

Clash of Monarchs

the seven years' war in europe, 1756-1763

Play Book

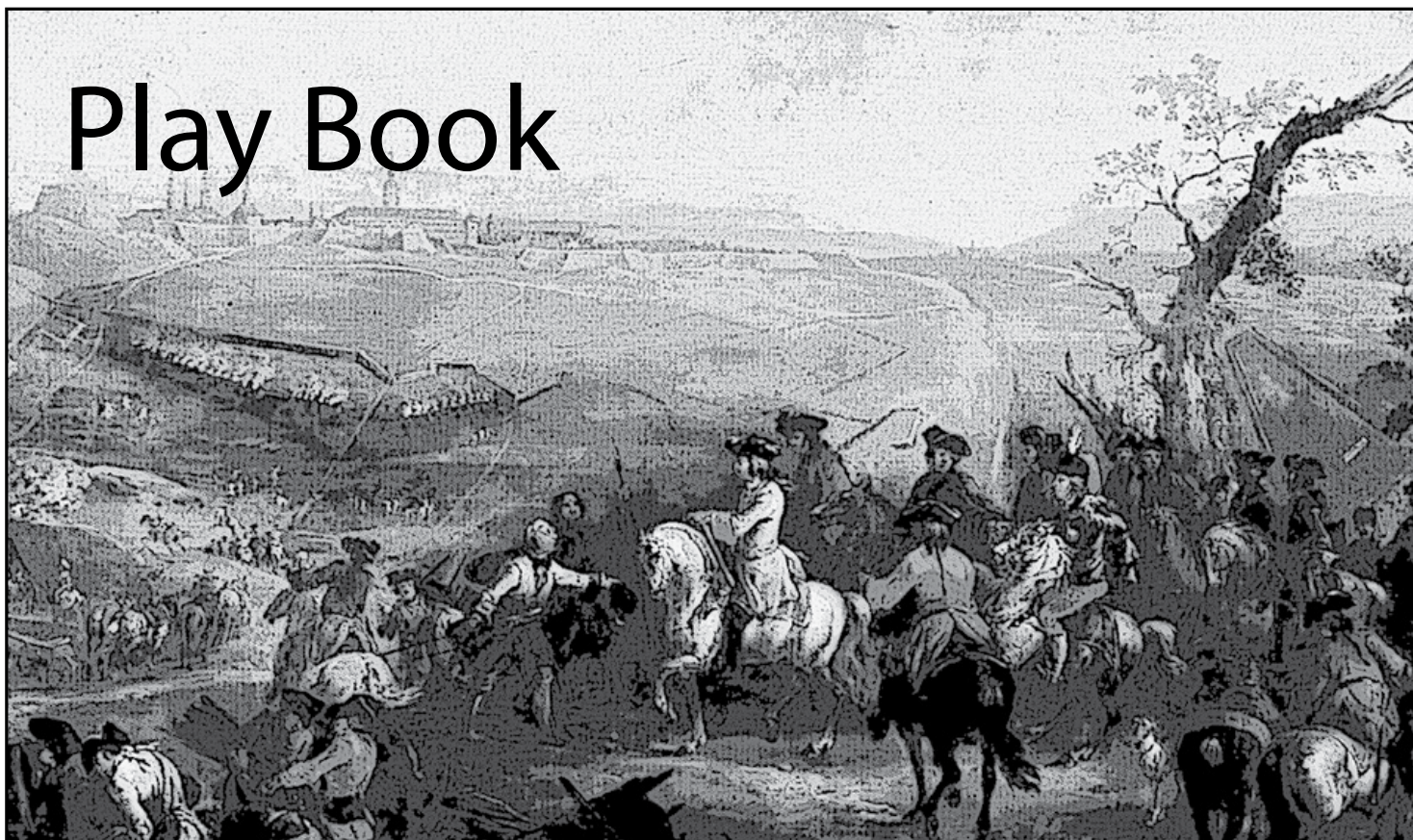


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Introduction

Clash of Monarchs (CoM) contains several scenarios that cover different periods of the war, and two Campaign scenarios covering all or most of the entire war.

1756	Introductory Scenario
1757	No Year More Rich
1756–1757	Frederick's Offensives
1756–1758	The Early War
1757–1758	The End of Optimism
1757–1759	The Pendulum's Swing
1759–1762	Prussia Contra Europe
Full Campaign	The Grand Panoply of War
Alliance Campaign	The Enemies Made Known

Decide upon which scenario to play, and which players will control each Power. With two players, one controls the Coalition (Austria, France, and Russia) and the other the Anglo-Prussians (Britain and Prussia). With a third player, one Coalition player controls Austria

while the other controls France and Russia. A fourth player controls Britain while his Anglo-Prussian partner controls Prussia.

Players new to the game are encouraged to try the 1756 Scenario first. This short 2-player scenario offers a good introduction to all the basic **CoM** mechanics.

Scenario Setup

Place the leaders, SPs, and units indicated as starting on the map or in the KK Theater boxes according to the scenario instructions (grid coordinates are included after space names to aid in locating some of the lesser-known spaces). Leave the rest off map. Most leaders and some SPs, units and FDs start in the Force Pools as specified and are available for selection and recruiting. All other leaders, units, and SPs are not available until brought into play by an event. Set up all Lt infantry, cavalry, and artillery units at full strength.

Note: When using the COM map patch, place all units designated for Venlo in Roermond instead.

1756—Introductory Scenario

If played as an Introductory Scenario, players can save time by setting up only the Austrians, Saxons, Prussians, and [the Empire](#); ignore France, Russia, Sweden, and Britain.

Setup (for 1756, 1756–1757, 1756–1758, and Full Campaign Scenarios):

COALITION

Austria

Kolin [J8]:	M. Browne, Lacy, Harsch, 2 Line Cav units, 1 Lt Cav unit, 2 Lt Inf units, 9 Inf SPs, 2 Field Arty units
Olmütz [L9]:	Nadasdy, Piccolomini, Hadik, 2 Line Cav units, Lt Cav unit, 2 Lt Inf units, 6 Inf SPs, 1 Siege Arty unit
Prag [I8]:	1 Line cav unit, 1 Lt Inf unit, 2 Inf SPs
Königgrätz [J8]:	2 Inf SPs, 1 FD, Entrenchment marker
Zwittau [K8]:	1 FD
Brünn [K9]:	2 Inf SPs
Wien [J10]:	2 Inf SPs
Budweis [I9]:	1 FD
Liege [A6]:	1 Inf SP
Luxembourg [A7]:	1 Inf SP

France (Neutral)

Strasbourg [B9]:	Armentieres, 2 Line Cav units, 1 Lt Cav unit, 1 Lt Inf unit, 8 Inf SPs, 1 Siege Arty unit, 1 FD
Metz [A8]:	1 Inf SP

Russia (Neutral)

Vilna [Q2]:	Apraxin, Fermor, Rumyantsev, 3 Line Cav units, 24 Inf SPs, 1 Field Arty unit, 1 FD
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Empire (Neutral)

Nürnberg [F8]:	Hildburghausen-Saxe, 1 Line Cav unit, 7 Inf SPs, 1 FD
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Saxony (Neutral)

Dresden [H6]:	Rutowski, 1 Cav unit, 8 Inf SPs
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Sweden (Neutral)

Stralsund [H2]:	3 Inf SPs
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Coalition Force Pool

Austria:	4 Lt Cav units, 1 Grenzer Lt Cav unit, 35 Inf SPs
France:	1 Line Cav unit, 16 Inf SPs, 1 FD
Russia:	3 Cos Lt Cav units, Fleet
Empire:	5 Inf SPs
Saxony:	5 Inf SPs
Sweden:	1 Inf SP

All remaining leaders except Charles, Daun, Loudon Army Leader; D'Estrees, Contades, Soubise, Broglie, Chevert, Montcalm; G. Browne.

Coalition MW

Austria:	21
France:	14
Russia:	17

Coalition Treasuries At Start (Thalers)

Austria:	10
France:	7
Russia:	7
Empire:	1
Saxony:	0
Sweden:	0

Coalition VPs At Start

Austria:	0
France:	0
Russia:	0

ANGLO-PRUSSIANS**Prussia**

Magdeburg [G4]:	Frederick, Keith, Ferdinand (C), 3 Line Cav units, 1 Hus Cav unit, 1 Lt Inf unit, 17 Inf SPs, 1 Field Arty unit, 1 Siege Arty unit, 1 FD
Breslau [K6]:	Schwerin, 2 Line Cav units, 1 Hus Cav unit, 9 Inf SPs, 1 Field Arty unit, 1 Siege Arty unit
Liegnitz [K6]:	Maurice, Brunswick-Bevern, 1 Line Cav unit, 1 Hus Cav unit, 6 Inf SPs, 1 FD
Königsberg [N1]:	Lehwaldt, 1 Hus Cav unit, 6 Inf SPs
Stettin [I3]:	3 Inf SPs
Glogau [K5]:	1 Inf SP
Schweidnitz [K6]:	1 Inf SP
Glatz [K7]:	1 Inf SP
Neisse [L7]:	1 Inf SP
Brieg [L7]:	1 Inf SP
Minden [D4]:	1 Inf SP
Wesel [B4]:	2 Inf SPs

Britain (Neutral)

Hanover [E4]:	Cumberland, 2 HA Line Cav units, 5 HA Inf SPs, 1 HA Field Arty unit
Hameln [E4]:	Zastrow, 5 HA Inf SPs, 1 Siege Arty unit
Paderborn [D5]:	Karl, 3 HA Inf SPs
Stade [E2]:	1 HA Inf SP
Vechta [D3]:	1 HA Inf SP
Verden [E3]:	5 HA Inf SPs

Anglo-Prussian Force Pool

Prussia:	4 Lt Cav units, 2 Lt Inf units, 21 Inf SPs, 2 FDs
Britain:	1 HA Line Cav unit, 1 HA Lt Cav unit, 2 HA Lt Inf units, 4 HA Inf SPs, 1 HA FD, BR Fleet

All remaining leaders except Ferdinand Army Leader, Sackville, Granby.

Anglo-Prussian MW

Prussia:	16
Britain:	13

Anglo-Prussian Treasuries At Start (Thalers)

Prussia:	12
Britain:	8

Anglo-Prussian VPs At Start

Prussia:	6
Britain:	0

Area Forage Point Levels: All at 0

KK Advantage: Border +1 Coalition; Germany +1 Coalition

Colonial Conflict Marker: Marginal French Advantage

Phase Marker: FR Fleet +1

Cards:

- Austria—Select 2 initial hand cards (A1–2, marked with a star). Draw 4 additional cards from the shuffled Early War deck.
- Prussia—Select 3 initial hand cards (P1–3, marked with a star); do not select BLACKMAILING BRÜHL. Draw 3 additional cards from the shuffled Early War deck.
- Draw Piles—Remaining Early War cards (shuffled).
- Not In Use—Wider War decks.

Events In Play/Markers: 1st Versailles (French Subsidy Box).

Scenario End: At the conclusion of Fall 1756 Round 5.

Scenario Victory: Instead of the normal VP levels [23.4], use the following:

Anglo-Prussian Combined VPs

+16 or more	Decisive Anglo-Prussian Victory
+11 to 15	Substantial Anglo-Prussian Victory
+9 or 10	Marginal Anglo-Prussian Victory
+8	Draw
+7 or less	Anglo-Prussian Defeat

Coalition Combined VPs

+1 or more	Decisive Coalition Victory
0	Substantial Coalition Victory
–1	Marginal Coalition Victory
–2 or –3	Draw
–4 or less	Coalition Defeat

Do not score VPs for Colonial Status [23.0] at scenario's end.

Special Rules

1. All Powers have selected Diplomatic Option A—do not use Advanced Rule 24.3.
2. Only Austria and Prussia are Belligerent at the start of this scenario. Each draws one Tactic before Round 1.
3. Begin play with Fall 1756 Round 1.
4. **No Imperial Pressure (Advanced Rule) unless AUS chose option B.**

1757—No Year More Rich

Setup (for the 1757, 1757–1758, 1757–1759, and Alliance Campaign Scenarios):

COALITION

Austria

Eger* [G7]: Arenberg, 1 Line Cav unit, 1 Lt Cav unit, 1 Lt Inf unit, 10 Inf SPs

Prag [I8]: Charles, M. Browne, Königsegg, 3 Line Cav units, 2 Lt Cav units, 3 Lt Inf units, 23 Inf SPs, 2 Field Arty units, 1 FD

Königgrätz [J8]: Serbelloni, 1 Line Cav unit, 1 Lt Cav unit, 1 Lt Inf unit, 10 Inf SPs, 1 Field Arty unit, 1 FD

Olmütz [L9]: Nadasdy, 2 Lt Cav units, 1 Lt Inf unit, 3 Inf SPs, 1 Siege Arty unit, 1 FD

Brünn [K9]: 2 Inf SPs

Wien [J10]: Daun, 4 Inf SPs, 1 Siege Arty unit

Znaim [J9]: 1 FD

Budweis [I9]: 1 FD

Liege [A6]: 1 Inf SP

Luxembourg [A7]: 1 Inf SP

*All or part of this force may start in Prag instead.

France

Strasbourg [B9]: Armentieres, 2 Line Cav units, 1 Lt Cav unit, 1 Lt Inf unit, 8 Inf SPs, 1 Siege Arty unit, 1 FD

Metz [A8]: 1 Inf SP

Russia (Neutral)

Vilna [Q2]: Apraxin, Fermor, Rumyantsev, 3 Line Cav units, 24 Inf SPs, 1 Field Arty unit, 1 FD

Empire

Nürnberg [F8]: Hildburghausen-Saxe, 1 Line Cav unit, 7 Inf SPs, 1 FD

Sweden (Neutral)

Stralsund [H2]: 3 Inf SPs

Coalition Force Pool

Austria: 1 Grenz Lt Cav unit, 11 Inf SPs

France: 1 Line Cav unit, 16 Inf SPs, 1 FD

Russia: 3 Cos Lt Cav units, Fleet

Empire: 5 Inf SPs

Saxony: 1 Cav unit, 5 Inf SPs

Sweden: 1 Inf SP

All remaining Leaders except Loudon Army Leader; D'Estrees, Contades, Soubise, Broglie, Chevert, Montcalm; G. Browne.

Coalition MW

Austria: 17

France: 16

Russia: 14

Coalition Treasuries at start (Thalers)

Austria: 3

France: 7

Russia: 7

Empire: 0

Saxony: (Prussian-occupied)

Sweden: 0

Coalition VPs At Start

Austria: -2

France: 0

Russia: 0

Coalition SAs At Start

Austria: 1

ANGLO-PRUSSIANS

Prussia

Leipzig [G6]: Maurice, 1 Line Cav unit, 8 Inf SPs

Dresden [H6]: Frederick, Keith, Henry, Ferdinand (C), Brunswick-Bevern, 3 Line Cav units, 1 Hus Cav unit, 1 Lt Inf unit, 21 Inf SPs, 1 Field Arty unit, 1 Siege Arty unit, 1 FD, 1 Captured MD

Zittau [J7]: 1 Hus Cav unit, 2 Inf SPs

Schweidnitz [K6]: Schwerin, Winterfeldt, 2 Line Cav units, 1 Hus Cav unit, 1 Lt Inf unit, 14 Inf SPs, 1 Field Arty unit, 1 FD

Stettin [I3]: 2 Inf SPs

Magdeburg [G4]: 2 Inf SPs

Königsberg [N1]: Lehwaldt, 1 Hus Cav unit, 9 Inf SPs

Breslau [K6]: 3 Inf SPs, 1 Siege Arty unit

Glogau [K5]: 1 Inf SP

Küstrin [I4]: 1 Inf SP

Berlin [H4]: 1 Inf SP

Colberg [J2]: 1 Inf SP

Brieg [L7]: 1 Inf SP

Glatz [K7]: 1 Inf SP

Neisse [L7]: 1 Inf SP

Torgau [H6]: 1 Inf SP

Minden [D4]: 1 Inf SP

Wittenberg [H5]: Held marker

Pirna [I7]: Held marker

Britain

Hanover [E4]:	Cumberland, 2 HA Line Cav units, 5 HA Inf SPs, 1 HA Field Arty unit
Hameln [E4]:	Zastrow, 5 HA Inf SPs, 1 Siege Arty unit
Paderborn [D5]:	Karl, 3 HA Inf SPs
Stade [E2]:	1 HA Inf SP
Vechta [D3]:	1 HA Inf SP
Verden [E3]:	5 HA Inf SPs

Anglo-Prussian KK Theater Boxes

German:	None
Border:	2 PR Lt Cav units
Northern:	None

Anglo-Prussian Force Pool

Prussia:	2 Lt Cav units, 1 Lt Inf unit, 2 FDs
Britain:	1 HA Line Cav unit, 1 HA Lt Cav unit, 2 HA Lt Inf units, 4 HA Inf SPs, 1 HA FD, BR Fleet

All remaining leaders except Ferdinand Army Leader, Sackville, Granby.

Prisoners of the Anglo-Prussians

Rutowski, 3 SA Inf SPs

Impressed Saxons

5 SA Inf SPs

Anglo-Prussian MW

Prussia:	17
Britain:	13

Anglo-Prussian Treasuries At Start (Thalers)

Prussia:	11
Britain:	8

Anglo-Prussian VPs At Start

Prussia:	+9
Britain:	0

Anglo-Prussian SAs At Start

Prussia:	2
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Area Forage Point Levels**Border Theater**

Austria:	0
Bavaria:	0
Bohemia:	3
Moravia:	3
Saxony:	8
Silesia:	3

German Theater

Austrian Netherlands:	0
Lorraine:	0
Prussian Holdings:	0
Rhineland:	0
Westphalia:	0

Northern Theater

Brandenburg:	0
East Prussia:	0
Mecklenburg:	0
Pomerania:	0

KK Advantage: Border +1 Coalition; Germany +1 Coalition

Colonial Conflict Marker: Marginal French Advantage

Phase Marker: FR Flt +1

Cards and Tactics:

- Prussia—1 randomly-chosen Tactic.
- Discard Piles –
 - Austria—AUSTRIAN MOBILIZATION, CROATS
 - Prussia—INVASION OF SAXONY, SAXONY DESPOILED, SAXON ARMY IMPRESSMENT, FREIBATAILLONE
- Draw Piles—Remaining Early War cards (shuffled).
- Not In Use—Wider War decks.

Events In Play/Markers: *2nd Versailles* (French Subsidy Box), *Saxony Despoiled* (1756); *French Commitment*.

Scenario End: At the conclusion of Fall 1757 Round 5.

Scenario VP Adjustments: A-P +0, Coalition +8

Additional A-P requirements for:

- Substantial Victory—
 - Border KK Advantage must be +1 Anglo-Prussian
- Decisive Victory—
 - Border KK Advantage must be +1 Anglo-Prussian
 - Any two Austrian areas are Devastated.
 - *Colonial Conflict* marker must be in a British Advantage box (otherwise only a Substantial Victory)

Additional Coalition requirements for:

- Substantial Victory –
 - Two Anglo-Prussian areas must be Devastated
- Decisive Victory –
 - Two Anglo-Prussian areas must be Devastated
 - *Colonial Conflict* marker must NOT be at British Advantage or Heavy British Advantage

Note: If both alliances attain Victory levels, the alliance with the higher level of victory wins. If both alliances are tied, the Coalition wins a Marginal Victory.

Special Rules

1. Denmark, Russia, Spain, and Sweden are Neutral at the start of the game. All Powers have chosen Diplomatic Option A; Britain and France (and Russia in Fall 1757) include guaranteed cards (marked with a star) in their initial hands accordingly.
2. The Austrian player may transfer any Lt units desired from the map to the Border Theater box before starting play.
3. Begin play with the Summer 1757 Draw Phase.
4. **Historical Option.** Players desiring a 1757 game that more closely mirrors history may, if all agree, begin with the following cards among those chosen for their initial hands:
 - Austria—OPPORTUNITY IN DEFEAT, SAXON DESERTIONS
 - Prussia—CONVERGING ATTACK

1756–1757—Frederick's Offensives

Use the 1756 Scenario Setup, starting conditions, and Special Rules. Use the 1757 Scenario End and VP Adjustments.

1756–1758—The Early War

Setup

Use the 1756 Scenario Setup and starting conditions.

Scenario End: At the conclusion of Fall 1758.

Scenario VP Adjustments: A-P +1, Coalition +6

Additional A-P requirements for:

- Substantial Victory—
 - Border and German KK Advantages must be +1 Anglo-Prussian
- Decisive Victory—
 - Border and German KK Advantages must be +1 Anglo-Prussian
 - Any two Austrian areas are Devastated
 - *Colonial Conflict* marker must be in some degree of British Advantage box

Additional Coalition requirements for:

- Substantial Victory –
 - Two Anglo-Prussian areas must be Devastated
- Decisive Victory –
 - Two Anglo-Prussian areas must be Devastated
 - *Colonial Conflict* marker must be in some degree of French Advantage box

Note: If both alliances attain Victory levels, the alliance with the higher level of victory wins. If both alliances are tied, the Coalition wins a Marginal Victory.

Special Rules

1. Players perform July 1756 Diplomacy and redeploy Prussian forces if appropriate before drawing cards and Tactics.
2. Begin play with Fall 1756 Draw Phase. Prussia draws only 6 cards instead of 7.

1757–1758—The End of Optimism

Use the 1757 Scenario Setup, starting conditions, and Special Rules. Use the 1756–1758 Scenario End and VP Adjustments.

1757–1759—The Pendulum's Swing

Setup

Use the 1757 Scenario Setup and starting conditions.

Scenario End: At the conclusion of Fall 1759.

Scenario VP Adjustments: A-P +2, Coalition +5

Additional A-P requirements for:

- Substantial Victory—
 - Border and German KK Advantages must be +1 Anglo-Prussian
- Decisive Victory—
 - Border and German KK Advantages must be +1 Anglo-Prussian
 - Any two Austrian areas are Devastated
 - *Colonial Conflict* marker must be in some degree of British Advantage box

Additional Coalition requirements for:

- Substantial Victory—
 - Two Anglo-Prussian areas must be Devastated
- Decisive Victory—
 - Two Anglo-Prussian areas must be Devastated
 - *Colonial Conflict* marker must be in some degree of French Advantage box

Special Rules

1. Denmark, Russia, Spain, and Sweden are Neutral at the start of the game. Austria and Prussia have chosen Diplomatic Option A. Russia, France, and Britain select their Diplomatic Options if using Advanced Rule 24.3; otherwise they have also chosen A.
2. The Austrian player may transfer any Lt units desired from the map to the Border Theater box before starting play.
3. Begin play with the Summer 1757 Draw Phase. **Note:** Diplomatic Options other than A may affect which guaranteed cards (marked with a star) are available.

1759–1762—Prussia Contra Europe

Setup

COALITION

Austria

Eger [G7]: 1 Inf SP
 Prag [I8]: Daun, Lacy, Arenberg, 3 Line Cav units,
 1 SA Cav unit, 1 Lt Cav unit, 1 Lt Inf unit,
 16 Inf SPs, 3 Field Arty units,
 1 Siege Arty unit
 Reichenberg [J7]: Loudon Corps Leader, 1 Lt Cav unit,
 1 Lt Inf unit, 5 Inf SPs, 1 FD
 Königgrätz [J8]: 2 Inf SPs, 1 FD
 Mittelwalde [K8]: 2 Inf SPs
 Olmütz [L9]: Gemmingen, DeVille, 1 Line Cav unit,
 1 Chevauleger Cav unit, 1 Lt Cav unit,
 1 Lt Inf unit, 11 Inf SPs, 1 Field Arty unit,
 1 Siege Arty unit
 Brünn [K9]: 2 Inf SPs
 Wien [J10]: 2 Inf SPs
 Nürnberg [F8]: Harsch, Hadik, 1 Line Cav unit,
 1 Lt Cav unit, 1 Lt Inf unit, 6 Inf SPs,
 1 Field Arty unit
 Bamberg [F7]: 2 Inf SPs, 1 FD
 Liege [A6]: 1 Inf SP
 Luxembourg [A7]: 1 Inf SP

Empire

Nürnberg [F8]: Zweibrücken, 1 Line Cav unit, 6 Inf SPs
 Würzburg [E8]: 1 FD

France

Frankfurt
 am Main [D7]: Soubise, Chevert, 2 Line Cav units,
 1 Lt Inf unit, 13 Inf SPs, 3 SA Inf SPs,
 1 Siege Arty unit, 1 FD
 Köln [C6]: Contades, Broglie, St. Germain,
 3 Line Cav units, 1 Lt Cav unit, 1 Lt Inf unit,
 28 Inf SPs, 1 Field Arty unit
 Venlo [B5]: 2 Inf SPs, 1 Siege Arty unit
 Wesel [B4]: Armentières, 1 Line Cav unit, 5 Inf SPs,
 1 FD
 Strasbourg [B9]: 1 Inf SP
 Metz [A8]: 1 Inf SP

Russia

Königsberg [N1]: Saltikov, Rumyantsev, G. Browne,
 4 Line Cav units, 1 Cossack Lt Cav unit,
 22 Inf SPs, 2 Field Arty units, 1 FD

Sweden

Stralsund [H2]: Lantinghausen, 1 Line Cav unit, 7 Inf SPs,
 1 FD

Coalition KK Theater Boxes

German: 2 FR Lt Inf units
 Border: 2 AU Lt Cav units, 2 AU Lt Inf units
 Northern: 2 Cossack Lt Cav units

Coalition Force Pool

Austria: 1 Grenzer Lt Cav unit, 2 FC Lt Inf units,
 4 Inf SPs, 2 FDs
 Empire: 8 Inf SPs
 France: 2 Line Cav units, 1 Lt Inf unit, 13 Inf SPs,
 1 Field Arty unit, 1 FD
 Russia: 1 Cossack Lt Cav unit, 18 Inf SPs, Fleet
 Saxony: 10 Inf SPs
 Sweden: 1 Lt Cav unit, 2 Inf SPs

All remaining Leaders except Charles, M. Browne, Loudon
 Army Leader, Serbelloni; Montcalm (unless using Optional Rule
 24.6.1); Apraxin.

Coalition MW

Austria 7 (Exhausted)
 France 11
 Russia 9

Coalition Treasuries At Start (Thalers)

Austria: 2
 France: 3
 Russia: 4
 Empire: 0
 Saxony: (Prussian-occupied)
 Sweden: 0

Coalition VPs At Start

Austria: -2
 France 1
 Russia: 1

Coalition SAs At Start

Austria: 1
 France: 1
 Russia: 1

ANGLO-PRUSSIANS**Prussia**

Schweidnitz [K6]: Frederick, Finck, 3 Line Cav units,
2 Hus Cav units, 1 Lt Inf unit, 15 Inf SPs,
3 Field Arty units, 1 FD

Dresden [H6]: Henry, Brunswick-Bevern, Zieten,
2 Line Cav units, 1 Hus Cav unit, 9 Inf SPs,
1 Field Arty unit, 1 Captured MD

Küstrin [I4]: Dohna, 1 Line Cav unit, 1 Hus Cav unit,
11 Inf SPs, 1 FD

Neisse [L7]: Fouque, 1 Lt Inf unit, 4 Inf SPs

Stettin [I3]: Wedell, 1 KFK Hus Cav unit, 2 Inf SPs

Breslau [K6]: 2 Inf SPs, 1 Siege Arty unit

Glogau [K5]: 1 Inf SP

Berlin [H4]: 1 Inf SP

Colberg [J2]: 1 Inf SP

Brieg [L7]: 1 Inf SP

Glatz [K7]: 1 Inf SP

Torgau [H6]: 1 Inf SP, 1 Siege Arty unit

Magdeburg [G4]: 1 Inf SP

Arnsberg [D5]: 1 Lt Cav unit

Leipzig [G6]: *Held* marker

Wittenberg [H5]: *Held* marker

Pirna [I7]: *Held* marker

Britain

Münster [C4]: Sporcken, Erbprinz Brunswick,
1 HA Line Cav unit, 1 HA Lt Cav unit,
1 BR Lt Inf unit, 7 Inf SPs (2 BR, 5 HA)

Lippstadt [D5]: Zastrow, 1 HA Lt Inf unit, 4 HA Inf SPs

Kassel [E5]: Ferdinand, Granby,
3 Line Cav units (1 BR, 2 HA),
1 HA Lt Inf unit, 8 HA Inf SPs,
1 HA Field Arty unit, 1 HA Siege Arty unit,
1 HA FD

Marburg [D6]: 1 HA Inf SP

Bremen [D3]: 1 BR FD

Minden [D4]: 1 HA Inf SP

Hanover [E4]: 1 HA Inf SP

Anglo-Prussian KK Theater Boxes

German: None

Border: 3 PR FB Lt Inf units, 2 PR FK Cav units,
1 PR Lt Cav unit

Northern: 1 PR Lt Cav unit

Anglo-Prussian Force Pool

Prussia: 1 Hussar Cav unit, 1 Lt Cav unit,
1 FK Lt Cav unit, 1 Lt Inf unit,
1 FB Lt Inf unit, 20 Inf SPs, 2 FDs

Britain: 10 Inf SPs (1 BR, 9 HA), BR Fleet

All remaining leaders except Cumberland; Schwerin, Keith, Maurice, Ferdinand Corps Leader, Winterfeldt.

Prisoners of the Anglo-Prussians

10 AU Inf SPs, 2 FR Inf SPs, 1 IM Inf SP, Rutowski

Anglo-Prussian MW

Prussia: 16

Britain: 8

Anglo-Prussian Treasuries At Start (Thalers)

Prussia: 8

Britain: 7

Anglo-Prussian VPs At Start

Prussia: +7

Britain: 0

Anglo-Prussian SAs At Start

Prussia: 2

Britain: 1

Area Forage Point Levels**German Theater**

Aust. Netherlands: 0

Lorraine: 0

Pruss. Holdings: Devastated

Rhineland: 7

Westphalia: 9

Border Theater

Austria: 0

Bavaria: 7

Bohemia: Devastated

Moravia: 12

Saxony: 12

Silesia: 12

Northern Theater

Brandenburg: 3

East Prussia: Devastated

Mecklenburg: 3

Pomerania: 8

KK Advantage: Germany +1 Anglo-Prussian; Border +1 Anglo-Prussian

Colonial Conflict Marker: Marginal British Advantage

Phase Marker: Typhus

Cards and Tactics:

- Britain—ROYAL NAVY; 1 randomly-chosen Tactic.
- Prussia—1 randomly-chosen Tactic.
- Discard Piles—

- **Prussia:** IS THE CZARINA DEAD?, RUSSIAN SUPPLY COLLAPSE

- Draw Piles—Remaining Early and Wider War cards (shuffled).

Events In Play/Markers: Saxony Despoiled (1756), *Generalstab*, *En Avant!*, Army of Westphalia, Kloster-Zeven, Army of the Main, Improved Lt Doctrine, Clive of India, Russian Reinforcements

(1757), Halley's Comet, Shuvalov's Observation Korps, Reinforcing Continental Success (1758), Devalue the Thaler (1759); French Commitment Met; 3rd Versailles Subsidy, BR Subsidy 7 Thl (Subsidy boxes).

1759–1762 and Campaign Scenarios VP Adjustments: A-P +5, Coalition +0. If the Death of Elizabeth Event has occurred, decrease A-P and increase Coalition final levels by one level each.

Scenario End: At the conclusion of Fall 1762 Round 5.

Special Rules

1. All Powers have chosen Diplomatic Option A. Begin play in the Summer 1759 Draw Phase.

2. **Historical Option.** Players desiring a 1759–62 game that more closely mirrors history may, if all agree, begin with the following cards among those chosen for their initial hands:

- Austria: LOUDON RISING
- France: NAVAL BATTLE OF NEUWARP
- Russia: FREDERICK WANTS VICTORIES!
- Prussia: MIRACLE OF BRANDENBURG
- Britain: FALL OF QUEBEC

3. **Optional Forces.** May add FR leader Montcalm to the Coalition Force Pool [24.6.1], and the RU Siege Artillery unit in Königsberg [24.6.2].

Tailored “Year End” Scenarios

Players may tailor their own shorter scenarios, and end them in any year of the war. They may start the game in 1756, 1757, or 1759, using the appropriate starting information and placing the *Halley's Comet* marker in the 1758 box on the Year Track. They may end the game in any year thereafter, per the previous Year End Victory Conditions, or the other years listed below:

1760 Year End VP Adjustments: A-P +3, Coalition +4

Additional A-P requirements for:

- Substantial Victory—
 - Border and German KK Advantages must be +1 Anglo-Prussian
- Decisive Victory—
 - Border and German KK Advantages must be +1 Anglo-Prussian
 - Lorraine and any other three Coalition areas are Devastated
 - *Colonial Conflict* marker must be in British Advantage or Heavy British Advantage box

Additional Coalition requirements for:

- Substantial Victory—
 - Three Anglo-Prussian areas must be Devastated
- Decisive Victory –
 - Three Anglo-Prussian areas must be Devastated
 - *Colonial Conflict* marker must be in some degree of French Advantage box

1761 Year End VP Adjustments: A-P +4, Coalition +2

Additional A-P requirements for:

- Substantial Victory—
 - Border and German KK Advantages must be +1 Anglo-Prussian
- Decisive Victory—
 - Border and German KK Advantages must be +1 Anglo-Prussian
 - Lorraine and any four other Coalition areas are Devastated
 - *Colonial Conflict* marker must be in British Advantage or Heavy British Advantage box (otherwise only a Substantial Victory)

Additional Coalition requirements for:

- Substantial Victory –
 - Three Anglo-Prussian areas must be Devastated
- Decisive Victory –
 - Four Anglo-Prussian areas must be Devastated
 - *Colonial Conflict* marker must be in some degree of French Advantage box

If the Death of Elizabeth Event has occurred, decrease A-P and increase Coalition final levels by one level each.

Full Campaign Scenario

Use the 1756 Scenario Setup and starting conditions. Use the 1759–1762 Scenario End and Victory conditions.

Special Rules

1. Players perform July 1756 Diplomacy and redeploy Prussian forces if appropriate before drawing cards and Tactics.
2. Begin play with the Fall 1756 Draw Phase. Prussia draws only 6 cards instead of 7.
3. If using Advanced Rule 24.1, do not roll in the Fall 1756 Draw phase unless Austria chooses Diplomatic Option (B).

Alliance Campaign Scenario

Use the 1757 Scenario Setup and starting conditions. Use the 1759–1762 Scenario End and Victory conditions.

Special Rules

1. Denmark, Russia, Spain, and Sweden are Neutral at the start of the game. Austria and Prussia have chosen Diplomatic Option A. Russia, France, and Britain select their Diplomatic Options if using Advanced Rule 24.3; otherwise they have also chosen A.
2. The Austrian player may transfer any Lt units desired from the map to the Border Theater box before starting play.
3. Begin play with the Summer 1757 Draw Phase. **Note:** Diplomatic Options other than A may affect which guaranteed cards (marked with a star) are available.

1761–1762—The Eleventh Hour

[New scenario in August 2009 Living Rules] With great thanks to David Hughes, COM fan and history writer, who helped nail down French and British force deployments!

Setup

COALITION

Austria

Eger [G7]: 1 Lt Inf SP
 Dresden [H6]: Daun, Hadik, Harsch, 1 CVL cav unit, 1 Line Cav unit, 1 SA Cav unit, 2 Lt Cav units, 2 Lt Inf units, 23 Inf SPs, 3 Field Arty units, 1 Siege Arty unit
 Königgrätz [J8]: Loudon (Army Leader), Deville, 4 Line Cav units, 2 Lt Cav units, 2 Lt Inf units, FCB Lt Inf unit, 26 Inf SPs, 2 Field Arty units, 1 Siege Art unit, 1 FD
 Olmütz [L9]: Gemmingen, 1 Lt Cav unit, 1 Inf SP
 Brünn [K9]: 1 Inf SP
 Wien [J10]: 1 Inf SP
 Bamberg [F7]: 1 FD
 Liege [A6]: 1 Inf SP
 Luxembourg [A7]: 1 Inf SP
 Prag [I8]: 1 Inf SP, 1 Lt Inf unit

Empire

Nürnberg [F8]: Stolberg, 1 Line Cav unit, 6 Inf SPs
 Würzburg [E8]: 1 FD

France

Wesel [B4]: Contades, Soubise, Armentieres, 4 Line Cav units, 3 Lt Inf units, 35 Inf SPs, 3 SA Inf SPs, 1 Field Arty unit, 1 Siege Arty unit, 1 FD
 Frankfurt am Main [D7]: Broglie, St. Germain, Stainville, 3 Line Cav units, 1 Lt Cav unit, 2 Lt Inf units, 21 Inf SPs, 1 Field Arty unit, 1 Siege Arty unit
 Venlo [B5]: 1 Inf SP
 Roermond [A5]: 1 Inf SP

Strasbourg [B9]: 1 Inf SP
 Metz [A8]: 1 Inf SP
 Koblenz [C6]: 1 Inf SP
 Köln [C6]: 1 Inf SP
 Düsseldorf [C5]: 1 Inf SP

Russia

Königsberg [N1]: Buturlin, Chernysev, 4 Line Cav units, 2 Cossack Lt Cav units, 16 Inf SPs, 4 Field Arty units, 1 FD

Sweden

Stralsund [H2]: Lantinghausen, 1 Line Cav unit, 1 Lt Cav unit, 5 Inf SPs, 1 FD

Coalition KK Theater Boxes

German: None
 Border: 1 AU Grenzer Lt Cav units, 1 FCL Lt Inf unit
 Northern: 3 Cossack Lt Cav units

Coalition Force Pool

Austria: 6 Inf SPs, 2 FDs
 Empire: 8 Inf SPs
 France: 1 French Line Cav, 2 FDs
 Russia: 34 Inf SPs, Fleet
 Saxony: 10 Inf SPs
 Sweden: 4 Inf SPs

All remaining Leaders except Charles, M. Browne, Loudon Corps Leader, Serbelloni; Montcalm (unless using Optional Rule 24.6.1); Apraxin.

Coalition MW

Austria 9 (Exhausted)
 France 5 (Exhausted)
 Russia 5 (Exhausted)

Coalition Treasuries At Start (Thalers)

Austria: 1
 France: 1
 Russia: 1
 Empire: 0

Saxony: 0
Sweden: 1

Coalition VPs At Start

Austria: 2
France: 1
Russia: 1

Coalition SAs At Start

Austria: 1
France: 1
Russia: 3

ANGLO-PRUSSIANS**Prussia**

Breslau [K6]: Frederick, Dohna, 4 Line Cav units,
2 Hus Cav units, 1 FK Lt cav unit, 2 Lt Inf
units, 20 Inf SPs, 3 Field Arty units, 1 Siege
Arty unit
Torgau [H6]: Henry, Wobersnow, 2 Line Cav units, 2 Hus
Cav units, 1 FK Lt cav unit, 10 Inf SPs, 2
Field Arty units
Küstrin [I4]: Finck, 3 Inf SPs
Neisse [L7]: 1 Inf SP
Stettin [I3]: 1 Inf SP
Glogau [K5]: 1 Inf SP
Berlin [H4]: 1 Inf SP
Colberg [J2]: 1 Inf SP
Brieg [L7]: 1 Inf SP
Glatz [K7]: 1 Inf SP
Schweidnitz [K6]: 1 Inf SP
Magdeburg [G4]: 1 Inf SP
Leipzig [G6]: *Held* marker
Wittenberg [H5]: *Held* marker
Pirna [I7]: *Held* marker

Britain

Münster [C4]: Ferdinand, Erbprinz, Karl, 2 HA Line Cav
units, 1 Brit Line Cav unit, 1 HA LT Cav
unit, 1 HA LT inf unit, 1 BR LT Inf unit,
1 Brit Legion LT Cav unit, 25 Inf SPs
(3 BR, 22 HA), 1 Field Arty unit, 1 Siege
Arty unit
Kassel [E5]: Sporcken, Granby, 1 HA Line Cav unit, 1 BR
Line cav unit, 1 HA LT FK cav unit, 1 HA
LT Inf unit, 7 HA Inf SPs, 1 HA FD
Bremen [D3]: 1 BR FD
Minden [D4]: 1 HA Inf SP
Hanover [E4]: 1 HA Inf SP
Stade [E2]: 1 HA Inf SP

Anglo-Prussian KK Theater Boxes

German: None
Border: 3 PR FB Lt Inf units, 1 PR FK Cav unit,
3 PR Lt Cav units, 1 Kleist Freikorps Hus
unit, 1 Freikorps Lt Inf unit
Northern: None

Anglo-Prussian Force Pool

Prussia: 1 Hussar Cav unit, 1 Lt Cav unit,
1 Lt Inf unit, 1 FB Lt Inf unit, 28 Inf SPs,
2 FDs

Britain: 3 BR Inf SPs, BR Fleet

All remaining leaders except Cumberland, Schwerin, Keith, Maurice, Ferdinand Corps Leader, Winterfeldt.

Prisoners of the Anglo-Prussians

10 AU Inf SPs, 2 FR Inf SPs, 1 IM Inf SP, Rutowski

Anglo-Prussian MW

Prussia: 8 (exhausted)
Britain: 3 (exhausted)

Anglo-Prussian Treasuries At Start (Thalers)

Prussia: 11
Britain: 3

Anglo-Prussian VPs At Start

Prussia: +3
Britain: 0

Anglo-Prussian SAs At Start

Prussia: 2
Britain: 1

Area Forage Point Levels**German Theater**

Aust. Netherlands: 0
Lorraine: 0
Pruss. Holdings: Devastated
Rhineland: Devastated
Mecklenberg: 7
Westphalia: Devastated

Border Theater

Austria: 0
Bavaria: 7
Bohemia: Devastated
Moravia: 12
Saxony: Devastated
Silesia: Devastated

Northern Theater

Brandenburg: Devastated
East Prussia: Devastated
Pomerania: Devastated

KK Advantage: Germany +1 Anglo-Prussian; Border +1 Anglo-Prussian

Colonial Conflict Marker: Heavy British Advantage

Phase Marker: Typhus

Cards and Tactics:

- Britain—ROYAL NAVY; 1 randomly-chosen Tactic.
- Prussia—1 randomly-chosen Tactic.
- Discard Piles—
 - **Prussia:** IS THE CZARINA DEAD?, RUSSIAN SUPPLY COLLAPSE
 - **Austria:** COMBINED OFFENSIVE
- Draw Piles—Remaining Early and Wider War cards (shuffled).

Events In Play/Markers: *Saxony Despoiled* (1756), *Generalstab, En Avant!*, Army of Westphalia, Kloster-Zeven, Army of the Main, Improved Lt Doctrine, Clive of India, Russian Reinforcements (1757), Britain's Outrage (1757), Halley's Comet, Increased Russian Commitment, British Commitment, Shuvalov's Observation Korps, Reinforcing Continental Success (1758), Devalue the Thaler (1759), Fall of Quebec, Miracle of Brandenburg, Extorted Loans (1759), French Commitment Met; Saxony Ravaged, Ferdinand VI Dead, Polish Grain Embargo, Glorious Reinforcement, Devalue the Thaler, Larger Bear (1760), 3rd Versailles Subsidy, Prussian Subsidy (Subsidy boxes).

Scenario End: At the conclusion of Fall 1762 Round 5.

1761–1762 and Campaign Scenarios VP Adjustments: A-P +5, Coalition +0. If the Death of Elizabeth Event has occurred, decrease A-P and increase Coalition final levels by one level each.

Special Rules

1. All Powers have chosen Diplomatic Option A. Begin play in the Summer 1761 Draw Phase.
2. **Historical Option.** Players desiring a 1761–62 game that more closely mirrors history may, if all agree, begin with the following cards among those chosen for their initial hands:
 - Austria: None
 - France/Russia: EAST PRUSSIA POLICY CHANGE, RUSSIAN BALTIC FLEET
 - Prussia: one COALITION MISTRUST
 - Britain: WAR WITH SPAIN
3. **Optional Forces.** May add FR leader Montcalm to the Coalition Force Pool [24.6.1], and the RU Siege Artillery unit in Königsberg [24.6.2].

1767-1768—The Fourth Silesian War

Post-War Scenario I

[New scenario in August 2009 Living Rules] By the slight twists of fate does history turn...the musket ball that hit Frederick at Torgau was not spent, but lethal. The King died the next morning. Though the Prussians struggled on, the loss was devastating to Prussian military and political leadership. The Coalition won the war, a forced peace on Prussia that was far different than that of the historical Hubertsburg treaty. Prince Henry, now ruler, is forced to accept loss of Silesia to Theresa, and East Prussia and portions of Pomerania to the Russians. The Prussian army, worn out, its resources halved, slowly rebuilt to only a fraction of its former might in the Prussian rump state of Brandenburg -Pomerania.

Four years later, Czaritza Catherine, observing Austrian prosperity in Silesia versus Russia's far more modest gains in East Prussia, concludes Russia got the short end of the war spoils stick, and decides to do something about it. Circumstances are favorable; at the end of the SYW, Austria was on the verge of collapse, while Russian military might and logistics capability were well-honed. She discreetly searches for allies, and finds an unlikely conspirator in France. Theresa's victory has made Austria's influence in the Empire too great, contrary to French ambitions in that area. The French will back a Russian incursion into Silesia, if France is given free hand in the Empire. Hanover has been de-armed by the treaty; only Prussia is a question mark, but without Frederick, and greatly reduced, not nearly as formidable as a decade prior. The secret pact is signed; in March, 1767, 90,000 Russian troops under Baturlin mass at Poznan; in Strasbourg, the aging Broglie gathers 80,000 French. Theresa has CIC Marshal Loudon in Silesia and Marshal Daun at Prague prepare their smaller forces, as well as those of her Saxon and Empire allies, for the coming Fourth Silesian War.

Through the summer, the campaign unfolds; then in September, King Henry mobiles the Prussians; but for whom?

The 4th Silesian War is a stripped down, straight ahead "COM Lite" alternate history scenario in the Command Magazine tradition, playable by 2-3 players in 4-5 hours.

Setup**AUSTRIA/EMPIRE****Austria**

Eger [G7]

Prag [I8]

Linz [I10]

Königgrätz [J8]

Olmütz [L9]

Brünn [K9]

Wien [J10]

Liege [A6]

Luxembourg [A7]

Roermond [A5]

Glogau [K5]

Breslau [K6]

Schwiednitz [K6]

Glatz [K7]

Cosel [L8]

Neisse [L7]

Brieg [L7]

Saxony

Dresden [H6]

Leipzig [G6]

Wittenburg [H5]

Serbelloni, 1 Lt Inf, 5 Inf SPs, FD

Daun, Lacy, 2 Line Cav wings,

1 Line/Lt Cav wing, 2 Lt Cav wings 2 Lt Inf, 3 Arty, Siege Arty, 15 Inf SPs

1 Lt Inf

1 Inf SP

1 Inf SP

1 Inf SP

Hadik, 1 Lt Inf, 6 Inf SPs

1 Inf SP

1 Inf SP

Arenberg, 8 Inf SPs, FD

Picolomini, 1 Lt Cav wing, 4 Inf SPs

1 Lt Cav wing, 3 Inf SPs

Loudon (Army commander), Nadasdy, Deville, Harsch, 3 line Cav wings, 2 Lt Cav wings, 2 Lt Inf, 3 Arty, 20 Inf SPs, FD, Entrenchment marker

1 Inf SP

1 Inf SP

1 Inf SP

1 Inf SP

Rutkowski, 1 Line/Lt Cav wing, 13 Inf SPs

1 Inf SP

1 Inf SP

Görlitz [J6]	1 Inf SP
Pirna [I7]	1 Inf SP
Torgau [H6]	1 Inf SP

Empire

Nürnberg [F8]	Zweibrücken, Stolberg, 1 Line Cav, 7 Inf SPs, 1 Austrian Lt Inf, 1 Austrian Lt Cav wing, FD
Würzburg [E8]	1 Inf SP
Frankfurt [D7]	1 Inf SP
Koblenz [C6]	1 Inf SP
Köln [C6]	1 Inf SP
Mainz [C7]	Hildburghausen, 6 Inf SP

Aus/Emp KK In Theater Boxes

No units in KK boxes.

Aus/Emp Lt Units Pool (available to recruit)

Austria—FC Beck, FC Loudon Lt Inf

Aus/Emp FD Pool

None.

Aus/Emp leader Pool

Omit Austrian leaders Charles, Browne

Aus/Emp MW: 5

Aus/Emp Treasuries At Start (Thalers)

Austria	10
Saxony	5
Empire	2

RUSSIA/FRANCE ALLIANCE**Russia**

Königsberg [N1]	2 Inf SPs
Grodno [off-map]	Saltikov, Browne, 1 Arty, 25 Inf SPs
Poznań [K4]	Baturlin, Rumantsyev, Chernysev, 4 line Cav wings, 3 Coss Cav wings, 3 Arty, optional Siege Arty, 35 Inf SPs, 1 FD
Colberg [J2]	Totleben, 5 Inf SPs, Russian Fleet in FD mode
Toruń [M4]	4 Inf SPs
Malbork [M2]	1 Inf SP
Warszawa [O5]	1 Coss Cav wing, 5 Inf SPs

France

Strasbourg [B9]	Broglie, Stainville, Contades, Castries, 5 line Cav wings, 1 Lt Cav wing, 3 Lt Inf, 1 Arty, 36 Inf SPs, Siege Arty, FD
Wesel [B4]	5 Inf SP
Münster [C4]	1 Inf SP
Hanover [E4]	4 Inf SPs
Minden [D4]	Clermont, Armentieres, 2 line Cav wings, 2 Lt Inf, 1 Arty, 28 Inf SPs
Metz [A8]	4 Inf SPs
Saarbrücken [B8]	2 Inf SPs

Russia/France KK In Theater Boxes

No units.

Russia/France Lt units pool (available to recruit)

France	0 Lt Inf
Russia	1 Cossack Lt

Russia/France FD pool

None

Russia/France MW: 7

Treasuries At Start (Thalers)

Russia	10
France	8

Russia/France leader pool

Omit Russian leaders Apraxin, Fermor.

(Neutral Prussia)

Küstrin [I4]	Bevern, Zieten, 2 Line Cav wings, 3 Lt Cav wings, 1 Lt Inf, 2 Arty, 11 Inf SPs
Stettin [I3]	Lehwalt, Fouche, 2 Hussar Cav wings, 2 Lt Inf, 1 Inf SPs
Berlin [H4]	Henry, Kleist, Maurice, 3 line Cav wings, 3 Hussar Cav wings, 3 Arty, 15 Inf SPs, FD
Müncheberg [I4]	1 Lt Cav wing
Spandau [H4]	Wobersnow, 1 Inf SP
Magdeburg [G4]	Goltz, 1 Hussar Cav wing, 3 Lt Inf, siege Arty, 11 Inf SPs, FD

Neutral Prussia Lt units pool (available to recruit)

3 Lt Cav wings, **2** Lt Inf

Neutral Prussia Treasury At Start (Thalers)

Prussia 0

(Neutral Hanover)

Lüneburg [F3]	1 HA Inf SP
Stade [E2]	1 HA Inf SP
Kassel [E5]	1 HA Inf SP
Hanover [E4]	1 HA Inf SP

Area Raid Point Levels

All areas, all theaters 0

Aus/Emp Areas

Silesia, all Austrian areas, and all Empire/Saxony areas

Russia/France Areas

Lorraine, Westphalia, Pomerania, East Prussia

Prussian Areas (upon war entry)

Brandenburg, Prussian Holdings

KK Effectiveness: 0 in both theaters

Victory Point Level: 0

Cards

The Austrian and Russian/French players each use their respective decks. [The Russian/French player draws the stated number of cards for each Power each hand, and plays from a combined deck.](#)

1767 At Start Draw: 7 cards

Subsequent Draws: 6 cards

Prussian Draw on Entry: 4 cards

Subsequent Prussian Draws: 5 cards

Events referring to Prussia, Britain, Saxony, or Denmark are not playable. Events that originate from or affect Neutral nations, and events with any year number printed on them are not playable. Prussian deck COALITION MISTRUST and Austrian deck PRUSSIAN INDECISION cards, Austrian, French/Russian non-Lt unit Reinforcement cards, IS THE CZARINA DEAD? Event, and all Loan cards cannot be played.

Other event cards, including the following, can be played: SPIES AND DESERTERS, MARCH DEBACLE, POOR FORAGE/BAD FODDER, COURT INTRIGUE, WINTER OPERATIONS, all KK reinforcement cards, MAJOR CAMPAIGN, CONVERGING ATTACK, COMBINED OFFENSIVE, COSSACKS event.

Events In Play/Markers

Austrian General Staff, Russian Improved Supply, Loudon Ascendant (1767 year box). [Austrian Supply Sharing marker may be placed on any one Austrian/Empire force.](#)

Victory Conditions

VP 10+	Decisive Russian
7-9	Substantial Russian
5-6	Marginal Russian
2-4	Marginal Austrian
0-1	Substantial Austrian
< 0	Decisive Austrian

Alter the VP total +1 in a positive direction for every Empire Coalition area devastated, or every two Coalition areas brought to 50% Devastation. Alter it in a negative direction for Russia/France areas per the same criteria.

Scenario End

The scenario ends at the conclusion of the 1768 Fall round 5, UNLESS one or more powers have a Winter Operations card. If so, all Winter Operations cards are played first before victory is determined.

Special Rules/Rules Changes

Unless changed or excluded below, all normal rules apply:

- **Play Order: Pre-Halley**
- **Army Infantry SP limits:** ignored throughout the game.
- **Exhaustion/Game End:** Exhaustion penalties and Red Zone game end rules are suspended; only the 0 MW immediate game end rule applies.
- **Hanover:** Hanover sp may not move, but are French minor allies. All pink and purple fortress spaces are considered French-controlled at start. The city of Hanover is worth only 1 VP.
- **Poland:** The cities of Torun, Poznan, and Gdansk are worth 1 VP each; Warszawa is worth 2 VP.
- **Prussia:**
 - **Entry:** At the start of the 1767 Late Season R3, each player rolls one die. Before the die rolls, each player may add 1 or 2 cards' Ops values to the die roll (cards are discarded). The Empire Coalition player gets an additional +2 drm. The Prussians join the side with the highest total, and immediately increase that alliance's MW+1. **Exception** – if both players' die rolls add up to 3 or less, Prussia stays neutral the entire game.
- **City VPs:** Magdeburg and Berlin are worth only 1 VP each.
- **Winter, and Spring Recruiting:** The 1768 Winter Strategy Card Draw is performed. Normal Spring Sustain/Recruit is not performed. Instead, each Power, the Empire, and Saxony make a standard "pre-exhaustion" Recruiting roll. However, the Prussian roll is made with two dice only. [Players may use thalers tallied in Spring to refurbish/rebuild artillery, field FDs, etc., per normal rules. All Powers' units in the counter mix, unless otherwise removed by scenario rules, are available in the force pools.](#)
- **Monarchial Will Cities:** Prague and Vienna are the Coalition Empire MW cities. For Russia/France, treat Warsawa, Roermond, and all French fortresses as MW cities. Prussia's cities and Hanover do not count for MW drops.
- **Leaders:** Normal minimum leader rules and replacement picks apply.

Extended Example of Play

The following example of play illustrates most of the *CoM* rules and subsystems. It follows the Sequence of Play on the premise of 4 players in the game, omitting segments with no actions taken. We pick up the game using the 1757 Scenario start, including the historical option cards for the Austrians and French. The Prussians are poised to invade Bohemia and attack Prag, while the French are about to advance into Westphalia. The narrative follows the historical course of events of Spring 1757, with some significant differences for purposes of illustration.

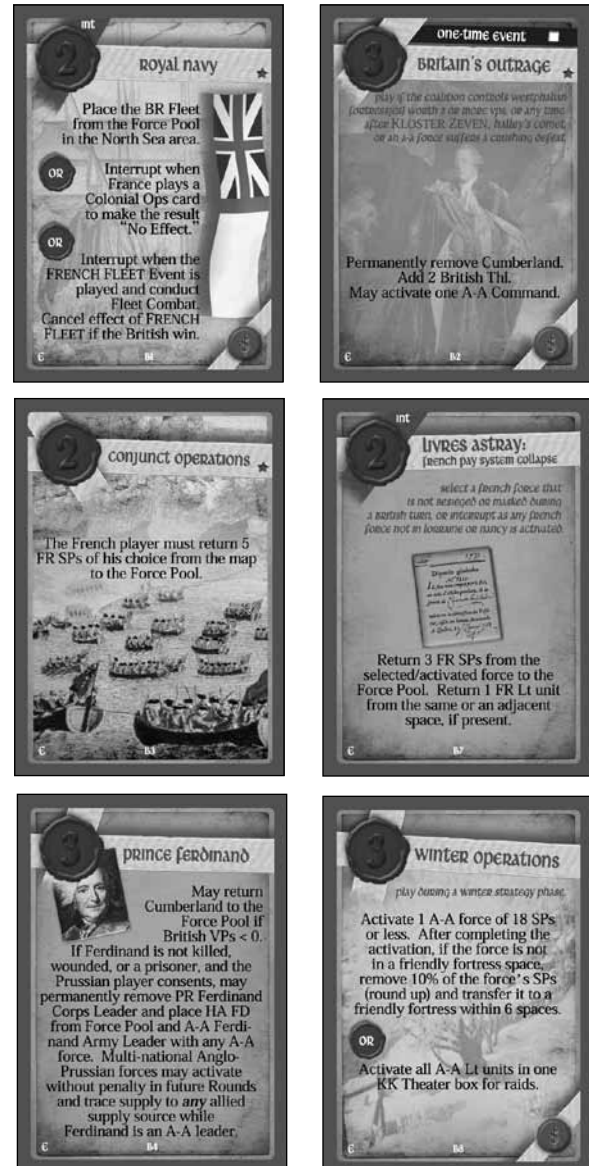
SPRING 1757

Draw Phase: Each Power currently in the game draws 6 cards, except Prussia, which draws 7. Later in the game, this may drop by 1 each as Powers succumb to Exhaustion. The cards drawn are:

Prussian Player's Hand



British Player's Hand

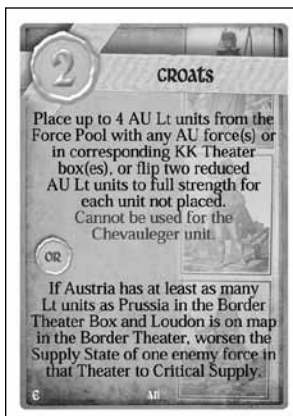


Note the British player gets the three starred cards in his hand by default, and has drawn the other three—LIVRES ASTRAY, PRINCE FERDINAND, and WINTER OPERATIONS.

Austrian Player's Hand



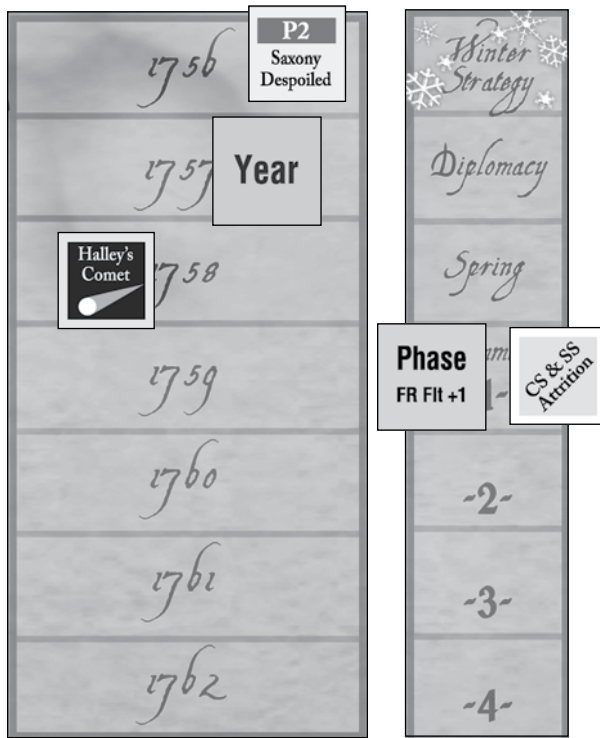
DISCARD



The OPPORTUNITY IN DEFEAT and SAXON DESERTIONS cards are picked for the opening draw as part of the historical option; the other four are drawn from the top of the deck.

Franco-Russian Player's Hand, French Cards





Prussian Turn 1

Strategy Card Segment—First, the Prussian player transfers the Lt unit from Schwerin's command into the Border Theater KK box.

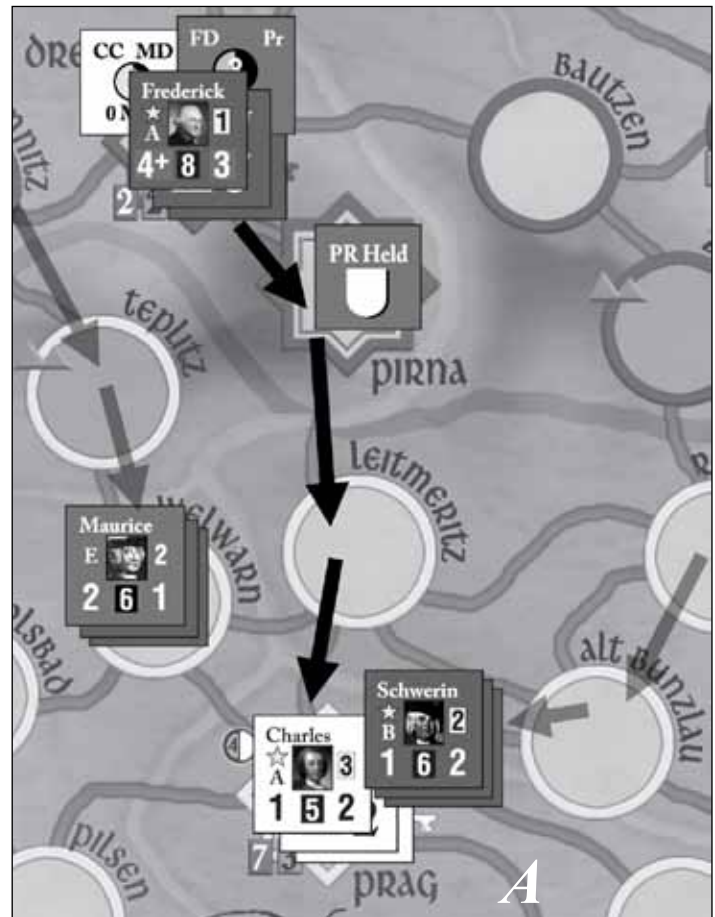
Play Note: Keeping as many Lt units as possible in KK Theater boxes is important, for a variety of reasons, some of which will be shown here.

Then he plays the CONVERGING ATTACK event, hoping for a knockout blow against Austria. He designates the Commands of Frederick, Maurice, and Schwerin to activate, but specifies that Frederick will leave 2 SPs behind and Schwerin will bring only 1 Line Cavalry unit and 3 line infantry SPs with him. **See Map A.**

He must move the leader with the best initiative first, so activates Frederick's Command and moves this force through Pirna and Leitmeritz to Prag, expending 4 MPs. The Prussians can trace supply 3 MPs back to Dresden, their captured MD supply source, but do not leave any SPs behind in their path (more on this later).

The Austrian player decides he must defend Prag due to its high value; he will risk a battle, and does not attempt to Withdraw with Charles. Nor does he try to Intercept Frederick as he enters Leitmeritz, as he wants to retain the advantage for defending at Prag (–1 to attacker if the defender is in a friendly fort space). But in case of a loss, the Austrian player puts Königsegg, 3 infantry SPs, 1 Lt infantry unit, and the FD inside the fortress before the battle.

Maurice moves next, and, upon entering Welwarn, must roll on the Coordinated Attack Table to enter Prag. Unfortunately for the Prussian player, his roll of 1 +1 (Prussian leader) +1 (Initiative rating of 2) = 3 is less than 4, so Maurice and his Command must remain in Welwarn. The 4 rolled for Schwerin is more than enough for that leader and his force to join the imminent battle in Prag.



Because Frederick's Offensive rating is in a red box, the battle will be an Intense battle; each side will roll two dice, be allowed up to a ± 7 battle drm, and use the Intense Battle CRT. Because Frederick has a "+" symbol with his Offensive drm, this will raise the normal Prussian Army Endurance of 3 to 4. Charles, the defending Commander, does not have a "+", so the Austrian Army Endurance for this battle will remain 3.

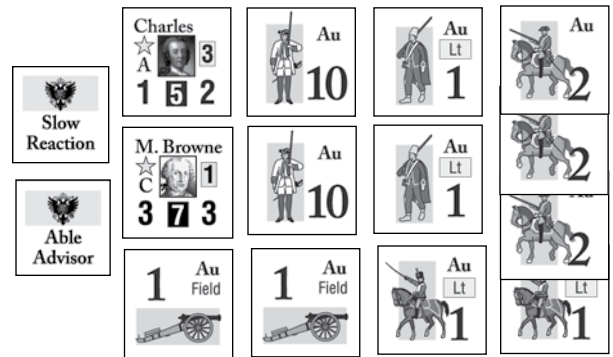
Both sides draw an additional Tactic before the battle, as each has more than 10 SPs participating. The Prussians will get a +4 drm for Frederick's offensive rating, +1 for one Field Artillery unit, but –1 for the enemy fortress. The Prussians count 9 Line cavalry SPs (four 2-SP Line units and one dual-use Hussar, which also counts as Line cav) against the 6 Austrian Line SPs, so Prussia has cavalry superiority for another +1. The Austrians will get +2 for Charles' Defensive rating, +2 for their two artillery units, and –1 for Cavalry Inferiority. To this will be added Tactics modifiers.

The Prussian plays his first Tactic, *Oblique Attack*, and resolves it. He has Frederick's drm (+4) and Lt cavalry accompanying (+1), but the Austrians have 3 Lt units to counter it (–2). The die roll is 4, for a net 7; Frederick doesn't pull off an oblique attack, and gets no benefit. The Austrian plays his first Tactic, *Able Advisor*; he chooses Marshal Browne and his Defensive drm of 3 to help the Austrian cause. The Prussian plays his second Tactic, *Seydlitz/Driesen/Ziethen*; he has the needed two Line cavalry units present, so gets this +2 drm. The Austrian then plays his second Tactic—a dud *Slow Reaction*, which gives no benefit—just to get it out of the way. The complete battle picture is thus:

Prussians



Austrians



VS

Intense Battle (Frederick's red box) = two dice, ± 7 net drm max; Prussian Army Endurance 4 (from 3 due to Frederick's + rating), Austrian Army Endurance 3.

Prussian—33 SPs, +4 Frederick, +1 Field artillery, +1 Cavalry superiority, +2 Seydlitz/Driessen/Ziethen, -1 defender fort, for a net +7.

Austrian—32 SPs, +2 Charles, +3 Browne (*Able Advisor*), +2 Field artillery, -1 Cavalry inferiority for a net +6.

The Prussians roll a 4+2, with the +7 drm, for net 13 in the 31–35 SP column, a 7D4+ result. The Austrians must lose 7 SPs and 1 Artillery step, but far worse, the D result is higher than their Army Endurance of 3, so they will Rout, and must retreat 3 spaces or into a friendly fortress within 3 spaces. In addition, because the roll was a natural sum of 6, the Austrians suffer a leader loss. The Austrians roll a 5+4, +6 drm, for a 15 in the 31–35 column, and an 8D4+ result; the Prussians must lose 8 SPs and 1 artillery step, and the Prussians also suffer a leader loss. But the D4 is equal to their Army Endurance, so the Prussians are only Demoralized.

The Austrians lose 7 SPs, and per the rules, every 4th SP must be cavalry, if possible. So the Austrian player returns 6 infantry SPs to

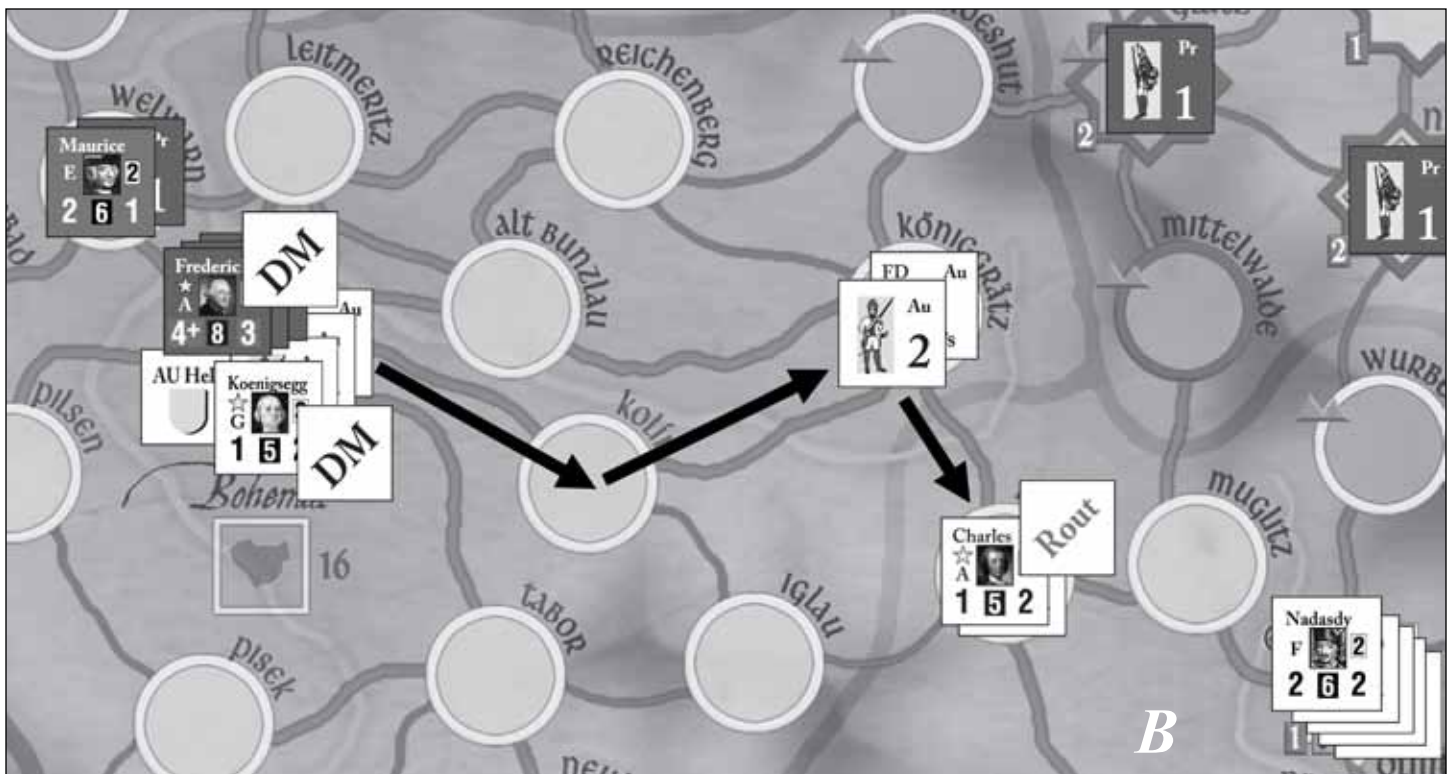
the Force Pool, and flips one of his Line cavalry units from its 2 to its 1 side. Due to the plus (+) result, he must flip one of his artillery units from its full strength to its reduced side.

The Prussian player must also remove 6 infantry SPs but 2 cavalry, so he removes one of his Line cavalry units, and flips his artillery unit to its reduced side.

Finally, the Leader casualties must be resolved. The Prussian rolls one die on the Leader Casualty Determination Table, and gets a 2—Schwerin. Had he rolled a higher number, one of the remaining leaders in the space, Keith, Ferdinand, Henry, or Brunswick-Bevern, would have been the casualty, picked at random. He then rolls on the Leader Casualty Severity Table and gets a dr 1: Schwerin is killed and permanently removed from the game.

The Austrian player's first roll is a 6, but, since Königsegg did not participate in the battle, M. Browne is stricken. The second roll is 5: Browne is wounded, and is placed in the upcoming Winter Quarters box on the Turn Track, when he will recover and return to play.

Since one side was Routed and the other was not, the Prussians are the victors. But, because the Prussians themselves are Demoralized,



it's not a Crushing Victory. If the Prussians had maintained Good Order, it would have been a Crushing Defeat for the Austrians, yielding +1 Prussian Monarchial Will (MW) and causing the Austrians to lose 2 MW. Also, 4 SPs of eliminated Austrians would have become Prussian prisoners (= Frederick's Offensive rating).

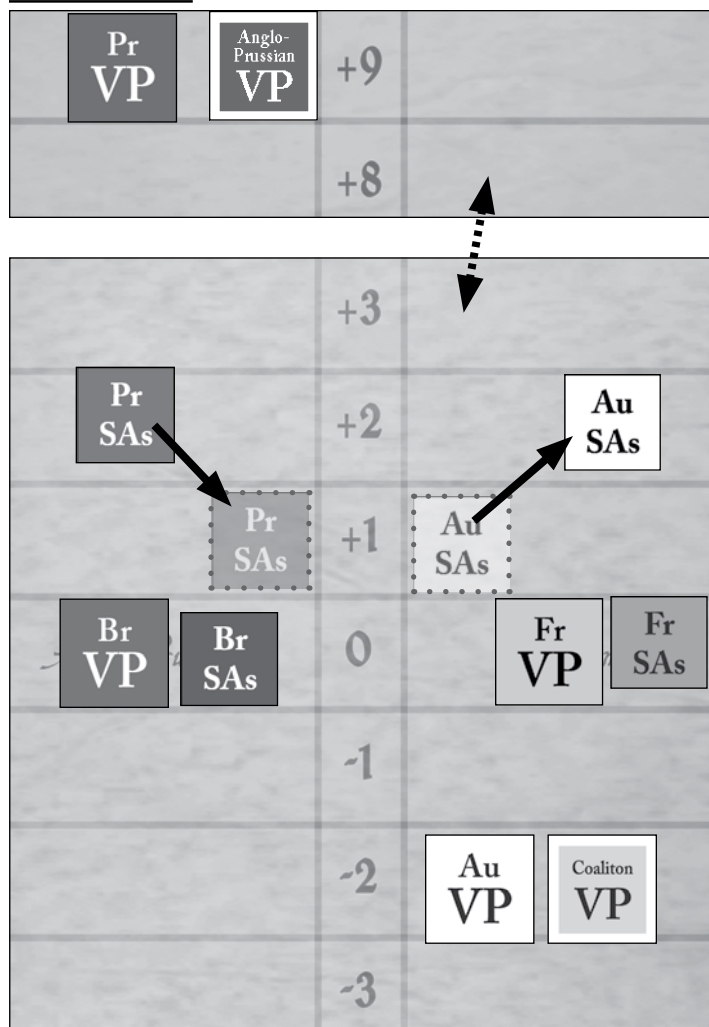
Play Note: Making the enemy's MW drop faster than yours is critical to hurting their war effort and, ultimately, winning the game.

The Austrians must make a 3 space routed retreat (see **Map B**), but can retreat into a friendly fortress in the battle space or along the way. Charles leaves 2 SPs to join the 4 SPs already in Prag for maximum siege resistance (see Siege Table modifiers—the 6 SPs constitute a Large Garrison for Prag); the remaining 23 SPs head towards Brünn. The Prag garrison gets a *Demoralized* marker because the 2 Routed SPs combined with a larger force in Good Order. The Prussians also get a *Demoralized* marker and, because they fought a battle, may not establish a siege of Prag this turn.

Siege Segment—Because there is no *Siege* marker in place, the Prussians cannot make a Siege roll.

Rally & Resupply Segment—The Prussian player expends an SA for an Increase Rally action. This +2 drm to the rally roll guarantees that Frederick (Initiative 1) will roll equal to or greater than his initiative. So the Prussians rally to good order again, and their *Demoralized* marker is removed.

Austrian Turn 1



Supply Segment—All forces in Short Supply or Critical Supply have to make a supply check in this segment, and those that fail must make a two-space Retrograde Movement (RM). In addition, any Demoralized or Routed forces get a free RM if desired. But the Austrian player wants to keep Charles' Command close to Prag, and, since it traces supply from Olmütz or Königgrätz, it does not have to move.

Now, how to stop Frederick's siege? Arenberg's command in Eger isn't nearly strong enough to go toe to toe with the Prussians again, nor is Serbelloni's in Brünn. So the Austrians use an indirect approach—the *Kleiner Krieg*.

Strategy Card Segment—The Austrian player first removes 9 Lt infantry and cavalry units from Arenberg's, Charles', Nadasdy's, and Serbelloni's Commands, and transfers them all into the corresponding KK Border Theater Box. He then plays his *GENERALSTAB* card, using it for KK ops.

He declares that 5 Lt units are going to make a Supply Raid against Frederick, and 4 are going to Forage Raid in Silesia. First, raid losses are determined; this is done ONCE per raiding theater (not for each raid). The Austrian player rolls one die, gets a dr3, adds his current KK advantage of +1, and an additional +1 for having at least a 3-step superiority in the box, for a net 5. The enemy loses 1 Lt step, so the Prussian player chooses to flip the Lt infantry unit in the Border box to its reduced (0 SP) side.

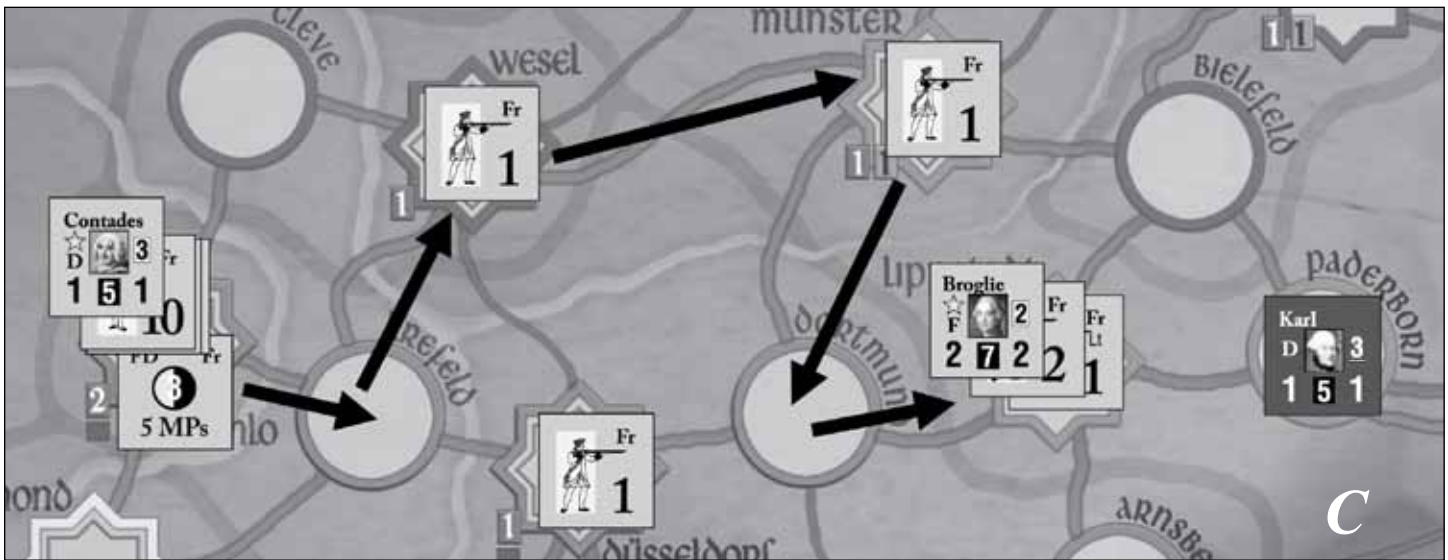
Play Note: KK raid success requires SPs, so the reduced Prussian Lt unit isn't worth much in the KK box now.

The Austrian player is allowed to apply the *KK Advantage* marker as if it were another 1-SP unit to any one raid he makes. He will apply it to the Forage raid. He resolves the Forage raid first, and so applies 5 FPs to the Silesia area box, replacing the 3 marker with the 8 marker. On this 3–4–5–6–7–8 progression, he passes a red 7, which means he earns a free Supply Action (representing captured enemy supplies, men, and money) from the raid, and adds this to his SA track.

Next comes the critical Supply Raid on Frederick, which the negligent Prussian player has made an easier task. The Austrian player adds his raiding SPs (5), the Ops value of the card played (+1), a +1 drm for Frederick being more than 2 MPs from his supply source (Dresden), +1 for having at least a 5-step superiority in the box (18 steps to 5), KK Advantage drm (+1), but –1 because Frederick has Lt units in his space. The net number of 8 is added to the die roll of 4, yielding a net 12 and success—Frederick's command has its Supply state worsen to Short Supply (SS). SS will cause a –2 drm to any combat or siege rolls, which will really hurt Frederick's siege effort.

For his free Minor Force Admin March, he activates 3 of the Infantry SPs in Wien and moves them 4 MPs north to Olmütz to reinforce Nadasdy's command. Finally, the Austrian player takes a free Leader move and has Daun move north to join Charles' force.

Rally & Resupply Segment—The Austrian player rolls to rally the Prag garrison, but the dr of 3 is not higher than Königsegg's Initiative rating of 3 so the force remains DM. He then automatically improves the morale of Charles' Command from Routed to Demoralized.



French Turn 1

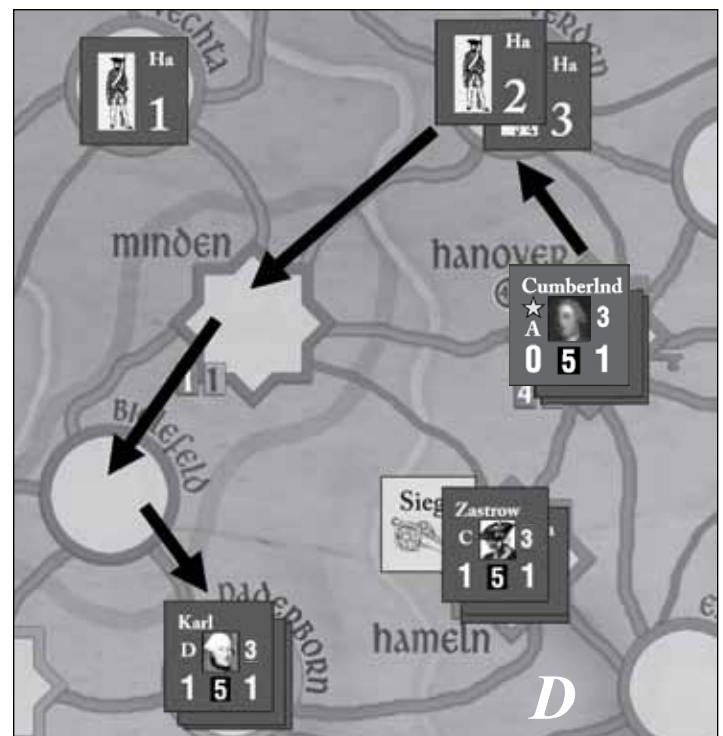
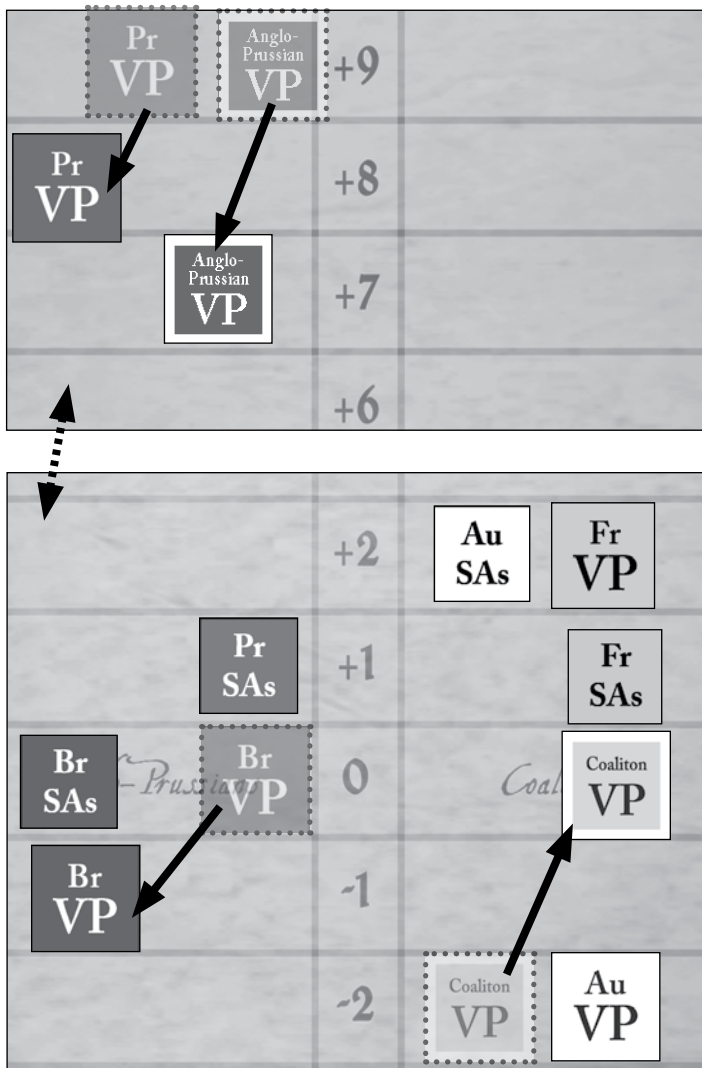
Strategy Card Segment—The French player plays the *EN AVANT!* Event. He transfers 2 of Armentieres' Infantry SPs to Düsseldorf (1 SP), and Roermond (1 SP), but leaves the rest of that force in Strasbourg for possible joint operations with Imperial or Austrian forces. He places Contades, Broglie, and all the new units/SPs listed on the card in Venlo, and activates Broglie.

Broglie takes a small advanced guard and moves through Krefeld, Wesel, Münster, and Dortmund to Lippstadt, dropping off 1-SP garrisons in Wesel and Münster. Per the *EN AVANT!* event, all three fortresses surrender to the French immediately.

The French (and Coalition) gain 2 VPs this Turn (for Wesel and Munster), while the British and Prussians lose 1 each.

British Turn 1

Strategy Card Segment—The British player plays the PRINCE FERDINAND card as 3 Ops, and activates Cumberland (initiative 3). Cumberland moves from Hanover to Verden picking up SPs, drops off 1 SP in Minden, and stops at Paderborn with his consolidated army after 5 MPs. The British player then makes his free Minor Force Admin March, and moves 1 SP from Zastrow's force at Hameln northeast to garrison the fortress of Lüneburg (this will make Lüneburg a less tempting target for any future Swedish opponents). See Map D.



Round 2

Fortunes of War Step: The Prussian player pulls another FoW chit, and gets *Dies Irae*. He checks the *Dies Irae* part of the FOW Tables and rolls one die, a 5—*Media Vita In Morte Sumus*. He consults that table and rolls again, using the drm listed for 1757 (none).



A dr 2 result means Austrian Marshal Maximilian Browne departs this mortal plane, so the Austrian player permanently removes Browne (who historically died of tuberculosis and his wounds in 1757) from the game.

Prussian Turn 2

Supply Segment—Frederick's command is in Short Supply (SS-2), and so must make a Supply Check. However, the Prussian will have a hard time besieging at SS-2, so he has Frederick make a voluntary RM two spaces back to Pirna. Because he made an RM during this Supply Segment and has a valid supply path, Frederick is restored to Full Supply and removes the SS-2 marker. He also plays his ENTER PRINCE HENRY card to stock up with 3 Supply Actions.

Strategy Card Segment—The Prussian player plays RUSSIAN SUPPLY COLLAPSE for Ops to activate Frederick. Frederick leaves 1 SP behind in Pirna and 1 more in Leitmeritz, thus establishing a Garrisoned supply line; this will make any further Supply Raids against him a much tougher proposition (a -3 drm to any Supply Raids). He moves back onto Prag and expends 1 SA to finally set siege to the fortress.

Siege Segment—The Prussians roll on the Siege Table; they have Siege artillery, but still suffer a -1 for the Austrians having a large garrison, -1 for Prag being a Class 3 (strong, large) fortress, and another -1 for a decent enemy leader in the fortress (Königsegg, defensive rating 2). A dr 5 -3 drms yields a 2—Progress Siege +1. The Prussian player must continue to try next round and flips the *Siege 0* marker to *Siege 1*.

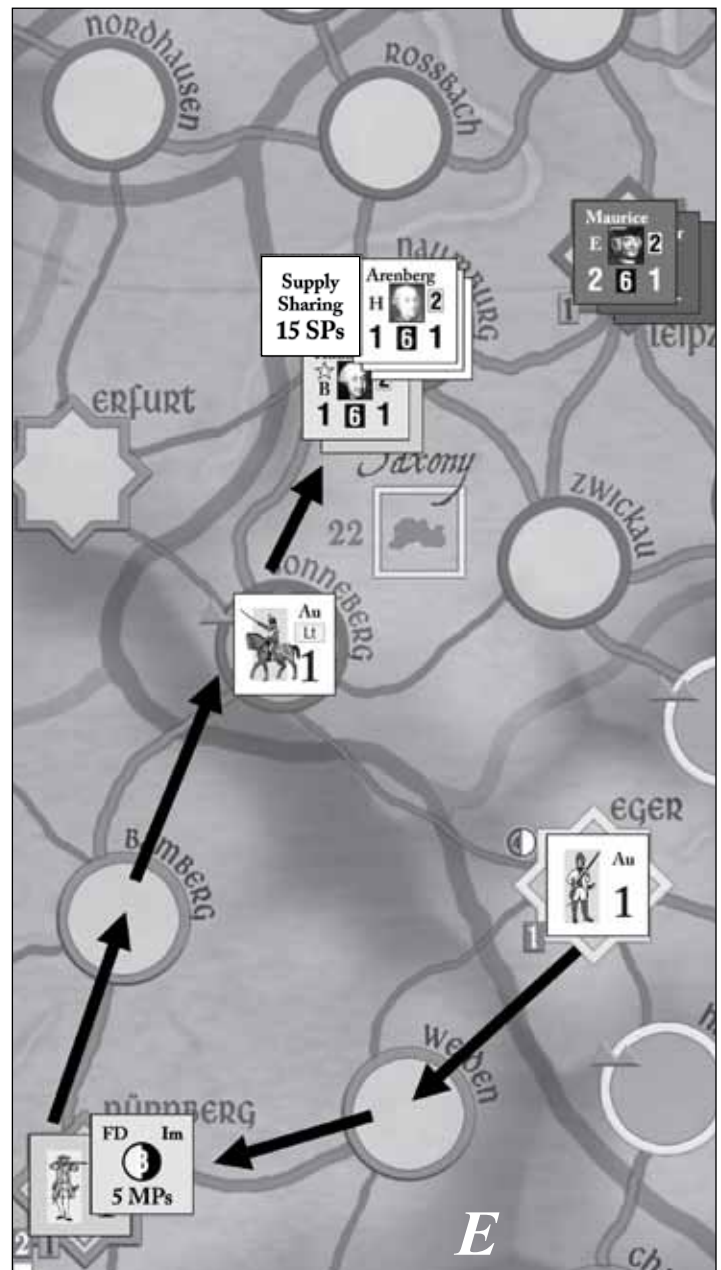
Austrian Turn 2

The Austrian player is confident Prag will hold out a while, and doesn't want to risk another battle with Frederick yet, so he decides to make threats elsewhere.

Supply Segment—The Austrian player uses SAXON DESERTIONS to add 1 SA, then expends 2 SAs to place the Austrian *Supply Sharing* marker on Arenberg's command.

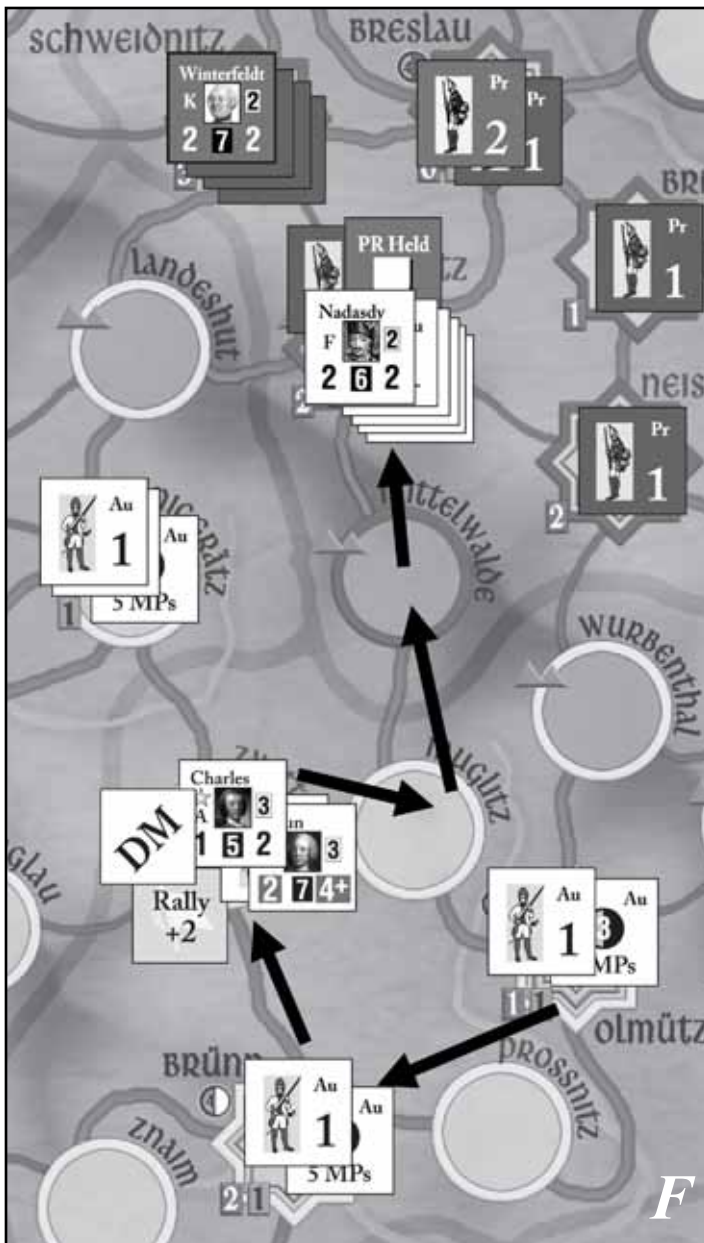
Strategy Card Segment—The Austrian player moves two Lt infantry units from his KK box back on map to Arenberg's stack and two back to Nadasdy's stack. He then plays his MAJOR CAMPAIGN card, and will activate Nadasdy from Olmütz and Arenberg from Eger; the Prussian player chooses not to Interrupt either activation.

Leaving 1 SP in Eger, the Austrian player moves Arenberg's command to Nürnberg, where it picks up Hildburghausen's Imperial troops (who also leave 1 SP in Nürnberg). Because Arenberg has the *Supply Sharing* marker, his command avoids the mixed stack -1 MP penalty and is able to move north his full 6 MPs to Naumberg in Saxony, tracing supply back to Eger. **See Map E.**

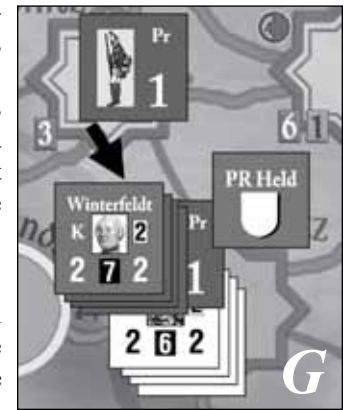


He then moves Nadasdy (minus 1 SP and the *Siege Artillery* left behind in Olmütz) onto Serbelloni's stack, leaves 1 SP behind in Brunn, picks up the rest, and heads north toward Glatz with a total of 23 SPs. He cannot pick up any SPs from Charles' Demoralized stack, because his Command cannot be larger than the CIC's. Nadasdy's *Siege Artillery* leaves the command 2 MPs short of Glatz, so the Austrian player attempts a forced march. He first eliminates 1 of Nadasdy's SPs, then rolls one die, and adds Nadasdy's MP rating of 6, but subtracts 1 for having over 20 SPs attempting the march. If the total is 11 or more, Nadasdy's command will succeed. The dr is a 6 (net 11) for success; Nadasdy gets 2 extra MPs and reaches Glatz, but must eliminate 10% of his force (rounded up to 3 more SPs). **See Map F.**

However, the Prussian player doesn't want the Austrians to be able to set siege without a fight. The Prussian tries to Intercept with



Winterfeldt's command at Schweidnitz. He rolls a die and adds Winterfeldt's Offensive rating of 2, +1 because Winterfeldt has Lt units in his command. The dr is 3 for a net 6, so Winterfeldt can intercept into Glatz with up to 12 SPs (the maximum he can lead himself). **See Map G.**



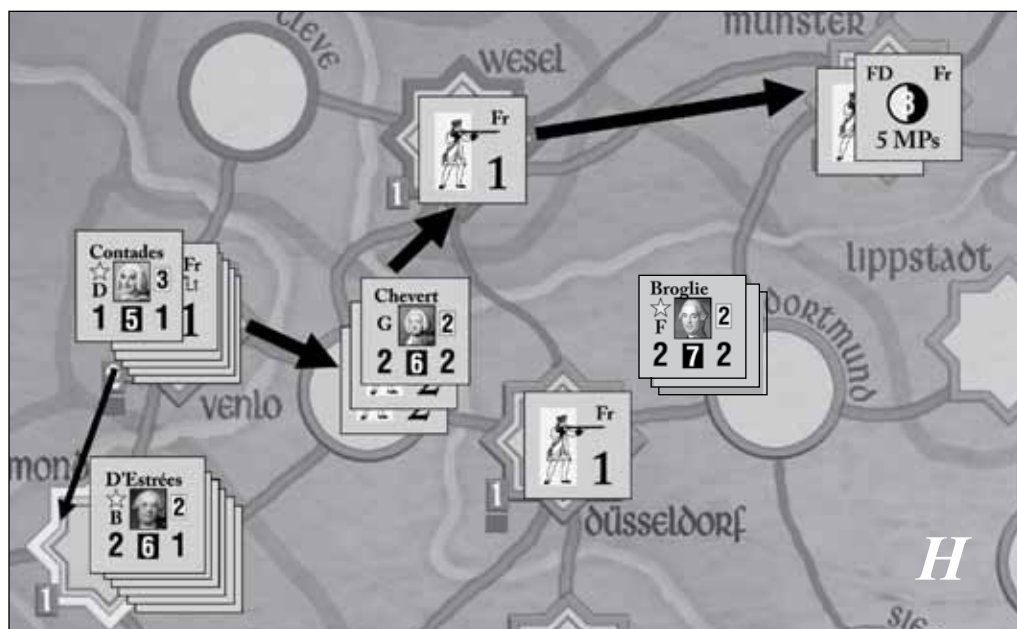
Both Commanders have equal initiative, so Winterfeldt has the first choice to attack or not. The Prussian declines, and the Austrian doesn't really want to fight either, as hill terrain gives a -4 drm to the attacker. Also, the maximum CRT column allowed in hills is only the 9-11 SP column. Since neither commander has a red box, it would be a low-loss Measured battle, and all these factors guarantee an inconclusive result. So the Austrian player is content to end his activation, unable to set siege, as the Prussians have a force outside Glatz that is at least 1/4 the size of the Austrian force.

Rally & Resupply Segment—The Austrian player expends his last remaining SA to place a *Rally* marker on Charles' command, to give it a better chance to recover. He rolls dr2 for Charles, below his 3 Initiative; but the *Rally*+2 marker brings the net dr to 4, so Charles rallies to Good Order again.

French Turn 2

Supply Segment—The French player plays COURT INTRIGUE: VERSAILLES as a Supply Card, gaining 2 SAs, and spends one to advance his FD through Wesel to Münster.

Strategy Card Segment—He then plays ARMY OF WESTPHALIA as an event, to reinforce his army further and gain the able D'Estrées as his CIC. He places D'Estrées, Chevert, and their forces in Roermund and Krefeld as directed. For his free admin activation, he activates 3 line cavalry SPs and 1 Lt infantry unit from Contades' command and moves them into D'Estrées' space. **He then takes a free leader move, sending Broglie south to Strasbourg. Broglie can reach since he gets 3 extra MPs as a leader moving alone. See Map H.**



British Turn 2

Strategy Card Segment—Expecting to fare poorly when the French attack in Germany, the British player seeks better fortune elsewhere by playing LIVRES ASTRAY for Colonial Ops. The French player could counter this by interrupting with FRENCH FLEET from his own hand, but knowing this will likely lead to a British response with the ROYAL NAVY card and a resulting Fleet Combat, he declines. Both players roll one die, but even with the +2 drm from the Ops value of LIVRES ASTRAY, the poor British roll of 2 only equals the French roll of 4. The Colonial Conflict status remains at Marginal French Advantage.

Round 3

Fortunes of War Step—The Prussian player draws the *KK Raids* chit. Both sides score Forage Points as if all the Lt units in their boxes had just raided, but no Raid Losses are necessary. The Prussian player has 3 Lt units (but only 2 SPs) in the Border Theater box, and none elsewhere. So his 2 SPs, with –1 KK disadvantage, yield only 1 more FP, which he applies to Bohemia, raising its FP level from 3 to 4. The Austrian player, with 5 Lt units and SPs in the Border box and KK advantage, applies 6 more FPs to Silesia, bringing it up from 8 to 14 and netting 1 more SA. 8 more FPs will Devastate the area and cause a –1 Prussian MW drop.

Prussian Turn 3

Strategy Card Segment—The Prussian plays IMPROVED LIGHT UNIT DOCTRINE for Ops and activates Frederick's command. He skips to the end of the activation and, since he hasn't moved or fought a battle, gets to prosecute the siege of Prag. The dr is a 6, +1 for the *Siege* marker, but –3 for Class 3 fort, large garrison, and enemy leader, so the net dr 4 again yields Progress. The *Siege* marker is increased to +2.

Siege Segment—The Prussian gets another siege roll, and rolls a 2, but with a +2 *Siege* marker and the same –3 drm, this yields a 1: an enemy Sortie delays progress, so the *Siege* marker remains +2.

Play Note: *Prag is a tough nut to crack with a strong defense (large garrison, leader with 2+ Defense rating).*

Austrian Turn 3

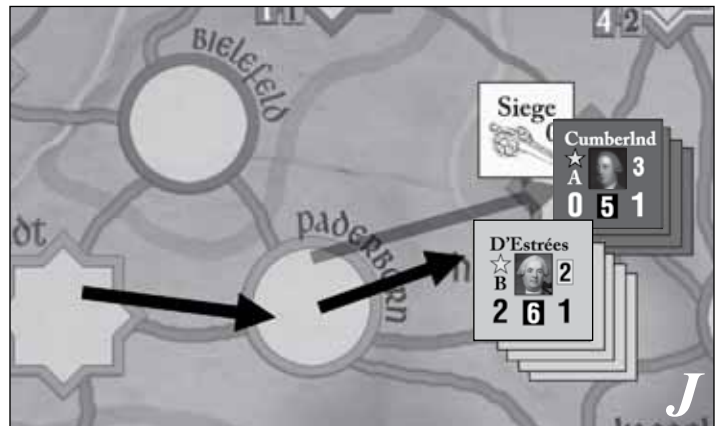
Strategy Card Segment—The Austrian plays his SPIES AND DESERTERS card, which forces the Prussian player to reveal 3 randomly-selected cards of his hand. The Austrian now sees the remaining Prussian cards: BLACKMAILING BRÜHL, COALITION MISTRUST, and POOR FORAGE, BAD FODDER. The Austrian player can now also activate two commands. He declares he'll activate Nadasdy and Arenberg, Nadasdy first. The Prussian allows Nadasdy to activate. Nadasdy moves east off Glatz, back onto the plains, to the fortress of Neisse. Winterfeldt declines to Intercept, so Nadasdy has cleared the enemy and will set siege after the Austrian activations are done. The Austrian next tries to activate Arenberg, but the Prussian knows what's up here—Arenberg is likely to move onto Dresden, Frederick's supply source, and that will hurt the siege again. So the Prussian plays his COALITION MISTRUST Interrupt card, canceling Arenberg's activation and keeping Prussian hopes of a successful siege of Prag alive.

French Turn 3

Strategy Card Segment—The French player plays his MAJOR CAMPAIGN card for two activations. He activates D'Estrées and moves east, intent on attacking Cumberland. He picks up Chevert in Venlo. But to ensure maximum mobility, he leaves his Siege Artillery behind in Venlo to avoid the –2 MP penalty for moving with this cumbersome siege train. He moves through Lippstadt, picking up Broglie's former force, and enters Cumberland's space at Paderborn.

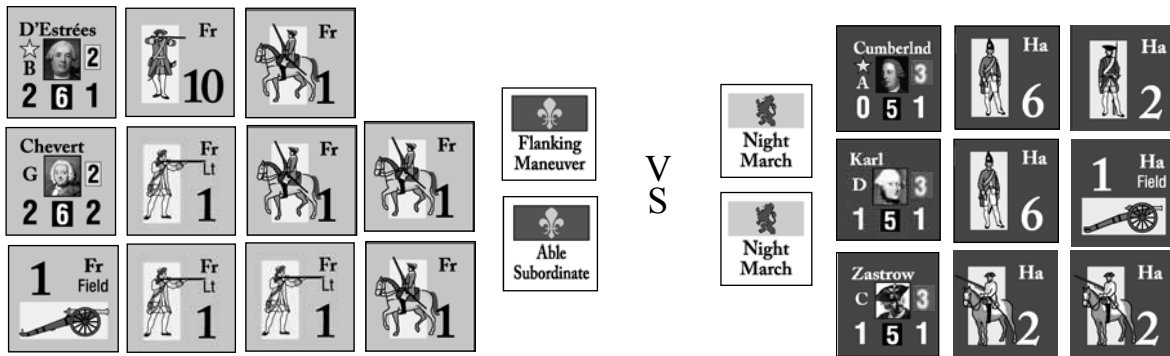
The British player tries to Withdraw, rolling a die and adding Cumberland's Defensive rating (1). He gets a lucky dr 5, so Cumberland can withdraw, and pulls back to Hameln.

But D'Estrées has 1 MP left, and continues advancing. The British player tries another Withdrawal, but this time rolls only a 2; Cumberland must now fight. See Map J.



Since D'Estrées has better initiative (2 vs. 3), he gets first choice to attack, and will do so. The British player leaves 1 SP in the Hameln fortress, but the rest will fight. Since neither Commander has a red box, this will be a Measured battle—only 1 die is rolled, and max drms are +/-5.

The Hanoverians have 14 infantry SPs, 4 Line Cavalry SPs, and 1 Field Artillery unit; the French have 10 infantry SPs, 3 Lt units, 4 Line Cavalry SPs, and 1 Field Artillery unit, so neither force has cavalry superiority. Each side draws another Tactics chit, but Cumberland, with a Defensive rating of 1, can only play 1 Tactic. D'Estrées, rated 2 on offense, can play two if desired. The French player reveals his first Tactic, *Flanking Maneuver*. The French are taking advantage of this chit while they can—it is best played when the French leader's Offensive rating is better than the defender's Defensive rating, which will seldom be the case if/when Ferdinand takes over the A-A army. But right now, the French player makes tactical hay while the sun shines; this Tactic adds +3 to the French battle roll. The unfortunate British player finds he can't play either of his Tactics—they are both *Night March*, which can only be played after Ferdinand takes command of the A-A army (shown here for illustration only—the British player wouldn't have to reveal them in the game). The French player could play another Tactic, *Able Subordinate*, but with a maximum allowable DRM of +5 in a Measured Battle, he decides to save it. The complete battle picture is thus:



Measured Battle (one die, +/-5 net drm max); French Army Endurance 2, Anglo-Allied Army Endurance 2.

French: 18 SPs, 1 Field Artillery. D'Estrées +2, +3 (*Flanking Maneuver*), +1 Field Artillery, but -1 enemy fortress, for a net +5.

Anglo-Allied: 19 SPs, 1 Field Artillery. Cumberland +1, Field Artillery +1 = net +2.

The French player rolls a dr 6; +5 drm gets a net 11—a 3D2 result. The British player rolls a 5; +2 drm yields a net 7 for a 2D1. The D results are equal to the A-A Army Endurance, but less than the French, so the Hanoverians are Demoralized while the French maintain Good Order. The French are the victors; Cumberland loses

3 SPs, is DM, and must retreat 1 space, while D'Estrées loses 2 SPs. Both players remove infantry SPs for their losses. In addition, because the French roll was a natural 6, the Anglo-Allies must take a leader casualty (not shown here).

The French player notes the British player has not thus far moved any forces into Kassel, and it will be an easy siege target as long as the British are prevented from slipping any SPs into the fortress. So he activates *Brogie* and brings 5 line infantry SPs, the two line cavalry units, and the Lt cavalry and Lt infantry units (9 SP total) from Strasbourg (also leaving behind the siege artillery there). Because the command has less than 16 SPs for its whole move, he gets an extra MP bonus and is able to march 7 MPs all the way to Kassel, despite moving beyond his supply path and ending in Short Supply (SS-2 marker). With Cumberland's main army Demoralized and Hanover itself at risk, the French player figures the British won't be able to mount any significant opposition down here. He then uses his "free" Admin March to move up the 1 infantry SP and Siege Artillery he left in Strasbourg (to avoid the MP penalty) into Frankfurt. *Brogie* is now positioned to contest any weak British attempt to belatedly reinforce Kassel and eventually lay siege (with the addition of 6 more SPs and an artillery unit), though he'll have to face a Supply Check next turn. **See Map K.**

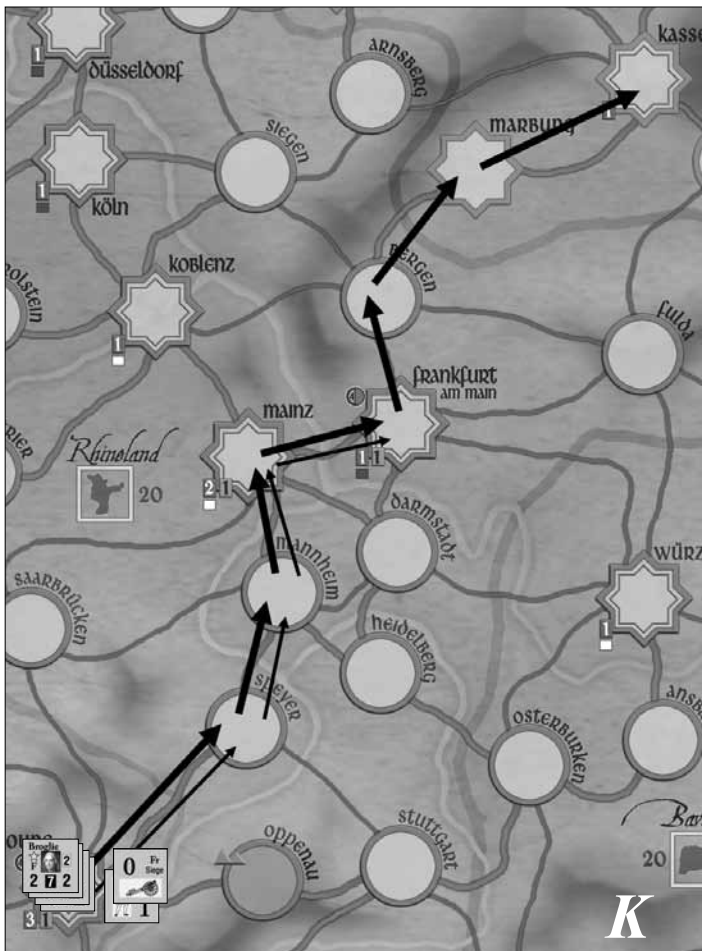
British Turn 3

Supply Segment—Desperately needing to rally Cumberland, the British player plays his ROYAL NAVY card to buy 2 Supply Actions.

Strategy Card Segment—Then he decides to weaken the French at no risk to himself by playing the CONJUNCT OPERATIONS Event. This models the British navy and army (in "conjunct operations" as termed by William Pitt) making raids on the French coast, which diverted some numbers of French troops. The French player must return 5 SPs from the map back into the force pool; he takes 2 of Armentieres's infantry SPs and 3 from D'Estrées to meet this requirement while ensuring that his CIC maintains the largest force.

R&R Segment—The British player spends one SA for a Rally +2 marker for Cumberland's command. He rolls a 3, +2 for the Rally = net 5: more than Cumberland's 3 Initiative, so Cumberland rallies to Good Order.

And that's where we take leave of the 1757 campaign...



The Cards—Historical Background

Following is some historical background for selected cards. Most cards involving reinforcements are not discussed.

French Deck

F1—French Fleet: Though the French fleet enjoyed one early war success (the seizure of Minorca in 1756), it was always under-funded by at least a third or more of yearly anticipated needs, and hence critically short of supplies and sailors. Beyond bare minimum numbers of patrolling fleet ships, any further naval endeavors required substantial emergency funding to scrape up enough men, cannon, and supplies to outfit further squadrons. Hence the 6 Thaler cost to mount an Invasion threat. The French contemplated and planned for an invasion of England or Scotland at least twice during the war (1756-57, and 1759, this second effort strongly backed by Choiseul). These plans were hoisted more out of increasing desperation than any objective assessment of possible success.

F6, F18—Fischer's Rogues, St. Victor's Legeres: Fischer and St. Victor were perhaps the best known leaders of a disreputable lot of French light troops. They enjoyed significant KK success against the Hanoverian army in the early war, but were eventually outmatched by Nicolas Luckner's superb leadership of Hanoverian, Brunswick, Prussian, and British light troops from 1758 onward. *Pictured*—these visuals (and most other card visuals featuring uniforms) from the ubiquitous military artist Richard Knotel.

F8—Danish Intervention: The Danes, though generally desiring to stay out of the war, had long-standing tensions with Sweden and Russia. They adroitly managed to blackmail France into paying them a small subsidy throughout the war to "stay neutral" instead of joining the Anglo-Prussian alliance. But in 1762, on Elizabeth's death and the ascension of Peter III, who wanted war with Denmark, they deployed their army to face the Russians. This card covers possible further French diplomacy/bribing efforts as both sides wooed the Danes to join them.

F13—Saxon Intervention: If the Prussians had chosen to honor Saxon neutrality and started the war in Silesia only, it still seems likely Saxony would have been drawn or pressured into the conflict at a later date.

F14—Peace Negotiations: The French and British engaged in three faltering peace negotiation efforts during the war. *Pictured*—Madam Pompadour, Louis XV's former mistress but still highly influential advisor. She greatly admired Maria Theresa, and supported the alliance with Austria through mid-war, but as the years wore on, she regretted that it was inconveniently distracting Louis too much.

F15—French Relief Force: In 1760, the Anglo-Allied army was besieging the French-held fortress of Wesel. General Castries snuck 500 men and several tons of supplies down the Rhine river through the Anglo-Allied lines and into the besieged fortress, which was a great boost to the garrison and French army's morale at the time. In a more conventional vein, in 1761, Ferdinand left a detachment to besiege Kassel, held by Marshal Broglie's energetic younger brother, the Count de Broglie. The Count's spirited defense included several sorties that inflicted significant casualties, so the besiegers made scant progress over five weeks; when a French army under Broglie himself approached, Ferdinand was forced to abandon the siege.

F17—Hanoverian Supply Breakdown: The early war saw several French supply fiascos, while the Anglo-Allied army generally had good supply. Yet by war's end, the situation reversed a few times, and Ferdinand twice postponed offensive operations due to what were regarded as near total Anglo-Allied supply breakdowns; during these times, they lamented how good the French supply system seemed!

F20—Monmartel and Laborde: Jean Paris de Monmartel was a member of one of France's most powerful banking families, Jean Joseph de Laborde was the monarchy's court banker; the two were instrumental in financing the French war effort. In addition to domestic sources, Laborde also arranged loans from Spain. As the war ground on, all governments' credit ratings, including the French, got so degraded they found it virtually impossible to obtain further loans. *Pictured*—young Monmartel.

F21—Family Compact: The death of Ferdinand VI opened the way for Charles, King of the Two Sicilies and cousin of Louis XV, to ascend the Spanish throne as Charles III. Charles brought with him numerous grievances against the British dating back to 1742 (the British had bombarded Naples during the war of the Austrian Succession). His current issues included continued British rebuffs to Spanish protests regarding British logwood settlements in Central America and denial of fishing rights off Newfoundland. The French stepped up their efforts to induce the far more sympathetic Charles to bring Spain and its navy into the war. Louis and Charles soon signed the "Third Family Compact," a defensive alliance that contained a secret clause requiring the Spanish to enter the war if peace had not been concluded by May 1762.

The card posits that the better the current French position in the Colonial Conflict, the more likely the chances of drawing Spain into the war on the offensive as well, to side with the apparent eventual victors and establish more credibility in the post-war negotiations. Spain's most likely continental target was Portugal, which was viewed as a mere lackey of England; British plans for this contingency under the Earl of Bute called for Granby and a British corps to be withdrawn from Germany and sent south to assist in the defense of Portugal.

F22—Naval Battle of Neuwarf/Blockade of Stettin: The Swedes defeated the Prussian galley/shallow draft fleet at the sea battle of Neuwarf in 1759. Virtually the entire fleet was destroyed and had to be rebuilt, allowing the blockade of the key Prussian port of Stettin to continue. *Pictured*—a contemporary map of Stettin.

F23—Polish Grain Embargo: By mid war, the Russians were withholding shipments of Polish grain to Prussia. This naturally reduced Prussian food supplies, and created increased costs as Prussia tried to obtain grain from more expensive markets, or on the black market. *Pictured*—"Grain does not pay—eighteenth century" second of a pair of Polish paintings, the first of which was titled "Grain Pays—seventeenth century."

Russian Deck

R5—Frederick Wants Victories!: At the war's outset, Frederick considered the Russian army a bunch of low-quality barbarians, and through much of the war, lambasted the secondary army leaders he sent to the east with an ongoing barrage of orders to attack the enemy

and set them to flight. General Lehwaldt got lucky and broke even at Gross-Jägersdorf in 1757; Frederick's own shocking experience with the Russians at Zorndorf notwithstanding, he repeated his written assaults on General Wedell in 1759. Wedell got his head handed to him at Paltzig/Kay in July. After Frederick got his own head handed to him at Kunersdorf in August, secondary armies driven by threats were no longer deployed against the Russians.

R7—Diplomatic Coup—Danzig: The independent city of Danzig/Gdansk managed to declare and maintain its neutral status throughout the war, despite mild Russian pressure and Austrian diplomacy. This card supposes that if the Prussians were enjoying extreme success, the Coalition might exert extreme pressure in hopes of aiding the Russians and extracting the alliance from its dire straits. *Pictured*—a contemporary map of Gdansk.

R9—East Prussian *Stände* Collaboration: The Coalition's secret pre-war agreements did not include acquisition of East Prussia as part of Russian recompense. But Elizabeth and the Russian court's ambitions grew through 1757, and acquisition of East Prussia became a de facto Russian aim. After General Apraxin's chaotic, looting advance in 1757, from January 1758 on, Russian armies maintained a scrupulous regard for personal property (excepting the Cossacks, which the Russian generals themselves continually lamented). General Fermor issued Elizabeth's manifesto to the Prussian populace that assured the region of Russia's good intentions, and had lenient terms.

The Russians initially treated their coveted new province with kid gloves, and collected no taxes or requisitions. In turn, most East Prussian officials were cooperative with the Russians throughout the war; Fermor entered Königsberg to a festive reception in January 1758, and many Prussian officials acceded to taking a required oath of loyalty to the Russians (for this, they were continually cursed and reviled from afar by Frederick). In particular, Königsberg's nobles and cultural elite were wowed by the dashing, French-speaking Russian officers, who frequented Königsberg as often as possible.

R10—East Prussia Policy Change: By 1759, given the war's exorbitant costs and their ongoing supply difficulties, the Russians decided to change their tune in East Prussia, and began systematic tax collection and supply requisition from the area. The honeymoon was over...

R11—Improved Russian Supply: At the war's start, the Russian supply system was inefficient, glacial, and rife with corruption at all levels. By late war, thanks to diligent work and reforms, and putting the squeeze on East Prussia and Poland, many improvements had been made. This card gives players the choice to enact that same diligent attention—at a price.

Austrian Deck

A1—Austrian Mobilization: *Pictured*—Austrian Foreign Minister Wenzel Anton Kaunitz, architect of the 2nd Versailles treaty and the Coalition alliance. He was a determined statesman who refused to yield to the various panics and depressions that beset the court and generals during the war.

A2—Imperial Auxiliaries: The various contingents of the Empire "Kreise (circle)" contributed up to 30,000 infantry and 5,000 cavalry to the Coalition effort. Though they were supposed to provide their own supplies, they were often bereft of material and motivation, and were generally assigned as contingents to larger French/Austrian

armies, or augmented by significant stiffeners of French/Austrian troops and Austrian leadership in the Reichsarmee proper. Visual by Knotel.

A3—Karl von Zinzendorf: Protégé and financial advisor to Kaunitz, he was responsible for the implementation of bond issues that enabled Austria to scrape enough funds for the 1761 campaign.

A5, A17—Liechtenstein's Children: Prince Liechtenstein, a general in the war of the Austrian Succession, may be accorded the accolade of "Father of the Austrian Artillery." He spent considerable sums of his fortune to create foundries and artillery training schools for the army in Bohemia. The Austrian "medium 12" lb cannon was the best artillery piece of the war, and caused havoc to the Prussians at Kolin, Hochkirch, and Torgau.

A7—Generalstab: After their catastrophic defeat at Leuthen, the Austrians cast about for ways to improve their army. After the long overdue, obvious step of relieving the mediocre Prince Charles of command, they acceded to many of the progressive officers' demands to establish a General Staff; Franz Moritz von Lacy, descendant of some of the Irish Wild Geese Immigrants, a smart, bold, and thoroughly professional soldier, was chosen as first Chief of Staff. His efforts improved Austrian staff planning for marches, and even emboldened cautious marshal Daun to launch a surprise attack at Hochkirch.

A9—Prussian Poltroonery: In the aftermath of Kolin, the Austrians pursued the retreating Prussian columns north over the Reisingenbirge. Frederick's brother August Wilhelm (pictured) seemed to give up too much ground too easily to Frederick's liking (though Wilhelm was greatly outnumbered). Similar "easy going" was had by the Austrians against Bevern, Winterfeldt, and Zieten that August, and other Prussian subordinates at various times throughout the war.

A10—Frederick's Wrath: Frederick had little patience for failure, or even partial success, or subordinates who didn't cave in and immediately move to enact often absurd orders contained in his scathing rants from afar. In particular, his brother Henry, an excellent general, undefeated in battle during the war (and an object of jealousy), was a common target. Henry, who along with the rest of his siblings, generally loathed his brother, sometimes lost patience, and twice went into periods of "retirement" for "health reasons." Prussia at least could be thankful he regained his patience and returned to the field each time.

A11—(Croats)/Loudon's Raid Portion: The second event on this card captures General Loudon's decisive KK stroke against a 4,000 wagon Prussian supply convoy at Domstadt in June 1758. Though the convoy escort was substantial, and led by the competent General Zieten, Loudon and General Siskovics launched a two-pronged assault that captured and destroyed all but 400 wagons, and forced Frederick to abandon the siege of Olmütz.

A12—Spies and Deserters: The journals of Horace St. Paul (available from Neil Cogswell), an English officer serving with the Austrians through much of the war, cite that when the Austrian and Prussian armies were maneuvering within a few miles of each other, the Austrians took in a steady stream of 50-200 deserters a day (while the same number of Austrians might be crossing the lines in the other direction). From these intelligence sources, both sides were often able to form a partial picture of enemy intentions.

A13—Prussian Indecision: A general title for the “friction of war;” supplies not being ready when the army was supposed to march; temporary sickness throughout the ranks; commanders’ hesitations over conflicting evidence of enemy intentions; Frederick’s scornful dismissal of intelligence on enemy movements that did not conform to his desired rosy assessment of the current situation, etc.

A14—Saxon Desertions: Frederick impressed most of the Saxon army into Prussian service after its surrender at Pirna in October 1756. He did not distribute the units among Prussian formations, but kept most of the regiments whole. By 1758, 90% or more of the troops had deserted back to the French or Austrian armies.

A15—Loudon Rising: Ernst Gideon Loudon rose from Colonel to Lieutenant General by war’s end, and was commanding more men than CIC marshal Daun. He made his early reputation as an excellent light troop leader in KK operations (along with Generals Siskovics and St. Ignon).

A17—(Liechtenstein’s Children) /Supplying Russia Portion: Per the joint campaign plans below (A19), after considerable hesitancy and coordination, the Austrians wound up supplying Russian corps for some portions of the campaign seasons.

A19—Combined Offensive: The Austrians and Russians made at least three campaign plans for joint operations and formation of colossal armies during the war, but were able to achieve this on only a partial scale twice (Loudon joining Saltikov in 1759 and Buturlin joining Loudon in 1761).

A20—Converging Attack: The sort of sophisticated operational planning enabled by the Austrian *Generalstab* that led to the successful attack at Hochkirch.

A24—Loudon’s *Coup de Main*: General Loudon led successful coups of Glatz in 1760, and Schweidnitz in 1761 (including in his assault forces 800 drunken Russian grenadiers from General Chernyshev’s corps).

British Deck

B2—Britain’s Outrage: *Pictured*—the unfortunate Duke of Cumberland, loser of the 1757 summer campaign, unauthorized co-signer of the Convention of Kloster Zeven, and disgraced target of patriarchal and public wrath.

B3—Conjunct Operations: One of William Pitt’s notions in lieu of committing British troops to the continent was “descents” on the French coast, effectively large scale hit-and-run raids. The British made several, and though they were generally cautious and missed opportunities, they did divert some French troops from the main conflict in the German theater.

B6—Reinforcing Continental Success: *Pictured*—William Pitt the Elder, Secretary of State for the Southern Department, who set Britain’s war policy until his resignation in 1761. He was instrumental in sending the British troops to the continent, and in engineering the substantial subsidy to Prussia. Pitt, aware of a pending Franco-Spanish alliance, argued for war with Spain in 1760-61; the Earl of Bute (mentor of George III), Newcastle, and other advisors opposed this at the time, seconded by the First Lord of the Admiralty George Anson, who expressed concern at the prospect of having to face a second enemy navy. In October 1761, Pitt resigned before he

was forced to. Ironically, Bute (now Secretary of State and de facto Prime Minister) and the new administration wound up pre-emptively declaring war on Spain in January 1762.

B9—Light Troops: *Pictured*—uniforms of Luckner’s Light dragoons and hussars, from a watercolor by Knotel.

B10—Belle Isle vs. Duverney: Belle Isle was an aged French war hero, and became Minister of War in late 1757; Paris Duverney was in charge of the French army supply and pay system. Belle Isle urged offensives and requested supplies, but Duverney often hamstringed these plans, citing lack of provisions to support the efforts.

B11—Luckner: Nicolas Luckner was the architect and soul of the Hanoverian and British light unit resurgence under Ferdinand’s command. Along with light units leaders Scheither and Riedesel, he led the Anglo-Allied KK effort to dominance over the French in mid and late war. Ironically, Luckner later became a French general and marshal, and was executed during the French revolution.

B13—French Armistice: Ferdinand, shortly after taking over the Hanoverian army in late 1757, was able to harass the French general Richelieu so effectively with a mere 9,000 troops that Richelieu agreed to an armistice, effectively ending the campaign that year and allowing Ferdinand to further build and train his forces.

B14—Wooing the Danes: The British effort to get Denmark into the war.

B15—Separate Peace—France: *Pictured*—Etienne Francois de Stainville, Duc de Choiseul, a former officer in the war of the Austrian Succession, appointed French Foreign Minister in late 1758, who authorized three cautious, behind-the-scenes peace negotiations with the British from 1759 onward.

B18—Quiberon Bay: *Pictured*—Admiral Edward Hawke, hero of the Royal Navy victory at Quiberon Bay.

B19—Immediate Capitulation: In 1758, Ferdinand blustered and threatened an Imperial garrison at Düsseldorf into surrendering without a siege or assault. (In fall 1757, Prussian cavalry general Seydlitz did the same thing to a small Imperial garrison in Saxony.)

B21—Coalition Mistrust: A generalized title for “friction of war” in the German theater; bickering and jealousy among the rival French commanders, supply difficulties, delays in gathering the unpaid, scattered French troops from their foraging; Richelieu’s torpor, Clermont’s incompetence, D’Estrees’ failing health, Broglie’s frustration, Swedish supply issues, the usual command hesitations, et al.

B22—War with Spain: *Pictured*—Charles III, King of Spain. Though the British were increasingly annoyed, then hostile in their position toward Spain from 1760—1762, (see card F21), they prevaricated over the question of going to war, and William Pitt eventually resigned over the issue (see B21). But before the Family Compact’s secret clause could take effect, the British pre-emptively declared war in January 1762.

B23—Manila and Havana: Despite the misgivings of some of the British cabinet, once war was declared, the Royal Navy had great success against the Spanish possessions around the globe. They captured both Manila and Havana in 1762, which no doubt gave Charles III and the Spanish court pause to wonder on the wisdom of their decision to ally with cousin Louis.

Prussian Deck

P1—Invasion of Saxony: Frederick had done solid planning for the invasion and rapid occupation of Saxony; the only hitch was that the Saxon army retreated to Pirna instead of submitting to defeat in the field. *Pictured*—Augustus the Strong, Elector of Saxony and King of Poland.

P2, P21—Saxony Despoiled, Saxony Ravaged: Frederick engaged in ruthless and systematic exploitation of Saxon resources throughout the war; almost one third of his entire war expenditures were pilfered from Saxon coffers. *Pictured*—Dresden's picturesque architecture and byways.

P3—Saxon Army Impressment: See the Austrian SAXON DESERTIONS card.

P4—Blackmailing Brühl: If the Prussians decided to respect Saxon neutrality despite the advantages of using Saxony as a buffer territory and target of economic plunder, this card posits that Frederick would still endeavor to exact some price for Prussia's relative benevolence in choosing this kinder, gentler course. *Pictured*—Saxon Prime Minister Brühl.

P6—"Brummers": After the losses at Kolin and the surrender of Breslau in 1757, Frederick had to scrape up more artillery from all quarters of Prussia. Relatively old "Brummer" 12 lb fortress cannon were hauled out and used with audacity under the leadership of artillery Colonel Moller and others for "upfront" infantry support at the battle of Leuthen. The guns and Moller's aggressive doctrine were a huge success, and became mainstays of the Prussian artillery.

P7—Is the Czarina Dead?: Empress Elizabeth had erratic health and periodic seizures. In fall of 1757, after a drawn battle over Lehwaldt at Gross-Jägersdorf, General Apraxin made a sudden withdrawal back towards St. Petersburg on news of the Empress's failing health. The retreat was an undoubted boon to Prussian fortunes. Russian commanders, navigating the treacherous waters of St. Petersburg court politics and factions, always had to keep one eye on the Empress's health and the political repercussions to them if she were to expire.

P8—Improved Light Unit Doctrine: Besides finding enterprising light unit leaders (P9), the Prussians also developed superior light unit operations and tactics. One such was the practice of detaching a company of regular infantry to every light regiment when light units were operating near the regular armies. These well-drilled conventional fire troops gave the units an upper hand when they ran into Austrian Croat or Hussar units. Austrian General Hadik lamented that when this occurred, Austrian light units were always badly knocked about.

P9—"Green" Kleist. Prussian General Friedrich Wilhelm von Kleist may have been the finest light unit leader of his generation. Bold, smart, fair, and beloved by his men, Kleist held systematic analyses with his officers after each action, citing what had gone right and wrong, and how they could improve next time. Kleist eventually led a colossal corps of over 6,000 Dragoons, Hussars, Uhlans, Jaegers, and "Croat" infantry (these all Hungarian deserters), all dressed in green uniforms, which ravaged Bohemia and the Empire. Other effective Prussian Light unit leaders included Jakob Wunsch, Johann Hordt, Carl Guichard (the so called "Quintus Icilius"), Franciscus Le Noble, and Johann Mayr.

P10—Russian Supply Collapse: Shortly after entering East Prussia, the Russian supply service broke down completely, bringing Apraxin's advance to a crawl as troops were forced to plunder and forage to survive. The Russians' campaign pace was often sluggish due to supply difficulties until improvements in late war.

P12, P22—Coalition Mistrust: A generalized title for "friction of war" in the Border and Northern theaters; the growing jealousy and rivalry between Daun/Lacy and upstart Loudon; Daun's hesitancy to risk the main army in battles in accordance with his more Fabian "army in being" policy; Loudon's fits of gloom and depression; general Russian supply delays and periodic command inefficiency; et al. *Pictured*—Friedrich Wilhelm von Seydlitz, the finest cavalry commander in the SYW.

P13—Enter Prince Henry: See A10, FREDERICK'S WRATH. Here, Henry decides to recover his health and command an army again.

P14—Left-handed Gloves: The Austrians raided Berlin in fall of 1757, with a small force under a solid former hussar leader, General Andreas Hadik. Hadik stayed only a few hours, but extracted a 200,000 thaler ransom and 12 pairs of fine lace lady's gloves for the court at Vienna. Later, when presented to Vienna's grand dames, Hadik found to his distress that every one of the 24 gloves the mischievous Berliners had wrapped and boxed for him was left-handed. The Russians raided the city as well in 1760. In both cases, the invaders didn't seem to have much heart or industry in their vandalism, as the damage they inflicted was almost trivial compared to that of their light unit peers throughout central Europe.

P16—Winterfeldt's Agents: Both the Coalition and Anglo-Prussians had spies throughout the continent. General Hans Karl von Winterfeldt established and ran the Prussian spy network, and Winterfeldt's spies were generally more effective than Austria's.

P18—"Caps" vs. "Hats": The Swedish war effort was stymied by ongoing bickering between the two major political factions of the Swedish Riksdag (representative assembly), the belligerent "(military) hats", and the neutrality and free trade advocates derisively named the "(night) caps." The result was a meager, sputtering flow of both Swedish replacements and supplies throughout the war.

P19—Intrigues with the Porte: Frederick had sporadic negotiations with Turkey in the hopes he could draw the Porte into the war to divert Russian or Austrian resources. He authorized a substantial gift to the Sultan to encourage martial ardor. The Sultan kept the thalers, but apparently was not sufficiently encouraged.

P20—"Austrian 12s": In the winter of 1759-60, the Prussians cast 80 new cannon modeled on the fine Austrian medium 12s they had captured at the end of 1757. These 100 odd pieces took their place and performed admirably in the formidable Prussian artillery arm.

P23—Miracle of Brandenburg: At the end of August 1759, Frederick had lost 19,000 men at Kunersdorf, and only 40 miles stood between victorious General Saltikov and Berlin. It seemed one more push by Saltikov's or Daun's nearby Austrian army could win the war. But Saltikov was disgusted, both at Austrian delays in providing him promised supplies, and because he felt the 30,000 men he had lost in two major battles was more than enough for the year in furthering Austrian interests, since the Austrians had fought no major battles at all that year. Saltikov withdrew his army east to winter quarters, and Brandenburg was saved by this "miracle."

Gazetteer

Bold=Fortress Underline=Port *Italics=Restricted*

<i>Space</i>	<i>Area</i>	<i>Nation</i>	<i>Grid</i>	<i>Space</i>	<i>Area</i>	<i>Nation</i>	<i>Grid</i>
Aachen	Aust Netherlands	AU	B6	Düsseldorf	Rhineland	IM-F	C5
Alt Bunzlau	Bohemia	AU	I8	Eger	Bohemia	AU	G7
Angermünde	Brandenburg	PR	I3	Einbeck	Westphalia	BR	E5
Anklam	Pomerania	PR	I2	Elbląg	Poland	PL	M2
Ansbach	Bavaria	IM	E8	<u>Emden</u>	Pr Holdings	PR	D2
<i>Antwerp</i>		AU	A5	Erfurt	Rhineland	IM	F6
Arnsberg	Rhineland	IM	D5	Eschwege	Westphalia	IM-B	E6
<i>Augsburg</i>		IM	E10	Frankfurt am Main	Rhineland	IM-F	D7
Bamberg	Bavaria	IM	F7	Frankfurt an der Oder	Brandenburg	PR	I5
Bautzen	Saxony	SA	I6	Freiburg	Rhineland	IM	C10
Belgard	Pomerania	PR	K2	Freistadt	Lower Austria	AU	I10
Bergen	Rhineland	IM	D6	Freyung	Bavaria	IM	H9
Berlin	Brandenburg	PR	H4	Fulda	Rhineland	IM	E7
Bielefeld	Pr Holdings	PR	D4	<u>Gdańsk</u>	Poland	PL	M2
Brandenburg	Brandenburg	PR	G4	Gerolstein	Rhineland	IM	B6
Braniewo	Poland	PL	N2	Gifhorn	Westphalia	BR	F4
Braunschweig	Westphalia	IM-B	F4	Glatz	Silesia	PR	K7
Bremen	Westphalia	IM-B	D3	Glogau	Silesia	PR	K5
Breslau	Silesia	PR	K6	Görlitz	Saxony	SA	J6
Brieg	Silesia	PR	L7	<i>Grodno</i>		RU	Q3
Brodnica	Poland	PL	N4	Gross Jägersdorf	East Prussia	PR	O1
Brünn	Moravia	AU	K9	Grudziądz	Poland	PL	M3
Budweis	Bohemia	AU	I9	Haid	Bohemia	AU	G8
Bydgoszcz	Poland	PL	L3	Halberstadt	Brandenburg	PR	G5
Carlsbad	Bohemia	AU	H8	<u>Hamburg</u>	Mecklenburg	IM	F2
Celle	Westphalia	BR	F3	Hameln	Westphalia	BR	E4
Cham	Bavaria	IM	G9	Hanover	Westphalia	BR	E4
Chemnitz	Saxony	SA	H6	Heidelberg	Rhineland	IM	D8
Chojnice	Poland	PL	L2	Heilsberg	East Prussia	PR	O2
Cleve	Pr Holdings	PR	B4	Hoyerswerda	Saxony	SA	I6
<u>Colberg</u>	Pomerania	PR	J2	Iglau	Bohemia	AU	J9
Cosel	Silesia	PR	L8	Instenburg	East Prussia	PR	P1
Cottbus	Brandenburg	PR	I5	Kalisz	Poland	PL	L5
Darmstadt	Rhineland	IM	D7	Kassel	Westphalia	IM-B	E5
Demmin	Pomerania	PR	H2	<i>Kiel</i>		DA	F1
Dessau	Saxony	SA	G5	Koblenz	Rhineland	IM-A	C6
Donauwörth	Bavaria	IM	F9	Kolin	Bohemia	AU	J8
Dortmund	Rhineland	IM	C5	Köln	Rhineland	IM-F	C6
Dresden	Saxony	SA	H6	Königgrätz	Bohemia	AU	J8

<i>Space</i>	<i>Area</i>	<i>Nation</i>	<i>Grid</i>	<i>Space</i>	<i>Area</i>	<i>Nation</i>	<i>Grid</i>
Königsberg	East Prussia	PR	N1	Neidenburg	East Prussia	PR	N3
Konin	Poland	PL	M5	Neisse	Silesia	PR	L7
Köslin	Pomerania	PR	K2	Neu Stettin	Pomerania	PR	K3
Krefeld	Rhineland	IM	B5	Neubrandenburg	Brandenburg	PR	H3
Krems	Lower Austria	AU	J10	Neuhauss	Bohemia	AU	I9
Kreuzburg	Silesia	PR	L7	Neuruppin	Brandenburg	PR	H3
Krossen	Brandenburg	PR	J5	Nordhausen	Brandenburg	PR	F5
Küstrin	Brandenburg	PR	I4	Nürnberg	Bavaria	IM-A	F8
Landeshut	Bohemia	AU	J7	Oels	Silesia	PR	L6
Lauenburg	Pomerania	PR	L2	Olmütz	Moravia	AU	L9
Leipzig	Saxony	SA	G6	Olshzyn	Poland	PL	O3
Leitmeritz	Bohemia	AU	I7	Oppeln	Silesia	PR	L7
Leszno	Poland	PL	K5	Oppenau	Rhineland	IM	C9
Liège	Aust Netherlands	AU	A6	Ortelsburg	East Prussia	PR	O3
Liegnitz	Silesia	PR	K6	Osterburken	Bavaria	IM	E8
Lingen	Pr Holdings	PR	C3	Osterode	East Prussia	PR	N3
Linz	Lower Austria	AU	I10	Paderborn	Westphalia	IM-B	D5
Lippstadt	Westphalia	IM-B	D5	Papenburg	Westphalia	IM-B	C3
Łomża	Poland	PL	P3	Passau	Bavaria	IM	H10
<u>London</u>		BR	D2	Pila	Poland	PL	K3
Łowicz	Poland	PL	N5	Pilsen	Bohemia	AU	H8
<u>Lübeck</u>	Mecklenburg	IM	F2	Pirna	Saxony	SA	I7
Luckau	Saxony	SA	I5	Pisek	Bohemia	AU	I9
Lundenburg	Lower Austria	AU	K10	Plock	Poland	PL	N4
Lüneburg	Westphalia	BR	F3	Płońsk	Poland	PL	N4
Luxembourg	Aust Netherlands	AU	A7	Poznań	Poland	PL	K4
Magdeburg	Brandenburg	PR	G4	Prag	Bohemia	AU	I8
Mainz	Rhineland	IM-A	C7	<i>Pressburg</i>		AU	L10
Malbork	Poland	PL	M2	Pritzwalk	Brandenburg	PR	G3
Malchin	Mecklenburg	IM	H3	Prossnitz	Moravia	AU	K9
<i>Malmö</i>		SW	G1	Pultusk	Poland	PL	O4
Mannheim	Rhineland	IM	C8	Rastenburg	East Prussia	PR	P2
Marburg	Westphalia	IM-B	D6	Ratibor	Silesia	PR	M8
Metz	Lorraine	FR	A8	Regensburg	Bavaria	IM	G9
Militsch	Silesia	PR	L5	Reichenberg	Bohemia	AU	J7
Minden	Pr Holdings	PR	D4	Roermond	Aust Netherlands	AU	A5
Mittelwalde	Silesia	PR	K8	Rosbach	Saxony	SA	G5
Muglitz	Moravia	AU	K8	<u>Rostock</u>	Mecklenburg	IM	H2
Müncheberg	Brandenburg	PR	I4	Saarbrücken	Rhineland	IM	B8
Münster	Westphalia	IM-B	C4	Schweidnitz	Silesia	PR	K6
<i>Nancy</i>		FR	A9	Schwerin	Mecklenburg	IM	G2
Naumburg	Saxony	SA	G6	Schwiebus	Brandenburg	PR	J4

<i>Space</i>	<i>Area</i>	<i>Nation</i>	<i>Grid</i>	<i>Space</i>	<i>Area</i>	<i>Nation</i>	<i>Grid</i>
Siegen	Rhineland	IM	C6	Ulm	Bavaria	IM	E10
Sonneberg	Saxony	SA	F7	Ulzen	Westphalia	BR	F3
Sorau	Saxony	SA	J6	Vechta	Westphalia	BR	D3
Spandau	Brandenburg	PR	H4	Venlo	Rhineland	IM-F	B5
Speyer	Rhineland	IM	C8	Verden	Westphalia	BR	E3
Stade	Westphalia	BR	E2	<i>Vilna</i>		RU	Q2
Stargard	Pomerania	PR	J3	Wangerin	Pomerania	PR	J3
Stendhal	Westphalia	BR	G4	Warszawa	Poland	PL	O5
Stettin	Pomerania	PR	I3	Weiden	Bavaria	IM	G8
Stralsund	Mecklenburg	SW	H2	Welwarn	Bohemia	AU	H7
Strasbourg	Lorraine	FR	B9	Wesel	Pr Holdings	PR	B4
Stuttgart	Rhineland	IM	D9	Weudel	Bohemia	AU	H7
Tabor	Bohemia	AU	I9	Wien	Lower Austria	AU	J10
Tarnowitz	Silesia	PR	M7	Wittenberg	Saxony	SA	H5
Teplitz	Bohemia	AU	H7	Woldenberg	Brandenburg	PR	K4
Tilsit	East Prussia	PR	P1	Wurbenthal	Moravia	AU	L8
Torgau	Saxony	SA	H6	Würzburg	Bavaria	IM-A	E8
Toruń	Poland	PL	M4	Zittau	Saxony	SA	J7
Trier	Rhineland	IM	B7	Znaim	Moravia	AU	J9
Troppau	Moravia	AU	L8	Zorndorf	Brandenburg	PR	J4
Tuttlingen	Rhineland	IM	C10	Zwickau	Saxony	SA	G7
				Zwittau	Moravia	AU	K8

Credits

Dedication: *To my wife, Barb, who strives with the courage of Frederick, and the compassion of Maria Teresa, in service of God.*

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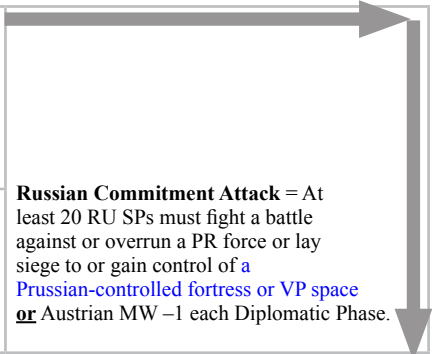
Special Thanks: Thierry Aradan, CB artiste extraordinaire, for dozens of timely updates, Mark Simonitch, for helping the counters “go up to 11,” Mark Mahaffey, for weathering STRONG designer preferences on the map ☺, and especially to Chris Janiec, for his patience, tolerance, and brilliance, while hanging in through a long, tough haul. Well done, sir!

Diplomacy Chart

Each player selects his course of action in the Diplomacy Segment, *in the descending order shown*, before the next player.

For standard (historical) game, select (A) in all cases.

July 1756

A U S T R I A	A) Delayed Attack - Austria Neutral until the next Diplomacy Phase if Prussia Defends - Pre-Halley play order in effect - British Commitment in effect Fall 1757 if Prussia does not attack into Coalition areas before Summer 1757 Round 2	B) Immediate Attack - Austria and Prussia Belligerent - Empire and Saxony Neutral - Post-Halley play order in effect - French MW -1 - British Commitment in effect	
R U S S I A	A) Delayed Attack - Russia Neutral - Russian MW -1	B) Immediate Attack - Russia and Prussia Belligerent - No guaranteed (■) cards in initial Russian hand - Russian Commitment in effect (Attack) - British Commitment in effect - No Russian participation in 1757 Diplomacy Phase	
P R U S S I A	A) Attack Saxony - Prussia and Austria Belligerent - Empire and Saxony Belligerent Austrian Clients - P1, P2, and P3 are guaranteed cards in initial Prussian hand - French MW +1 - French Commitment in effect (1st Versailles subsidy) - May increase to 2nd Versailles level	B) Attack Austria - Prussia and Austria Belligerent - Empire Belligerent Austrian Client next Diplomacy Phase, Saxony Neutral - May transfer any forces in Breslau, Liegnitz, or Magdeburg to any PR spaces - P1 and P4 are guaranteed cards in initial PR hand - May not play Invasion of Saxony Event - French Commitment in effect (1st Versailles) - May increase to Balance of Power level	

Russian Commitment Attack = At least 20 RU SPs must fight a battle against or overrun a PR force or lay siege to or gain control of a **Prussian-controlled fortress or VP space** **or** Austrian MW -1 each Diplomatic Phase.

C) Defend Prussia (must if AU B)

- Prussia Neutral until Summer 1757 if Austria **and** Russia Neutral
- May transfer any forces in Breslau, Liegnitz, or Magdeburg to any PR spaces
- P1 guaranteed in initial Prussian hand
- British MW +1, French MW -1
- No French Commitment

Winter 1757 and Subsequent Diplomatic Phases

AUSTRIA	• If Empire is Neutral, may deduct Thalers now for Imperial Belligerency in one of this year's Draw Phases: 3 Thl (Summer), 1 Thl (Fall)		
R U S S I A	A) Deliberate Attack Russia Belligerent in Fall 1757 Draw Phase	B) Elizabeth's Ardor - Austria and Russia each deduct 2 Thl for Russian Belligerency die roll - Result of die roll = Round of Summer 1757 Russia Belligerent (6 = Fall Round 1) - Russia may pay up to 5 additional Thl to modify die roll (-1 DRM per Thl) - No guaranteed (■) cards in initial Russian hand - French MW -1	
F R A N C E	A) Attack Hanover (cannot if RU 57B) - France and Britain Belligerent next Draw Phase +1 Austrian VP - Britain may cancel its Commitment - If French Commitment in effect = 1st Versailles Subsidy + Attack (must increase subsidy level in 1758 if PR A or B)	B) Attack Prussia (only if PR A or B) - France Belligerent next Draw Phase - F1 only guaranteed card in initial French hand - May not play <i>En Avant!</i> Event before 1758 - Austrian MW +1 - If French Commitment in effect = 1st Versailles Subsidy + Attack (must increase subsidy level in 1758 if PR A or B)	C) Focus Overseas (cannot if PR A) - France Neutral unless BR C or PR B - If Neutral, conduct one 1-Ops Colonial operation each Draw Phase - F1 only guaranteed card in initial French hand - May not play <i>En Avant!</i> Event before 1758 - If French Commitment in effect = 1st Versailles Subsidy + Attack

French Commitment Attack = At least 13 FR SPs must fight a battle against or overrun a PR force or lay siege to or gain control of a **Prussian-controlled fortress or VP space**, **or** Austrian MW -1 each Diplomatic Phase

If Belligerent, may reduce Commitment to only 3rd Versailles subsidy (no Attack) in 1758 or later. Reduce Aus and Rus MW -1 each.

B R I T A I N	A) Defend Hanover (must if FR A) - Britain Neutral if France also Neutral - If Neutral, conduct one 4-Ops Colonial Operation each Draw Phase - A-A forces limited to German Theater - If British Commitment in effect = 7 Thl Prussian Subsidy or -1 British VP and Prussian MW -2	B) Support Prussia (only if PR C) - Britain Belligerent next Draw Phase - British MW -1 - A-A forces allowed in Northern Theater and Saxony - If British Commitment in effect = 7 Thl Prussian Subsidy or A-A Attack or -1 British VP and Prussian MW -2	C) Attack France - Britain and France Belligerent next Draw Phase - If British Commitment in effect = 7 Thl Prussian Subsidy or A-A Attack or -1 British VP and Prussian MW -2
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British Commitment A-A Attack = At least 6 A-A SPs must fight a battle against or overrun an AU, IM, SA, or SW force or lay siege to or gain control of a **Coalition-controlled fortress or VP space** in the Northern Theater or Saxony

If Belligerent and there is no British Commitment, may award or stop 7 Thl Prussian subsidy in 1758 or later. Reduce Prussian MW -2 in the Phase subsidy is stopped.