

THE CAMPAIGNS OF FREDERICK THE GREAT

THE CENTRAL EUROPEAN CAMPAIGNS OF 1756-1762

by Rob Markham

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1.0 Introduction

The Campaigns of Frederick the Great is a game based on the Central European campaigns of 1756-1762. The war pitted the forces of Frederick the Great of Prussia and his allies against, at times, the combined strength of Austria, France, Russia, Sweden, the German states of the Holy Roman Empire, and Saxony.

2.0 Game Components

Each copy of *Frederick* includes the following:

- 1 Map
- 400 Die-Cut Counters
- 1 Rules Booklet
- 1 Scenario Record Booklet
- Two Six-Sided Dice
- Charts and Tables

An opaque container, such as a coffee cup, is also needed.

Two alternative methods for keeping track of information are provided with the game. Players may either photocopy the *Scenario Record Sheets*, and use these to keep written track, or they may use the strength point and other markers provided with the game. Use whichever method you find more convenient. If using markers, note that players may *not* examine the markers beneath an opposing leader or in the leader holding boxes (see 2.6).

2.1 MAP

The map depicts the area of Central Europe, where the campaigns occurred. The basic terrain types are clear, mountain, mountain pass, road, ocean, and river hexsides.

2.2 COUNTERS

The counters in the game include leaders, strength points, supply units, and information markers.

Leaders

A leader is a counter with a leader's name on it. If players are using the *Scenario Record Sheets* (see 2.5) to keep track of the strength of each leader's force, leader counters move around the map unaccompanied by any strength point counters; the leader counter represents the leader *and* his accompanying troops. Alternatively, players may use the strength point counters provided, placing appropriate counters underneath

their leaders, or in the holding boxes provided (see 2.6). Note that the presence of a leader is required for movement; strength point markers may never move independently, nor may they be left in a hex unaccompanied by a leader, (*Exception:* Strength points may be dropped off as garrisons at forts or fortresses in a leader's country of origin; once they become a garrison, they may not again move during the game).

Morale may be kept track of in writing on the *Player Record Sheets*, or by means of morale markers placed under the leader counters on the map (see 11.4), or in the holding boxes.

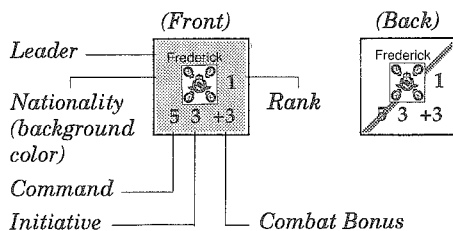
Note that the combat strength points used by leaders in their mobile forces, and the immobile garrison strength points located at various forts and fortresses are *not* interchangeable (though see the exception above). If using the *Player Record Sheets* no problem arises. If using strength markers on the map to keep track of the size of the various leaders' forces, and to note the strength of garrisons, be careful not to confuse the two (face the markers representing garrisons in a different direction). The optimum method for players who prefer to use counters, is to place counters representing garrisons on the map, and counters representing mobile forces in the holding boxes.

Each leader has a combat strength and morale, recorded on the *Player Record Sheet* (see 2.5), or by means of counters. Combat strength points and morale points may *not* be transferred from one leader to another. If a leader loses all his combat strength points, he is removed from play.

Note: Strength point markers may be used as change (e.g., a 5 strength point force may consist of 5 one strength point markers, a one and four strength point markers, a two and three strength point markers, or a five strength point marker).

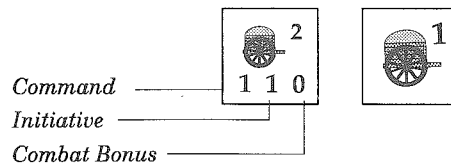
SAMPLE UNITS

Leader Unit



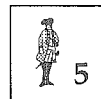
The oblique stroke across the counter signifies that the leader has already moved during the current movement phase.

Supply Units

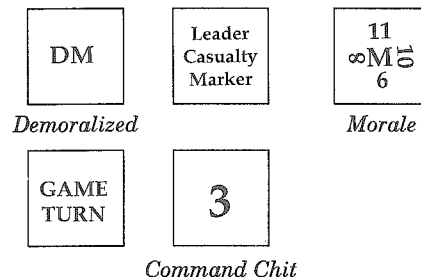


All supply wagons have command, initiative, and combat values of 1-1-0. As far as possible use those with these values printed on them for wagons moving independently of leaders, the others for supply stacked with leaders or in reserve. Counters with values greater than 2 should be used as change.

Strength Points



INFORMATIONAL MARKERS



NATIONALITY

Leaders and strength point markers are color-coded for ease of identification. Background colors are:

- Prussia: *gray*
- Hanover: *purple*
- France: *pale blue*
- Empire: *dark blue*
- Austria: *white*
- Russia: *buff*
- Saxony: *green*
- Sweden: *yellow*

2.3 GAME SCALE

Each hex represents approximately 25 miles. Each strength point represents roughly 1,000 infantry, modified by the inclusion of artillery and cavalry.

2.4 CHARTS AND TABLES

Charts and tables are used to determine movement allowances and terrain costs, resolve combat, and determine attrition losses.

2.41 Percentage Chart

Game procedures will require players to compute percentages of a leader's strength. The *Percentage Chart* may be used to do this. Locate the row corresponding to the original value, and cross-reference this with the column corresponding to the percentage. If the exact original value is not listed, choose two row numbers which sum to the original value, find the percentages in those rows, and add the results.

Example: It is necessary to find 50% of a force whose original size is 27 (27 is not listed, but $20 + 7 = 27$). The player would cross-reference the 20 row with the 50% column obtaining a result of 10. He would then cross-reference the 7 row with the 50% column, obtaining a result of 4. The desired percentage is $10 + 4$, or 14.

2.5 PLAYER RECORD SHEETS

Each player has a separate *Player Record Sheet* for each scenario. These record sheets show when and where each leader enters play. Players may also use the sheet to record the current strengths and morale of combat units (or may use the counters provided, as explained earlier). If *Scenario Record Sheets* are to be used they should first be photocopied and cut into two (corresponding to the Allied and Coalition portions). The information on each player's *Record Sheet* should be kept secret from his opponent. If using combat strength and morale counters, note that players are not allowed to examine their opponent's stacks (secrecy is thus preserved).

2.6 HOLDING BOXES

When using the strength point markers instead of the *Player Record Sheet*, players may find it easier to use the holding boxes on the map rather than stacking the markers with the leaders on the map. Most leaders have holding boxes on the map. Players should note that the use of the map holding boxes does reveal more information to their opponent than the use of either the *Player Record Sheets* or of stacking. Some degree of secrecy can still be maintained by using "change" within the strength point box (assuming the box holds more than one strength point), and always putting a "1" on top of the stack. The morale counters, however, will be visible to the opposing player. Leader holding

box cards are also provided with the game; their use retains the element of secrecy, but of course you do have to find somewhere out-of-sight of your opponent to put them. Players should make their own judgements as to the balance between convenience and secrecy.

2.7 TERMINOLOGY

The term "leader," as used in these rules, should sometimes be understood to refer not merely to the individual, but to him and the force he commands. "Force" refers to an individual and his troops; in appropriate contexts it may also refer to the stationary garrison of a fort or fortress. "Combined force" refers to a stack of more than one leader, plus their troops. "Units" refers to leaders plus strength points. The words "town" and "city" are used interchangeably in these rules.

3.0 Sequence of Play

I. INITIAL PHASE

A. Recovery

All leaders that are demoralized, check for recovery. Leaders that recover have their demoralized markers removed.

B. Replacements

Each player rolls for replacement points.

C. Reinforcements

Each player checks the scenario *Player Record Sheet* to see if any reinforcements enter on that turn.

D. Supply

Players decide whether or not to create supply units at friendly fortresses, cities, or forts.

E. Command Chit Placement

Players place their command chits in an opaque container.

II. MOVEMENT PHASE

A. Beginning with the Prussian player, command chits are drawn, and the owning player then decides whether to roll on the *Movement Point Table* for eligible leaders. Note that if a player does not wish to move any units, he may simply pass, and another command chit is drawn.

B. Play continues until all command chits have been drawn, and all regu-

lar movement, reaction, and forced march has been completed.

III. COMBAT PHASE

A. Combat takes place in hexes occupied by opposing forces. Results are applied, and retreats conducted.

B. Supply Depletion

Leaders that were engaged in combat check for use of supply. If used, supply points are expended and the *Player Record Sheet* or supply markers adjusted accordingly.

IV. SIEGE PHASE

All sieges are rolled for on the *Siege Table*, and results applied.

V. WEATHER PHASE (Campaign Game Only)

Beginning on the September II turn of each year, the Prussian player rolls one die on the *Weather Table*, using the column that corresponds with the next turn. If a "yes" result occurs, the game ends at the conclusion of the next turn. If a "no" result occurs, then the game continues and the Prussian rolls again next turn on the *Weather Table* during the Weather Phase.

VI. END PHASE

A. All leaders are flipped from their moved side to their front side.

B. The Game Turn marker is advanced one box along the Turn Record Track.

4.0 Initial Phase

During this phase, both sides check for recovery (see 11.3), supply creation (see 8.2), reinforcements (see 4.2), replacements (see 4.1), and command chit placement (see 5.0).

4.1 REPLACEMENT POINTS

Replacement points are combat strength points that can be added to a leader's force. Each player rolls one die. On a die-roll of 6, the player receives 2 combat strength points that turn, while on a die-roll of 5, the player receives 1 combat strength point. On a die-roll of 1-4, the player receives no combat strength points.

Each player notes the increase in strength on his *Player Record Sheet*, or adjusts his strength point markers. Players may add in excess of original strength of a force.

4.11 Replacement Point Restrictions

- A demoralized force cannot receive replacements.
- A besieged force cannot receive replacements.
- To receive replacement points, a force must be in supply.
- An eliminated leader cannot be brought back into play by means of replacement points.

4.2 REINFORCEMENTS

Each player checks his *Scenario Record Sheet*, to see if he receives any reinforcements this turn. Reinforcements are placed on their entry hexes during this phase. If the entry hex is occupied by enemy units, the reinforcements may enter that hex or wait until an ensuing turn when the hex is not enemy-occupied.

5.0 Command Chits

Command chits control when players can move leaders. Command chits are numbered 1 through 5 for the Prussians (Allied forces) and 1-4 for the Austrians (Coalition forces) if a leader with a Command Rating of 4 is present, 1-3 if not. The background color of the chits indicates which leader they apply to—Allied (gray) or Coalition (white) leaders. When a command chit is picked, the appropriate player may move leaders with a command rating (see 6.0) equal to or greater than the number on the Command Chit. Stacking creates one exception to this rule (see 7.21). Leaders that are rolled for are flipped to their "Moved" side, irrespective of whether they are actually moved. Forces that have already moved may force march. When all chits have been picked, the Movement Phase is over.

Example: The Command Chit picked is an Austrian (Coalition) chit with a number 2. This means that all Austrian and Coalition leaders with a Command Rating of 2 or more may roll for movement on the *Movement Point Table*. Once rolled for, the leaders are moved and flipped to their "Moved" side. Austrian (Coalition) leaders with a Command Rating of 2 or more, which have already moved during the turn, may force march. Note that if a leader is rolled for on the *Movement Points Table*, and receives too few movement points to execute the movement intended, the owning player may simply decide not to move him.

6.0 Leaders

Leaders are the heart of the *Frederick* system. To reflect the individual qualities of the officers involved, the leaders have been given four different ratings (see sample unit).

- *Command Rating* determines when a leader may move, his movement points, commitment for combat, and ability to force march.
- *Initiative Rating* affects reaction movement and the ability to leave enemy-occupied hexes.
- *Combat Bonus Rating* affects combat. It is used to modify combat die-rolls.
- *Rank* indicates seniority. It determines which leader commands when several are stacked together. Within each nation the leader ranked 1 is highest, 2 is next, etc. Austrian and Prussian leaders always command when stacked with their allies. Hanoverians command other Prussian allies. Otherwise rank determines command, with a die-roll deciding between leaders of equal rank.

7.0 Movement

During the Movement Phase, players choose which leaders to activate and move. To activate a leader, his Command Rating must be equal to or greater than the current Command Chit. Leaders may only be moved once by means of regular movement during each game turn. Once the player has rolled for a leader on the *Movement Point Table*, he is flipped to his "Moved" side, and may then be moved up to the number of movement points that were the result of the dice-roll on the *Movement Point Table* (for the movement of supply wagons, see 8.23). There are two other types of Movement: Reaction and Forced March. These will be discussed later.

7.1 REGULAR MOVEMENT

When a leader is activated, the owning player rolls two dice, modifies the dice-roll by any applicable modifiers, and consults the *Movement Point Table*, cross-referencing the leader's Command Rating with the dice-roll. The result is the number of movement points that the leader may use during the current Movement Phase. The *Terrain Effects Chart* lists movement costs for each type of terrain. A leader may not enter a hex if he cannot pay the full cost to do so.

7.11 STACKS

If a stack of more than one leader moves together, the player rolls only once for all of them, using the leader with the highest rank. Stacks may not split up during movement, or "drop off" leaders. Whenever leaders move as a stack, they must finish their move together.

7.12 TERRAIN NOTES

- Units which enter a hex through a hexside crossed by a road may use road movement rates. Otherwise, the unit pays the cost for the base terrain.
- If two road lines run parallel in a hex but do not connect, a unit may not in the course of a single move enter the hex on one road and leave by means of the other, using the road movement rate; it must pay the full cost for the base terrain in the second hex. A unit which *begins* its movement in a road hex, however, may immediately commence using road movement and move off along any road in the hex, irrespective of the direction from which it entered the hex at the conclusion of its previous move.

7.13 Special Swedish Rules

The Swedish leader, Hamilton, may not leave Swedish Pomerania unless the controlling player rolls a six on a roll of one six-sided die. This roll is made before he moves. Once, rolled, Hamilton may leave that turn, but if he ends the turn in Swedish Pomerania, a 6 must once again be rolled before he can again leave.

7.2 STACKING AND FORCES

More than one leader may move together in a stack. Two or more leaders moving together are referred to as a "combined force." A combined force moves with the movement points rolled for on the *Movement Point Table* using the Command Rating of the *highest-ranking leader*. Stacking also affects movement allowances (see 7.21).

A combined force may *not* split up during its movement. If a player wishes leaders to end their move in different hexes, he must move them separately. When moving separately, each leader is rolled for individually on the *Movement Point Table*.

7.21 Movement Allowance Modifications

Leader movement allowances are modified when they move together in stacks

and when they leave a common hex separately. These modifications apply both to regular and reaction movement.

- When more than three leaders move together, the stack's movement allowance is reduced by one for each leader present beyond three.
- If leaders which begin the Movement Phase stacked together move separately, movement allowances are affected; they lose 1 movement point for each leader moved, after the first. Thus the second leader to move loses 1 movement point, the third loses 2 movement points, and so on. *Enemy* leaders leaving the hex, do not cause movement penalties to friendly leaders. A supply wagon's movement allowance is never reduced to 0 because of stacking; it always retains at least one movement point. Leaders *can* have their movement allowance reduced to 0.

Example: Frederick with 10 strength points, Henry with 5, and Keith with 7, are stacked in a hex. Frederick moves first and suffers no movement penalty. Henry moves second, and suffers a -1 movement penalty. Keith moves last and suffers a -2 movement penalty.

7.3 ENTERING ENEMY-OCCUPIED HEXES

Leaders may enter enemy-occupied hexes (and, indeed, must do so in order to attack).

- A leader must expend 1 additional movement point to enter a hex occupied by an enemy leader. There is no additional cost to enter a hex occupied solely by an enemy supply wagon and/or an enemy garrison.
- A leader who enters a hex occupied by an enemy leader may not expend any more movement points in that Movement Phase; he must stop. Enemy supply wagons or enemy garrisons unaccompanied by enemy leaders do not have this effect. A leader who enters a hex occupied by an enemy leader may not subsequently force march during that movement phase; he may, however, attempt reaction movement.
- If an enemy leader moves into a hex occupied by a friendly leader, the friendly leader may immediately attempt to leave by means of reaction

movement (see 7.5). If the friendly leader fails to leave the hex, he may not attempt reaction movement again during that Movement Phase, so long as an enemy leader occupies the hex.

- If an enemy leader, using reaction movement, enters the hex of a moving friendly leader, neither may expend any more movement points during that Movement Phase.

7.4 EXITING ENEMY-OCCUPIED HEXES

A leader who begins an intended movement of any type, in a hex occupied by an enemy leader must roll a die in order to determine whether he may leave the hex. The owning player carries out the following procedure:

1. The player rolls a single 6-sided die.
2. He compares the Initiative Ratings of the highest-ranking leader attempting to leave the hex and the highest-ranking enemy leader in the hex. He adds 1 to the die-roll if the enemy leader's Initiative Rating exceeds that of the friendly leader; he subtracts one if the enemy leader's Initiative Rating is less than that of the friendly leader. If the Initiatives are equal, there is no die-roll modifier. Use the Initiative of the highest-ranking enemy leader in the hex, even in a reaction move triggered by a different enemy leader.
3. The modified die-roll is compared to the Initiative Rating of the highest-ranking moving leader. If the result is equal to or less than the Initiative Rating, the force may leave the hex, paying 1 additional movement point to do so. If the result exceeds the initiative Rating, the force's movement immediately ends.

Before carrying out this procedure, a player must declare exactly which leaders are attempting to leave the hex. If the attempt fails, those leaders may not move for the remainder of the phase. Other leaders in the hex may subsequently attempt to leave, and are rolled for separately.

7.41 SUPPLY WAGONS

- If a supply wagon is alone in a hex, enemy leaders may enter the hex at no additional movement cost. The supply wagon is eliminated, and the enemy leader adds the supply wagon's

supply points to his Supply Available column on the *Player Record Sheet*, or adjusts his supply markers.

7.5 REACTION MOVEMENT

Leaders may attempt reaction movement during enemy movement. Each leader has a reaction zone, which extends in all directions for a number of hexes equal to his Initiative Rating. The hex the leader occupies is also part of his reaction zone. Reaction zones do not extend into or through mountain hexes. They extend across a river hexside only if the hexside contains a bridge (i.e., if the river is crossed by a road).

When any enemy force (even a lone supply wagon) moving in any direction enters a leader's reaction zone, the owning player may attempt reaction movement. The attempt occurs at the instant the enemy enters the zone, and before they expend any more movement points. (Further attempts at reaction may be made, subject to certain limitations, for each hex entered by the enemy within a leader's reaction zone (see below). The following procedure is used:

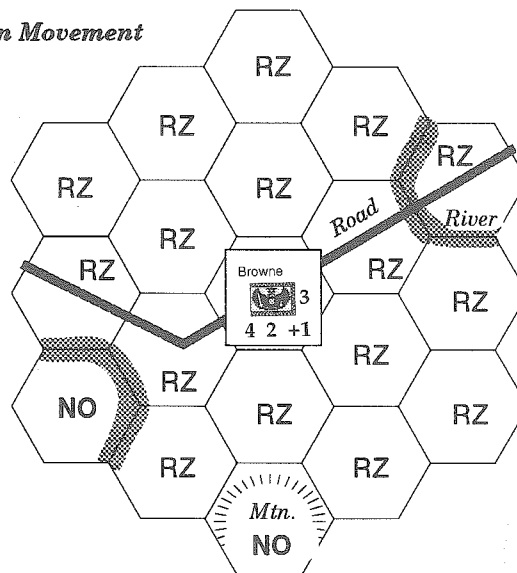
4. If the reaction succeeds, any or all leaders in the stack may immediately move up to 5 movement points; if more than one leader takes part in this reaction movement, they must do so as a combined force, i.e., stacked together. The reaction movement is implemented immediately, before any further movement by the enemy leader(s).

If any enemy leader (including even the leader reacted to) is in the reacting stack's hex, and the attempt to react fails, they may not leave the hex and may not attempt reaction again during the Movement Phase, so long as an enemy leader occupies the hex.

7.51 Number of Attempts Allowed

A leader may attempt reaction and make reaction moves any number of times in the same Movement Phase. Conceivably, the total of his reaction moves could exceed his regular movement allowance. However, a leader who enters an enemy-occupied hex during reaction movement may not move for the remainder of that Movement Phase.

Reaction Movement



Example:

Browne has an Initiative Rating of 2. His reaction zone is illustrated.

RZ = Reaction Zone
NO = No Reaction Zone

1. The intercepting player announces which *stack* is initiating the attempt at reaction movement.
2. The intercepting player rolls a die.
3. If the die-roll is equal to or less than the Initiative Rating of the highest-ranking leader in the *stack* (irrespective of whether he is to participate in the reaction movement), the reaction succeeds.

Any number of enemy leaders in different hexes can react after each hex of friendly movement; each stack may attempt reaction only once per hex of enemy movement. A player must declare all attempts before resolving any. A player may attempt reaction any number of times against the same enemy force.

Example: Henry has a reaction range of 2. The opposing player moves into a

hex 2 hexes away from Henry. A die is rolled, with the result of "3." This is greater than Henry's Initiative Rating, so the attempted reaction move has failed. The enemy now moves one hex closer to Henry. Again a die is rolled, with the result of "5." Again the attempt has failed. The enemy leader now moves into Henry's hex. A die is rolled, with the result of "2." Henry has now successfully rolled for reaction movement, and may move up to 5 movement points, *provided that* he successfully rolls to leave an enemy-occupied hex (see 7.53).

7.52 Stacks and Reaction

A player may attempt reaction with a stack only if enemy units have entered the reaction zone of the *highest-ranking* leader Initiative Rating present.

Units which begin a reaction move in the same hex must move as a single stack. Some can stay behind and others move, but all units which move out of the hex must move as a single stack.

7.53 Reaction from Enemy-Occupied Hexes

Leaders in an enemy-occupied hex may attempt reaction. If they succeed, they must still carry out the regular procedure to attempt to leave the hex (see 7.4). If they fail either in the reaction attempt or in the attempt to leave the hex, they cannot attempt reaction movement again in the same phase, so long as an enemy leader or leaders occupy the hex (wagons and garrisons do not have this restrictive effect).

If a leader makes a reaction move while stacked with an enemy leader or leaders who entered the hex that same turn, he may not leave the hex by any hexside through which the enemy leaders entered.

7.54 Other Restrictions

- Reaction movement may not be employed during the Combat Phase.
- Reaction movement may not be employed during regular friendly movement, only when enemy units are moving.

7.6 FORCED MARCH

Leaders that have already moved in the Movement Phase may force march if a command chit is picked that would normally activate the unit (see 5.0). The owning player announces which units

he is forced marching and rolls two dice, comparing the result to the Force March column of the *Movement Point Table*. On a die-roll of 9 or 10, the player loses 5% (rounded to the nearest whole number) of the strength of the force that is forced marching. On a die-roll of 11 or 12, the player loses 10% (rounded to nearest). Halves are always rounded up. Forced marching may only be conducted during friendly movement.

- Each leader may only make 1 forced march during a Movement Phase.

Example: Frederick has already moved during the turn. A "4" Prussian Command Chit is drawn. The Prussian player decides to force march Frederick. He rolls two dice and the result is a 12. Frederick has 5 movement points. Since a 12 was rolled, Frederick suffers an attrition of 10% of his force of 16, which would be 2 strength points. The Prussian player reduces Frederick to 14 strength points and moves him 5 movement points.

8.0 Supply

Leaders must be in supply in order to function normally during combat. There are two types of supply source—supply wagons and supply depots. For supply range, effects, and depletion, see 9.2. Supply has no effect on any game function other than combat.

8.1 SUPPLY DEPOTS

Supply depots are any friendly garrisoned city, fort, or fortress (see 10.3). By "friendly" in this context, is meant any city, fort or fortress belonging to the owning player's nation or its allies *at the start of the scenario*.

If an enemy leader occupies a supply depot hex, friendly units elsewhere may not use it for supply. Friendly leaders in the hex may use the depot normally. There is no permanent effect on the depot, though it cannot function again as a depot until recaptured and garrisoned.

8.2 SUPPLY WAGONS

Supply Wagons carry up to 2 supply points.

8.21 Supply Wagon Creation

Each game turn, each player may create one supply wagon at a supply depot. The player assigns up to 2 supply points to the wagon, by placing the wagon on its "1" or "2" supply point side. The

wagon is placed on the supply depot and moved normally during the turn (see 8.23). Supply wagons may only be created at a friendly supply depot that is not besieged. No supply wagon may be created if all supply points available have been used, nor if all supply wagons in the counter mix are in play. Each scenario lists the number of supply points available.

8.22 Supply Wagon Depletion

When a supply wagon enters a hex occupied by friendly leaders, the supply points in the wagon may be given to the leader of the owning player's choice. The supply points are noted on the *Player Record Sheet* in the Supply Available column. The wagon, if empty, is removed from play. Players who prefer not to use the *Player Record Sheets* may simply place the wagon counters beneath the leader to whom they wish to give supply.

8.23 Wagon Movement

Supply wagons have a Command Rating of 1, and a movement allowance of 6 MP per turn. Supply wagons may move independently of leaders, on the selection of a Command Chit of "1." If stacked with a leader, they may simply be moved with a leader; when doing so, they are subject to the movement rules affecting the leader.

8.3 RUSSIAN SUPPLY

Russian forces trace their supply to the east edge of the map. When Russian supply wagons are created, they are placed on the east edge of the game map.

9.0 Combat Phase

During the Combat Phase, combat may occur in any hex occupied by both sides. In each such hex, the players determine whether there will be combat and, if so, immediately resolve it. The Prussian player determines the order in which potential combats are resolved.

Use the following procedure to determine if there will be combat:

1. Compare the Initiative Ratings of the highest-ranking leaders on each side.
2. The player with the higher Initiative Rating may decide whether to attack first. If Initiative Ratings are equal, the player moving into the hex last decides whether to attack first.
3. If the first player decides not to at-

tack, his opponent may decide to attack.

4. If neither player decides to attack, there is no combat, and all units remain in the hex.
5. If there is to be combat, players use the combat procedure outlined in 9.1.

9.1 COMBAT PROCEDURE

The following procedure is used to resolve combat:

1. Each player checks supply.
2. Each player then checks for supply depletion (see 9.23).
3. Each player determines troop commitment (see 9.3).
4. Rounds are fought (see 9.4).
5. At the end of each round, first the defender and then the attacker may choose to end combat and retreat. If neither side does so, the next round of combat begins.
6. Rounds continue, until one side retreats, either because routed or by choice.
7. The winner (the remaining side) determines whether he has achieved a major victory (see 9.7).

9.11 Participating Units

If a player elects to attack, he may use some or all of his leaders. (*Exception:* Demoralized leaders may not attack.) Leaders who do not participate in an attack launched by others on the same side are in no way affected by the battle (*exception:* excess loss—see 9.6). All enemy (defending) units in the hex always take part in the battle (unless uncommitted: see 9.3).

9.2 COMBAT SUPPLY

A player must check whether his forces engaging in combat are in supply. A force is in supply if either:

- The leader has supply points, or
- A supply wagon is in the same hex, or
- A supply depot is within 2 movement points.

A single wagon or depot may supply any number of different units, in any number of different combats, in a single Combat Phase.

9.21 Tracing Supply Lines

Trace from the leader to the supply source, calculating movement costs as per the *Terrain Effects Chart*. A supply line may not include a hex occupied by

an enemy leader or garrison, other than the hex of the units being supplied. A supply line *may* be traced through the following:

- Hexes which were enemy-occupied earlier in the turn, but are not now enemy-occupied.
- Hexsides through which enemy leaders entered the battle.

Note that Russian supply is traced to the east edge of the map.

A combat unit unable to trace a supply line of the correct length is unsupplied.

9.22 Effects of Being Unsupplied

Unsupplied leaders must retreat at the end of the first round of combat, unless the enemy leaders have been forced to retreat because of demoralization.

9.23 Supply Depletion

Before Combat, each player rolls a die to check for supply depletion.

- A die-roll of 5 or 6 uses 1 supply point for the entire force (*Exception:* Campaign Game—die-roll of 6).
- On a die-roll of 1-4, no supply points are expended (*Exception:* Campaign Game—die-roll of 1-5).
- A player may not voluntarily choose to be unsupplied. He must trace a supply line if possible, and risk depletion.

9.24 Intensifying the Battle

Before each Combat Round begins, players may choose to intensify the battle. To do so, the player announces the intensification and expends one supply point. This has no relation to the Supply Depletion check. Whenever intensifying a battle, the player must expend one supply point (from any leader in the combat) for each round that is intensified. During each combat round in which he intensifies combat, a player receives a +1 die-roll modifier on the *Combat Table*.

9.3 COMMITMENT

Immediately before combat rounds begin, each player must determine commitment, using the following procedure:

1. Select the highest-ranking friendly leader in the hex. Note that the Command Rating is used, not the Combat Bonus Rating.
2. On the *Commitment Table*, select the column corresponding to the leader's Command Rating.

3. Roll one die and modify the result by applying the appropriate modifiers listed at the foot of the table. Note that players may choose to consume one supply point in order to "concentrate their forces," *i.e.*, to increase the chances of committing a large percentage of their force to battle (see foot of *Commitment Table*); this supply point may be from any leader in the stack.

4. Cross-reference the modified die-roll with the Rating column. The result is the percentage of the leader's force which may be used in the combat.

5. Check the *Percentage Chart* to find the number of strength points which will take part in the combat. If the chart indicates 0, take the committed force to be 1 strength point.

Commitment occurs only once, before rounds begin. The second round is fought with the initial committed strength minus losses incurred in the first round, and so on.

9.4 RESOLVING ROUNDS

To resolve a round, *each* player carries out the following procedure:

1. He totals and modifies the strength of his committed units (see Strength Modifications below).
2. He locates the corresponding column of the *Combat Results Table*.
3. He rolls two dice, applies any appropriate modifiers listed at the foot of the table, and cross-references with the column.
4. The result is the number of enemy strength points eliminated. The enemy chooses which of his leader's forces will suffer losses.

9.41 Strength Modifications

+ 2	if attacking and the leader entered a mountain pass hex during the turn.
+ 2	if all leaders crossed a river hexside adjacent to the combat hex during the turn.
x 2	if defending in a mountain pass hex.
x 2	if defending in a mountain hex.

Modifications are cumulative. Apply them in the order above to the total strength of all applicable leaders, and then round fractions to the nearest whole

number (a 1/2 rounds up). If some leaders' forces are doubled or halved and others not, double or halve the corresponding proportion of the committed strength points.

Example: Apraxin with 6 SP's and Fermor with 5 are attacking Maurice with 2 SP's. Apraxin moved through a mountain pass hex during the turn, and his strength is therefore divided by 2, becoming 3 ($6 \div 2 = 3$). Both he and Fermor advanced into the combat hex via an adjacent river hexside; their combined force (now totaling $3 + 5 = 8$) is therefore halved, becoming 4. The combat is taking place in a mountain hex, therefore the defending force is doubled ($2 \times 2 = 4$).

9.42 Dice-Roll Modifiers

► Combat Bonus Rating of the firing player's highest-ranking leader (this is the only function of the Combat Bonus Rating).

+1	if the player chose to intensify the battle.
-2	if demoralized
-2	if attacking in a mountain hex

Note that each player uses only one Combat Bonus Rating, that of his highest-ranking participating leader.

9.43 Excess Strength

If a player's Committed Strength exceeds 45, he rolls once using the 41-45 column and again for the excess.

Example: A player's committed strength is 56. He rolls once on the 41-45 column, and once on the 11-15 column.

9.5 DEMORALIZATION AND RETREATS

At the end of the combat round in which his force's cumulative losses first total 10% or more of their initial committed strength, and at the end of every subsequent round, a player must check for demoralization. He checks demoralization with a single die-roll for all participating leaders, not leader by leader.

Example: A player has a 30 point force, of which 60% (18 points) is committed. Ten percent of 18 (to the nearest whole number) is 2. His force loses one point in the first round and another in the second round. He must therefore check for demoralization at the end of the second round and every round thereafter.

9.51 Demoralization Procedure

To check demoralization, a player rolls two dice and adds the following modifiers:

+1	for every 10% of the initial committed force lost. (Ignore any fraction less than 10%; for example, if the player has lost 29%, add 2).
+1	if the highest-ranking leader has a Command Rating of 1.
-1	if the highest-ranking leader has a Command Rating of 4 or 5.
-1	(Defender only) if force is in a friendly fort or fortress hex.
+1	if any units began the battle demoralized.

The modified result is compared to each leader's Morale Rating. If the result is more than the Morale Rating, the leader is demoralized. Note that although only one pair of dice is rolled, the modified result is applied separately to each leader in the stack; one may be demoralized, another not.

9.52 Effects of Demoralization

- If a force fails a demoralization check in battle, all participating friendly leaders in the hex must retreat immediately. If a force includes demoralized units at the start of the battle, it must retreat only when it fails a check during that battle; the mere presence of the already demoralized units does not require a retreat.
- Demoralized leaders cannot attack—i.e., the attacker cannot count them in his total strength.
- If any leaders in a defending force are demoralized, the defender must subtract 1 from his commitment die-roll.
- Demoralization does not affect reaction.
- There is no additional effect if a demoralized leader becomes demoralized again.

9.53 Retreats

Leaders must retreat in the following cases:

- Immediately when demoralized. (A force which begins a combat with demoralized units must retreat only if demoralized again).

- At the end of the first combat round, if unsupplied, unless the enemy retreats because of demoralization.

Leaders which are in the same hex, but not participating in the combat, need not retreat.

9.54 When to Retreat

A retreat as the result of *demoralization* occurs immediately. A retreat required by the absence of *supply*, is made after the first round of combat. A retreat by *player choice* is made at the end of a combat round. Thus retreats occur in the order: as a result of combat, lack of supply, player choice.

Note that it is possible for both sides to retreat from the same cause. In this case, the player whose highest-ranking leader has the lower Command Rating (e.g., 2 as opposed to 3) retreats first. If the Command Ratings are equal, the attacker retreats first.

9.55 Retreat Procedure

A player retreats his own units, on any path he wishes, subject to the restriction below. He can retreat different leaders to different hexes.

Retreating leaders must expend 4 movement points, and each hex moved must take them further from the combat hex. If necessary to enter the final hex of retreat, one extra movement point may be expended (i.e., if 3 MP's have been expended, and the next hex costs 2 MP's to enter).

A leader who is required to retreat, but has no legal route to do so, is removed from play and considered captured.

9.56 Effects of Enemy Units

With one exception, retreating leaders cannot enter hexes occupied by enemy leaders, nor may they exit the combat hex by any hexside through which enemy leaders entered the battle, unless those enemy leaders retreated first.

Exception: In both cases, enemy forces totaling less than 20% of the strength of the retreating force do not block retreat. At a bridge hexside or mountain pass, enemy units totaling 10% or more of the retreating force block retreat. Round any fractions to the nearest whole number; round halves up. Leaders may retreat through an enemy-occupied hex only if there is no alternative.

Example: A force of 20 points could retreat through a hex occupied by an enemy leader with 3 strength points, if there were no alternative. At a bridge hexside, however, the 3 strength points would block the retreat (3 is 15% of 20).

9.57 Other Retreat Restrictions

- Retreating leaders cannot cross unbridged river hexsides.
- A leader retreating because of demoralization must end his retreat, if possible, in a hex from which he can trace a shorter supply line than he previously could from the combat hex. If this is not possible—for example, if the leader is defending in a depot hex—he must retreat, if possible, to a hex which is closer to another friendly force than it is to the combat hex.
- Leaders retreating because of being unsupplied must retreat, if possible, to a hex which is closer to another friendly force than it is to the combat hex.
- Defending forces may, instead, retreat into a friendly fort or fortress in any of the hexes they retreat through.

9.58 Supply Wagons

Supply wagons stacked with a retreating force must accompany that force for the full length of its retreat.

9.6 EXCESS LOSSES

If losses exceed a player's committed strength, some—but not necessarily all of the excess is removed from his uncommitted strength. The opposing player rolls one six-sided die, adds the number of excess losses to the die-roll, and consults the *Excess Losses Table*. The result is the number of uncommitted points removed.

9.7 MAJOR AND MINOR VICTORIES

If only one side retreats after the combat, the other side has won a victory. Victories are classified as major or minor as follows:

- If the retreating side lost 15 strength points or more, the battle is a major victory.
- If the retreating side lost fewer than 15 strength points, the battle is a minor victory.

The winner scores 5 victory points for a major victory; he scores 1 victory point for a minor victory.

10.0 Siege

After all combat has been resolved, both players check for siege results, starting with the sieges that the Prussian player is conducting.

10.1 SIEGE REQUIREMENTS

To conduct a siege, the besieging forces must have at least a 2 to 1 ratio of attacking strength points to defending strength points (adding garrison and mobile strength points of the defending forces together). A siege can only be initiated if all defenders are *inside* the fort, fortress, or city; there can be no defending force outside. (At the beginning of the Combat Phase, the owning player must state whether units subject to combat are inside or outside of a fort, fortress or city.) Garrison troops never participate in combat outside a fort, fortress or city.

10.2 SIEGE PROCEDURE

To resolve a siege, the following procedure is used:

1. Determine if the attacker/defender ratio is at least 2 to 1.
2. If at least 2 to 1, using the column with the correct number of *continuous* game turns of siege, roll on the *Breach Table*.
3. If a "B" result is obtained, roll on the *Honors of War Table*. An "H" result means that any defending leaders and their remaining strength points are placed on the game turn track four turns ahead. On the fourth turn, they are placed on any friendly fort or fortress as a reinforcement. If the result is an "S," the defenders have surrendered and are removed from play. Surrendered leaders and garrisons yield victory points (see 13.0).

10.3 GARRISONS

Garrisons are strength points assigned to forts, fortresses, or cities at the beginning of scenarios. They are the intrinsic defense of those locations, and as such they may not be moved nor absorbed into a leader's mobile force. They are always considered to be *inside* the fort, fortress or city. They count as victory points when they surrender as a result of siege (see 13.0). Forts, fortresses, or cities without garrisons are

never besieged, but are controlled by any leader that enters the hex.

Garrisons that are given the honors of war are eliminated. They do not return to the game four turns later, but they do not count towards victory points either.

11.0 Morale

Each leader has a morale rating listed on the *Player Record Sheet*. As the game progresses, morale ratings will increase and decrease. Morale ratings are used to check for demoralization during combat, and for morale recovery during the Initial Phase. Players may keep track of morale either by noting changes on the *Player Record Sheets*, or by placing (and rotating) the morale markers beneath the leader counters on the map (see 11.4).

11.1 MORALE CHECKS

In each battle, whenever a force has lost 10% or more of its committed strength in combat, a morale check is made at the end of each combat round in that battle. When checking morale as a result of combat losses, two dice are rolled, modified (see 9.51) and compared to the leader's morale rating. If the result is greater than the morale rating, the unit is demoralized.

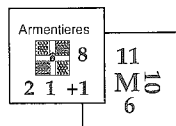
11.2 MORALE RATING INCREASES AND DECREASES

Each time a leader fails a morale check, his morale decreases by 1. Each time a leader participates in a combat that leads to a major victory, his morale rating is increased by 1. Morale ratings may never be less than 4, nor higher than 11. Increases and decreases in morale ratings are noted on the *Player Record Sheet*, or by rotating the morale markers (see 11.4).

11.3 MORALE RECOVERY

During the Initial Phase of each turn, each demoralized leader who is not in an enemy-occupied hex (unless within a fort or fortress), may check for Morale Recovery. To do so, two dice are rolled and compared to the leader's current morale rating. If the dice-roll is equal to or less than the leader's morale rating, the leader has passed the morale check and the "Demoralization" marker is removed. If the Morale Check fails, the leader remains demoralized.

11.4 If using markers to keep track of morale, a single morale marker is placed beneath each leader. Orient the marker



such that the numeral indicating the leader's current morale level is aligned with the top of the counter (see figure).

When the morale of the force changes, simply revolve (or if necessary invert) the counter in such a way that the new morale level is indicated by the numeral aligned with the top of the leader counter.

12.0 Leader Casualties (Optional)

Whenever combat occurs, if a player rolls a natural 12 (i.e., before any die-roll modifiers), there is a chance his leader(s) may become a casualty. Use the following procedure:

1. After all combat has been completed, roll one die. The result is the number of leaders possibly killed (If larger than the number of leaders present, use the number of leaders present).
2. Mark the hex with the "Leader Casualty Marker" and place all the friendly leaders present in an opaque container. Then randomly select the number of leaders equal to step 1.
3. For each leader selected, roll two dice. On a die-roll result of 2, 3, or 12, the leader has been killed and is removed from play. Any other result is no effect.
4. Replace dead leaders with Replacement Leaders. Replacement Leaders who are killed are simply replaced with another (or even the same!) Replacement Leader. The gray Replacement Leaders can be used to replace Prussian leaders or those of Prussia's allies; the white Replacement Leaders can be used to replace Austrian leaders or those of Austria's allies.
5. If Frederick dies, consider the game over and the Coalition forces the victors.

13.0 Victory Points

At the end of each scenario, victory points are totaled and the side with the larger total is declared the winner. Some victory points are earned during the game, and some are earned at the end of the game. They are as follows:

VICTORY POINTS

Recorded At Any Time

5	victory points for each major victory.
1	victory point for each minor victory.
=	victory points equal to the number of enemy garrison strength points that surrender.
1	victory point for each enemy leader killed (if optional Leader Casualty rule is used)

VICTORY POINTS

Recorded At The End Of the Game Only

5	victory points for each enemy fort controlled that began the game with an enemy garrison.
8	victory points for each enemy fortress controlled that began the game with an enemy garrison.

To control a fort or fortress, a player must have captured it as a result of a siege, and either currently occupy it or be the last player to have occupied it.

14.0 Scenarios

There are 8 scenarios in *The Campaigns of Frederick the Great*. The first seven cover the yearly campaigns, while the last covers the entire seven years of the war. The last scenario, the Strategic Campaign, also has extra rules and adds a Strategic Cycle to the Sequence of Play. The Yearly Campaigns use only rules sections 1.0 to 14.1.

14.1 YEARLY CAMPAIGNS

Each Yearly Campaign has a *Player Record Sheet* that gives game length, initial strengths, set-up hexes, initial morale, leader supply, garrison strengths, and supply reserve available.

15.0 Strategic Campaign Rules

The Strategic Campaign Scenario starts August II, 1756 turn, using the 1756 set-up, and ends whenever an automatic victory is obtained, or at the conclusion of the last turn of 1762. The

Strategic Campaign adds a Strategic Cycle to the game. At the end of each yearly campaign (i.e., when winter weather forces the stoppage of the current yearly campaign), the following Strategic Cycle is performed:

A. Resource Determination Phase

Each side totals the resource point value of the areas and cities controlled (see 15.1).

B. Troop Acquisition Phase

Each side totals the troop points available from areas and cities controlled.

C. Ally Determination Phase

A check of neutral countries is made to see which side, if any, they will join; one die is rolled per neutral country.

D. Leader Phase

New leaders are selected and/or replaced (see 15.4).

E. Purchase Phase

Each side now uses its available resource points to purchase supply points, and troop points to create combat strength and garrison points (see 15.5).

F. Deployment Phase

Each side fills out a new *Yearly Campaign Record Sheet*, assigning supply points, combat strength points, garrison strength points, and set-up hexes (see 15.6). Rather than completing *Record Sheets*, players may choose to use the counters provided to keep track of strength, morale, and supply.

G. Weather Phase

The *Weather Table* is consulted to see when the next Yearly Campaign will start.

15.1 RESOURCE POINTS

Each area has two sets of numbers after its name on the map—resource points and troop points (*Example*: Hanover has 10 resource and 45 troop points).

Many fortresses, forts, and cities have a number after their name; this is their resource point value. Resource points are used to purchase supply points. Cities, forts, and fortresses are controlled by the player who currently occupies them, or was the last to do so. *Areas* are controlled by the player, if any, who currently controls all *cities* within the area.

Note that to control an area it is only necessary to control its *cities*, not its forts or fortresses.

15.11 Resource Point Determination Phase

During this phase, the number of resource points is totaled and noted by players for use later in the Strategic Cycle. Resource Points are totaled from areas (Prussia, Bohemia, etc.) and cities, forts or fortresses (Dresden, Prague, etc.). When totaling up each player's resource points, use the following procedure:

1. Total the points for all areas controlled by the player (see above for definition of control).
 2. Total the points for all cities controlled by the player in areas which he does not control.
 3. Total the resource points from steps one and two. This is the number of resource points that may be used during the Purchase Phase.
- Resource points are totaled for each country separately.
 - Russia always receives 12 resource points and 70 troop points (this is done because Russia is basically off-map).

15.2 TROOP ACQUISITION

Troop points are totaled during the Troop Acquisition Phase by adding together the troop points of the areas controlled by that player. The following procedure is used:

1. The second set of numbers after each area's name is the number of troop points available. Total the troop points of each area that the player controls.
 2. From this total subtract 3 points for each *fort* in those areas which is controlled by enemy units, and 10 points for each *fortress* in those areas controlled by enemy units.
- Troop points are totaled for each country separately.

15.3 ALLY DETERMINATION

During the Ally Determination Phase, all countries that are neutral are checked to determine if they become an ally of either Austria or Prussia. To do so, roll on the *Ally Determination Table* for each neutral, applying any appropriate modi-

fiers. If the result is "Prussia," the country is controlled by the Prussian player; if the result is "Austria," the country is controlled by the Austrian player. If the result is "Neutral," the country remains neutral and is rolled for again during the next Strategic Cycle.

15.31 Russia

During Seven Years War, the Russian Empire had a change of head-of-state, which in turn led to a switch in alliances (from Austria to Prussia). Starting with the Strategic Cycle after the 1760 Yearly Campaign, the Prussian player rolls a die. On a die-roll of 1-3, Russia has a new leader and switches sides.

15.32 Great Britain

Whichever side Hanover is allied with receives an extra 8 resource points each Strategic Cycle.

15.33 Conquest

When a country is conquered, *i.e.*, all of its *cities* (forts and fortresses do not count for this purpose) are controlled by the enemy, the country is no longer an ally. Its leaders are removed from play and its strength points are eliminated. This state continues until such time as all its cities are captured by its original allies. If this occurs, the country can again field leaders and combat strength points (see 15.34 for the procedure).

15.34 Leaders for New Allies

The following is the number of leaders each country has when it no longer is neutral. Where there are more leader counters than leaders to be put into play, place all leaders in an opaque container, and draw the appropriate number. New leaders always begin in their country of origin.

France	3
Saxony	1
Russia	3
Sweden	1
Hanover	2
The Empire	1

15.35 Strength Points and Supply for New Allies

The owning player totals the resource points and troop points in the home country of his new ally. He then creates strength and supply points, and assigns them to the new ally's leaders.

15.4 LEADER REPLACEMENT/REMOVAL PHASE

During this phase, the players place all unused leaders in an opaque container. (Note that this is done separately for each country). Each player then rolls one die per country and consults the following table:

LEADER TABLE

Die-Roll	Result
1	Replace one leader.
2	Replace two leaders.
3	No changes.
4	No changes.
5	Add one leader.
6	Add two leaders.

If the result calls for the replacement of one or two leaders, the player chooses which leaders active in the previous Yearly Campaign to replace and puts them to one side (these are then added to the Replacement Leaders in play during the previous Yearly Campaign, and the resulting number is the number of new leaders drawn). If "no changes" was the result, only Replacement Leaders in play during the previous Yearly Campaign are removed, and an equal number of new leaders drawn for. If the result calls for the addition of one or two leaders, the owning player adds this number to the number of Replacement Leaders from the previous Yearly Campaign, and draws that total of new leaders from the opaque container.

- Replacement Leaders are never placed in the opaque container.
- This procedure is carried out separately for each country.
- Leaders eliminated in combat are permanently removed from play.
- If a result would require more leaders to be drawn than are available, draw all of the leaders available and ignore the remainder.

Example: The Prussian player has 5 Prussian leaders who were not in play during the previous Yearly Campaign. He has one Replacement Leader from the previous Yearly Campaign, and rolls a 1 on the *Leader Table*: result = replace one leader. The Prussian player removes a leader with a "1" Command Rating,

who had been active during the previous Yearly Campaign. He then draws two leaders from the opaque container, and places them on the map in their country of origin.

15.5 PURCHASE PHASE

During the Purchase Phase, the following procedure is used:

1. Players pay one troop point for the maintenance of each of their combat strength points that still exists from the previous Yearly Campaign. If a player does not have enough troop points to pay this maintenance cost, all excess combat strength points are eliminated.
2. Players pay one troop point for maintenance of every 3 garrison strength points existing from the previous Yearly Campaign. If there are fewer than 3 garrison strength points, the cost is still 1 to maintain. (*Example:* Prussia has 32 garrison points. It would cost 11 troop points to maintain the garrisons.)
3. If after paying the maintenance costs in steps (1) and (2) players have troop points remaining, they may purchase extra combat strength points or extra garrison strength points at the rate of one combat strength point for each two troop points expended, or two garrison strength points for each one troop strength point expended.
4. Players purchase supply points at the cost of one resource point for each supply point purchased.
 - Each country is calculated for separately.
 - Supply points from the previous Yearly Campaign are eliminated; they cannot be saved.

15.6 DEPLOYMENT PHASE

During this phase, each player fills out a new *Yearly Campaign Player Record Sheet*, first listing the leaders available for the next year's campaign. Then players assign combat strength points to each of their leaders (the total is equal to the number of combat strength points purchased or maintained during the Purchase Phase). Players then write down the set-up hexes (which must be in cities, forts, fortress, or areas which were controlled at the end of the previous Year) for each leader. Garrison points are assigned to Fort or Fortress

hexes. Supply points are given to each leader. Leaders with a Command Rating of 1, 2, or 3 may have a maximum of 2 supply points, while leaders rated 4 or 5 may have up to 3 supply points. Excess purchased supply points are left in reserve and noted as such. Morale points are assigned as follows: leaders with a Command Rating of 5 start with an 11 Morale rating. Leaders with a 4 Command Rating start with a 10 Morale Rating. Leaders with a 3 Command Rating start with a 9 Morale Rating. Leaders with a 1 or 2 Command Rating start with an 8 Morale Rating. Empire leaders start with a Morale Rating of 7. As usual, counters may be used instead of the *Record Sheets*; irrespective of whichever method is used, players should simultaneously and in secret record the set-up hex for each leader.

15.7 WEATHER PHASE

During the Weather Phase of the Strategic Cycle, the Prussian player rolls once on the *Weather Table*, using the Yearly Campaign Begins column. The result is the turn when the next Yearly Campaign begins. The end of each campaign is checked for during the biweekly turns beginning during the Weather Phase of the September II turn.

15.8 VICTORY CONDITIONS

At the end of each Yearly Campaign, both players check for victory. Victory is awarded if either player has accumulated 10 or more victory points. If both players have 10 or more victory points, the one with the higher total wins. Victory points are awarded for the control of cities, forts, and fortresses as follows:

ALLIES (Prussia and its Allies)

Prague	3 points
Vienna	5 points
Dresden	2 points
Koniggratz	1 point
Metz	2 points
Torgau	1 point
Eger	1 point
Olmütz	1 point
Strassburg	1 point
Nuremburg	1 point
Brunn	1 point

COALITION (Austria and its Allies)

Berlin	4 points
Magdeburg	5 points
Glogau	2 points
Hanover	2 points
Breslau	1 point
Stettin	1 point
Neisse	1 point
Glatz	1 point
Brieg	1 point
Dresden	1 point
Torgau	1 point
Kursten	1 point

If at the end of the 1762 Yearly Campaign, neither side has 10 victory points, the side with the higher victory point total wins. If the scores are equal, the game is a draw.

16.0 Design Notes

If you are like me, you probably read these notes before you play the game. Unfortunately, I'm not going to give you tips on tactics. That would never allow you to have the joy of learning those little strategies that 10 or 20 playings start to evolve for you. Instead, let me wish you luck and remind you that movement creates overwhelming combat conditions. This is a game of cut and parry. Please try it rather than the frontal assault approach. Of course, if you bought the game, you probably like that situation already. I would like to warn you to play the Yearly Campaign scenarios before trying the Strategic Campaign. The Yearly scenarios play in 2 to 6 hours, but the Strategic game takes 15 to 20 hours. Make sure you have the time before starting the Strategic. Other than that, go to it and enjoy yourselves.

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- Chandler, David, *Atlas of Military Strategy*, 1980.
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- Fuller, J.F.C., *A Military History of the Western World*, 1955.

Scenario Record Sheets

Note: Each player has a separate Player Record Sheet for each scenario (see 2.5). Players may also use the sheet to record the current strengths and morale of combat units (or may use the counters provided, as explained in the rules). When Scenario Record Sheets are used they should first be photocopied (cut scenario sheets 1-7 into two, corresponding to the Allied and Coalition portions).

THE CAMPAIGN SCENARIO

Year: _____ Player: _____

[illegible]

Notes:

Supply Points in Reserve:

Victory Points:

Note that in all scenarios eliminated garrisons may be replaced by leaders of the same nationality “dropping off” strength points up to the value of the original garrison. These strength points constitute a new immobile garrison, and may not move for the remainder of the game.

SCENARIO 1: 1756 (August II to November II, 7 Turns)

Allied Record Sheet

LEADER	Starting Hex	Morale Rating	Combat Strength	Supply Available
Frederick (P)	3117	11	10	2
Ferdinand (H)	3117	10	4	2
Keith (P)	3117	9	4	2
Schwerin (P)	2633	9	18	2
Brunswick (P)	2630	9	8	2
Maurice (P)	2630	9	5	2

GARRISONS	Strength	# of Turns Besieged
Glogau (2930) P	2	
Schweidnitz (2531) P	2	
Glatz (2432) P	1	
Neisse (2334) P	1	
Brieg (2534) P	1	
Berlin (3422) P	1	
Magdeberg (3117) P	1	
Hanover (3313) H	1	
Stade (3911) H	1	

Supply Points Available in Reserve: 18

Victory Points:

SCENARIO 1: 1756 (August II to November II, 7 Turns)

Coalition Record Sheet

LEADER	Starting Hex	Morale Rating	Combat Strength	Supply Available
Rutkowski (S)	2523	8	18	2
Browne (A)	2028	9	16	2
Lascy (A)	2028	8	8	2
Picolomini (A)	1734	8	14	2
Nadasy (A)	1734	8	6	2
Serbolini (A)	2025	9	8	2

GARRISONS	Strength	# of Turns Besieged
Torgau (2622) S	1	
Koniggratz (2130) A	4	
Brunn (1531) A	3	
Vienna (1130) A	4	
Prague (2025) A	2	

Supply Points Available in Reserve: 22

Victory Points:

SCENARIO 2: 1757 (March II to December II, 19 Turns)

Allied Record Sheet

LEADER	Starting Hex	Morale Rating	Combat Strength	Supply Available
Frederick (P)	2523	11	10	3
Henry (P)	2523	11	5	1
Keith (P)	2523	10	4	1
Schweirin (P)	2531	9	34	2
Lehwaldt (P)	3825	9	20	2
Maurice (P)	2421	9	18	2
Brunswick (P)	2526	9	18	2
Cumberland (H)	3313	8	8	2
Zastrow (H)	3113	9	7	2
Karl (H)	3210	9	5	2

GARRISONS	Strength	# of Turns Besieged
Magdeburg (3117) P	7	
Konigsberg (4641) P	5	
Breslau (2633) P	4	
Glogau (2930) P	2	
Kursten (3326) P	2	
Berlin (3422) P	2	
Colberg (4230) P	2	
Brieg (2534) P	2	
Glatz (2432) P	2	
Neisse (2334) P	2	
Torgau (2622) P	2	
Hanover (3313) H	8	
Bremen (3611) H	2	
Stade (3911) H	2	

Supply Points Available in Reserve: 20

Victory Points:

SCENARIO 2: 1757 (March II to December II, 19 Turns)

Coalition Record Sheet

LEADER	Starting Hex	Morale Rating	Combat Strength	Supply Available
Charles (A)	2025	8	15	2
Browne (A)	2025	10	15	2
Serbeloni (A)	2130	9	27	2
Koenigsegg (A)	2428	8	28	2
Darenburg (A)	2021	8	24	2
Nadasy (A)	1734	8	10	2
Daun (A)	1130	10	8	2
D'Estrees (F)	2801	8	15	2
Broglie (F)	2801	9	15	2
Contades (F)	2602	9	28	2
Chevert (F)	3004	9	8	2
St. Germain (F)	2704	9	8	2
Hamilton (SW)	4221	8	10	2
Soubise (F)	July I 1306	8	22	2
Apraxin (R)	July I 4641	8	22	2
Fermor (R)	July I 4641	8	20	2
Saxe (E)	July I 1716	7	18	2

GARRISONS	Strength	# of Turns Besieged
Schweidnitz (2531) A	8	
Cologne (2504) F	2	
Coblentz (2206) F	2	
Mainz (2008) F	2	
Frankfurt (2109) F	2	
Metz (1603) F	2	
Strasbourg (1306) F	2	
Prague (2025) A	1	
Vienna (1130) A	1	

Supply Points Available in Reserve: 25

Victory Points:

SCENARIO 3: 1758 (May I to November II, 14 Turns)

Allied Record Sheet

LEADER	Starting Hex	Morale Rating	Combat Strength	Supply Available
Frederick (P)	2633	11	36	3
Keith (P)	2633	10	20	1
Ziethen (P)	2531	10	15	2
Henry (P)	2523	11	18	2
Maurice (P)	2523	9	10	2
Dohna (P)	3925	10	18	2
Ferdinand (H)	3106	10	16	3
Karl (H)	3106	9	6	1
Sackville (H) July II	3807	9	9	2

GARRISONS	Strength	# of Turns Besieged
Magdeburg (3117) P	8	
Torgau (2622) P	4	
Berlin (3422) P	4	
Colberg (4230) P	4	
Kursten (3326) P	4	
Glogau (2930) P	4	
Brieg (2534) P	4	
Neisse (2334) P	4	
Glatz (2432) P	4	
Hanover (3313) H	2	
Bremen (3611) H	2	
Stade (3911) H	2	
Minden (3210) H	2	

Supply Points Available in Reserve: 21

Victory Points:

SCENARIO 3: 1758 (May I to November II, 14 Turns)

Coalition Record Sheet

LEADER	Starting Hex	Morale Rating	Combat Strength	Supply Available
Daun (A)	2130	10	40	3
Loudoun (A)	2130	8	20	2
Darenberg (A)	2130	8	15	1
Serbeloni (A)	2025	9	13	2
Harsch (A)	2025	8	10	2
DeVille (A)	1531	8	12	2
Clermont (F)	2602	8	14	2
St. Germain (F)	3004	9	5	2
Broglie (F)	2704	9	5	2
Contades (F)	2504	9	5	2
Chevert (F)	2801	9	5	2
Soubise (F)	1306	8	24	2
Fermor (R)	4641	8	20	2
Rumanjev (R)	4641	8	20	2
Tottleben (R)	4641	8	20	2
Zweibrucken (E)	1716	7	22	2
Hamilton (SW)	4221	8	14	2

GARRISONS	Strength	# of Turns Besieged
Olmütz (1734) A	4	
Vienna (1130) A	4	
Schweidnitz (2531) A	4	
Coblenz (2206) F	2	
Frankfurt (2109) F	3	
Metz (1603) F	2	

Supply Points Available in Reserve: 23

Victory Points:

SCENARIO 4: 1759 (April I to December I, 17 Turns)

Allied Record Sheet

LEADER	Starting Hex	Morale Rating	Combat Strength	Supply Available
Frederick (P)	2531	11	30	3
Finck (P)	2531	9	14	1
Henry (P)	2523	11	25	2
Dohna (P)	3326	10	13	2
Wedel (P)	3326	10	12	2
Fouque (P)	2334	10	12	2
Kleist (P)	3825	9	6	1
Ferdinand (H)	2711	10	16	2
Karl (H)	2711	9	10	2
Sprocken (H)	3106	9	9	2

GARRISONS	Strength	# of Turns Besieged
Berlin (3422) P	3	
Breslau (2633) P	2	
Brieg (2534) P	2	
Cassel (2711) P	1	
Colberg (4230) P	2	
Dresden (2523) P	1	
Glatz (2432) P	2	
Glogau (2930) P	2	
Hanover (3313) H	3	
Kursten (3326) P	1	
Magdeburg (3117) P	2	
Minden (3210) H	2	
Neisse (2334) P	1	
Schweidnitz (2531) P	1	
Stade (3911) H	2	
Torgau (2622) P	3	

Supply Points Available In Reserve: 22

Victory Points:

SCENARIO 4: 1759 (April I to December I, 17 Turns)

Coalition Record Sheet

LEADER	Starting Hex	Morale Rating	Combat Strength	Supply Available
Daun (A)	2130	10	40	3
DeVille (A)	1934	8	24	2
Loudoun (A)	2428	9	14	2
Harsch (A)	2117	8	10	2
Hadik (A)	2117	8	8	2
Broglie (F)	2110	9	14	2
St. Germain (F)	2110	9	10	2
Contades (F)	2504	9	38	2
Armentieres (F)	3004	9	12	2
Solitkov (R)	4641	8	30	2
Fermor (R)	4641	8	15	2
Rumanjev (R)	4641	8	15	2
Zweibrucken (E)	1817	7	14	2
Hamilton (SW)	4221	8	11	2

GARRISONS	Strength	# of Turns Besieged
Brunn (1531) A	4	
Coblenz (2206) F	2	
Cologne (2504) F	1	
Dusseldorf (2704) F	1	
Eger (2021) A	1	
Frankfurt (2109) F	1	
Koniggratz (2130) A	1	
Mainz (2008) F	2	
Metz (1603) F	2	
Munster (3107) F	1	
Nuremburg (1716) E	2	
Olmütz (1734) A	4	
Prague (2025) A	5	
Roermond (2602) F	2	
Venlo (2801) F	2	
Vienna (1130) A	5	

Supply Points Available in Reserve: 23

Victory Points:

SCENARIO 5: 1760 (June II to November I, 10 Turns)

Allied Record Sheet

LEADER	Starting Hex	Morale Rating	Combat Strength	Supply Available
Frederick (P)	2721	11	27	3
Wedel (P)	2721	10	14	2
Henry (P)	2930	11	20	2
Fouque (P)	2930	10	15	2
Dohna (P)	2432	10	13	2
Finck (P)	3326	9	7	2
Kleist (P)	2633	9	4	2
Ferdinand (H)	3106	10	35	2
Karl (H)	3106	9	25	2
Sprocken (H)	3210	9	6	2

GARRISONS	Strength	# of Turns Besieged
Colberg (4230) P	2	
Stettin (3825) P	2	
Magdeberg (3117) P	2	
Schweidnitz (2531) P	2	
Brieg (2534) P	2	
Berlin (3422) P	2	
Hanover (3313) H	2	
Stade (3911) H	2	

Supply Points In Reserve: 20

Victory Points:

SCENARIO 5: 1760 (June II to November I, 10 Turns)

Coalition Record Sheet

LEADER	Starting Hex	Morale Rating	Combat Strength	Supply Available
Daun (A)	2130	11	25	2
DeVille (A)	2130	9	11	2
Hadik (A)	2130	9	10	2
Gemigen (A)	2130	9	10	2
Loudoun (A)	2523	9	17	2
Harsch (A)	2523	9	10	2
Contades (F)	2109	9	30	2
St. Germain (F)	2109	9	26	2
Broglie (F)	2801	9	18	2
Armentieres (F)	2801	9	11	2
Soltikov (R)	4641	9	16	2
Fermor (R)	4641	8	16	2
Rumanjev (R)	4641	8	16	2
Zweibrucken (E)	1716	7	13	2
Hamilton (SW)	4221	8	8	2

GARRISONS	Strength	# of Turns Besieged
Prague (2025) A	2	
Olmütz (1734) A	2	
Brunn (1531) A	2	
Vienna (1130) A	2	
Wesel (3004) F	2	
Dusseldorf (2704) F	2	
Roermond (2602) F	2	
Cologne (2504) F	2	
Coblenz (2206) F	2	
Mainz (2008) F	2	
Metz (1603) F	2	
Strassburg (1306) F	2	

Supply Points in Available in Reserve: 24

Victory Points:

SCENARIO 6: 1761 (June II to November I, 10 Turns)

Allied Record Sheet

LEADER	Starting Hex	Morale Rating	Combat Strength	Supply Available
Frederick (P)	2633	11	35	3
Dohna (P)	2633	10	20	2
Henry (P)	2730	11	18	2
Kleist (P)	2730	9	10	2
Wedel (P)	2930	10	8	2
Fouque (P)	2930	10	6	2
Finck (P)	3326	9	8	2
Ferdinand (H)	3106	10	26	2
Karl (H)	3106	9	22	2
Sprocken (H)	3210	9	23	2

GARRISONS	Strength	# of Turns Besieged
Colberg (4230) P	2	
Stettin (3825) P	2	
Berlin (3422) P	2	
Magdeburg (3117) P	2	
Schweidnitz (2531) P	2	
Brieg (2534) P	2	
Neisse (2334) P	2	
Hanover (3313) H	2	
Stade (3911) H	2	

Supply Points Available in Reserve: 23

Victory Points:

SCENARIO 6: 1761 (June II to November I, 10 Turns)

Coalition Record Sheet

LEADER	Starting Hex	Morale Rating	Combat Strength	Supply Available
Daun (A)	2523	10	25	2
Harsch (A)	2523	10	20	2
Hadik (A)	2523	8	15	2
Loudoun (A)	2130	8	20	2
DeVille (A)	2130	8	30	2
Gemigen (A)	1734	8	20	2
Soubise (F)	3004	9	30	2
Armentierres (F)	3004	9	30	2
Contades (F)	2110	9	10	2
Brogie (F)	2110	9	10	2
St. Germain (F)	2110	9	10	2
Soltikov (R)	4641	8	15	2
Fermor (R)	4641	8	15	2
Rumanjev (R)	4641	8	15	2
Zweibrucken (E)	1716	7	10	2
Hamilton (SW)	4221	8	7	2

GARRISONS	Strength	# of Turns Besieged
Venlo (2801) F	2	
Dusseldorf (2704) F	2	
Roermond (2602) F	2	
Cologne (2504) F	2	
Coblenz (2206) F	2	
Mainz (2008) F	2	
Metz (1603) F	2	
Strassburg (1306) F	2	

Supply Points Available in Reserve: 26

Victory Points:

SCENARIO 7: 1762 (June II to December I, 12 Turns)

Allied Record Sheet

LEADER	Starting Hex	Morale Rating	Combat Strength	Supply Available
Frederick (P)	2633	11	28	3
Dohna (P)	2633	10	24	2
Kleist (P)	2633	9	20	1
Henry (P)	2622	11	8	2
Wedel (P)	2622	10	6	2
Finck (P)	2622	9	6	2
Fouque (P)	3825	10	5	2
Ferdinand (H)	3106	10	20	2
Karl (H)	3106	9	9	2
Sprocken (H)	3106	9	9	2

GARRISONS	Strength	# of Turns Besieged
Berlin (3422) P	2	
Magdeberg (3117) P	2	
Glogau (2930) P	2	
Brieg (2534) P	2	
Neisse (2334) P	2	
Minden (3210) H	2	
Hanover (3313) H	2	
Stade (3911) H	2	

Supply Points in Reserve: 21

Victory Points:

SCENARIO 7: 1762 (June II to December I, 12 Turns)

Coalition Record Sheet

LEADER	Starting Hex	Morale Rating	Combat Strength	Supply Available
Daun (A)	2432	10	24	2
Loudoun (A)	2432	9	20	2
DeVille (A)	2432	8	20	2
Gemigen (A)	2432	8	18	2
Harsch (A)	2523	9	10	2
Hadik (A)	2523	9	10	2
Soubise (F)	2109	9	20	2
Clermont (F)	2109	9	15	2
Broglie (F)	2109	9	10	2
St. Germain (F)	2109	9	8	2
Contades (F)	2704	9	12	2
Armentierres (F)	2704	8	9	2
Zweibrucken (E)	1716	7	8	2
Hamilton (SW)	4221	8	7	2

GARRISONS	Strength	# of Turns Besieged
Schweidnitz (2531) A	4	
Koniggratz (2130) A	2	
Prague (2025) A	2	
Olmütz (1734) A	2	
Brunn (1531) A	2	
Vienna (1130) A	2	
Wesel (3004) F	2	
Venlo (2801) F	2	
Roermond (2602) F	2	
Cologne (2504) F	2	
Coblenz (2206) F	2	
Mainz (2008) F	2	
Metz (1603) F	2	
Strassburg (1306) F	2	

Supply Points in Reserve: 22

Victory Points:

PERCENTAGE TABLE

Strength Points	5%	10%	20%	30%	40%	50%	60%	70%	80%	90%
1	-	-	-	-	-	1	1	1	1	1
2	-	-	-	1	1	1	1	1	2	2
3	-	-	1	1	1	2	2	2	2	3
4	-	-	1	1	2	2	2	3	3	4
5	-	1	1	2	2	3	3	4	4	5
6	-	1	1	2	2	3	4	4	5	5
7	-	1	1	2	3	4	4	5	6	6
8	-	1	2	2	3	4	5	6	6	7
9	-	1	2	3	4	5	5	6	7	8
10	1	1	2	3	4	5	6	7	8	9
20	1	2	4	6	8	10	12	14	16	18
30	2	3	6	9	12	15	18	21	24	27
40	2	4	8	12	16	20	24	28	32	36
50	3	5	10	15	20	25	30	40	45	50

EXCESS LOSS TABLE

Modified Die-Roll	Uncommitted Points Removed
5 or less	0
6 - 7	1
8 - 9	2
10 - 11	3
Die-Roll Modifier: + Number of excess losses	

SIEGE TABLES

Breach					Honors of War				
# of Turns of Siege					# of Turns of Siege				
DR	1	2-4	5-8	9+	DR	1	2-4	5-8	9+
1	B	B	B	B	1	H	H	H	H
2	B	B	B	B	2	H	H	H	H
3	-	B	B	B	3	S	H	H	H
4	-	-	B	B	4	S	S	H	H
5	-	-	-	B	5	S	S	S	H
6	-	*	*	*	6	S	S	S	S

Explanation of Results:

- B = Breach, roll again on Honors of War Table
- = No effect
- * = Attacker rolls again; on a 5 or 6, loses 10% of besieging force
- H = Garrison is granted Honors of War
- S = Garrison is forced to surrender without Honors of War

COMMITMENT TABLE

DIE-ROLL	LEADER'S COMMAND RATING				
	1	2	3	4	5
0-	20%	30%	40%	50%	60%
1	30%	40%	50%	60%	70%
2	40%	50%	60%	70%	80%
3	50%	60%	70%	80%	90%
4	60%	70%	80%	90%	100%
5	70%	80%	90%	100%	100%
6	80%	90%	100%	100%	100%
7	90%	100%	100%	100%	100%
8+	100%	100%	100%	100%	100%
Die Roll Modifiers: -1 if demoralized (defender) +1 if did not move during turn -1 if more than two leaders +1 if player expends 1 supply point to concentrate force +1 if defending					

TERRAIN EFFECTS CHART

Type of Terrain	Movement Effects	Combat Effects
Clear	2 m.p. to enter	None
Fort, Fortress, City	No additional cost	(2)
Mountain	4 m.p. to enter	Defender's strength doubled; -2 to attacker's die-roll
Road	1 m.p. to enter	None
River Hexside	+2 to cross; +1 on road	Attacker halved, if crossed adjacent to attack. (1)
Mountain Hexside	Impassable	—
Mountain Pass	Treat as road	defender doubled; attacker who traversed a pass halved (see 9.41). (1)
(1) For the effect of bridges and mountain passes on retreat, see 9.56. (2) For sieges see rules section 10.		

ALLY DETERMINATION TABLE (Strategic Campaign)

DR	Hanover	Saxony	France	Russia	Empire	Sweden
1	Austria	Austria	Austria	Austria	Austria	Austria
2	Neutral	Austria	Austria	Austria	Austria	Austria
3	Prussia	Austria	Austria	Austria	Austria	Austria
4	Prussia	Neutral	Neutral	Neutral	Neutral	Neutral
5	Prussia	Neutral	Neutral	Neutral	Neutral	Neutral
6	Prussia	Prussia	Prussia	Prussia	Prussia	Prussia

Modifiers:

Hanover, Empire, Sweden: None

Saxony: -1 if Prussia has invaded Saxony first;
+1 if Austria has invaded Saxony first

France: -1 if Prussia and Hanover are allies

Russia: +1 if Austria invaded Saxony first

WEATHER TABLE (Strategic Campaign)

Die-Roll	Yearly Campaign Begins	YEARLY CAMPAIGN ENDS					
		Oct I	Oct II	Nov I	Nov II	Dec I	Dec II
1	APR I	No	No	No	No	No	Yes
2	APR II	No	No	No	No	No	Yes
3	APR II	No	No	No	No	Yes	Yes
4	MAY I	No	No	No	Yes	Yes	Yes
5	MAY II	No	Yes	Yes	Yes	Yes	Yes
6	JUN I	Yes	Yes	Yes	Yes	Yes	Yes

COST CHART (Strategic Campaign)

ACTION:	Troop Points
Maintain 1 combat strength point	1
Maintain 3 garrison strength points	1
Build 1 combat strength point	2
Build 2 garrison strength points	1
Create 1 supply point	1

LEADER TABLE (Strategic Campaign)

DR	Result
1	Replace 1 leader
2	Replace 2 leaders
3	No change
4	No change
5	Add 1 leader
6	Add 2 leaders

COMBAT RESULTS TABLE

DIE-ROLL	NUMBER OF COMBAT POINTS FIRING									
	0-1	2-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45
0	-	-	-	-	-	-	-	-	-	1
1	-	-	-	-	-	-	-	-	1	1
2	-	-	-	-	-	-	-	1	1	1
3	-	-	-	-	-	-	1	1	1	1
4	-	-	-	-	1	1	1	1	1	2
5	-	-	-	1	1	1	1	1	2	2
6	-	-	1	1	1	1	2	2	2	3
7	-	1	1	1	1	2	2	2	3	4
8	1	1	1	1	2	2	2	3	3	4
9	1	1	1	2	2	2	3	3	4	5
10	1	1	2	2	2	3	3	4	5	6
11	1	2	2	2	3	3	4	5	6	7
12 +	2	2	2	3	3	4	5	6	7	8

Dice-Roll Modifiers:

+ highest ranking leader's combat rating

-2 if demoralized

-2 if attacking in a mountain hex

+1 if player expends 1 supply point for intensified battle

MOVEMENT POINT TABLE

DIE-ROLL	LEADER'S COMMAND RATING					
	1	2	3	4	5	FM
2	1	1	2	2	3	1
3	1	2	2	3	3	2
4	2	2	3	3	4	2
5	3	3	4	4	5	2
6	3	4	5	5	6	3
7	4	5	5	6	7	3
8	4	5	6	7	8	4
9	5	6	7	7	8	4
10	5	6	7	8	9	5
11	6	7	8	8	9	5
12	7	8	8	9	10	6

Dice-Roll Modifiers:

+1 if unit in own territory or that of an ally

-1 if more than 40 combat points in hex

-2 if more than 60 combat points in hex

-1 if demoralized

-1 if out of supply

THE CAMPAIGNS OF FREDERICK THE GREAT

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AUSTRIAN HOLDING BOXES

THE CAMPAIGNS OF
FREDERICK THE GREAT



Strength

Supply

Morale

Charles

Daun

Browne

Loudoun

Picolomini

Serbeloni

Lascy

Nadasy

Darenberg

Strength

Supply

Morale

Koenigsegg

Harsch

Deville

Hadik

Gemigen

Replacement
A

Replacement
B

Replacement
C

Replacement
D

	Strength	Supply	Morale
Frederick			
Schwerin			
Henry			
Brunswick			
Keith			
Maurice			
Lehwaldt			
Dohna			
Ziethen			

	Strength	Supply	Morale
Wedel			
Fouque			
Finck			
Kleist			
Replacement A			
Replacement B			
Replacement C			
Replacement D			

OTHER COUNTRIES HOLDING BOXES

	Strength	Supply	Morale
Cumberland (H)			
Ferdinand (H)			
Zastrow (H)			
Karl (H)			
Sackville (H)			
Sprocken (H)			
Rutkowski (S)			
Hamilton (SW)			
Apraxin (R)			
Solitkov (R)			
Fermor (R)			
Rumanjev (R)			

	Strength	Supply	Morale
Tottleben (R)			
d'Estrees (F)			
Clermont (F)			
Soubise (F)			
Contades (F)			
Broglie (F)			
Chevert (F)			
St. Germain (F)			
Armentieres (F)			
Zweibrucken (E)			
Saxe (E)			

From: "Brandon Einhorn" <brandon@global-tech.com>
 Subject: Frederick the Great - 3W - Variant Rules

Frederick the Great (3W)

Replacements

There are no replacements, and no replacement die roll is made each turn. This is offset by the removal of the high intensity combat option.

Leaders

1) A leader with a command rating of three or higher and the senior leader may personally control 40 troop points (TP). All other leaders may control 25 TPs. Troop points of the same nationality are freely exchangeable between leaders stacked together at the end of a turn.. Leaders may temporarily exceed this limit due to setup or the return of POWs. When they end the turn stacked with other leaders, the total must be reduced to the leaders limit. 2) With the exception of Frederick, the senior commander's force must have more troops than any other force. If due to combat the senior leaders force is reduced, it is not required to be made larger, or to reduce another leaders force. However no other leader with a larger force may have more troops added. Nor may another force add troops if the total would be greater than the seniors force.

Supply

Supply consists primarily of food and fodder, not powder and ammunition. One supply point (SP) is needed for every 20 troop points, rounded down. [19 troops need 0 SPs, 40 need 2 SPs. [or try 25 troop points, rounding to the nearest integer. 12 troop points need 0 SPs, 38 troops need 2 SPs.] 1) A leader with a command rating of 2 or 1 may not end his move (movement, forced march, reaction) out of supply, unless he carries adequate supply with him. 2) Due to cavalry and light infantry, all Austrian forces have a ZOC that interdicts supply lines. Also unescorted supply units may not enter an empty hex adjacent to an Austrian unit 3) In combat the concentration bonus is still available by expending one supply point (SP) for the entire force (unless 2 hexes from a fort), but the high intensity option is no longer available. 4) A unit may absorb any supply wagons it moves through, up to its supply limit. A force moving through a fort may absorb 2 SPs. 5) Foraging: If a force moves, and starts the turn more than 2 hexes from a depot, it must expend SPs or it is out of supply for movement purposes. Two forces starting the turn in the same hex but moving in different directions must pay SPs independently. If a force remains stationary and is not within 2 of a depot it must expend SPs, or suffer attrition. If a force is out of supply for two turns it suffers attrition.

Attrition Table

(+1 to die roll for each consecutive turn rolled after the first.)

Roll	Result
1	0
2	5%
3	5%
4	5%
5	10%
6	10%

Movement

A force may move twice in a turn due to any combination of movement, forced march, and reaction. Thus a force that reacts twice may not move further. A force that moves may react once.

Sieges

To besiege a fort, a force must begin the turn in the hex, and not move from that hex. If the besieging force doesn't outnumber the force in the fort, there is a +1 to all breach and surrender die rolls.

Combat

1) Losses should be distributed proportionally, both each round and over the course of the battle. The owner may assign odd losses as he sees fit. [ex. a 25TP force consisting of two leaders controlling 20 TP and 5 TP. A loss of 3 may be applied 3,0 or 2,1. A further loss of 2 (total loss of 5 at this point) must result in the 20 TP taking 4 losses and the 5 TP taking 1 loss.] 2) The commitment table is modified as follows: There is no penalty for having more than two leaders. Instead there is a -1 penalty for more than 40 TPs, and a -2 for more than 60 TPs. 3) It is MUCH too easy to disengage from combat. During combat if a side retreats (voluntarily or due to a failed morale check) there is one last round of combat. In this last round the retreated gets a -1 modifier, the pursuer gets a +1 modifier. 4) When rolling for demoralization, if the overall commander breaks, his force must retreat. If a subordinate breaks, those troops are simply no longer committed (his morale is also reduced). If one side is retreating, the other side does not have to retreat, even if it fails its morale check.

Prisoners of War

After a battle, subtract the winners losses from the losers, and divide this number by two, rounding up. This is how many of the losers losses are prisoners of war captured by the winner. At the beginning of each turn, prisoners must be exchanged on a one for one basis. The owning player decides which of his prisoners are released. Released prisoners are available two turns later, at the end of the turn. They appear at any city/fort in their home country. They may move with supply wagons to reach units at the front (using the wagons command, initiative, and combat rating). Prisoners must be exchanged as soon as possible.

Demoralization

There are two types of morale: leader morale and troop morale.

1) Troop morale is the same morale as specified in the game. To recover troop morale, starting with the second turn after the demoralization, the leader must roll his morale or less on two dice. Thus a force that loses a battle will be vulnerable to the effects of demoralization for at least one entire turn.

2) Leader morale

represents the leaders offensive thinking. A demoralized leader must retreat towards a friendly occupied fort. He may move each turn, but he must end the turn in a friendly fort. He may only attack a unit that he reacts to or that enters his hex. He may not enter an enemy hex during his movement. To recover leader morale, the senior commander of the force must roll his command rating or less on 1 die. If successful he must roll his morale or less on two dice. To recover leader morale, the senior commander of the force must roll his command rating or less on 1 die. If successful he must roll his morale or less on two dice.

3) If a demoralized leader or force wins a battle, it becomes undemoralized immediately.

4) A force that loses a battle must retreat 4 movement points, but it may stop in a friendly fort.












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Prussia






1	1	1	1	1	1	1	1	1
3	3	3	3	3	3	3	3	3

10	10	10	10	10	10	10	10
5	5	5	5	5	5	5	5

Empire

										
3	3	3	3	3	1	1	1	1	1	1













Hanover

$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$		5
$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$		5
$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$		5
$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$		5
$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$	$\frac{11}{10} \frac{8}{6} M$		5












11

















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














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













							
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













							
10	10	10	10	10	10	10	10
							
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4	4	4	4	2	2	2	2

















							
10	10	10	10	7	7	7	7
							
10	10	10	10	7	7	7	7

















							
2	7	7	7	7	7	7	7
							
2	7	7	7	7	7	7	7

							
10	9	8	7	6	5	4	3
							
2	2	2	2	2	2	2	2

							
1	4	3	2	1	1	1	1
							
2	2	2	2	2	2	2	2

							
10	9	8	7	6	5	4	3
							
2	2	2	2	2	2	2	2

























							
3	2	1	2	1	1	1	1
							
2	2	2	2	2	2	2	2

							
2	2	2	2	2	2	2	2
							
2	2	2	2	2	2	2	2















































































































THE GREAT

1	1	1	1	1	1	1	3	3
3	3	3	3	3	3	3	5	5














Russia





















 10	 10	 10	 10	 3	 3	 3	 3	 3	 3	 3	 5
 5	 5	 5	 10	 1	 1	 1	 1	 1	 1	 1	 3

Saxony

	1		1		1		1		3		1		1		1		1		3		3
	1		1		1		5		5		5		5		5		5		5		5
	1		1		1		5		5		5		5		5		5		5		5
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	1		1		1		5		5		5		5		5		5		5		5

France





















	1
	1
	1
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	1
	1
	1
	1

 3	 3
 3	 3
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 5	 3
 5	 3



















Artwork by Beth Queneman

Artwork by Beth Queneman





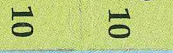















Back 2

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 10	 10	 10	 10	 4	 4	 4	 4	 4	 4





















Russia

















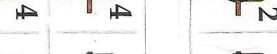



 4	 2	 2	 2	 20	 10	 10	 10	 10	 20
 10	 4	 4	 4	 20	 20	 20	 20	 20	 20





















Saxony





















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 2	 2	 2	 10	 10	 10	 10	 4	 4	 4














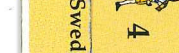






France

 2	 2	 2	 2	 2	 20	 20	 20	 20	 20
 4	 4	 2	 2	 2	 20	 20	 20	 20	 20

 2	 2	 2	 2	 2	 2	 2	 2	 2	 2
 2	 2	 2	 2	 2	 2	 2	 2	 2	 2

 10	 10	 10	 10	 10	 4	 4	 4	 4	 4
 20	 20	 20	 20	 20	 20	 20	 10	 10	 10

 4	 4	 4	 4	 4	 4	 4	 4	 4	 4
 10	 10	 10	 10	 4	 4	 4	 4	 4	 4

 2	 2	 2	 2	 2	 4	 2	 2	 4	 4
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Sweden

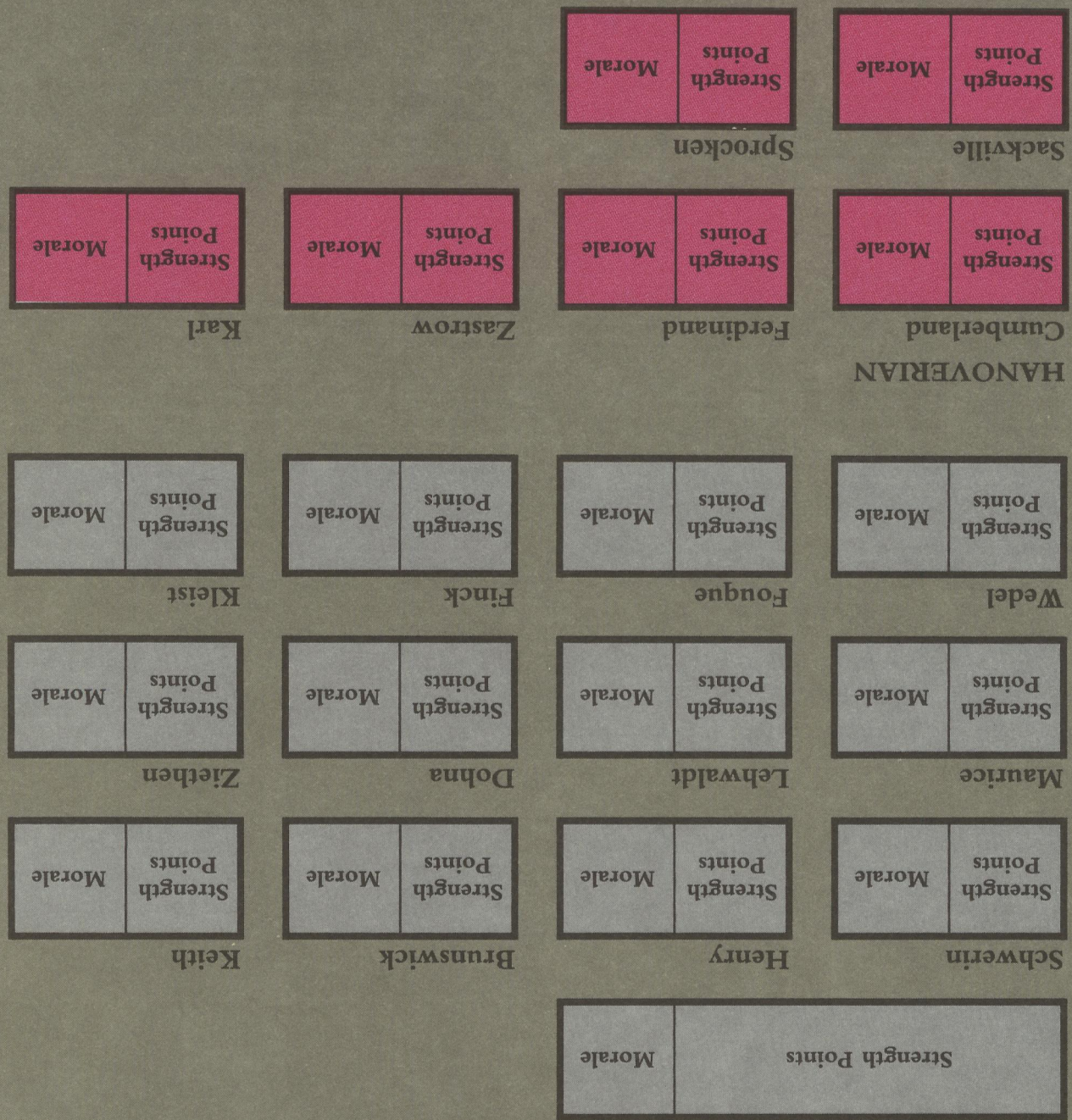
Empire

Jan. I	Jan. II	Feb. I	Feb. II	March I	March II	April I	April II	May I	May II	June I	June II	July I	July II	Aug. I	Aug. II	Sept. I	Sept. II	Oct. I	Oct. II	Nov. I	Nov. II	Dec. I	Dec. II
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Game Design: ROBERT MARKHAM
Map Graphics: MARK SIMONITCH

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Game Design: ROBERT MARKHAM
Map Graphics: MARK SIMONITCH

Clear	Road	River	Mountain	Mountain Pass	Mountain Hexside	Town	Fort	Fortress	Area Boundary



COALITION HOLDING BOXES:

Charles	Juan	Browne	Loudoun
Strength Points: 10 Morale: 10	Strength Points: 10 Morale: 10	Strength Points: 10 Morale: 10	Strength Points: 10 Morale: 10
Picolomini	Serbeloni	Lascy	Nadasy
Strength Points: 10 Morale: 10	Strength Points: 10 Morale: 10	Strength Points: 10 Morale: 10	Strength Points: 10 Morale: 10
Darenburg	Koenigsegg	Harsch	DeVille
Strength Points: 10 Morale: 10	Strength Points: 10 Morale: 10	Strength Points: 10 Morale: 10	Strength Points: 10 Morale: 10

D'Estrees		Jermont		Soubise		Contades	
Strength Points	Morale	Strength Points	Morale	Strength Points	Morale	Strength Points	Morale
Broglie		Chervert		St. Germain		Armentieres	
Strength Points	Morale	Strength Points	Morale	Strength Points	Morale	Strength Points	Morale

Solitkov		Fermor		Rumanjev		Tottleben	
Strength Points	Morale	Strength Points	Morale	Strength Points	Morale	Strength Points	Morale

Rutkowski		Hamilton		Apraxin	
Strength Points	Morale	Strength Points	Morale	Strength Points	Morale

Zweibrücken		Saxe		Hadik		Gemign	
Strength Points	Morale	Strength Points	Morale	Strength Points	Morale	Strength Points	Morale

Hamilton		Apraxin	
Strength Points	Morale	Strength Points	Morale

Hadik		Gemigen	
Strength Points	Morale	Strength Points	Morale