

Prussia's Glory: Battles of Frederick the Great

Rules Summary

2004-09-30

Note: This is not intended as a rules reference; if you want a point clarified turn to the original rules. The goal is to make it easier to get into the rules by cutting the verbiage to the bone. Common concepts (e.g., ZOCs) will not be explained in here.

Introduction:

Roszbach is a good starting point.

1.0 General Information

When counting distances between hexes, count the ending hex but not the starting hex (adjacent hexes are 1 hex apart, for example). About half of the Units for each battle will not begin play on the map. Those Units are replacements and will enter play when casualties are removed.

See pages 23 and 24 for a glossary of terms.

Each map hex is 500 yards, each Game Turn one hour of real time. Every infantry SP about 400 men, every cav SP represents 200 men. 3 and 4 Step Units are brigades or equivalents, 2 Step Units are regiments or Russian Cossack or Prussian Freikorps Units and 1 Step Units are battalions. Artillery Units represent 10 to 20 cannons and crew.

- Prussian—blue background
- Austrian—white background
- Austrian auxiliaries (Leuthen scenario)— medium gray background, with following designations:
 - Wurt—Württemberg
 - Wurz — Würzburg
 - Bav—Bavarian
- Saxon—medium gray (Leuthen, Torgau scenarios)
- Russian—green background
- French—light gray background
- French Foreign Units (Roszbach)—light gray background with following designations:
 - Sw—Swiss
 - Ger—German
- Holy Roman Empire “Kreise”—medium gray (Roszbach)

2.0 How to Read the Game Pieces

Prussia's Glory contains two different types of pieces: Unit/Leader counters and Markers.

Only infantry and cavalry have a step number and participate in Close Combat. 3 and 4 Step Units are represented with two pieces. Units that have a dot instead of a set up hex are replacement pieces.

Artillery have no Strength Points, instead having three Bombardment Strength values. Artillery will have no Wing affiliation.

Leaders: morale values and (possibly) initiative.

3.0 Sequence of Play:

Parenthesized () numbers after segments in the Sequence of Play refer to rules sections covering that segment. Bracketed [] numbers after the actual rules segments refer back to their order in this Sequence of Play.

A. Prussian Player Turn:

- 1 Army Activation Phase (Main scenarios only) (4.1)
- 2 Command Determination Phase (4.2)
 - A Deploy from Column Segment (4.4)
 - B Group Command Roll Segment (4.5)
- 3 Movement Phase (7)
 - A Routed Movement Segment (7.1)
 - B Place “Locked” Markers Segment (7.2)
 - C Normal Movement Segment (7.3)
- 4 Offensive Bombardment Phase (8)
- 5 Rally Phase (9.4)
- 6 Defensive Bombardment Phase (8.5)
- 7 Close Combat Phase (10)
- 8 Remove Locked (Engaged) Markers Phase (11)

B. Coalition Player Turn:

The Coalition player performs his player turn in the same way.

C. Joint Army Morale Adjustment Phase [13]:

Both players adjust their Current Morale Markers, check for and apply Army Demoralization/Broken procedures, if required.

D. End of Turn Phase [14]: Move Turn marker.

4. Army Activation and Command Determination:

. Once an Army has been Activated, every Group and Wing will have a Command State determined for it every turn.

4.1 Army Activation Phase [1]:

An Army must be Activated before it may perform any movement or combat. Army Activation only occurs once per side. Both sides' armies start the Main Scenarios Inactive. Generally, the Prussian player will have to decide when to Activate and start their army moving. The Coalition player may

also attempt to Activate (at higher cost and risk), or await Activation due to Prussian actions.

In the Battle Scenarios, both Armies are considered already Activated and there is no Army Activation.

4.1.1 Normal Activation: Once per turn during the Army Activation phase. Reduce AM by Activation cost (see Scenario). Add Army Commander's Initiative to 1d6. Activation on 7+. Ignore rest of play sequence if Act. fails.

4.1.2 Automatic Activation: If an enemy counter moves within three hexes and clear LOS of an Inactive counter, active next Turn. Exception: Detachments (4.3).

4.1.3 Coup d'Oeil Activation: The first time (only, per game) any counter of an Inactive Army or Detachment (4.3) gets a clear LOS (8.2) of ≤ 7 hexes to an enemy Unit, the Inactive player may make a Coup d'Oeil (CdOA) Activation attempt. Add Army Commander initiative to 1d6, may Activate by spending AM cost on 8+.

4.2 Command Determination Phase [2]:

Wings, Groups, and Command States:

2 BASIC GROUPS: Infantry/Artillery and Cavalry. Specific Groups according to scenario. A Wing belongs to one Group, Command State is determined for all Wings in a Group.

Roll \leq Group Command Rating (shown on marker) for each Group in an Activated Army for the Group to be Effective.

COMMAND STATE: The Command State of the Group applies to every Wing of that Group, along with any artillery in that Group. Effective Wings get full Movement Allowance, while Degraded Wings get half Movement Allowance (round up). In Column Units (7.6) have different Degraded MAs. Leaders always get their full Movement Allowance.

4.2.1 Special Leaders (with star) allow one Degraded Wing (and possibly some artillery) to attempt to recover to Effective. This attempt occurs after all of the Groups have rolled their ("I" only for Wings with infantry, "C" only for Wings with no infantry).

4.2.2 Out of Command Units: if > 5 hexes from its Wing Leader (any leader for arty) at start of turn. Half normal MA (round up), cannot enter EZOC. 2 inf/cav units per turn trace directly to army commander.

4.3 Detachments are Activated independently when a counter can trace a 3 hex or less LOS (8.2) to an enemy counter, or an already Activated friendly Det counter. Dets are dissolved (counters go back to Basic Groups) when main Army activates. Each Det gets one attempt at CdOA Activation.

Deploy In Column Wings if desired (artillery if within 5 hexes of leader).

Each Group: Effective if $1d6 \leq$ Command Rating, else Degraded (place marker appropriately). Each Special Leader can try to put one Degraded *Wing* (as well as any artillery units he is stacked with) into Effective state, by rolling \leq his initiative. Must be the Leader for that Wing or stacked with that Leader.

5. Stacking:

12 Steps infantry/cavalry PLUS up to 8 artillery. Up to 12 artillery if no inf/cav. In Column max. 4 inf/cav plus 8 artillery. Checked at end of movement phase.

5.4 Stacking Order

Only the top 4 Steps of infantry/cavalry in stack participate in Close Combat, and only artillery that is above all inf and cav in a stack may Bombard.

- Units that *start the turn* under a Locked (Engaged) marker (7.2) have restrictions on changing stacking order.
- A Retreating Unit is always placed on top of a Stack.
- COALITION ARTILLERY STACKING ORDER: Coalition artillery that enters an EZOC (6.1) must be placed on the bottom of the Stack. Prussian Units do not suffer this restriction.

6. ZOCs and Engaged:

All non-Routed Units exert a ZOC over all six adjacent hexes, except any hexes the Unit is prohibited from entering (7.0). Leaders and routed Units have no ZOC.

The top 4 inf/cav steps (or less-) in a Stack are considered *Engaged*, the rest *Supporting*. Artillery Units do not become Engaged or Supporting. All Engaged inf/cav must participate in Close Combat if they are adjacent to any opposing inf/cav.

6.3 Engaged Units and Stacking Order

Engaged Markers are placed on a stack with inf/cav that starts turn in an EZOC. Any hexes so marked may not be vacated completely during the turn (except if contains only Fast Units in only non-Fast Unit EZOCs). During the turn, the inf/cav that are Engaged in that Stack can change, either by Supporting inf/cav moving to the top of the stack or new inf/cav entering. If that happens, flip the marker over to its penalty ("−2 DRM") side. That Stack will have a negative modifier in the upcoming Close Combat. Note that inf/cav may enter a marked hex and become Supporting Units without penalty.

NOTE: Units in hexes that are not marked with a Locked marker (i.e, the units in the hex didn't begin the turn in EZOC) may change their stacking order freely throughout the turn, with the exception of Coalition artillery units per 5.4.

Engaged Fast Units leaving only non-fast EZOCs do not cause the Marker to flip to its penalty side, but still must pay additional movement costs (see 7.2.3).

7. Movement Phase [3]:

Artillery that moves in this Phase will not be able to Bombard (put Moved marker on it). Routed infantry and cavalry *must* move (2 hexes for inf, 3 for cav). Routed artillery never moves. All hexes with infantry and cavalry that are in an EZOC are marked with a Locked Marker (7.2) and have restricted movement (6.3). Players may place Wings In Column during this phase.

Routed infantry and cavalry *must* move, following the retreat rules (10.9), may rout off map (then eliminated).

Normal Movement: Counters are moved *one at a time*, and one counter must complete its movement before the next begins. For hexes with multiple terrain types, use only the highest hex cost. Counters always pay all applicable hex side costs. As long as no other rules are broken, a counter may always move one hex during its turn, regardless of MP costs.

Leaders always get their full MA. Non-leader Units' MA are halved (rounded up) if Degraded, OOC, Disordered. Only halve once if multiple apply.

Except for Artillery Capture, counters may never enter an enemy-occupied hex. Non-routed units may only exit map if their Army is Demoralized or Broken.

7.5.1 Infantry or Artillery entering an EZOC and becoming Engaged must stop moving. Supporting infantry may leave an EZOC if it has sufficient MP (+1 MP). Engaged Fast infantry can also leave; Engaged non-fast infantry must be made Supporting by another unit entering and becoming Engaged (flip marker). Artillery cannot enter EZOC unless already occupied by friendly inf/cav, and can always leave (+1 MP).

7.5.3 Fast Units must stop moving adjacent to an Engaged, Formed enemy cavalry Unit. If an Engaged Fast Unit is not adjacent to an Engaged, Formed cavalry Unit, it may leave EZOC (+2 MP except Prussian cav +1MP).

7.5.4 Leaders can enter and leave EZOC freely (no MP cost) and continue to move as long as there is a friendly Unit. May not enter EZOC if no friendly Unit present.

7.5.5 Units with Parenthesized Strength Points cannot enter EZOC.

7.6 In Column Movement:

At either the start or end of the Movement segment, Effective Wings (plus 3 Effective artillery units within 5 hexes of wing leader) can be put In Column (IC) if all surviving units are Formed, In Command, and out of EZOC. Army Commanders can be placed IC and Deploy during the appropriate segments without regard to EZOC.

To mark a Wing that is IC, flip the Wing Leader to the IC side, rotate the Leader and all Units that went IC 90 degrees from Units that are not IC. To mark an Army Commander as IC, rotate his counter 90 degrees.

7.6.1 Effects of In Column Movement: Units that are IC gain +4 MA, and ignore all terrain costs, paying 1 MP per HEX entered (they may still not enter prohibited terrain). If an IC Wing is Degraded, do NOT use half MA for the Units or add 4. Instead, Degraded IC MA are as follows:

Degraded IC artillery—4 MA

Degraded IC infantry—5 MA

Degraded IC cavalry—7 MA

IC Units have penalties in Close Combat, listed on the Player Aid Cards. IC Artillery may not Bombard.

7.6.2 Voluntary Deployment: During the Deploy From Column Segment (4.4), a player may announce that a Wing is Deploying from column. Flip the Wing Leader back to the normal side and rotate all of the Units back to normal. Any artillery Unit within 5 hexes of the Wing Leader may Deploy at the same time. Normal movement rules immediately apply to this Wing.

7.6.3 Forced Deployment: If an enemy Unit moves within three hexes of any IC Unit, the associated Wing may attempt to Deploy (along with any IC artillery within 5 hexes of that Unit). Only one such attempt per turn. First, determine the Command Rating for the moving and stationary Unit. This is the Command Rating for each Units' Group (except if a Leader with Initiative is stacked with either Units' Wing Leader, that Leader's Initiative may be used instead). Each player rolls one die and adds each side's Command Rating or Initiative (+4 for Prussian). Only if IC side's total is higher, immediately Deploy as above, otherwise Wing remains IC.

8. Bombardment:

The Active Player may Bombard with their artillery that is:

- Stacked above all infantry and cavalry in its hex
- not In Column or Routed
- AND did not move this Player Turn.

Each artillery Unit may only fire at one hex per Turn, up to three hexes away (except must bombard adjacent enemies if any exist) and must have LOS to the hex (8.2). Each hex may only be Bombarded once per Turn. If multiple Units fire at one target hex, their Bombardment Strengths are added.

Artillery Units may not Bombard enemy Units adjacent to friendly Units, unless the artillery is Stacked with or adjacent to EVERY such friendly Unit AND adjacent to the intended target hex.

8.2 Line of Sight:

Line of Sight (LOS) is traced between hex centers. Blocked by woods, town, or a Unit. Owning player decides which hex counts if LOS runs along a boundary.

8.2.1 Slopes

When sighting DOWNHILL, the source must be adjacent to the slope. When sighting UPHILL, the target must be adjacent to the slope. LOS is blocked when sighting across two slope hexes except (a) when the two slopes are in opposite directions, indicating low ground between the two hexes (b) both slopes are part of the same intervening hex, and the hex on the high side is adjacent to the slope (which is the same rule as for one slope).

8.2.1.2 More than Two Slopes: In general, the unit at the highest elevation must be adjacent to the highest slope edge. Any further changes in elevation down must occur in successive hexsides. Low ground, defined in 8.2.1.1 above, can be ignored.

Unit do not block LOS if on low ground (see the previous section) of if the source or target hex is on the high side of a slope, and the Unit is immediately adjacent and down slope from the high side.

8.3 Resolving the Bombardment:

Total the Bombardment Strengths (given as 1 hex range/2 hexes/3 hexes). Find column on Bombardment Table, find DRMs (least favorable terrain), roll 1d6. Results must be applied to the units that would be Engaged.

8.5 Defensive Bombardment Phase [6]:

The Inactive Player may Bombard with their artillery that is stacked above all infantry and cavalry in its hex, *and* is not Routed or In Column. *Defensive Bombardment is only permitted against adjacent Units.*

9. Rally Phase [5] and Unit Morale:

Morale is Formed (normal), Disordered, Routed (place markers to indicate the last two).

9.1 Disorder:

When Units become Disordered, they must immediately Retreat one hex, unless otherwise noted (10.9). Disordered Units may only use half of their MA (round up), plus penalties in Close Combat and Bombardment. A Disordered Unit that suffers a Disordered result suffers a Rout result instead.

9.2 Rout:

Non-Artillery Units that become Routed immediately Retreat 2 hexes if infantry or 3 hexes if cavalry, ignoring all MP costs. Routed artillery never moves or retreats (*the gunners are saving their own skins, leaving their guns behind*). If a Routed Unit suffers a Disorder or Rout result, treat it as another Rout (with another Retreat). Routed Units lose their ZOC and have DRMs as listed. An attacker attacking only routed units ignores all combat results. Routed units can leave EZOCs without penalty but are Captured if forced to enter an EZOC.

SURRENDER: Routed Units of Demoralized or Broken armies that are attacked in Close Combat immediately surrender, before the combat die roll.

9.3 Morale Checks:

Units make Morale Checks when their Army becomes Demoralized (12.3) or Broken (12.4), or when retreated through by other Units (10.9). To check, take the Unit's Morale Rating (MR) and add any one Morale Modifier of a Leader in the hex. Subtract one for Demoralized Armies and two for Broken Armies. Roll the die, if $\text{MR} + [1,2] \Rightarrow$ Disordered. If $\text{MR} + 3 \Rightarrow$ Routed, otherwise NE.

9.4 Rally:

To rally, roll a die - if \leq adjusted MR, it recovers one level of Morale (from Routed to Disordered or from Disordered to Formed). Note that Units in EZOC may Rally.

10. Close Combat (7):

PROCEDURE: Every Engaged infantry and cavalry on both sides must participate in a Close Combat in this phase. In general, no Unit may participate in more than one Close Combat

per Turn, although Sweeping Cavalry Charges can be an exception. For every Close Combat, follow the entire Close Combat Sequence before moving on to the next Close Combat. Close Combats are resolved in the order chosen by the Active player.

1. Attack Designation
2. Withdrawal Before Combat
3. Determine Odds
4. Select Lead Units
5. Determine DRM
6. Resolve Close Combat
7. Check for Leader Casualties
8. Apply Results
9. Advance After Combat
10. Momentum Advance/Attack
11. Earn Combat Success Markers
12. Cavalry Action

10.1 Attack Designation:

The Active player states which hexes are attacking and which are defending. All Engaged inf/cav in both hexes will be involved in the Close Combat. All attacking hexes must be adjacent to all defending hexes.

ARTILLERY AND CLOSE COMBAT: Hexes containing only artillery Units also may be declared as defending hexes. If only artillery Units are present in the defending hexes, only steps 9 (Advance After Combat) and possibly 11 (Earn CS Markers) are performed for the Close Combat.

10.1.1 Flank Attacks, Supported Defenses: If there is a single defending hex and it is completely surrounded by attacking Units or the attacking Units' ZOC, either a Flank Attack or Supported Defense will occur. Do not count the presence or ZOC of Units not participating in the current Close Combat. ZOC is not negated by the presence of friendly Units.

FLANK ATTACKS: Flank Attack is when no Supporting Units are in the defending hex. The attacker receives a +3 DRM if the defending hex is not a town (as noted on the Player Aid Cards).

SUPPORTED DEFENSE: Supported Defense is when there are Supporting Units in the defending hex. In this case, the defender (only) may add up to 4 Steps of Supporting inf/cav Strength Points to their total. In addition, a Supported Defense results in +1 Loss Point to both sides during resolution.

Design Note: The defender's Supporting Units are engaging attacking Units on the defender's flank and/or rear.

10.2 Withdrawal Before Combat:

Defending Fast Units may Withdraw one hex before Close Combat if there are no Formed Cavalry Units Engaged in the attacking hexes. To Withdraw, all eligible Units must Withdraw from a hex, and they all must move one hex to the same location. They may Withdraw into an EZOC, and are always placed on top of the Stack. When Units Withdraw, new inf/cav may become Engaged in the defending hex, and Close Combat proceeds against those Units. If the intended defending hex is now completely vacated, intended attackers/support units may advance into that hex, but may not add their strength to any other Close Combat that player turn.

10.3 Determine Odds:

The Attacker totals the Strength Points of all attacking Engaged inf/cav, and the Defender totals the Strength Points of all defending Engaged inf/cav. During a Supported Defense (19.1), the Defender also adds the Strength Points of up to 4 Steps of Supporting inf/cav.

Max 8 inf SP and 6 cav SP are counted from the same attacking or defending hex in one Close Combat. In a Supported Defense, apply this applies to Engaged and Supporting Units separately.

Compute a normal odds ratio and round in defender's favor.

10.4 Select Lead Units:

Each player must choose one *Engaged* (but not necessarily top of stack) infantry or cavalry from any of their participating hexes to be their Lead Unit. The Lead Unit's morale is used for comparison as a Close Combat DRM, and the Unit will also take the first damage.

10.5 Determine DRM:

The Active player now sums all applicable DRMs from the charts to arrive at a total DRM. To determine the terrain DRM, the attacker selects one attacking hex and one defending hex. Apply the least favorable hex terrain to the attacker from those two hexes, including all applicable hex side terrain from between the hexes. This terrain selection is independent of Lead Unit designation.

10.5.1 Cavalry Shock: Cavalry Shock occurs in a Close Combat when all attacking Units contributing SP are cavalry and all defending units contributing SP are either cavalry, In Column or Disordered or Routed infantry. Take the average shock points of all Formed cavalry that contributed SP (round to the nearest whole number; .5 is rounded up) to each side and use as a net + modifier (attacker) or – modifier (defender) if one side has superiority. Disordered cavalry may never count their shock points.

TERRAIN EFFECTS ON CAVALRY SHOCK: Cavalry shock is never used when the selected defender's terrain is woods, town or marsh; when the selected attacker's terrain is woods; or when an entrenchment was counted in the terrain DRM.

Example: An attack from clear into a town is at –1. A cavalry attack from woods into clear is at –4. An attack by infantry from clear and cavalry from woods into a town is at –1. If there were an entrenchment between the clear and town hexes, the modifier would be –3.

Shock Example: A Prussian cuirassier Unit and two dragoons attack an Austrian hussar Unit. The Prussian has four total shock points and three Units, for a total +1 modifier. The Austrian has no shock points, giving a total shock DRM of +1.

10.6 Resolve the Close Combat:

The Active player rolls one die, modifies it by the total DRM, and cross-references the modified die roll with the correct odds column to determine the result of the Close Combat.

10.7 Check For Leader Casualties:

All Leaders in any of the hexes of the Close Combat must now perform a Leader Loss Check as described in 15.2.

10.8 Combat (and Bombardment) Results:

Close Combat and Bombardment both yield the same Combat Results. Combat results are expressed as No Effect (–); Loss Points (a number); Exchanges (Ex and Ex + 1); and *, R, r, () or S additional effects. If the attacker is attacking only Routed Units, the attacker ignores all combat results. Results are given as attacker/defender. Results are simultaneous.

10.8.1 Loss Points

Players must attempt to satisfy all Loss Points (LP) incurred by their side from each combat. A side cannot *inflict* a Loss Point result in a single Close Combat greater than the number of steps that contributed SP. The Lead Unit on both sides must be the first to take a Loss Point. Each LP is satisfied by an Engaged infantry or cavalry (and only by Engaged infantry or cavalry) in one of two ways: a Step Loss or a Retreat. It is possible, through all Units being *forced* to Retreat, that all Loss Points will not be satisfied. Artillery *never* satisfies LP. Note that as inf/cav Retreat, new inf or cav may become Engaged and may start satisfying LPs. As long as all other requirements are satisfied, players are free to assign LP to Engaged inf/cav freely.

10.8.1.1 Step Losses: A single Step Loss satisfies one LP. A 4 Step Unit taking a Step Loss is flipped to its 3 side; a 2 Step Unit to its 1 side. A 3 Step Unit is removed from the map and its substitute placed instead, 2 Step side up. A 1 Step Unit is removed from the map.

10.8.1.2 Assigning Step Losses: During any Close Combat, a Unit must take one Step Loss (regardless of MR) before it is allowed to Retreat. If the LPs are from a Bombardment at 1 hex range (canister fire), Units must take two Step Losses before they may Retreat.

Design Note: Musket fire had a 20–80 yard effective range, but artillery canister fire reached up to 400 yards; Units facing canister were in deadly range far longer, advancing or retreating.

10.8.1.3 Forced Retreats: Units may take additional Step Losses until their MR drops below 5. If an LP is assigned to a Unit with MR below 5 that has already taken its required Step Losses, that Unit will suffer a loss of Morale State (and therefore retreat) rather than take another Step Loss. This will satisfy one LP.

- Units with MR of 4 are Disordered (8.1).
- Units with MR ≤ 3 are Routed (8.2).

Example: A lone Formed Prussian 7-5-3 Unit gets hit with 2 LP. It must take one Step Loss to 5-4-3. With its morale now 4, and with no other friendly Units in the combat to satisfy the remaining LP, it must Retreat one hex and suffers a Disordered result. This retreat satisfies the 2nd LP, and completely fulfills the result.

10.8.1.4 Voluntary Retreats: A Unit with an MR of 5 or higher that has taken the required minimum number of Step Losses (10.8.1.1) may voluntarily be Disordered (9.1). Such a

voluntary Retreat may never be into EZOC. Since players must satisfy as many LP as possible, a Unit may not voluntarily Retreat unless it is the last LP or there are other Units available to satisfy all of the remaining LP.

Example 1: A Prussian 7-5-3 three Step Unit is stacked on top of a four Step 8-6-3 Unit, and the stack gets a 4 LP result in Close Combat. The first Unit, which is Engaged, must take a Step Loss to 5-4-3. Since its MR is now less than 5, it must Retreat and suffers a Disordered result for the second LP. The 8-6-3 Unit is now Engaged. It takes a Step Loss to 7-5-3 for the third LP. The player now has a choice, since the Unit's MR is still 5. It can take a second Step Loss for the fourth LP, dropping to 5-4-3 and remaining Formed and in the hex. Or, the player can voluntarily take a Retreat and suffers a Disordered result for the fourth LP, and remain at 7-5-3.

Example 2: A lone Prussian 7-5-3 Unit gets hit with 3 LP. It must take one step loss to 5-4-3. With its MR now 4, and no other friendly Units in the Close Combat to satisfy the remaining LP, it must retreat one hex and suffers a Disordered result. Since the attacker has one LP that is not fulfilled, the attacker gets to make a Momentum Advance or Attack (19.10).

10.8.2 Exchanges:

For an Exchange result, separately total the number of Steps contributing SP on each side and divide by 4, rounding normally. The result is the total number of LP applied to the enemy. For an "Ex + 1" result, perform the same calculation and then add 1 to the final number of LP. For an "Exr" result, perform the same calculation and then add an "r" result after all LP are satisfied.

Example: 3 step and 2 step Prussian Units attack 4 Step and 2 Step Austrians, and the result is EX/EX. $5 \text{ Pruss steps} / 4 = 1.25$, for 1 Austrian LP. $6 \text{ Aus steps} / 4 = 1.5$, rounded to 2, for 2 Prussian LP.

10.8.3 Additional "*", "R", "r", "()", and "S" Results

*** (Artillery Step Loss):** One artillery Unit present in an affected hex must lose one Step, as per 10.8.1.1. This is the only way artillery can be reduced other than Capture.

R (Rout): Any Retreats taken in satisfying the LP must be taken as Routs, regardless of current Unit MR.

r (Additional Retreat): After all LP are satisfied, all remaining Engaged inf/cav that have MR less than 5 suffer a Disordered result (9.1). Units with 5 or higher MR are unaffected. This result never directly causes a Rout of a Formed Unit, regardless of current MR. Supporting Units that become engaged as a result of these Retreats are not affected by the "r" result. Bombardment may give an "r" result at range when no target Units are Engaged. In this case, the units that would be Engaged (the top four steps) are affected.

"()" (Reduced LP when Supported): Any LP enclosed in parenthesis are reduced by one if any Supporting Units are present in any of the affected hexes, prior to satisfying LP.

S (Surrender): Engaged inf/cav with MR of 3 or less surrender and are Captured, satisfying 1 LP (only!) each, regardless of the number of Steps left in the Unit. Inf/cav with higher MR which

fall to 3 or less due to taking LPs in this combat are also subject to Capture.

Example: An Austrian two Step 3-3-5 Unit and two Step 4-3-3 Unit are stacked together (and are both Engaged) on top of an Austrian two Step 4-4-3. The stack is hit with a 4RS* result. Since both Engaged Units have 3 morale, they both surrender immediately, satisfying 2 LP. The 4-4-3 takes a Step Loss to 2-2-2, and then surrenders, satisfying the full four LPs.

10.9 Retreats:

PROCEDURE: A Unit which is Retreating should always move away from the enemy, avoiding EZOCs, and should attempt to retreat towards the closest friendly map edge, when possible. Friendly map edges are defined by the scenario rules. Units should always attempt to Retreat in one direction only, may never enter prohibited terrain, and should attempt to end their Retreat further away from the enemy when they started. When these goals are in conflict, a Unit's priority is first avoiding EZOC, then avoiding nearby Units, and finally seeking the friendly map edge. If a Unit must Retreat and it cannot (for example, due to impassible terrain, enemy Units or Units with Parenthesized SP forced into EZOC), the Unit is Captured.

LEADERS AND RETREATS: A Leader which is Stacked with a Retreating Unit may accompany the Unit without cost.

STACKING AND RETREATS: Retreating Units *must* be placed at the top of any Stack they end their Retreat on.

10.9.1 Retreats and EZOCs:

If a Disordered Unit must Retreat into EZOC, it continues Retreating one hex at a time until it is no longer in an EZOC. For each hex over the required number that it enters, it is reduced by one Step. These Step Losses do not fulfill any other Step Loss requirements. A Routed Unit forced into an EZOC is Captured.

10.9.2 Retreating into or through Friendly Units:

STEP ONE (DISORDER): There are three cases that cause Retreating Units to disorder the units they retreat into or through. A) If a Unit Retreats into a hex, causing it to exceed the Stacking limit; B), an *infantry* Unit Retreats into a hex containing *cavalry*; or C), a *cavalry* Unit Retreats into a hex containing *infantry*. In all three cases the stationary Units immediately become Disordered but do not have to retreat (an exception to 9.1). Units that were already Disordered or Routed suffer no further effects (also an exception to 8.1).

STEP TWO (MORALE CHECKS): If a Unit Retreats into or through a hex containing friendly Units, those stationary Units must immediately take a Morale Check. This may cause additional Retreats. Finish any Retreat before resolving other Retreats.

10.10 Advance After Combat:

If any defending hex is vacated or contains only artillery, the attacker may Advance any infantry or cavalry (including Supporting Units) from attacking hexes into any vacated hex. The stacking order may be changed freely, and any Leaders may Advance with any inf/cav. Artillery never Advances.

The only case in which the defender may Advance is if an attacking hex now contains only artillery. In this case, any inf/cav from defending hexes may Advance in the same way as attacking Units. Advance after combat is the only case when opposing Units may occupy the same hex.

10.10.1 Artillery Capture Attempts:

After advancing, a Capture attempt may be made on any artillery in the target hexes. If the artillery is Routed, the attempt automatically succeeds and the artillery is Captured. Otherwise, roll a die for every artillery Unit in the target hexes. Modify it by the DRMs listed on the Player Aid Cards and look up the result on the Artillery Capture Table. Remember, when placing Captured artillery on the AM track, it is important to note how many Steps were Captured.

Example: A 3 Step artillery Unit suffers an “on-map counter captured” result. The 3 Step counter is placed upside down on the AM track with the 3 Step side showing, representing only 1 Step of Captured artillery. The 2 Step replacement counter is put in its hex on-map and then becomes Disordered and Retreats one hex.

10.11 Momentum Advances and Attacks:

If the entire Loss Point result was not satisfied and the attacker Advanced, the attacker can (a) advance inf/cav one hex if there is no adjacent inf/cav or (b) place a Momentum Attack Marker on any adjacent hex containing enemy inf/cav (+2 DRM if that hex is attacked in the current player turn, -2 if the hex is forced to attack in the next player turn). MAMs are cumulative and removed after the DRM was used or if the hex is vacated before it is involved in combat.

10.12 Combat Success Markers

Every time an enemy Unit Routs or an enemy Unit counter is removed from the map (eliminated or substituted), the other player earns a CS Marker. When a 3- or 4-Step enemy Unit is eliminated or captured, the player receives 2 markers.

10.13 Cavalry Action Segment:

After any Advancing (including Momentum) has happened, any attacking Engaged (*in that instant* – not that Advance can change stacking order) Formed cavalry may attempt a Sweeping Charge, but not if the attack was made into woods, a town or marsh, or across an entrenchment. An Advance is not necessary to attempt a Sweeping Charge. A Unit can only participate in one Sweeping Charge attempt per turn.

Roll one die for all Units involved in the attempt and add to MR (add MM to MR if a cavalry Wing Leader is present in any hex attempting the Sweeping Charge). Unit must participate on 11+, does not otherwise. Close Combat involving any Sweeping cavalry is resolved next, and only Sweeping cavalry may be attackers. If the initial Close Combat resulted in a Momentum Attack being applied to a hex, that hex must be designated as a defending hex for the Sweeping Charge.

After any Close Combat from a Sweeping Charge is resolved, Formed cavalry that were Engaged during the resolution of the original Close Combat OR the Sweeping Charge will become Disordered. (This includes Supporting Units that became

Engaged before all Loss Points were resolved, but not any that became Engaged upon fulfilling the last LP). In addition, any Formed cavalry that attempted a Sweeping Charge (successful or not) will become Disordered. Note that even if no Sweeping Charge is attempted, Formed cavalry on both sides that were Engaged during Combat still become Disordered.

Cavalry that become Disordered in this step do NOT Retreat (in an exception to 9.1). Note also that only Formed cavalry become Disordered, so there will not be any Routs from this rule.

11. Remove Locked Markers Segment (8):

The upper limit for Army Morale is the top of each track.

The Army Morale track boxes will be gradually filled in, primarily by eliminated Units, but also with other Markers, dropping Army Morale. At any given time, the Current Morale Marker (CMM) indicates each Army’s AM. As each Unit counter (except Leaders) is eliminated, Captured or Routed off map, it is placed on their Army’s AM track following the procedure below. Any time a cost in AM is paid, place spare Markers on the AM track the same way.

- Place the Marker or Unit on the AM track in the next empty box (below all filled boxes). If there are no Markers or Units on the track, place in the box with the CMM.
- AM can drop not only due to combat losses, but also Army Activation (4.1) or Fatigue (25.2).
- Place Captured Units on the track the same way, but rotated 180 degrees from the other Units (to keep track of the VP difference).
- If a Routed Unit moves off of the map, treat it as an eliminated Unit.
- If a 3 or 4 Step Unit is Captured or eliminated, place the replacement Unit on the AM track as well, filling another, separate box.

The pieces placed on the AM track are used to move the CMM during the Joint Army Morale Adjustment Phase (13).

CAPTURED ARTILLERY: It is important to know how many artillery Steps were Captured. Each artillery counter placed on the AM track can represent 1 or 2 Steps Captured; place the counter on its 2 or 4 Step side if it represents 2 Steps of Captured artillery. Place it on its 1 or 3 Step side if it represents only 1 Step of Captured artillery.

Example: In Leuthen, the Austrians attempt an Activation, having lost no AM to this point. The player places Rout Markers (or any other spare) in the 24 box (under the Current Morale Marker) and the 23 box on the Army Morale Track, and rolls the die. If the Austrian player had lost two counters prior to attempting Activation, due to a Prussian attack on the Detachment, the Rout Markers would be placed in the 22 and 21 boxes.

Artillery Capture Example: A 3 Step artillery Unit is Captured. Both its counters are placed in separate boxes on the AM track rotated 180 degrees, 3 Step and 2 Step sides up.

Play Note: Yes, the first piece placed on the AM track is “free” in that it does not actually lower AM. The first piece placed merely starts the process.

12.3 Army Demoralization:

An army may become Demoralized when its Current Morale Marker enters 6 or below on the AM track. During the Joint Morale Adjustment Phase, roll a die for each Army in danger of Demoralization. Compare the die roll with the Demoralization range printed in the box under the Current Morale marker. If the roll is within that range, the army is Demoralized. An Army automatically becomes Demoralized when its Current Morale Marker is placed in the zero box or lower. Once Demoralized, an Army may never recover.

Example: The Prussian player adjusts their morale for CS and Routed Units, and finds the Current Morale Marker at 4. Demoralization range in that box is 1–2, and the die roll comes up a 3. The Prussians just avoid Demoralization. If the roll had been a 1 or 2, the Prussians would have been immediately Demoralized.

MORALE CHECKS: When an Army becomes Demoralized, each of its Units within 3 hexes of enemy Units must make a Morale Check (9.3). All Units have –1 MR for this and all future Morale Checks. Army Demoralization happens after CS are counted for the turn, meaning any CS earned through an enemy Army Demoralization will not be turned in until next turn.

Demoralization/Broken checks are simultaneous, and both Armies will take any Morale Checks at the same time. If it becomes important which Units Retreat first for EZOC purposes, players should alternate Retreating one Unit at a time (determine first player randomly) until all Units have Retreated. Note that any Routed Units lose their ZOC immediately, even if they haven’t performed their Retreat yet.

The continuing effects of Army Demoralization are:

- +1 to all Command State rolls
- –1 MR for all Morale Checks and Rallies
- –1 DRM if Attacking in Close Combat or Bombarding
- +1 DRM if Defending in Close Combat
- A Routed Unit of a Demoralized Army that is attacked is immediately Captured.
- Units of Demoralized Armies may pay 1 MP to voluntarily leave the map through a friendly map edge (as defined by the scenario). These Units do NOT count as eliminated.

Design Note: Unrouted defeated forces are withdrawing to “fight another day”.

12.4 Army Broken:

An army is automatically Broken when its Current Morale Marker is placed in the –10 box or lower. Once Broken, an Army may never recover. At the instant an Army becomes Broken, all of its Disordered Units become Routed (9.2). All of its Formed Units within 3 hexes of enemy Units must perform a Morale Check (9.3), but are now –2 MR. The Army Broken procedure happens after CS are counted for the turn, meaning any CS earned through an enemy Army Demoralization will not be turned in until next turn.

Demoralization/Broken checks are simultaneous. Resolve EZOC conflicts in the same way as for Demoralization.

The continuing effects of Army Broken are:

- +2 to all Command State rolls
- –2 MR for all Morale Checks and Rallies
- –2 DRM if Attacking in Close Combat or Bombarding
- +2 DRM if Defending in Close Combat
- Units of Broken Armies may pay 1 MP to voluntarily leave the map through a friendly map edge (as defined by the scenario). These Units do NOT count as eliminated.
- A Routed Unit of a Broken Army that is attacked is immediately Captured.

13. Joint Army Morale Adjustment Segment ☺:

The following Joint Army Morale Adjustment steps are performed by both players simultaneously:

STEP ONE: Every turn, every three CS Markers (10.12) earned by both players provide a one AM bonus. Excess CS Markers are wasted. For every AM bonus earned, take all the pieces from the lowest number box on the AM track and move them up one level (but not beyond the top of the track), thus gaining back AM. If there are no pieces on the track other than the Current Morale Marker, move it up the correct number of boxes. Return all CS chits to the pile.

STEP TWO: Each player then counts the number of friendly Routed Units on-map, and places their Current Morale Marker that many spaces down from the lowest numbered filled box on the AM track. If there are no friendly Routed Units on-map, the Current Morale Marker is placed in the lowest numbered filled box. This is their Army’s Current Morale. Remember, the Current Morale Marker never fills a box.

STEP THREE: If the Army’s Current Morale is 6 or less, roll for possible Army Demoralization (12.3). If either army is Demoralized, perform Demoralized procedures. If either army becomes Demoralized, flip its Current Morale Marker to its Demoralized side.

STEP FOUR: If either Army’s Current Morale is –10 or less, immediately apply Broken Army procedures (10.3).

Example: The Prussian player starts with their AM boxes filled down to 34 and the Current Morale Marker at 34. During the turn, they lose 2 counters, which are placed in the 33 and 32 boxes. During the Joint Army Morale Adjustment Phase, they

find they have earned only 2 CS chits, and so make no CS adjustments. There are 2 Routed Units on-map, so the Current Morale Marker is placed in the 30 box. Next turn, 2 more counters are lost and are placed in the 31 and 30 boxes (in 30, beneath the Current Morale Marker); then one of the Routed Units moves off-map and is placed in the 29 box. But, during the Adjustment Phase, they turn in 6 CS Markers. So the Prussian player takes the Units from the 29 and 30 boxes and moves them up to box 31. Army Morale has thus been boosted two points. There are no Routed Units, so the Current Morale Marker is placed in the lowest filled box, in 31.

15. More On Leaders:

Leaders may add their Morale Modifier (MM) to the current Morale Rating of all Units in their hex (including members of other Wings), increasing their MR for Morale Checks and Rallies. Wing Leaders of cavalry Wings may use their MM for cavalry Units in their hex attempting a Sweeping Cavalry Charge (10.13). Leaders do NOT affect MR for any other purpose.

15.1 Replacement Leaders:

After every Close Combat that occurs in a hex with a Leader, the leader dies on (d66) 6-;2-5 and killed on 6;6. If alone in a hex with a friendly unit, the Leader is killed on a 1d6 roll of 6, otherwise stack immediately with closest friendly unit.

WING LEADERS: When a Wing Leader is removed, put a replacement Leader in the same hex. If that hex is unavailable, the replacement Leader is Stacked with the nearest friendly Unit.

ARMY COMMANDERS: If an Army Commander is killed or wounded, flip the Leader over to the second-in-command. Again, if the hex is unavailable, move to the nearest friendly Unit. If the second-in-command was a Wing Leader, place the flipped Army Commander in the Wing Leader's hex, and replace that Wing Leader with a replacement Leader—the Wing Leader has been promoted. If the second-in-command is killed or wounded, the Army must operate without a Commander.

General Scenario Rules:

Each player is trying to destroy or Rout their opponent's forces, and in some cases advance to or guard key terrain, while minimizing losses. Victory is determined by Victory Points earned according to the Common Victory Point Schedule and scenario-specific objectives. The levels required for victory are defined in each scenario.

At the end of the scenario, each side scores Victory Points as follows:

- 1 pt. for every Unit counter destroyed or routed off map
- 2 pt. for every inf/cav counter captured
- 2 pt. for every step of artillery captured

Play Note: *All destroyed Unit counters, whether they are infantry, cavalry or artillery, are worth the same amount. Captured artillery is worth more than captured infantry and cavalry, however.*

Coalition Only:

- 10 pt. for Wounding Frederick
- 30 pt. for killing Frederick

Prussia Only:

- 4 pt. for Wounding Daun
- 10 pt. for killing Daun
- 2 pt. for Wounding or killing any other Coalition Army Commander

Scenario Victory Points: Each scenario may also have an additional specific Victory Point schedule.

PROCEDURE: At the end of the game, each player totals their Victory Points gained from eliminated or captured enemy Units placed on their opponent's AM track, and adds any Victory Points gained from meeting scenario specific objectives. The Coalition total is subtracted from the Prussian total, resulting in a positive or negative differential. Players use this differential and the scenario victory conditions to determine the winning side, if any, and degree of victory.

First, select what scenario to play, who will command each side and if the Main or Battle Scenario will be played. Players then place their Units on the map according to the scenario they are playing. Battle Scenarios have their set up hexes printed on the Units, while Main Scenarios have specific instructions on what is set up. Set aside the substitute counters. Unless the scenario states otherwise, no Units may be set up In Column.

COMMANDERS: If no other instructions are given for Wing Leaders, they may be set up Stacked with any Unit from their Wing. Unless other instructions are given, the Army Commander may be set up Stacked with any of their Units.

MARKERS: Place the Current Morale Markers in the indicated box on the AM tracks, and place the Game Turn Marker in the starting Turn box on the Game Turn track.

ACTIVATION: For Battle Scenarios, Armies are always considered Activated. For Main Scenarios, players will need to Activate their Armies.

QUICK START: Quick Start set ups have been provided for some of the Main Scenarios. These set ups allow you to quickly jump into a Main Scenario. The Quick Start set up can be used in place of the normal set up instructions for a Main Scenario, but all other rules apply normally.

23.0 Rossbach

Rossbach, 5 November 1757, saw Frederick decisively defeat an impulsive French/Holy Roman Empire (FrE) flank move by cutting across their line of march in an archetypal oblique maneuver.

23.1 Additional VP Schedule

The FrE player gains 10 Victory Points for having 3 infantry Units in or adjacent to the town of Klein/Grosskayna (1607/1608/1706) OR Reichardtswerben (2604/2605/2606) at game's end. Only one bonus may be claimed. For the Battle scenario, only Reichardtswerben may be counted.

23.2 Victory Conditions

The victor and victory level are determined after the completion of the last turn of the scenario:

Prussian Decisive Victory: The FrE army is Broken, the Prussian army is not Demoralized, and the differential is +22 or more (historical).

Prussian Substantive Victory: The FrE army is Broken, the Prussian army is not Demoralized, and the Victory Point differential is +16 or more.

Prussian Marginal Victory: The FrE Army is Demoralized or Broken, the Prussian army is not Demoralized, and the Victory Point differential is 6 or more.

FrE Marginal Victory: No other victory conditions met. **FrE Substantive Victory:** The FrE army is not Demoralized, and the Victory Point differential is 6 or less.

FrE Decisive Victory: The Prussian Army is Demoralized, and the differential is 0 or lower.

23.3 Main Scenario

The scenario lasts from 0830 to 1730 (10 turns).

Prussian Army Information:

Morale: 14

Army Activation Cost: 1 pt. first try, free thereafter

Group Command Ratings:

Inf/Arty: 5

Cavalry: 5

(No Specific Groups)

Special Leaders:

Frederick: 5

Seydlitz: 5C

Friendly Map Edges: East and North

FrE Army Information:

Morale: 12

Army Activation Cost: See 23.4

Group Command Ratings:

Inf/Arty: 2

Cavalry: 3

Loudon/Saint Germain: 3

(Note—despite their historic “detachment” names, Loudon and St. Germain function as a Specific Group, NOT Detachments)

(No Special Leaders)

Friendly Map Edges: South and West

Main Scenario Set Up

FrE player sets up first. Place all Wing Leaders and their Units south of Mùcheln, west of row xx23 and north of row 2700, as marked on the map. Prussian player sets up second. Place all Leaders and their Units east of row xx18, north of row 2500, as marked on the map.

23.3.1 No Army Commander: The FrE army has no overall Army Commander. Though the Austrian Hildburghausen was nominally in charge, he had little influence over Soubise’s French. Both are treated as Wing Leaders.

23.3.2 Baden-Baden May Command Cav: All FrE cavalry Units within 3 hexes of Wing Leader Baden-Baden may trace command to him as well as their own Wing Leaders.

23.4 Historical Time Pressures/FrE Army

Activation

Historical Note: *The FrE had been in retreat for a week, and both morale and supplies were low. Although in a good defensive camp, logistics, morale, and, to an extent, the commanders’ mercurial thought processes made a decisive move on the Prussians or further retreat toward supplies unavoidable. Similarly, the Prussians needed a quick decision in Germany due to Austrian threats in Silesia, and could ill-afford to let the FrE army retreat and remain at-large. Hildburghausen’s almost fatalistic decision to attack (which shamed flighty Soubise into joining, then backing with instant confidence), however ill-founded, was greeted with enthusiasm by the FrE troops. This is reflected as follows:*

Each turn, during the Army Activation phase, the FrE player rolls the die. On a roll of 1, they *may* voluntarily Activate at *no* cost. If voluntarily Activated, the FrE player can immediately claim up to a +8 morale point bonus if all Units leave their positions and move each turn until any three FrE line infantry Units (non-Croat) are either:

- adjacent to a Prussian Unit *and/or*
- in or adjacent to a Reichardtswerben hex *or* a Klein/Grosskayna hex.

The FrE player must have all units move and remain east of the Entrenchments within 4 turns, and adjacent to a Prussian unit or a VP town within 5 turns. Place any unused markers 3 and 4 spaces past the turn in which the FrE activates to note those deadlines (i.e., if they activate in the 9:30 turn, place markers in the 12:30 and 13:30 boxes). If less time is available, the first deadline is 16:30, and the second is 17:30. If all units are not

east of the entrenchments after the first deadline movement phase, the bonus is subtracted again, AND the FrE takes an immediate -8 AM penalty. If not adjacent to a Prussian unit or VP town after the second deadline movement phase, only the bonus is subtracted again. This bonus cannot increase FrE morale beyond 18. If attacked by the Prussians before the deadline, the FrE may retain the bonus and all movement restrictions are lifted.

If during the FrE Advance, Prussian units cross west of the Entrenchments before all FrE units have crossed east, all FrE units are immediately relieved of the obligation to cross or remain east. If Prussian units move adjacent to the entrenchment line to block FrE exit, those FrE units that cannot exit are exempted from triggering deadline penalties if they move adjacent to the blocking Prussian units (to the maximum allowed by stacking limits) and attack those blocking units. Any remaining units which, due to stacking limits, cannot get adjacent to blocking Prussian units, must still move as far as possible in an attempt to cross the nearest unblocked portion of the entrenchment line *in the honorable spirit of these Advance rules*

FrE units in Routed status are temporarily exempted from triggering the deadline penalties; such units that rally to Dis or Formed status must resume eastward movement *in the honorable spirit of these Advance rules* unless Prussian units are west of the entrenchments per above.”

The simple intent of all the above is this – if the FrE player takes the bonus, he is expected to move to attack the Prussian army, or reach a VP town. FrE players that take the bonus, then attempt to avoid battle, must live with their guilty consciences, and ruined reputation among fellow wargamers, forever more!

23.4.1 The FrE player must state they will voluntarily Activate and advance to claim the bonus. If they do not Activate on a turn, the bonus is potentially available each subsequent turn they roll a 1.

23.4.2 If FrE AM is 7 or less at the start of the Army Activation phase, the FrE may always voluntarily Activate and Advance; no die roll is necessary. The automatic activation/bonus can also be claimed if Prussian units move within three hexes but do not attack in that player turn.

23.4.3 If the Prussian attacks using Prussian Line infantry (not including the Frei Battalion Unit) before the bonus is claimed, it is no longer available.

23.4.4 Passiveness Penalties: At the end of every Prussian movement phase, and every FrE movement phase that the FrE army does not Advance, roll one die. Armies that are not Activated must still make a Passiveness roll. A Prussian roll of 6 subtracts 2 from Prussian morale. On the first FrE roll of 5 or 6, subtract 2 from FrE morale; thereafter, subtract 2 on rolls of 5, and 3 on rolls of 6. FrE morale may not be reduced below six due to penalties; if reduced to six, ignore any further penalty results. The penalty rolls stop for both sides after the first combat of any sort. Activation by either side does not stop penalty rolls. However, FrE Advance does prevent a FrE roll during that turn.

ACTIVATION: It costs 1 AM to attempt Normal Activation. Hildburghausen may make a Normal Activation and

still claim the Advance Bonus. If Hildburghausen does not choose to attempt Activation on a turn, make Passiveness rolls as normal.

23.5 Battle Scenario

Strongly favors the Prussians; for historical record only.

This scenario begins at 1430 and ends at 1730 (4 game-turns). Use the set up hexes printed on the counters. Coalition artillery may not be placed on top of a stack. All values from 23.3 apply, except Prussian Army Morale starts at 10.

23.5.1 Mandatory Movement: On turn 1, all Soubise/Hildburghausen Units and artillery must march 3 hexes in as straight lines as possible toward Reichardtswerben, hex 2606. Units must remain stacked in the same order. Baden-Baden, Loudon, and Saint Germain follow normal Command and movement rules. Units move three hexes even if in Degraded Command status.

23.5.2 Prussian Surprise: The Prussians caught most of the FrE army in Column. On turn 1, add +3 DRM to all Prussian artillery bombardments and Close Combats, and subtract -3 from all FrE artillery bombardments and Close Combats.

23.5.3 Rules 23.3.1, 23.3.2 and 23.4 still apply.

23.6 Main Scenario Variant – Hildburghausen In Charge

Design Note: This assumes FrE Command functioned as intended.

Hildburghausen is considered the FrE Army Commander (Initiative 3) as well as an FrE Wing leader. While Hildburghausen is the Army Commander the Base Infantry Rating is increased to 3. Hildburghausen has no second in command. If he is eliminated, replace him with a standard replacement leader and drop the Base Infantry Rating back to 2.

ACTIVATION: It costs 1 AM to attempt Normal Activation. Hildburghausen may make a Normal Activation and still claim the Advance Bonus. If Hildburghausen does not choose to attempt Activation on a turn, make Passiveness rolls as normal.

24. Leuthen

On 5 December, 1757, Frederick's flanking approach achieved almost complete surprise and gained his most famous victory against Prince Charles' Austrian army.

There is no additional VP schedule for this scenario. The victor and victory level are determined after the completion of the last turn of the scenario:

Prussian Decisive Victory: The Austrian army is Broken, the Prussian army is not Demoralized, and the Victory Point differential is +24 or more (historical).

Prussian Substantive Victory: The Austrian army is Demoralized, the Prussian army is not Demoralized, and the Victory Point differential is +14 or more.

Prussian Marginal Victory: The Austrian army is Demoralized, the Prussian army is not Demoralized, and the Victory Point differential is +6 or more.

Austrian Marginal Victory: No other victory conditions met.

Austrian Substantive Victory: The Prussian Army is Demoralized, and the Victory Point differential is +6 or less.

Austrian Decisive Victory: The Prussian Army is Demoralized, and the Victory Point differential is 0 or lower.

The scenario lasts from 0700 to 1700 (11 turns).

Prussian Army Information:

Morale: 18
Army Activation Cost: Already Activated
Command Ratings:
Inf/art: 5
Cavalry: 4
Frederick: 5I
Driessen: 5C
Friendly Map Edges: West and South

Austrian Army Information:

Morale: 24
Army Activation Cost: 2 pts.
Command Ratings:
Inf/art: 2
Cavalry: 4
Arenberg Reserve Wing: 3
Nadasdy Wing: 4
Detachment (Advance Guard Wing): 4
Friendly Map Edges: See 24.2.4

Austrian player sets up first. Army Wing leaders must be placed within 1 hex (Nostitz 5 hexes) of the following hexes:

Lucchese: 2008
Kheul-Starh: 2309
Arenberg: 2607
Col/Wied/Hal: 2910
Serbelloni: 3310
Nadasdy: 3710

Nostitz (Detachment): Within 5 hexes of 2519

Units are set up within 3 hexes of their leaders, with up to 3 artillery Units per Wing. Nadasdy and Serbelloni may only have one artillery Unit deployed amid both their wings Units, and the Nostitz Detachment may not have any artillery.

The Prussian player does not set up on map (see 24.2.2).

24.2.1 Austrians may not attempt Normal Activation until 0900 turn.

Historical Note: Charles took the Austrian army out of a good position and marched west for battle; commentaries note the advance created substantial confusion which lasted through the night, dampening staff notions of attempting further army movement the next morning, which (it is presumed) would not start smoothly.

24.2.2 Prussian Entry: On any turn, the Prussian player may enter any number of Wings with up to three artillery per Wing via any of the Neumarkt entry zone hexes marked on the west center edge of the map. Units are considered Effective and In Column on the turn of entry, and pay one hex to enter the map. Units/Wings may enter on different turns and any entry hexes.

24.2.3 Morning Fog: From 0700–0800, LOS is limited to three hexes.

24.2.4 Austrian Friendly Map Edges: Treat the town of Leuthen as the friendly map edge until the Austrian army is Demoralized. All Austrian Units retreat toward and into the closest Leuthen hex, then continue toward the east edge. After Austrian Demoralization, routed Units retreat directly toward the East map edge.

24.2.5 Nadasdy: Infantry Wing Leader Nadasdy may apply his MM to Sweeping Charge attempts.

This scenario begins at 1300 and ends at 1700 (5 game-turns). Use the set up hexes printed on the counters. Prussian Wing Leaders are set up with any Unit from their Wing, and Frederick may be stacked with any Prussian Unit. Rules 24.2.4 and 24.2.5 apply, and all values from 24.2 apply, except Austrian Army Morale starts at 21. The Sax Chv KB and Hus 11/34 Austrian Units do not start at full strength, and start on the step marked with a set up hex.

Historical Note: These Units took losses in a morning skirmish around Borne, when Nostitz' troops were overrun in the fog by the powerful Prussian Advanced Guard.

Historical Note: Charles had drawn steady criticism all year as commander, and many hoped he would step down; his insensitivity and privileged position kept him in charge. Assume the monarchy was less tactful and Charles less stubborn; dispatches arrive the night before battle; Charles is recalled, Daun takes over.

Use the Daun 4 * 2–6 counter from the Torgau game in place of Charles. Increase Basic Inf/artly Command Rating to 3, Austrian AM to 26. Austrian may attempt Activation starting on the 0700 turn.

25. Zorndorf:

Zorndorf, fought in blistering heat on 25 August 1758, was the most savage battle in the Seven Years War.

The Prussian player gains two VP for routing the Russian Light Baggage the first time.

The victor and victory level are determined after the completion of the last turn of the scenario:

Prussian Decisive Victory: The Russian army is Broken, the Prussian army is not Demoralized, and the Victory Point differential is +30 or more.

Prussian Substantive Victory: The Russian army is Demoralized, the Prussian army is not, and the Victory Point differential is +16 or more.

Prussian Marginal Victory: Russian Army morale is 6 or less, and the Victory Point differential is greater than 0 (historical result).

Russian Marginal Victory: No other victory conditions met.

Russian Substantive Victory: The Prussian Army is Demoralized, and the Russian army is not.

Russian Decisive Victory: The Prussian Army is Demoralized, the Russian Army is not, and the Victory Point differential is –12 or lower.

The scenario lasts from 0300 to 1900 (17 turns).

Prussian Army Information:

Morale: 47

Army Activation Cost: 1 pt. first try, free thereafter

Command Ratings:

Inf/artly: 4

Cavalry: 4

Dohna Wing: 2

Frederick: 4I

Seydlitz: 5C

Friendly Map Edges: See 25.3.3

Design Note: Dohna, assigned the 'refused wing', seems to have embraced his role whole-heartedly, and did not move to engage until Frederick personally prodded him.

Russian Army Information:

Morale: 56

Army Activation Cost: 3 pts. first try, 1 thereafter

Command Ratings:

Inf/artly: 3

Cavalry: 3

Browne Wing: 2

Friendly Map Edges: See 25.3.3

Design Note: Browne, though a solid division leader, was here saddled with the Observation Korps — second line garrison and territorial troops who were already half spent, having only reached the field at 3 a.m. after a night march.

25.3.1 Broad Historical Set Up: Prussian player sets up first. Manteuffel and his Units must be placed within 1 hex of 3215. Seydlitz and his Units must be placed within 3 hexes of 3215. All remaining Units and Leaders along with all artillery are placed along the 3 start lines on the map.

Russian player sets up second. Place the Wing Leaders on the map first. Browne must be placed within 1 hex of 2212, one other Infantry Wing Leader (Saltikov or Golitzin) must be within 2 hexes of 2108, and the last is placed within 2 hexes of 2210. One Cavalry Wing Leader (Demiku or Gaugreben) is placed within 2 hexes of 2217, the other within 2 hexes of 1809. After placing leaders, all Units are placed within 3 hexes of leaders, with the Light Baggage being placed with an Infantry Wing. Artillery may be placed with any Infantry Wing.

25.3.2 Free Set Up:

PRUSSIAN: Prussian player sets up first. One Wing leader may deploy within three hexes of 3215. All other Wing Leaders deploy anywhere north of the Mietzel river. Units are placed within 3 hexes of their Wing Leader, with all Artillery stacked with any Infantry Unit.

RUSSIAN: Russian player sets up second. All Wing Leaders are placed anywhere south of the 2500 hex row, east of the Mietzel River, and west of or in Gross Cammin, with Units placed within 3 hexes of their leaders and artillery placed with any Infantry Wings.

Play Note: This option may markedly benefit the Russians.

25.3.3 Friendly Map Edges: Depending on set up and maneuver, the armies could end up engaging each other in any direction. Use the closest map edge directly opposite the enemy's main line; i.e., if the Prussians are advancing from the east, the Russians should rout west; and the Prussians east. Let Honor and common sense prevail!

25.3.4 Additional Army Morale Changes: To reflect the severe heat, every turn that an Activated Army engages in movement or combat, it takes an Army Morale penalty. For this rule, combat includes close combat or being bombarded at 3 BS or higher.

During the Joint Army Morale Adjustment Phase, if an Army engaged in non-Routed movement or combat during the turn, it takes a 2 point Army Morale penalty. Place two unused markers (use a different marker than markers used to pay for Army Activation) on the Army Morale Track in the highest numbered unfilled boxes, just like any other counters placed on the track.

After an Army is activated, if it spends a turn resting and does not engage in non-Routed movement or combat, it can regain lost AM. In this case, remove two fatigue markers from the AM track and move the other counters up to fill the gap, if necessary. If no fatigue markers are available, no fatigue can be regained.

Example: The Prussian player finishes their turn with AM box 31 filled. They adjust for Fatigue by placing markers in boxes 30 and 29. They then count two routed Units and place the Current Morale marker in box 27.

The next turn, the Prussian player gains a respite and rests for a turn. They remove the markers from boxes 29 and 30, regaining two fatigue. If they still have two routed Units, their Current Morale marker is placed in 29.

Historical Note: Although accounts do not quote temperatures, modern U.S. Air Force meteorological studies show area highs of 103 degrees F, making it safe to suggest battlefield temperatures of 95 degrees F or higher; heat exhaustion was cited as universal.

25.3.5 Russian Light Baggage: All Units pay +1 MP per hex they enter adjacent to the Light Baggage, and may not move through or stack with it. It is treated as infantry for movement and command purposes, and may trace command to any friendly leader. If the Light Baggage takes a Loss Point, it always routs. It may be routed repeatedly, but never eliminated or captured until it Routs off map. It cannot be rallied, can never attack, cannot go In Column and is Parenthesized (7.2.5).

Historical Note: The light baggage consisted of 2000+ wagons in a confused mass; the counter represents its center, but congestion was heavy throughout its vicinity.

25.3.6 Mietzel River: All Units must be In Column to cross the Mietzel River. Unless crossing at the bridge, all non-In Column Units (including Routs) must stop when moving adjacent, and go no further.

25.3.7 Prussian Unit Exhaustion: Many Prussian infantry and cavalry Units have parenthesized combat strengths on their last step (see 7.2.5).

Historical Note: After 17 exhausting hours, Prussian Units essentially ignored orders for a final attack.

25.3.8 Russian Cossack Stacking: All Russian Cossack Units count as double their step number for stacking and Engaged purposes. That is, a full strength (2 step) Cossack Unit should be treated as 4 steps for stacking and Engaged purposes.

This scenario begins at 0900 and ends at 1900 (11 game-turns). Use the set up hexes printed on the counters. All Wing Leaders may be set up with any Unit from their Wing, and the Army Commanders may be set up with any friendly Unit. The Prussian player uses the values from 25.3, except Army Morale begins at 34 and the west and south map edges are considered friendly. The Russian player uses the values from 25.3, except Army Morale begins at 46 and the north and east map edges are considered friendly. Rules 25.3.4 through 25.3.8 still apply.

26. Torgau:

Torgau, fought in icy rain 3 November 1760, pitted Frederick against arch-rival Marshal Daun in the war's bloodiest battle.

The Austrian player loses 10 points if at game's end, the Army Commander (if surviving) and 5 Wing Leaders cannot trace a path free of EZOC to any Torgau hex.

Historical Note: The Torgau bridges were the Austrians' retreat path in case of defeat; they had already sent their baggage train across the Elbe that morning. The intent of the specific Victory Points is to discourage "hedgehog" defenses that disregard supply realities, and keep the Austrian respectful of the withdrawal route (as Daun and O'Donnell no doubt were).

The victor and victory level are determined after the completion of the last turn of the scenario:

Prussian Decisive Victory: The Austrian Army is Broken, the Prussian Army is not Demoralized, and the Victory Point differential is +20 or more.

Prussian Substantive Victory: The Austrian Army is Demoralized, the Prussian Army is not, and the Victory Point differential is +10 or more.

Prussian Marginal Victory: The Austrian Army morale is 6 or less, and the Prussian Army morale is higher than the Austrian Army morale (historical result).

Austrian Marginal Victory: The Prussian Army morale is 6 or less, and Austrian morale is higher than the Prussian Army morale.

Austrian Substantive Victory: The Prussian Army is Demoralized, the Austrian Army is not, and the Victory Point differential is 0 or less.

Austrian Decisive Victory: The Prussian Army is Demoralized or Broken, the Austrian Army is not, and the Victory Point differential is -12 or less.

The scenario lasts from 0600 to 1800 (13 turns).

Prussian Army Information:

Morale: 28

Army Activation Cost: 1 pt. first try, free thereafter

Command Ratings:

Inf/art: 3

Cavalry: 4

Frederick: 4I

Friendly Map Edges: South, West and North

Austrian Army Information:

Morale: 21

Army Activation Cost: See 26.3.1

Command Ratings:

Inf/art: 3

Cavalry: 4

Daun: 4

Lascy Wing: 4

Detachments (up to 3): 4

Friendly Map Edge: See 26.3.2

Austrian player sets up first. The Austrian player may have up to three Detachments, set up in any hexes north of the 34xx hex row, as marked on the map. The detachments can include Ried, any of his Units and Drg 31. The Units in a detachment must be stacked or adjacent, and there must be 3 hexes between the closest Units of different detachments.

After setting up detachments, all remaining Units and Leaders (except Lascy, his Units and artillery Unit 6) are placed within the box noted on the map.

***Design Note:** Austria's 60 excellent 12 lb and 300+ 6 lb howitzers and regimental guns gave devastating fire. The counters depict 210 cannon; for playability, the other regimental guns are folded in those weightier infantry Units.*

Prussian player does not set up Units on map. All Units must enter via the Langenreichenbach entry zone. The Army must Activate and roll for command as usual, and Units pay 1 hex or MP to enter the map. Wings may be placed In Column if Effective while off map. Units/Wings may enter on different turns and any entry hexes.

26.3.1 Austrian Activation Costs: If Lascy's Wing (26.2.2.3) has not arrived, Normal Activation costs 4 AM. If Lascy's Wing has arrived, Normal Activation costs 3 AM. Any Activation from a CdOA always costs 2 AM, regardless of Lascy's presence.

26.3.2 Austrian Friendly Map Edges: Depending on set up and maneuver, the armies could end up engaging each other in multiple directions. Retreat Units away from the enemy line that caused their retreat. Again, Let Honor and common sense prevail!

26.3.3 Lascy's Wing: At the start of Austrian Command Determination each turn, the Austrian player rolls the die to determine if Lascy's Wing arrives. When his entry is rolled, place the Wing and artillery Unit 6 in any Torgau hex.

Turn Lascy Enters on

0600 1

0700 1–2

0800 1–4

0900 1–5

1000 Automatic

Lascy is Effective on turn of arrival and may move on the first turn without need to attempt Austrian Army Activation. Thereafter, Lascy's Wing may not move until Army Activation.

26.3.4 All Detachment Units can trace command to Ried, including Drg 31.

26.3.5 Austrian SP Limits: Austrian infantry can count a total of 9 SP in Close Combat, in an exception to 19.3.

26.3.6 Prussian Freikorps Stacking: The Prussian Freikorps cavalry units (Freikorps Dragoons and Freikorps Hussars) count as double their step number for stacking and Engaged purposes.

This scenario begins at 1400 and ends at 1800 (5 game-turns). Use the set up hexes printed on the counters. All Wing Leaders may be set up with any Unit from their Wing, and the Army Commanders may be set up with any friendly Unit.

The Austrian Drg 31 is not used in the battle scenario. The 2 step artillery Units may be placed in any hex containing infantry Units, no more than 2 per hex.

The Prussian Army uses all values from 26.3, except that Army Morale starts at 27 and only the south and north map edges are friendly.

The Austrian Army uses all values from 26.3, except that Army Morale starts at 20. Use rule 26.3.2 to determine friendly map edges again.

Rules 26.3.4 through 26.3.6 still apply.

26.4.1 Prussian reinforcements: On the 1500 turn, artillery Units 3, 4, and 5 enter at hex 1110. They must pay 1 MP to enter the map.

GLOSSARY

Active Player: The player who is currently taking their Player Turn.

Activate: An attempt by a player to get their Army to begin normal command, movement and combat procedures.

Advance: Infantry and cavalry may Advance after Close Combat if they have cleared opposing hexes.

Army: An Army comprises all infantry, cavalry, artillery and leaders controlled by one player.

Army Commander: The Army Commander is the overall commander of the Army. The Army Commander's values are used to determine the Activation of their Army.

Army Morale (AM): A number on the Army Morale Track representing the staying power of the Army. Combat losses will decrease Army Morale, while Combat Success can raise it.

Automatic Activation: Free Army Activation that occurs as soon as opposing forces close within three hexes.

Basic Group: Every Army has two Basic Groups: the Basic Infantry/Artillery Group and the Basic Cavalry Group.

Battle Scenario: The Battle Scenarios feature the historical deployments from the original battle after the approach march was complete.

Bombardment: Bombardment is the only form of combat in which artillery directly participate.

Bombardment Strength (BS): Bombardment Strength is the relative destructive capacity of artillery at varying hex ranges.

Broken: An Army becomes Broken when its Army Morale drops too low.

Capture: A Unit is Captured when it must Retreat and cannot; when it Routs into Enemy Zone of Control; as a result of a Surrender Close Combat result; or through an artillery Capture attempt. Captured Units are worth more Victory Points than eliminated Units.

Close Combat: Close Combat occurs between adjacent enemy infantry and cavalry.

Combat Success (CS): Combat Success, measured with markers, represents the positive effect of winning an engagement on the Army's overall morale.

Command Rating: A rating that determines how likely a Group is to be Effective or Degraded.

Command State: Every Game Turn, each Wing of an Activated Army will be in one of two Command States: Effective or Degraded. Command State also applies to artillery, which is not part of any Wing.

Coup d'Oeil Activation (CdOA): A special form of Army Activation that may occur when an Army first spots the opposing Army.

Degraded: The Command State that only permits half movement.

Demoralized: An Army becomes Demoralized when its Army Morale drops too low. A Demoralized Army has many penalties imposed on it.

Deploy: Taking a Wing out of In Column movement and returning them to normal movement.

Detachment: A Detachment is a separate Specific Group that can be Activated independently of the main Army.

Die Roll Modifier (DRM): A Die Roll Modifier affects a resolution roll, either positively or negatively.

Disorder: A Morale State for Units. Disordered Units may move less and are less effective in Close Combat.

Effective: The Command State that permits full movement.

Enemy Zone of Control (EZOC): An EZOC is a Zone of Control exerted by a Unit controlled by the opposing player.

Engaged: The infantry/cavalry on top of a stack totaling 4 Steps or less in an EZOC are Engaged. Only inf/cav may be Engaged.

Fast Units: All cavalry, and all infantry with a printed Movement Allowance of 4 are Fast Units.

Flank Attack: A combat situation wherein a single defending Unit is surrounded by attacking Units or their Zones of Control.

Formed: A Morale State for Units. A Unit is Formed when it is not Disordered or Routed.

Friendly Map Edge: The direction towards which Routed Units must move. It is defined in each battle's specific rules.

Game Turn: Each Game Turn has two Player Turns followed by a joint Morale Adjustment Phase.

Group: One or more Wing Leaders and their Units.

In Column (IC): A movement formation permitting increased movement with combat penalties.

Inactive Player: The player who is not currently taking their Player Turn.

Initiative: The Initiative rating for a Leader represents their ability to take decisive action on their own judgment. All Army Commanders have an Initiative rating as do some Special Wing Leaders. Initiative ranges from 2 to 5.

Leader: There are two types of Leaders: Wing Leaders represent

the commander of a single Wing, and are used to control just that Wing. The Army Commander is primarily used for Army Activation.

Loss Points (LP): Loss Points are results caused by Close Combat and Bombardment.

Main Scenario: The Main Scenarios allow players control over their deployments and allow them to perform the approach march.

Marker: A Marker is an informational piece that is not an infantry, cavalry, artillery or leader piece. Markers are usually used to indicate the state of Units, and are also used to track information such as current Game Turn.

Morale Check: A Morale Check is when a Unit must check to see if it remains Formed, or becomes Disordered or Routed.

Morale Modifier (MM): A positive DRM some Leaders impart during Morale Checks, Sweeping Cavalry charges, and Rally attempts.

Morale Rating (MR): The Morale Rating of Units represents the relative effectiveness of a Unit. A higher number represents better morale (due to physical conditioning, tactical training, and/or middle/junior officer/nco quality).

Morale State: A Unit's Morale State is Formed, Disordered, or Routed. Only infantry, cavalry and artillery have a Morale

State.

Movement Allowance (MA): A counter's Movement Allowance

is the maximum number of Movement Points that it may spend in each movement phase.

Movement Points (MP): Movement Points are expended to enter hexes, cross hex sides, and leave an EZOC.

Normal Activation: A voluntary Army Activation, where a player pays a cost in Army Morale and then makes a die roll to attempt to Activate their Army.

Out of Command (OOC): A Unit is Out of Command when it is not within 5 hexes of its Wing Leader.

Player Turn: During each Player Turn, the Active player determines their Wings' Command State, then moves and fights with all of their pieces.

Player Aid Card: A card containing numerous charts used during play.

Rally: An attempt to recover Morale State for a Unit.

Retreat: A forced move that is a result of combat.

Sequence of Play: The Sequence of Play defines the order of events in the game.

Special Leader: A Special Leader permits a player a re-roll when determining the Command State for a Wing.

Specific Group: A Specific Group is a Group that is defined by the scenario. Detachments are one type of Specific Group. Any Wing that belongs to a Specific Group does not belong to a Basic Group.

Stack: All of the Units in a single hex of the map.

Step: A Step is a measurement of the number of men in a Unit.

Step Loss: As a result of combat, Units will suffer Step Losses.

Strength Points (SP): Strength Points represent the relative combat strength of infantry/cavalry. Only inf/cav have Strength Points.

Supported Defense: A combat situation wherein a surrounded defending Unit stack is allowed to use supporting Units in calculating combat odds.

Surrender: A Surrender result occurs in Close Combat, and causes low Morale Units to be Captured.

Sweeping Charge: The ability of well led cavalry to make an additional attack during a turn.

Terrain Effects Chart (TEC): The Terrain Effects Chart details what effects terrain has on movement, Close Combat and Bombardment. It is printed on the Player Aid Cards.

Turn: Each completion of the Sequence of Play is one Turn.

Unit: Unit is the umbrella term for all infantry, cavalry and artillery. Leaders are NOT Units.

Wing: A Wing is a collection of infantry/cavalry assigned to one Leader. The colored bands on Units indicate what inf/cav are assigned to what Wing Leader. Note that artillery is never directly part of a Wing.

Zone of Control (ZOC): A Zone of Control is the area of the map that a Formed or Disordered Unit exerts influence over. A ZOC encompasses the six hexes around a Unit.