they have the support of excellent Dutch infantry, the best in the game, as well as some artillery.

The Allied army deploys in two distinct lines, which operate more-or-less independently of each other; for instance, their AC cannot influence any of the first-line units. The two first line wings start the game with Charge Orders (these commanders were more ardent in their wishes to close with the Swedes) and cannot change these orders until after they have made contact. The Allied units in the second line start the first turn "Finished," which will prevent their activation until the following turn.