

# THE SEVEN YEARS WAR

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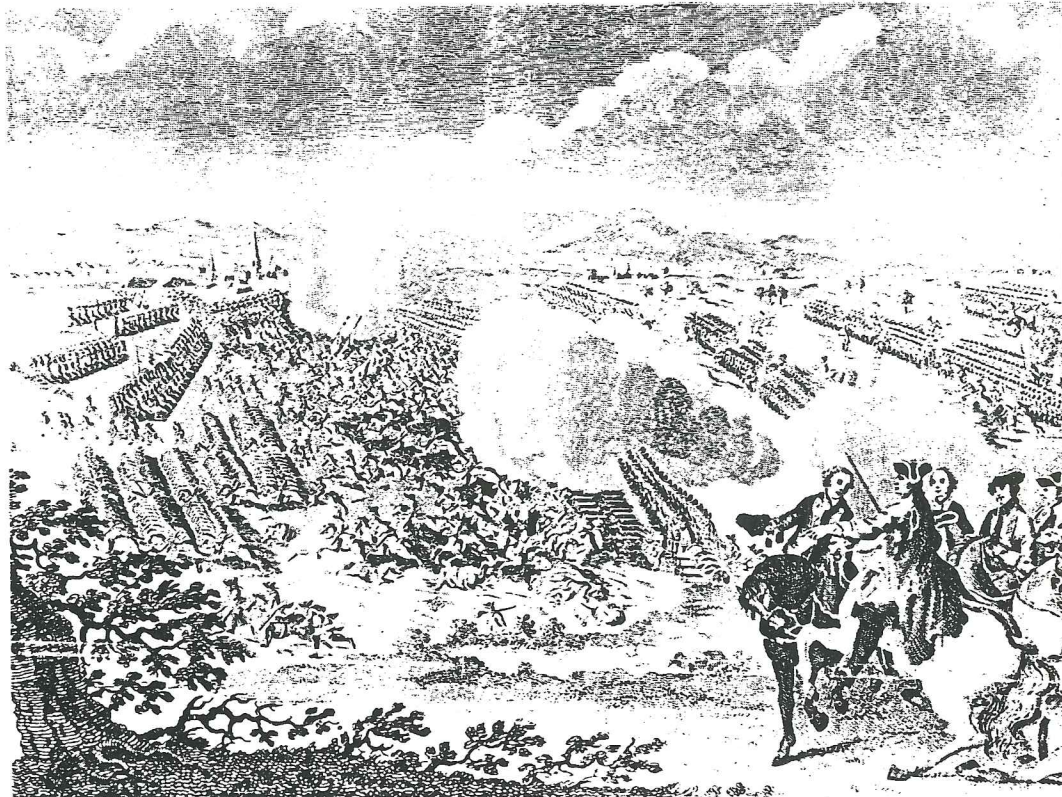
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## (1) INTRODUCTION

**SEVEN YEARS WAR (7YW)** is a simulation of the war between Prussia and a Coalition of European states, 1756-63. While militarily a stalemate, the war consolidated Prussia's dominance of central Europe until its defeat at Jena in 1806. The game is designed for two players or two teams. One player or team controls the Prussian Allied side; the other runs the Coalition side. The objective is to gain control of as many central European fortress cities as possible without destroying the international balance of power. Each side has a number of military units with which to attack enemy forces and gain control of Fortresses. The rules consist of a *Standard Game* that gives a relatively simple but historically valid game, and an *Advanced Game* providing a more complete historical simulation.

Players who want to learn the game quickly should just read the **GENERAL RULE** beneath each major rules section, and then follow the specific procedures within each section as the need arises during the course of play.

### *Taking Percentages and Rounding Fractions:*

Whenever the rules require that a percentage of a value must be taken, use the Percentage Loss Table on the map. Cross-index the value with the percentage; the result is the whole number closest to the required percentage.

- If the Table is not used, then multiply the value by the percentage number.
- **ROUND UP** to the next whole number all fractions between .50 and .99.
- **ROUND DOWN** to the previous number all fractions between .01 and .49.

*Example:* 50% of 9 is 5 according to the Table. The same result is achieved by multiplying 9 x .50, which yields 4.50, rounded up to 5.



### *Solitaire Play:*

This game has limited intelligence features best suited for two or more players. However, it can still be played by one person using either the Standard or Advanced Game rules plus the "Solitaire Play" found just before the Scenario instructions.

## (2) COMPONENTS

**Bold Italics = Use in Advanced Game only**

GENERAL RULE: A complete game of **Seven Years War** includes—

- 1 mapsheet
- 1 set of 240 counters
- 1 rule book, containing Basic, Advanced, and scenario rules
- 1 Player Aid sheet

The game works best if the Player Aid sheets are removed from the magazine. Players may also wish to remove the rest of the rules. Pry up the staples, remove the sheets, and then refasten the staples.

Players must provide at least one standard six-sided die (D6). Additional D6 dice will help speed up Discipline checks, particularly if each D6 is a different color.

It is strongly recommended that players use an electronic calculator to help compute combat odds and determine victory in Battle quickly and accurately.

### 1. The Mapsheet

The game map shows Central Europe as it was in the mid-18th century during the Seven Years War. The terrain is covered by a hexagonal grid. The hexagons (hereafter termed "hexes") are used to determine the position and movement of units.

The map sheet also contains the following charts and tracks needed to play the game—

- **Alliance Display:** Indicates which countries are allied with which side. Place a coin or spare marker beneath a State's name in the appropriate "Prussia" or "Coalition" row. Neutral countries have no markers beneath them. The color shading inside the Prussia and Austria spaces indicate that they always belong to "Prussia" and the "Coalition" respectively. A space with diagonal lines indicates that a marker can never be placed there; the State can never join that alliance.
- **Balance of Power Chart:** Lists the various changes that can occur, which shift the current Balance of Power Index position to the left or the right.

- **Balance of Power Index:** Records the current level of international support for either side. It is possible that elite political opinion will be "neutral" and favor neither side.

- **Diplomatic Points Tracks:** Records the current number of Diplomatic Points available to a side.

- **Discipline Table:** Determines whether a unit passes or fails a Discipline check (11).

- **Fortress Nationality Codes:** Lists the color and 2-letter codes used to identify which State originally controls each Fortress printed on the map.

- **Prisoners of War box:** Each side keeps captured ENEMY units here, on the friendly side of the board.

- **Percentage Loss Table:** Helps players calculate the number of Strength Points (SPs) that should be eliminated as a result of combat. The total SPs of eliminated units may exceed the number listed on the table, but it cannot be less than that number unless the entire force is eliminated to satisfy the loss requirement.

- **Recruiting Chart:** The cost to enter into play a friendly unit of a particular type and Discipline Level currently located in the Recruiting Pool box.

- **Recruiting Pool:** friendly units not in play (including previously eliminated units) are kept here, on the friendly side of the board.

- **Terrain Chart:** Aids in the visual identification of the different terrain types found on the map, and lists the movement costs, combat effects, and other pertinent information about all terrain found in hexes or along hexsides (i.e. a hex boundary or edge). Explanatory notes are printed to the right of the chart.

- **Turn Track:** Records the current Year and Season.

**Special Map Geography:** Prussia has several territories on the western portion of the map that are not connected to the rest of the country. Treat these areas as Prussian territory for all game purposes. Silesia—the region lying between Austria, Poland and Prussia—is considered part of Prussia for all game purposes. *Prussia conquered Austrian "Schlesien" (Silesia) in the War of the Austrian Succession, 1740-48.* The Austrian Netherlands, part of which appears on the west map edge, is treated exactly like Austrian territory for all game purposes, except

as noted in the scenario instructions. The provinces of Bohemia, Moravia, and Hungary identified on the map are all considered part of Austria for all game purposes. *The provincial names and boundaries printed on the map provide historical information to help players orient themselves to 18th-century European geography.*

### 2. Player Aid Sheets

The Player Aid sheets contain the following charts and displays—

- **Combat Results Table:** used to resolve combat.

- **Battle Plan Summary:** describes options each side chooses from prior to resolving a Battle.

- **Bonus Diplomacy Point Chart:** determines special awards based on the current Balance of Power Index.

- **Diplomatic Conflict Table:** used to resolve political maneuvers.

- **Formal Siege Table:** Determines the outcome of a Formal Siege.

- **Historical Events Table:** Randomly generates an Event during each game turn. *Some of the events apply only in the Advanced Game.*

- **Leader Holding Areas:** Units currently in the same hex as a friendly leader may be placed off the map in the leader's box for convenience, and to limit the opponent's knowledge of friendly dispositions. Each side should have one copy of the Holding Areas sheet.

- **Logistics Table:** used to determine what if any losses an unsupplied force must sustain.

- **March Table:** used to resolve movement.

- **Siege Combat Summary:** describes the three options available to an attacker conducting Siege combat.

### 3. The Units

The units in the game represent the combat forces, leaders *and logistical support* that participated in the Seven Years War. Each unit bears the color scheme of the State to which it belongs. Each State and all its units are always in one of the following conditions: Prussian Controlled, Coalition Controlled, or Neutral. The Prussian side controls all units from Prussia and those States currently allied with Prussia. The Coalition side controls all units from Austria and those States currently allied with Austria. Units belonging to a Neutral State are controlled



by neither alliance, but may join one side or the other as a result of Invasion; see States & Alliances (12) for details.

#### 4. Game Markers

**Battle:** indicates the current hex location of a battle.

**Combat Unit:** any unit with a combat strength number.

**"D" (Demoralized):** used to indicate units which have been demoralized by combat or other game functions.

**Diplomacy Points(#):** the number of Diplomacy Points a side has, recorded on the friendly Diplomatic Points track.

**Field Fortification:** units beneath the marker are in entrenchments and/or siegeworks.

**No Garrison:** indicates a Fortress that has lost its intrinsic garrison value.

**Pillaged:** indicate hexes that cannot be foraged for supply.

**Year and Season:** used to record the current game turn.

(#) Players must supply their own markers, due to counter mix limitations.

#### 5. Game Scale

Each Strategic map hexagon is roughly 16 miles (about an average day's march). Each turn represents a season (three months); each impulse represents several weeks of campaigning time.

#### 6. Game Terms

**Alliance:** All the States currently friendly to each other on one side (Prussian Allied or Coalition).

**Battle:** combat between opposing forces.

**Besieged:** A Fortress hex is considered "Besieged" whenever there is an enemy force with a FIELD FORTIFICATION marker adjacent to the hex. No units may enter or leave a Besieged hex. Units in the Fortress must roll on the Logistics Table.

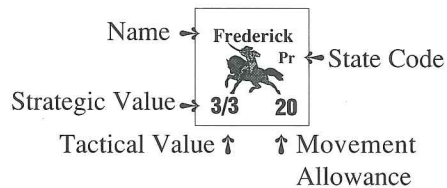
**Coalition:** Austria, plus all States allied to it.

**Combat Strength:** The total number of SPs printed on a particular unit.

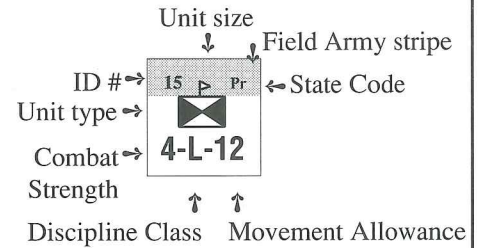
**Combat Unit:** Any counter EXCEPT a leader or an information marker.

**Demoralized:** A unit beneath a "D" marker.

#### Sample Leader



#### Sample Combat Unit



#### Unit Colors and Codes

|     |                                    |
|-----|------------------------------------|
| AU  | Austria: black on red              |
| BR  | Britain: White on red              |
| FR  | France: Black on blue              |
| HA  | Hanover-Allied: black on purple    |
| HRE | Holy Roman Empire: black on orange |
| POL | Poland: white on light green       |
| PR  | Prussia: white on blue             |
| RU  | Russia: black on green             |
| SAX | Saxony: black on dark green        |
| SW  | Sweden: black on yellow            |
| NE  | Netherlands: black on grey         |

#### Combat Unit Types

|               |  |
|---------------|--|
| Line Infantry |  |
| Cavalry       |  |
| Light Troops  |  |
| Artillery     |  |
| Pioneers      |  |
| Supply Train  |  |
| Legion        |  |

#### Other Unit Types

|        |  |
|--------|--|
| Leader |  |
|--------|--|

#### Unit Sizes

|          |  |
|----------|--|
| Brigade  |  |
| Regiment |  |

NOTE—All units are backprinted with a letter code and symbol unique to the owning State, usually the national flag or dynastic heraldry. This is used to disguise the identity of units for purposes of Limited Intelligence (6).



**Discipline:** An estimate of a unit's training and morale. There are four Discipline Classes—

G: Guard (best)

V: Veteran

L: Line

R: Rabble (worst)

**Discipline Check:** Performed to see if a unit suffers a breakdown in discipline during a Battle.

**Field Army:** These are combat units with a colored stripe across the top. They represent units which were assigned to standing intervention forces. All other units are considered "Recruits."

**Field Fortification:** Built by Pioneers to besiege Fortresses or improve defensive positions.

**Force:** A group of units that move or fight together.

**Fortress:** A ring of permanent defensive fortifications, usually around important cities and key strategic locations.

**Good Order:** A unit that is not beneath a "D" (Demoralized) marker.

**Impulse:** A portion of a game turn in which Marches and Battles can occur.

**Leader:** An army commander who can favorably influence various game functions.

**March:** Movement performed by a force, based on the result received from the March Table.

**Movement Allowance:** the maximum number of hexes a unit may move on the map during a single March segment.

**Pioneers:** Engineers or "sappers."

**Prussian Allied:** Prussia, plus all States allied to it.

**Rally:** Performed to determine if a Demoralized unit recovers, remains Demoralized, or is immediately eliminated (due to rout).

**Recruiting Value:** The number printed beneath a State on the Alliance Display. When the State belongs to an alliance, its RV is multiplied by the number of the State's Fortresses controlled by the alliance to produce the total number of Recruit Points.

**Recruit Points:** The number of points available (based on a State's Recruiting Value) for purchasing Recruit units during a Recruiting Segment.

**Segment:** A portion of an Impulse or game turn.

**Siege Attack:** A special type of combat against a Fortress hex. This is conducted by artillery units under certain conditions.

**State:** a nation or principality listed on the Alliance Display, printed on the map.

**Strategic Value:** the ability of a leader to conduct maneuvers. In game terms, this favorably modifies the March Table die roll of a force that includes the leader. *It is also used in Special Recruiting.*

**Strength Point (SP):** Each SP represents a certain number of soldiers or artillery pieces belonging to a particular unit.

**Tactical Value:** the ability of a leader to influence the outcome of a Battle, and enhance the ability of a combat unit to Rally or pass a Discipline check.

**Unit:** Any combat unit, Leader, or Supply Train.

## STANDARD GAME

### (3) VICTORY CONDITIONS

**GENERAL RULE:** Victory is usually evaluated at the end of a scenario. A side wins the game by controlling Fortresses. Both sides win a conservative victory if a Stalemate occurs.

#### 1. Evaluating Victory

• There are four levels of victory—

**Stalemate (0)** No change in the military-political equation, but both sides win because the balance of power is preserved!

**Military (1)** Little territory is gained, but your military prestige increases.

**National (2)** You annex frontier provinces of the loser.

**Continental (3)** Your country dominates all Europe.

• If a side achieves NONE of its victory conditions (see #2 and #3 below), the game is a Stalemate unless the opponent gains some level of victory. If a side achieves ONE victory condition, it gains a Military Victory. TWO conditions equal a National Victory. THREE conditions produce a Continental Victory.

• If both sides gain a level of victory greater than Stalemate, subtract the smaller victory number from the larger number. (A "victory number" is the parenthesized value immediately following a victory level name.) The

result is the winner's final level of victory. *Examples:* Prussia and the Coalition both gain a Military Victory (1), which produces a Stalemate (1-1=0). If Prussia wins a Continental Victory and the Coalition manages to win a Military Victory, the final result is a Prussian National Victory (3-1=2).

#### 2. Prussian Victory

• **Military**—Control at least TEN (10) Fortresses originally belonging to Prussia (NOT a Prussian allied State).

• **National**—Same as Military, but plus control at least FIVE (5) Fortresses NOT originally belonging to Prussia.

• **Continental**—Same as Military, plus control at least TEN (10) Fortresses NOT originally belonging to Prussia.

#### 3. Coalition Victory

• **Military**—Control at least 13 Fortresses originally belonging either to Austria or a currently allied State, AND occupy at least THREE (3) Fortresses originally belonging to Prussia (NOT a Prussian allied State).

• **National**—Same as Military, but occupy at least SIX (6) Fortresses originally belonging to Prussia.

• **Continental**—Same as Military, but occupy at least NINE (9) Fortresses originally belonging to Prussia.

#### 4. Controlling Fortresses

• The number of Fortresses controlled by each side are totaled after the completion of the last turn listed for a scenario.

• The color surrounding a Fortress and the letter code inside it indicate which State a Fortress originally belongs to at the start of a scenario.

• A Fortress originally belonging to an enemy State must have at least one friendly combat unit in the hex in order to be counted as friendly controlled.

• A Fortress originally belonging to an allied State must contain no enemy combat units in the hex in order to be counted as friendly controlled. Friendly units or a Garrison need not be present to control the Fortress.

#### 5. Treaty

If both sides agree to end the war by signing a Treaty settling their differences, the game ends immediately and the result is treated as a Stalemate (i.e. both sides win).



## 6. Automatic Victory

If one side decides to stop fighting and capitulates, the other side automatically wins a Continental Victory.

## (4) SEQUENCE OF PLAY

**GENERAL RULE:** The game is played in consecutive game turns, with each turn divided into a series of segments. **Players must strictly follow the "Sequence of Play" outline provided on the back of the rulebook.**

### 1. Preparing for Play

- Select one of the scenarios. The game comes with a short scenario covering the opening stages of the Seven Years War, and a much longer Campaign game encompassing the entire struggle.
- Ignore all references in the Scenario instructions to units and concepts printed in **bold italics**. These are only used in the Advanced Game.

### 2. Game Years

Each year normally consists of four seasonal game turns: Spring, Summer, Fall, and Winter.

### 3. Game Turns

- Refer to the Sequence of Play. Ignore everything printed in **bold italics**. This applies only in the Advanced Game.
- The Prussian-Allied player normally performs a particular segment of a turn, unless otherwise specified.

### 4. Impulse Penalties

Movement and combat conducted in the second and third Impulses receive certain penalties. These are listed beneath the Sequence of Play Outline. *The harder you push your troops, the less effective they are likely to become!*

## (5) HISTORICAL EVENTS

**GENERAL RULE:** During the Events Segment, the first side (chosen at random) rolls two dice and checks the Historical Events Table. Treat the first number as the "tens" digit, the second number as "ones." (If the first die is "3" and the second is "6," then the result is "36.") If something other than "No Event" is received, apply the result listed on the table. Regardless of which side rolls the dice, the results may apply to either or both sides. Unless otherwise specified, an Event may occur more than once per game.

## (6) LIMITED INTELLIGENCE

*These rules are essential to proper play, and should be followed even in solitaire play. The side that violates these rules automatically loses the game and is exiled to the colonies!*

**GENERAL RULE:** Each unit is normally placed face down on the map, so that only its State symbol printed on the back of the counter is visible. This is known as the unit's "Fog of War" side. A side may always examine friendly and neutral units. A side may NOT examine the opponent's units unless at least one of the following occurs—

- The instant one force attacks another. Units are revealed before combat is resolved.
- The instant a force conducts a successful Reconnaissance (#4 below).
- If, for some reason, a side decides to reveal the contents of one or more hexes it has in a force, it may do so at any time (even during the opponent's segment).

### 1. Revealing and Hiding Units

- To reveal a "Fog of War" unit, flip it over to its "Open" (front) side and examine its values.
- All "Open" units are flipped back over to their "Fog of War" side at the beginning of each friendly March Segment.

### 2. Leader Holding Areas

- The contents of a leader's Holding Area may be examined only when the leader himself is on his "Open" side. See Leaders (7) for details.
- To preserve the security of other unrevealed leader Holding Areas, the owning side may wish to cover them with pieces of paper.

### 3. Map Displays

Units in a Recruiting Pool are placed on their "Fog of War" (back) sides at all times.

### 4. Reconnaissance

- A Marching force containing only Cavalry and/or Light Troop combat units (plus any leaders) may attempt to examine the contents of an enemy-occupied hex to which it moves adjacent.
- The owner of the moving force may reveal any or all of its good order units. The opposing player then reveals some or all of his good order Light Troop and Cavalry units.
- The force with the smaller total of revealed SPs must flip over ALL its units. In case of

ties, the moving force is completely revealed.

- Regardless of the outcome, the Marching force's ability to continue moving is unaffected. However, a Marching force may only make one Reconnaissance attempt per friendly Movement segment.

## (7) LEADERS

**GENERAL RULE:** Leaders with names represent the major military figures who participated in the Seven Years War, plus their aides. The "Field Marshal" leaders represent generic (and fairly low quality) leaders typical of each State's aristocracy, from which replacement leaders were sometimes drawn during wartime. Each leader has "command abilities," represented by a Strategic Value and a Tactical Value printed on his counter. The Strategic Value enhances a force's ability to March successfully. The Tactical Value tends to improve Battle, Discipline and Rally results. Each leader is assigned a box on the Leader Holding Area of a Player Aid sheet. Friendly units in the same hex as a leader may be placed in the leader's Holding Area to ease the mechanics of play and conceal information about the force containing the leader.

### 1. Command Abilities

- **Strategic Value**—Add ONE Leader's Strategic Value to the March Table die roll of a force he belongs to. See March (9) for details.

- **Tactical Value**—

(1) ADD the Tactical Value of ONE leader belonging to the attacking force during a Battle.

(2) SUBTRACT the Tactical Value of ONE leader belonging to the defending force during a Battle.

(3) Each leader may ADD ONE (+1) to the Discipline or Rally die rolls (11) of a number of friendly units equal to his Tactical Value. The units chosen must be in the same force as the leader. No unit can ever have its die roll modified by more than "+1." *Example:* A leader with a Tactical Value of "2" could provide a +1 modifier to two different units in the same hex, but could not give just one unit a +2 modifier. *Good leaders could spread their influence on morale to more units, but they could not make any one unit invincible. Hence the +1 modifier limit. It is often a good idea to have more than one leader in a hex, in the event you need to improve the die rolls of several units.*



## 2. Leader Movement

• Friendly units (including leaders) may freely enter and move through hexes containing only enemy leaders.

• If a leader is alone in a hex and a force containing one or more enemy combat units Marches or retreats into the hex, the friendly leader is immediately eliminated.

• In all other cases, leaders obey all normal March rules (9).

### 3. Leaders in Combat

• Leaders are not affected by combat results, except as follows—

(1) If a force retreats, all leaders in the force must retreat along with it.

(2) If all friendly combat units and any Fortress Garrison (13) in the hex are eliminated in combat, then all leaders are also eliminated.

(3) Following each combat, regardless of the outcome, each side involved rolls two dice (or one die twice). If the total is 11 or 12, eliminate one leader in the friendly force of the owner's choice who participated in the combat. *Battlefield casualties among commanders were rare unless their army was completely destroyed, but they still occurred.*

• Eliminated leaders with a name may never be replaced. "Field Marshal" leaders are placed in the friendly Recruiting Pool and may be used again.

• Leaders never make Discipline checks (11.3) and never become Demoralized for any reason.

• Leaders belonging to opposing sides cannot fight a Battle or affect each other in any way if they are the only units in a hex.

## 4. Leaders & Recruitment

Leaders are recruited differently than other units. See "Leaders" under Recruitment (15) for details.

## (8) FORCES

**GENERAL RULE:** All friendly units that choose to begin moving together at any point in a friendly March segment comprise a *force*. All friendly units stacked in the same hex are treated as a single force for combat purposes. A side may organize friendly units in a hex into any number of forces for March movement, as long as each force consists of at least one unit.

No unit can ever be part of more than one force during a particular March segment. A

force that retreats from combat into a hex occupied by another friendly force immediately joins that force, and the new combined force defends normally if it is subsequently involved in Combat during the same segment.

### 1. Stacking

Having more than one unit in a hex is called "stacking."

• There is no limit to the number of units which may be in a map hex, or in an off-map holding box or track.

• **Friendly and enemy units may NEVER end a segment stacked together in the same hex.**

### 2. March Example

If a side has four units in a hex, it could do any one of the following—

• make one March (movement) attempt for all units in a single force;

• attempt to March each unit individually (four 1-unit forces);

• divide the units into two forces each containing two units;

• divide them into a 3-unit force and a 1-unit force;

• create two 1-unit forces and a 2-unit force.

*The more forces a side uses, the more likely it is that the units will become scattered and vulnerable to attack, due to the effects of the March Table.*

### 3. Combat

• All friendly units in a single hex must be involved in combat together as a single force, regardless of how they may have reached the hex.

• **EXCEPTION:** No units that ATTACKED and retreated during the current Combat segment force may be involved in another attack. They are not counted towards the attacker's total strength, and cannot take losses. This exception does not apply to DEFENDING units.

## (9) MARCH

**GENERAL RULE:** A side may attempt to move some, none or all of its Forces in each friendly March Segment. *A force does not have to contain leaders in order to attempt movement.* Each force must roll separately on the March Table and follow the indicated result. Explanations of results are found directly beneath the table. *For changes re-*

*quired for solitaire play, see "Solitaire Play" at the end of the rules.*

### 1. Moving a Force

• The normal *marching speed* of a force is equal to that of its slowest unit—the one with the LOWEST printed Movement Allowance (MA).

• A force uses its normal marching speed unless it is using Forced March, or cannot move at all due to a "No March" result.

• A "Forced March" result **DOUBLES** the force's marching speed.

• Even if one or more units are dropped off during a force's March (see #2 below), the force's marching speed remains unchanged for the remainder of its movement.

### 2. Special Restrictions

• A force must have enough movement points (MPs) remaining to enter a hex or cross a hexside. If the force lacks the necessary MPs, it must choose another route or cease moving for the segment.

• A force may drop off units as it marches. A unit **MUST** be dropped off the instant it exceeds its own individual Movement Allowance. Dropped-off units may not continue moving on their own, and must remain in the hex where they are dropped off.

• **No units may ever be picked up.** This reflects the serious command coordination problems of an era that emphasized marching but lacked sophisticated communications.

• A force cannot March into an enemy-occupied hex. However, it may enter and exit hexes adjacent to the enemy hex at any time without penalty. *There are no "zones of control" or "engagement zones" as in some other games.*

• Units may not March, retreat, or advance into and out of a Fortress hex as long as it is considered "Besieged." See Siege combat (10) and Fortresses (13) for details.

### 3. Terrain Effects

• A force may never enter or exit a Mountain hex.

• A force may enter or exit a Defile hex through the hexsides containing an opening in the mountainous terrain. *Example:* A force could enter the Defile in hex 2019 from hex 2018, but not from hex 1918. It could then exit the Defile into hex 2020, but not hex 1919.



• A force must stop in a River hex and move no further that segment, unless it is using River Transport.

• **River Transport**—a force treats each river hex entered as Open Terrain for movement purposes if it:

(1) begins in a River hex; and

(2) only enters contiguous River hexes during its entire March

The force ignores the normal restrictions for entering River hexes, but may not enter non-River hexes in this move.

• Land units may never enter All-Sea hexes, or cross All-Sea hexsides. They may enter a Coast hex normally; refer to the terrain in the land portion of the hex when determining the movement cost.

## (10) COMBAT

**GENERAL RULE:** Combat takes place between opposing forces in adjacent map hexes. There are two general types of combat: **Battle** and **Siege**. Combat is completely voluntary for the attacker. It occurs only if the side performing a Combat segment declares that it wants to undertake a Battle or Siege against an enemy force. The attacking force may then attack an enemy force in ONE other adjacent hex.

A force belonging to the side performing the current Battle segment is always the attacker; the opponent is always the defender. Each unit in play can attack only once per friendly Combat segment, but may have to defend more than once during an enemy Combat segment.

Combat can produce **Demoralization, Elimination, and Surrender**. Eliminated combat units (not leaders) can be recruited back into play. Each side keeps track of the number of strength points (SPs) affected by combat in order to determine which side (if any) wins the combat. The loser usually performs **retreat** after a Battle, but cannot retreat out of a Fortress hex.

When conducting Siege, the attacker may conduct a **Formal Siege Attack** if he has fulfilled certain conditions (See #3 below). The attacker may also offer **Honors of War** to a defending force in a Fortress hex, in order to gain control of the Fortress without further (or any) fighting. See Fortresses (13) for details.

## 1. Special Restrictions

• During a single friendly Combat segment, all units in a hex comprise a single force that can attack ONE adjacent enemy-occupied hex. If one unit attacks, all must attack. *No unit or force may attack more than once per Battle segment.*

• During a single enemy Combat segment, a force may have to defend itself more than once. A force may be attacked more than once, as long as no force conducts more than one attack per Combat segment.

## 2. Battle

• Place the BATTLE marker on the hexside between the two affected hexes, with the word "Battle" nearest the defender's hex, and relocate both sides' units to a convenient location off the map to resolve the Battle.

• Total the printed combat strength of all the units in each of the opposing forces. *No units in the hex may be withheld from Battle.* If the attacker's SP total is the same or larger than the total strength of all defenders in the same hex, divide the attacker's total by the defender's total and round any fraction DOWN to the nearest whole number (N) or half number (N.5); the result (N) is expressed as a ratio N/1 or N.5/1. If the attacker's total is SMALLER than the defender's total, divide the defender's total by the attacker's total and round any fraction UP to the next whole number (N) or half number (N.5); the result is expressed as a ratio 1/N or 1/N.5.

*Examples:* 7 attacking SPs vs. 4 defending SPs produces a ratio of 1.75/1, rounded down to 1.5/1. If the situation were reversed (4 vs. 7), the ratio 1/1.75 would be rounded up to produce 1/2.

• Find the column on the Combat Results Table (CRT) corresponding to the odds ratio. Odds of less than 1/5 are treated as 1/5; odds greater than 5/1 are treated as 5/1.

• Make a column shift LEFT for the defender's terrain; see the "Combat Shift" column on the Terrain Chart. If there is more than one terrain type in the hex, then select the single type that provides the shift most beneficial to the defender. If the column must shift to the left of "1/5" or the right of "5/1," treat the Battle as "1/5" or "5/1" respectively.

• Roll one die, and make all applicable ADDITIONS to the die roll required by the die roll modifiers. Then SUBTRACT all the die roll modifiers in the defender's favor. Modified die rolls of less than -2 are treated as -2; those greater than 9 are treated as 9.

(1) Modifiers for each side in a Battle can include any or all of the following: one Leader's Tactical Value (owner's choice), the number of friendly artillery units, having at least double the opponent's cavalry SPs, having at least 50% of all friendly SPs belong to the Guard (G) and Veteran (V) classes, and having at least double the opponent's Light Troop SPs in a Rough or Defile hex. See the CRT for details.

(2) When determining the 50% point for Good Order Guard and Veteran class SPs, use the Percentage Loss Table or multiply the total SPs by .50 and round fractions. If the result is LESS THAN OR EQUAL TO the total number of Guard and Veteran SPs, award the modifier. Otherwise, no modifier is awarded.

• Cross index the adjusted die roll with the final odds column on the Combat Results Table (CRT) to determine the results.

• Apply any results printed on the top line against the attacker first, then any results printed on the bottom line against the defender. See Percentage Losses (#4) and Discipline Checks (#5) below.

• Eliminate units first to satisfy percentage loss requirements. Set eliminated units aside for determining the Battle's winner (see #6 below). If no friendly combat units remain in the hex, all friendly leaders are eliminated and cannot return to play under any circumstances. *They are assumed to have been killed or permanently incapacitated in combat.*

• If any units still remain, make any required Discipline Checks. Units beneath a "D" marker that receive another Demoralization result are eliminated. Keep a count of how many SPs become Demoralized, and add the total to the number of eliminated SPs to determine the Battle's winner (see #6 below).

• If one side wins the Battle, the loser usually must perform Retreat (see #7 below).

## 3. Siege Combat

**GENERAL RULE:** A player has two options when attacking an enemy fortress: (1) He may conduct a normal attack against it. In this event, the combat is resolved as battle, with certain special restrictions. (2) He may conduct a Formal Siege. Attacking an enemy fortress is completely voluntary. (See also *Besieged Fortresses* (13.2).)



• **Assault:** Assault is performed exactly like regular Battle, with the following exceptions:

(1) The defender receives the column modifier for defending in fortresses, as specified on the Terrain Effects Chart.

(2) Reduce all numerical combat losses to the defender by "20" (e.g. a result of "30" would be reduced to "10.").

(3) No modifier is made for "cavalry superiority."

(4) Units defending in a fortress hex making a discipline check as a result of an "M" or "MM" combat result add an additional "1" to their die roll.

(5) If the defender loses the combat, he does not retreat; all survivors remain within the fortress.

• **Formal Siege Attack:** A player may make a Formal Siege Attack by having a friendly Artillery unit under a FIELD FORTIFICATION marker in a hex adjacent to the fortress. The arrow on the field fortification must point towards the fortress hex.

The Formal Siege Attack is made prior to any assaults against the Fortress.

*Procedure:* For each Artillery unit present in the attacking force, the attacker has the option to roll once each on the Formal Siege Table. Once a Breach is achieved, all die rolling on the Table ceases for that combat.

(1) The presence of pioneer units in the besieging force and in the fortress provides a die roll modifier to siege attacks.

(2) If a player gets a breach against a fortress but does not take the city, then he may try again in a subsequent turn. However, the breach is considered repaired at the end of the combat segment in which it was inflicted, so the player would have to roll again on the Formal Siege Table.

(3) Units in a fortress that choose to attack perform a normal battle. They may attack any adjacent forces. The attacking force gets no advantage for attacking from the hex. If it wins the battle they may advance after combat. If it loses the battle, it remain in the hex.

(4) Units garrisoning a fortress NEVER retreat as the result of combat, regardless if attacking or defending.

• **Garrisons in Combat**

(1) A Garrison (the fortresses intrinsic strength) is treated as a part of the force defending in its Fortress hex. The Garrison is equivalent to a 1 SP combat unit with a Discipline Class of "L" (Line) for all combat purposes.

(2) A Demoralized Garrison is indicated by placing a "D" marker at the bottom of the stack, with no friendly combat units beneath it.

(3) The Garrison is eliminated the instant all other friendly combat units have been eliminated. Until that point it cannot be eliminated, and all elimination results against it are ignored.

(4) Remember that an eliminated or Demoralized Garrison counts as 1 SP. See "Winning Combat" (#6) below for details.

(5) Fortresses themselves are never eliminated. If captured by a player, he may garrison a fortress with his own forces.

#### 4. Percentage Losses

• The number listed as part of the result against the attacker or defender on the Combat Results Table (CRT) is the "Percentage Loss." This is the proportion of SPs in the force that must be lost to satisfy the result. Use the Percentage Loss Table printed on the map to calculate the number of friendly Strength Points (SPs) that must be eliminated. Otherwise, multiply the percentage loss by the affected force's SP total, divide by 100 and round fractions. See "Taking Percentages and Rounding Fractions" in the Introduction (1).

• In some cases it will be necessary to eliminate a number of units whose total SPs exceed the amount derived from the Percentage Loss Table or calculated mathematically. The number of SPs eliminated can never be smaller than the value derived from the Table or calculation, unless ALL units in the force are eliminated. *Units cannot be divided up, "broken down," or exchanged for other units off the map when taking losses.*

• Within these restrictions, the owning side may select which units are eliminated to satisfy the indicated loss number. Place eliminated units in the friendly Recruiting Pool next to the map.

*Example:* An attacking force has 10 factors. The combat result in the upper part of the cell on the table is "30." This means that the attacker must lose 30% of its force. The Percentage Loss Table reveals that 30% of 10 is 3. The force contains units with strengths of 4, 4, and 2 respectively. Losing the "2" unit would not satisfy the 3 SP loss requirement, since some units in the force would still survive. One of the "4" units must be eliminated instead, even though this loss

exceeds the requirement by 1 SP. The owning side chooses which unit will be placed in the friendly Recruiting Pool.

#### 5. Discipline Checks

• Each time an "M" result is received, each friendly unit must undergo a Discipline Check. Follow the normal Discipline Check procedure outlined in Discipline & Morale (11).

• Each time an "MM" result is received, each friendly unit must undergo TWO Discipline Checks. Perform both Checks for one unit before moving on to the next unit.

• If the first Check causes Demoralization and the second Check does the same, then the affected unit is eliminated. The second Check need not be performed if the first Check causes a unit's elimination. Place eliminated units in the friendly Recruiting Pool.

#### 6. Winning a Combat

• Both sides must note down the original combat strength of their forces, expressed in Strength Points (SPs). They must then keep track of the total number of SPs that are either eliminated or Demoralized in a particular Battle or Siege, up to but not including Retreat (#7 below).

• A side wins a Battle or Siege if BOTH of the following occur—

(1) 50% OR MORE of the enemy force's original SPs are either Demoralized or eliminated as a result of the combat.

(2) 25% OR LESS of the friendly force's original SPs are either Demoralized or eliminated as a result of the combat.

Use the Percentage Loss Table, or calculate and round fractions.

• Any other result is a Draw.

#### 7. Retreat

• The losing force MUST retreat if it is not in a Fortress hex. All units in a force retreat together; they never "split up."

• *A losing force in a Fortress hex CANNOT retreat, even if the owner wants it to.* This is so even if the retreat is caused by fighting that follows a "Breach" result on the Formal Siege Table.

• In case of a Draw, the ATTACKING force must retreat.

• A retreating force must immediately be placed in an adjacent hex. A force may not retreat into or across prohibited terrain (Mountain, All-Sea hexes, All-Sea hexsides).



- A retreating force must always try to enter a hex containing no enemy units, or failing that one that contains Besieged enemy units. If more than one hex is available, the force's owner chooses. *A besieged enemy force would present no threat to a force retreating past the Fortress.*

- A force may retreat into an enemy-occupied hex or a friendly Besieged Fortress, but must lose 50% of the ENEMY SPs present in the hex, or 50% of ENEMY SPs in any ONE adjacent hex (chosen at random) containing a FIELD FORTIFICATION marker pointing at the Fortress hex into which the force entered. Use the Percentage Loss Table or make the usual calculation.

- A retreating force that enters an enemy-occupied hex or besieged friendly Fortress hex MUST continue its retreat. The force may enter any adjacent hex subject to normal rules of Retreat, EXCEPT the one from which it entered the hex it currently occupies. A unit may never enter the same hex twice while retreating.

- If a DEFENDING force ends its retreat in a hex already containing friendly units, all the units in the hex are combined into a single force. If the new combined force undergoes combat, all units in the force contribute fully to the defense. There is no special penalty for the previously retreated units.

- If an ATTACKING force retreats into a hex already containing friendly units, the retreating units do NOT join the force already in the hex if the stationary force is still eligible to conduct combat during the current segment, because units can only attack once per turn.

## 8. Advance After Combat

- If an enemy force (including the Garrison, if one is present) completely vacates its hex for any reason, some, none or all the opponent's force can advance into the hex if the owner wishes.

- The decision to advance must be made immediately after the opponent retreats.

## (11) DISCIPLINE & MORALE

GENERAL RULE: All units are assigned a Discipline Class. Units are in one of two morale states: Good Order or Demoralized. Both have an impact on Combat. Discipline Classes also affect Recruitment costs (15).

### 1. Discipline Classes

G: Guard—elite (highest)

V: Veteran—trained, experienced

L: Line—trained but inexperienced

R: Rabble—armed mobs (lowest)

### 2. Demoralized Units

- Units that become Demoralized are placed beneath a "D" marker. If there is already a "D" marker in the hex, simply place the unit beneath the existing marker. All units beneath a "D" marker are considered Demoralized. All those on top of the marker are in "Good Order."

- Demoralized units do not affect Good Order units located in the same hex, or vice versa.

### 3. Discipline Check Procedure

- When called for by a result on the CRT or other game table, roll one die per affected unit and consult the Discipline Table on the map.

- Adjust the die roll for all the modifiers listed under the table that apply.

Remember that each friendly Leader present may increase the Discipline Check die roll of a number of units equal to his Tactical Value. See Leaders (7).

- Treat results of less than zero as 0, and results greater than six as 6.

- Cross index the final adjusted die roll with the unit's Discipline Class, and apply the result.

*Rolling once per unit may seem excessive, but it is needed to produce realistic results. Use extra dice and provide one cube for each unit to speed up the process. Differently colored dice work best; you can assign a unit position in a stack to a particular color in advance.*

### 3. Discipline Check Results

**P (Unit Passes):** No penalty.

**D (Unit Deserts):** Eliminated and placed in the friendly Recruiting Pool.

**F (Unit Fails):** Becomes Demoralized; place beneath a "D" marker.

### 4. Effects of Demoralization

All units beneath a "D" marker suffer all the following effects—

- Printed movement allowance HALVED (drop fractions) for all types of March.

- Printed combat strength reduced by 50%

(use the Percentage Loss Table to find the correct value).

- Demoralized Pioneer units lose their ability to build Field Fortifications, adjust a Formal Siege die roll, or affect River movement.

- Demoralized artillery units lose their ability to conduct Formal Siege Attacks and to modify the die roll in Combat.

- Demoralized Cavalry units lose their ability to conduct reconnaissance and modify the die roll in Combat.

- Demoralized Light Troops lose their ability to conduct reconnaissance.

- Demoralized units which are Demoralized again are eliminated and placed in the friendly Recruiting Pool.

- *Demoralized Legions lose their ability to modify the die roll for movement and combat.*

- *A unit's Discipline Class is unaffected by Demoralization.*

### 5. Rally

- Units recover from Demoralization by rallying. Each Demoralized unit may make one Rally attempt during each Rally segment. Rally is voluntary; no unit is ever required to make a Rally attempt.

- Roll once per unit on the Discipline Table. Each friendly Leader may add one (+1) to the Rally die roll of a number of units in his hex equal to his Tactical Value. No unit can receive more than a +1 modifier, regardless of how many available leaders are in its hex.

- Rally results are as follows—

**P (Unit Rallies):** Remove the unit from beneath the "D" marker.

**D (Unit Routs):** Unit eliminated and placed in the friendly Recruiting Pool.

**F (Unit Fails):** No effect; remains Demoralized.

## (12) STATES & ALLIANCES

All States that can enter play are listed on the Alliance Display. A State may be in one of three conditions: Prussian Allied, Coalition Allied, or Neutral. Each side is assigned allied States at the start of a scenario. States which begin the game Neutral may be gained by one side as a result of Invasion by the opposing side.

To indicate a State's current allegiance, place any spare marker on the Alliance Display beneath the affected State's name in the row corresponding to the controlling side



("Prussia" or "Coalition"). A Neutral State is indicated by having no marker at all beneath its name on the Display.

Prussia and Austria are always part of the Prussian Allied and Coalition alliances, respectively. They never become Neutral or switch sides. This is indicated by color shading and diagonal lines beneath Prussia and Austria on the Alliance Display. No markers are needed to indicate Austria's and Prussia's status.

### 1. Invasion

- A Neutral State joins one alliance the instant any unit belonging to the other alliance—

- (1) moves or retreats adjacent to a City or Fortress hex belonging to the State; or

- (2) attacks any unit belonging to the State.

- Merely entering hexes partially or completely inside a Neutral State does NOT violate neutrality. *Armies freely crossed national borders in this era, but were not considered belligerent until they threatened or struck at a major strategic locale.*

### 2. Acquiring Allies

- When a side gains control of a Neutral State, it also immediately assumes control of all the State's Fortresses that are not currently occupied by enemy units.

- If the letter "F" appears to the right of the Recruiting Value listed beneath the new ally on the Alliance Display, then all the State's "Field Army" units (those with a colored stripe across the top) immediately enter play unless the Scenario instructions for "Reinforcements" require that they wait to enter play on a future game turn. See "Field Armies" under Reinforcement (15).

- Place all the other "Recruit" units and undeployed leaders belonging to the State in the friendly Recruiting Pool box.

## (13) FORTRESSES

GENERAL RULE: Control of Fortresses is the key to victory. A Fortress hex containing combat units belongs to the side that controls the units. A Fortress hex without any combat units belongs to the State indicated by the color surrounding the Fortress hex, and the letter code printed inside the hex.

Units in a Fortress hex become "Besieged" due to the presence of at least one enemy combat unit in an adjacent hex containing a FIELD FORTIFICATION marker. Besieged

Fortresses suffer restrictions related to Siege combat (10) and Recruitment (15).

Each Fortress begins a scenario with an intrinsic Garrison. No counters for garrisons are needed. Every Fortress without a NO GARRISON marker is assumed to have a Garrison. ***Garrisons only defend; they never attack and cannot retreat from combat.*** In some cases, destroyed Garrisons can be restored and the NO GARRISON marker removed through Recruitment (15). Fortresses themselves are never eliminated for any reason. They always benefit the side that occupies them, regardless of how many times they change hands.

### 1. Determining Control

- A Fortress is always in one of the following three conditions: Prussian Controlled, Coalition Controlled, or Neutral. Only one side can control a Fortress hex at any one time.

- A force may always enter a Fortress hex with the color and letter codes of a currently allied State, if the hex contains no enemy units.

- A force may enter a Fortress hex with neutral or enemy State colors and codes if there are no enemy combat units in the hex, AND the hex contains a NO GARRISON marker. If the NO GARRISON marker is absent, or if any enemy combat units are in the hex, the force may not enter it.

- The instant all combat units exit a Fortress hex with the colors and codes of a currently neutral or enemy State, the vacated Fortress once again belongs to that State, whether or not a Garrison is present.

### 2. Besieged Fortresses

- A Fortress is considered *Besieged* when there is at least one enemy combat unit in an adjacent hex containing a FIELD FORTIFICATION marker. The arrow on the FIELD FORTIFICATION marker must point toward the Fortress' hex. *Despite appearances, the Fortress would in fact be surrounded by trench lines. This cannot be shown effectively at this scale, but the rules are designed to take this into account.*

- (1) If there is more than one enemy fortress adjacent to a single besieging force, the player may besiege only the one designated by the arrow on the entrenchment marker. Other fortresses would have to be besieged from other hexes. A player may not have more than one FIELD FORTIFICATION marker per hex.

- When a Fortress is Besieged—

- (1) Units may not enter or leave the Fortress for movement or retreat. Units may Advance After Combat normally into or out of the hex.

- (2) It does not count toward the number of friendly controlled Fortresses when determining Recruitment (15).

- (3) It cannot receive new recruits.

- (4) It can be attacked by enemy Artillery using Formal Siege Attacks (10).

### 3. Garrisons. Each Fortress has an intrinsic Garrison.

- Each Fortress Garrison behaves like a normal "1-L-0" combat unit for all purposes, except as follows—

- (1) A Garrison may never move; it has no Movement Allowance.

- (2) A Garrison may never attack; it can only defend.

- (3) A Garrison never retreats/advances as a result of combat or "Honors of War" (see #4 below)

- (4) A Garrison may not be taken as a loss in combat until ALL other friendly combat units in the Fortress hex are eliminated. A Garrison never takes losses when friendly units in its hex attack.

- A Garrison can be Demoralized. This is indicated by placing a "D" marker on the fortress hex itself.

### 4. Honors of War

- Any time during a friendly Combat segment, the side performing the segment can offer "Honors of War" (hereafter "Honors") to any enemy-controlled Fortress hexes. Each Fortress hex offered Honors does NOT have to be besieged, but it must currently have at least one combat unit adjacent to it that is friendly to the side offering Honors. Honors may be offered while combat is underway anywhere on the map, but may not interrupt any die rolling or application of results from a game table.

- If the defender accepts Honors for a particular Fortress hex—

- (1) Any defending Garrison is eliminated; place a NO GARRISON marker in the hex.

- (2) Any force in the Fortress hex is placed in an adjacent hex chosen by the force's owner, within normal limits of retreat (10). The side offering Honors may

*continued on page 43*



# SEVEN YEARS WAR

## LEADER HOLDING BOXES

*Make one copy for each side*

**PRUSSIA**  
(Pr)

Frederick

Seydlitz

Zeithen

Lehwald

Henry

"Field Marshal"

**BRITAIN**  
(Br)

Cumb (Cumberland)

Granby

"Field Marshal"

**HANOVER**  
**ALLIED** (Ha)

Ferdinand (of Brunswick)

"Field Marshal"

**AUSTRIA**  
(Au)

Broune

Daun

Laudon

"Field Marshal"

**RUSSIA**  
(Ru)

Solitikov

Apraskin

"Field Marshal"

**FRANCE**  
(Fr)

Charles (of Lorraine)

Soubise

"Field Marshal"

**NETHERLANDS**  
(Ne)

"Field Marshal"

**SAXONY**  
(Sax)

"Field Marshal"

**SWEDEN**  
(Sw)

"Field Marshal"



## COMBAT RESULTS TABLE

Top: Results against Attacker  
Bottom: Results against Defender

|            | 1/5            | 1/4<br>1/3     | 1/2            | 1/1.5          | 1/1            | 1.5/1          | 2/1            | 3/1<br>4/1     | 5/1<br>or more |
|------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|
| -2 or less | 50-MM<br>0     | 50-MM<br>0     | 50-MM<br>0     | 50-MM<br>0     | 50-MM<br>0     | 50-MM<br>0     | 30-MM<br>0     | 20-MM<br>0     | 10-MM<br>0     |
| -1         | 50-MM<br>0     | 50-MM<br>0     | 50-MM<br>0     | 50-MM<br>0     | 50-MM<br>10    | 30-MM<br>10    | 20-MM<br>0     | 20-MM<br>0     | 10-MM<br>0     |
| 0          | 50-MM<br>0     | 50-MM<br>0     | 50-MM<br>0     | 50-MM<br>0     | 30-MM<br>10    | 20-MM<br>10    | 20-MM<br>10    | 20-MM<br>10    | 10-MM<br>10    |
| 1          | 50-MM<br>0     | 50-MM<br>0     | 50-MM<br>0     | 50-MM<br>10    | 30-MM<br>10    | 20-MM<br>10    | 20-MM<br>20-MM | 20-MM<br>20-MM | 10-MM<br>20-MM |
| 2          | 50-MM<br>0     | 50-MM<br>0     | 30-MM<br>10    | 30-MM<br>10    | 30-MM<br>10-MM | 20-MM<br>20-MM | 20-MM<br>20-MM | 10<br>20-MM    | 10<br>30-MM    |
| 3          | 50-MM<br>0     | 30-MM<br>10    | 30-MM<br>10    | 20-MM<br>10    | 20-MM<br>20-MM | 20-MM<br>20-MM | 10<br>20-MM    | 10<br>30-MM    | 10<br>30-MM    |
| 4          | 30-MM<br>10    | 30-MM<br>10    | 20-MM<br>10    | 20-MM<br>20-MM | 20-MM<br>20-MM | 10<br>20-MM    | 10<br>30-MM    | 10<br>30-MM    | 0<br>50-MM     |
| 5          | 30-MM<br>10    | 20-MM<br>10    | 20-MM<br>20-MM | 20-MM<br>20-MM | 10-MM<br>30-MM | 10<br>30-MM    | 10<br>30-MM    | 0<br>50-MM     | 0<br>50-MM     |
| 6          | 20-MM<br>10-MM | 20-MM<br>20-MM | 20-MM<br>20-MM | 20-MM<br>10    | 10<br>30-MM    | 10<br>50-MM    | 0<br>50-MM     | 0<br>50-MM     | 0<br>50-MM     |
| 7          | 10<br>10-MM    | 10<br>20-MM    | 10<br>20-MM    | 10<br>20-MM    | 10<br>50-MM    | 0<br>50-MM     | 0<br>50-MM     | 0<br>50-MM     | 0<br>50-MM     |
| 8          | 0<br>10-MM     | 0<br>20-MM     | 0<br>20-MM     | 10<br>30-MM    | 10<br>50-MM    | 0<br>50-MM     | 0<br>50-MM     | 0<br>50-MM     | 0<br>50-MM     |
| 9 or more  | 0<br>10-MM     | 0<br>20-MM     | 0<br>30-MM     | 0<br>50-MM     | 0<br>50-MM     | 0<br>50-MM     | 0<br>50-MM     | 0<br>50-MM     | 0<br>50-MM     |

Column modifiers: see Terrain Effects Chart

Die roll modifiers (ADD to die roll if Attacker qualifies; SUBTRACT from die roll if Defender qualifies)

? One leader's Tactical Value

1 50% OR MORE of a side's total SPs are Guard (G) and/or Veteran (V) in good order

1 Cavalry Superiority: the side with at least DOUBLE the enemy's number of Cavalry SPs in good order.

1 per Artillery unit in good order

1 Light Troop Superiority: one side has at least DOUBLE the enemy's number of Light Troop SPs in good order, AND defender is in a Rough or Defile hex

1 per good order Legion (*Advanced Game*)

## Results

**10,20,30,40,50:** Percentage of friendly combat strength eliminated; see the Percentage Loss Chart. The indicated number of SPs MUST be eliminated. More SPs than the result may have to be removed due to the number and size of units in a particular force. The owning side selects units to be eliminated.

**M:** Each unit rolls once on the Discipline Table. Results are explained below.

**MM:** Each unit rolls TWICE on the Discipline Table. Results are explained below.

## Discipline Table Results:

**P (Pass):** no effect.

**F (Fail):** Demoralized. A currently Demoralized unit is eliminated.

**D (Desert):** unit eliminated; return it to the appropriate Recruiting Pool.

## MARCH TABLE

*bold italics = Advanced Game only*

| Die roll   | Result                       |
|------------|------------------------------|
| -1 or less | No March                     |
| 0          | March, with Attrition        |
| 1          | Fall Back                    |
| 2          | March, with Attrition        |
| 3          | No March                     |
| 4          | March                        |
| 5          | March                        |
| 6          | Forced March                 |
| 7          | March to the Guns            |
| 8          | Forced March, with Attrition |
| 9 or more  | Forced March                 |

## Die Roll modifiers (cumulative):

+? Strategic Value of one friendly leader

+1 *force contains 50% or more good order Legion SPs*

+1 Summer Game turn

-1 Winter game turn

-1 force contains 30 or more SPs

-1 Second Impulse

-2 Third Impulse

## March results:

**No March:** The force does not move at all. *Sea Movement not allowed.*

**March:** The force moves at normal Marching Speed. *Sea Movement permitted.*

**Forced March:** The force may move up to DOUBLE its normal Marching Speed. *Sea Movement permitted.*

**Fall Back:** The force must move to any one un-Besieged friendly controlled Fortress that it can reach using normal Marching Speed and obeying normal March rules. No units may be dropped off. If the force enters a friendly Fortress hex, it immediately ceases movement. If the force cannot reach any friendly Fortress, treat the result as a "No March." *Sea Movement not allowed.*

**March to the Guns:** The force must use its normal Marching Speed and normal March rules to move adjacent to the closest enemy-occupied hex. (Count the enemy's hex but not the marching force's hex when determining distance in hexes. Owner of the marching force chooses in case of a tie.) No units may be dropped off. If the force cannot reach any hex containing enemy units, treat the result as "No March." *Sea Movement not allowed.*

**Attrition:** After completing movement, the force must lose any one unit (except a Leader) of the owning side's choice. If only Leaders are available to take the loss, no Attrition occurs. Any non-Leader unit dropped off during the force's March is eligible to take the loss. *Force using Sea Movement suffers attrition normally.*



**BATTLE PLAN SUMMARY (Advanced Game)**

- **Stand**—no change to normal Battle procedure for the side selecting this plan.
- **Assault**—Make a Discipline Check(\*) for each LINE INFANTRY type unit in the force:

**P** = DOUBLE unit's printed SPs prior to any other modifiers.

**F** = No change.

**D** = Unit Demoralized; immediately place under "D" marker.

- **Oblique Maneuver**—Make a Discipline Check(\*) for each combat unit in the force:

**P** = No change, but see below.

**F** = Unit Demoralized; immediately place under "D" marker.

**D** = Same as "F"

**After all units are checked:** If 50% or more of the force's total SPs are in good order (not beneath a "D" marker), modify the die roll by TWO (+2 if force is attacking; -2 if force is defending).

- **Countercharge**—Make a Discipline Check(\*) for each CAVALRY type unit in the force:

**P** = Unit counts DOUBLE when determining normal Cavalry Superiority. (The side with at least DOUBLE the opponent's cavalry SPs has superiority.)

**F** = No change.

**D** = Unit Demoralized; immediately place under "D" marker.

(\*) Use normal procedure found in Discipline & Morale (11). Leader Tactical Values affect unit die rolls normally.

**SIEGE COMBAT SUMMARY**

- **Assault**—use the Battle rules, with the following exceptions:

(1) The defender receives the "3 LEFT" column shift for defending in the Fortress listed on the Terrain Chart.

(2) No die roll modifier received by either side for Cavalry Superiority.

(3) Reduce the percentage loss number against the defender by TWENTY (-20). *Example:* a result of 30 would be reduced to 10.

(4) Defending units add one (+1) to a Discipline Check die roll.

(5) Units in a Fortress hex NEVER retreat, whether attacking or defending; they remain in the Fortress.

• **Formal Siege Attack**—The attacking force must have at least one Artillery unit AND a FIELD FORTIFICATION marker in its hex before it can declare a Formal Siege. Roll once on the Formal Siege Table, regardless of the number of Artillery units present, and apply the result listed beneath the table.

**BONUS DIPLOMACY POINTS (Advanced Game)**

| Current Balance of Power Level | Side(s) Receiving Bonus Points | # of Bonus Points Received |
|--------------------------------|--------------------------------|----------------------------|
| Strong pro-Prussia             | Prussia                        | 3                          |
| Moderate pro-Prussia           | Prussia                        | 2                          |
| Mildly pro-Prussia             | Prussia                        | 1                          |
| Neutral                        | Prussia, Coalition             | 1                          |
| Mildly pro-Coalition           | Coalition                      | 1                          |
| Moderate pro-Coalition         | Coalition                      | 2                          |
| Strong pro-Coalition           | Coalition                      | 3                          |

**LOGISTICS TABLE (Advanced Game)**

**Automatic Supply:** Leaders, Neutral units, Pillaging forces, forces in unbesieged and un-pillaged Fortress.

| Unsupplied Force's Location      | Die roll  |     |     |     |     |           |
|----------------------------------|-----------|-----|-----|-----|-----|-----------|
|                                  | 1 or less | 2   | 3   | 4   | 5   | 6 or more |
| Besieged Fortress(*)             | X         | F10 | F30 | S   | S   | S         |
| Clear, River, Coast, or Lake     | X         | F10 | F30 | F30 | S   | S         |
| Rough or Defile                  | X         | F10 | F10 | F30 | S   | S         |
| Pillaged or Pillaged Fortress(*) | X         | X   | X   | F10 | F30 | S         |

(\*) If Fortress is Pillaged AND under Siege, use the "Pillaged Fortress" line. Siege indicated by FIELD FORTIFICATION marker

**Die Roll Modifiers:**

+? Strategic Value of one leader

+1 Force contains only Light Troop SPs (plus any leaders)

-2 Winter turn

**Results:**

**X: Attrition.** Eliminate 50% of the total number of unsupplied SPs in the hex. DO NOT COUNT ANY SUPPLIED UNITS IN THE FORCE TOTAL WHEN CALCULATING LOSSES. Use the Percentage Loss Chart on the map, or multiply and round fractions.

**S: In Supply.** No losses.

**F#: Forage.** If the total number of SPs in the force is EQUAL TO OR LESS THAN the indicated number (#), treat as "S." Otherwise, treat as "X." DO NOT COUNT SUPPLIED UNITS TOWARD THE TOTAL.

**FORMAL SIEGE TABLE *Bold Italics = Advanced Game***

|               | dice roll |          |          |          |          |          |
|---------------|-----------|----------|----------|----------|----------|----------|
|               | 1 or less | 2        | 3        | 4        | 5        | 6        |
| <b>Result</b> | <b>S</b>  | <b>N</b> | <b>N</b> | <b>B</b> | <b>B</b> | <b>B</b> |

**Die roll modifier:**

+1 Any Pioneer units in attacking force

-1 Any Pioneer units in defending force

**Results**

**N: No Effect**—Attacker may Assault. See the Siege Combat Summary for details about Assault.

**S: Sortie**—Same as "A" except the attacker must first eliminate any one combat unit of its choice in the Attacking Artillery unit's hex.

**B: Breach**—The attacker may assault, with the following modifications to the assault procedure—

(1) No column modifier for the Fortress.

(2) No die roll modifier to either side for Cavalry Superiority.

(3) If the defending force loses the Battle, it surrenders or is eliminated. *Place all units in the Prisoners of War box on the attacker's side of the map.*



## HISTORICAL EVENTS TABLE

*bold italics = Advanced Game only*

Roll 2 dice: 1st die roll x10; 2d die roll x1 (e.g. "3" and "1" = 31).

- 11-13. **Coalition Infighting:** This turn, SUBTRACT ONE (-1) from all Coalition March die rolls.
- 14. **Coalition Unity:** This turn, ADD ONE (+1) to all Coalition March die rolls.
- 15. **Coalition Commander Sacked:** Coalition side must immediately place any one Coalition leader in the Coalition Recruiting Pool. A replacement leader from the same State enters play if at least one is currently available in the Recruiting Pool. The leader enters according to rules for "Leaders" under Reinforcement (15).
- 16. **Prussian Allied Commander Sacked:** The Prussian Allied side must immediately place any one leader in the Prussian Allied Recruiting Pool. A replacement leader from the same State enters play if at least one is currently available in the Recruiting Pool. The leader enters according to rules for "Leaders" under Reinforcement (15).
- 21. **Ottomans Attack Austria:** The side controlling Austria must immediately remove from play 20 Austrian SPs and place them in the Coalition Recruiting Pool. If the Austrians currently have less than 20 SPs on the map, treat as "No Event."
- 22. **Ottomans Attack Russia:** The side controlling Russia must immediately remove from play 20 Russian SPs and place them in the friendly Recruiting Pool. If Russia currently have less than 20 SPs on the map or is Neutral, treat as "No Event."
- 23. **British Advances in French & Indian War:** The side controlling France must immediately remove from play 10 SPs and place them in the friendly Recruiting Pool. If France currently has less than 10 SPs on the map or is Neutral, treat as "No Event."
- 24. **French Advances in North America:** The side controlling Britain must immediately remove from play 10 SPs and place them in the friendly Recruiting Pool. If Britain currently has less than 10 SPs on the map or is Neutral, treat as "No Event."
- 25-26. **Prussian Desertion:** The Coalition side selects any one hex containing enemy units on the map. The Prussian Allied side must immediately roll once on the Discipline Table for each combat unit in the hex. Results: P = no effect; F = Demoralization; D = Unit eliminated.
- 31-33. **Coalition Desertion:** The Prussian Allied side selects any one hex containing enemy units on the map. The Coalition side must immediately roll once on the Discipline Table for each combat unit in the hex. Results: P = no effect; F = Demoralization; D = Unit eliminated.
- 34. **Prussian Allied Recruits:** the Prussian Allied side immediately receives up to 12 Recruit Points worth of "Recruit" combat units and one leader for any one allied State. PRUSSIA MAY NOT BE CHOSEN. All the units must come from the

Prussian Allied Recruiting Pool. Use standard "Unit Placement" rules for Recruit units (15).

- 35. **Coalition Recruits:** the Coalition side immediately receives up to 12 Recruit Points worth of "Recruit" combat units and one leader for any one allied State. AUSTRIA MAY BE CHOSEN. All the units must come from the Coalition Recruiting Pool. Use standard "Unit Placement" rules for Recruit units under Recruitment (15).
- 36 **Prussian Glory:** The Prussian Allied side selects any one enemy country EXCEPT AUSTRIA to become Neutral. If the Prussian "Frederick" leader has been eliminated *or is currently a POW*, or if this event has already been received once during a game, then treat as "No Event."
- 41. **Poland Revolts:** Poland immediately becomes Neutral, if it is not already so.
- 42-45. **No Event**
- 46-66. **No Event** (Basic Game Only)

*Advanced Game Events*

- 46. **Legions:** BOTH side may create Legion units during the current and all subsequent Recruiting segments. ("No Event" in Basic Game.)
- 51-53. **Peasant Revolt:** SUBTRACT ONE (-1) from the March die roll of each force that is inside a State which has any PILLAGED markers within its borders. A hex containing a Border counts for ALL countries represented in the hex for this purpose.
- 54. **Age of Enlightenment:** If there are currently no PILLAGED markers anywhere on the map, each side immediately receives one Diplomacy Point.
- 55. **British Public Opinion:** The side currently favored on the Balance of Power Index receives one Diplomacy point. If the Index is "neutral" no point is awarded. This event occurs even when Britain is neutral.
- 56. **Correspondence With Voltaire:** The Prussian Allied side immediately receives one Diplomacy Point if the Frederick leader is currently in play and is not a POW.
- 61-66. **Diplomatic Revolution:** The side currently favored on the Balance of Power Index immediately LOSES ALL ITS DIPLOMACY POINTS. The lost points are awarded to the opposing alliance, but its total points may not exceed the normal limit of 10.

DIPLOMATIC CONFLICT TABLE  
(Advanced Game)

| Die Roll | Diplomacy Differential |   |   |   |   |   |           |
|----------|------------------------|---|---|---|---|---|-----------|
|          | -1 or less             | 0 | 1 | 2 | 3 | 4 | 5 or more |
| 1        | D                      | D | D | D | D | D | D         |
| 2        | D                      | D | D | - | - | - | -         |
| 3        | D                      | D | - | - | - | - | -         |
| 4        | D                      | - | - | - | - | N | N         |
| 5        | -                      | - | - | N | N | N | T         |
| 6        | N                      | N | N | N | T | T | T         |

**Procedure:**

- (1) Attacker's Diplomacy Points minus defender's Diplomacy Points.
- (2) Add or subtract to the differential all the numbers that apply—
  - 1 Target State belongs to enemy alliance.
  - 1 All Fortresses in target State controlled by DEFENDER.
  - 1 Target state is Britain or Russia.
  - +1 All Fortresses in target State controlled by ATTACKER.
- (3) Find the column that matches the final total. Roll the die and find the result on the appropriate row and column.

**Results:**

-: No effect—Target State's status remains unchanged.

T: Treaty—The attacker selects ONE of the following—

- Immediately gains control of the target State (*except Prussia or Austria*); place a marker under the state in the attacker's row of the Alliance Display.

- **Espionage:** Immediately examines all forces on the map containing at least one unit belonging to the target State. *This represents high level espionage.*

N: **Neutrality**—Target State either remains Neutral, or withdraws from its current alliance and becomes Neutral.D: **Diplomatic Incident**—Shift Balance of Power Index one space in favor of the ENEMY (defender).



then choose to move some or all of its units into the vacated Fortress hex.

- If the defender refuses Honors, play resumes normally.
- There is no limit to how many times a side can offer or refuse Honors during a friendly segment. There is also no limit to the number of times units in a particular Fortress hex can be offered or refuse Honors. *This may become a bit frustrating if players offer Honors frequently, but that is the nature of war in the Age of Reason!*

## (14) PIONEERS & FIELD FORTIFICATIONS

**GENERAL RULE:** A force containing at least one Pioneer (i.e. engineer or sapper) unit ignores River terrain in each hex it enters. A force entering a hex containing a Pioneer also ignores River terrain in the hex. Pioneers also construct Field Fortifications that permit a Formal Siege to occur as part of Siege combat (10). The presence of Pioneer units during a Formal Siege will affect the die roll on the Formal Siege Table.

**Demoralized Pioneers NEVER perform any of these special functions.**

### 1. River Movement

- A Marching force treats each River hex it enters as Open Terrain as long as one or more Pioneer units are part of the force.
- A force can enter a River hex containing Pioneer unit(s), and may then exit the hex without stopping. *This represents a river crossing operation involving "bateaux" (small boats and rafts) plus pontoon bridges, bridge repair and the like.*

### 2. Field Fortifications

- A Pioneer constructing a Field Fortification may not move at all during a friendly March segment. Place a FIELD FORTIFICATION ("FORT") marker at the end of the segment.
- FIELD FORTIFICATION markers may never be placed in Fortress hexes.
- The number of FIELD FORTIFICATION markers in the game is not a limit. Players may make and use as many additional FIELD FORTIFICATION markers as they wish. However, no hex may contain more than one Fort marker.
- FIELD FORTIFICATION markers never move, and cannot be "carried" by a Marching or retreating force.

• The marker remains in a hex as long as there is a friendly combat unit present. The instant the last eligible friendly unit vacates the hex for any reason, and there is no Garrison in the hex, the FORT marker is removed. *Field Fortifications may never be captured.*

### • Effects

A force with a FIELD FORTIFICATION marker—

- (1) Receives a one column shift LEFT when defending in Battle, in addition to any one other terrain shift.
- (2) May Besiege an adjacent enemy controlled Fortress (if the marker is pointing towards it).
- (3) May perform Formal Siege Attacks against an adjacent Fortress hex.

## 3. Pioneers & Siege

- If there are one (or more) Pioneer units in a force conducting Formal Siege against an enemy controlled Fortress, ADD ONE (+1) to the die roll on the Formal Siege Table.
- If there are one (or more) Pioneer units in a Fortress undergoing Formal Siege, SUBTRACT ONE (-1) from the die roll on the Formal Siege Table.
- It is possible for both modifiers to apply at the same time, thus canceling each other out.

## (15) RECRUITMENT, REINFORCEMENT & REMOVAL

**GENERAL RULE:** Both sides receive new and previously eliminated units during the course of play through Recruitment. These "Recruit" units are purchased with **Recruit Points** and placed on the map during the **Recruiting Segment** of the Winter game turn. In addition, some units are received as automatic reinforcements due to Historical Events, or as part of a "Field Army." Historical Events may also require the removal of leaders and combat units.

Each leader either has a name or the words "Field Marshal" on the counter. They are treated differently with regard to returning to play after elimination.

### 1. Recruiting Pools

- Each side has its own Recruiting Pool box.
- Some friendly units start the game in the Recruiting Pool, according to scenario instructions. **Legion units are not used at all in the Standard Game.**

• All friendly units eliminated during the course of play are placed in the Recruiting Pool.

## 2. Winter Recruiting

- At the beginning of the Recruiting Segment of a Winter game turn, each side finds the Recruiting Values listed for each allied State on the Alliance Display.
- Multiply each State's Recruiting Value (printed beneath its name on the Alliance Display) by the number of that State's Fortress hexes currently controlled by the friendly alliance. The result is the number of Recruit Points available to purchase units currently in the Recruiting Pool belonging to that State.

## 3. Purchasing Recruits

- Each unit costs a certain number of Recruit Points to purchase from the Recruiting Pool, based on the unit's type and Discipline Class. Recruit Points for a particular State can only be used to purchase that State's available units. See the Recruiting Chart on the map for details.
- A side must either spend all its available Recruit Points in a Recruiting segment, or lose whatever unspent points are left over. Unused recruiting points may not be accumulated from turn to turn. If a State has no more units left in the Pool to recruit, then that State's remaining Recruit Points are wasted.

*Example:* Hanover has a Recruiting Value of "2" and the Prussian alliance currently controls both of Hanover's Fortresses. This yields a total of 4 Recruit Points ( $2 \times 2 = 4$ ), which can only be used to purchase Hanover-Allied units in the Prussian Allied Recruiting Pool.

## 4. Reinforcements

- Scenario instructions and some Historical Events call for a side to receive certain units automatically as reinforcements. These units are placed according to the instructions provided in the scenario or Event. If no special instructions are provided, place the units according to normal "Unit Placement" for Field Forces under Reinforcement (15).
- Units with a colored stripe across the top are part of a State's **Field Army**, which represent forces a previously Neutral State is obligated to contribute once it joins an alliance. Austria, Britain, France, Russia, and Sweden all have Field Army units. They are treated in all ways like normal units, except as follows—



(1) Field Army units are received in the first Winter turn Recruiting segment after the State to which they belong joins an alliance. Place the units in the "Winter" space on the Turn Track as a reminder. *Field Army units may not be purchased with Recruit Points.*

(2) Eliminated Field Army units located in the Recruiting Pool are received and placed like any other recruited unit, *but cost NO Replacement Points.* In other words, all Field Army units return to play each Recruiting Segment "for free."

### 5. Unit placement

• A State's "Recruit" units can be placed like Field Army units (see below), or in one or more Fortresses controlled by the friendly alliance. In addition, Netherlands Recruit units can appear on any western map edge hexes entirely inside that State. Placement is NOT limited to Fortresses belonging to the same State as the units being placed.

(1) If there are no enemy combat units adjacent to the Fortress, then there is no limit to the number of recruited units that can be placed in the hex.

(2) If there are any enemy combat units adjacent, only ONE Recruit unit can be placed in the hex:

• Field Army units (those with a colored stripe) are placed separately or together in one or more of the following locations listed next to their State's name—

(1) Austria: any friendly controlled Austrian (Au) Fortress hexes, and any southern or western map edge hexes entirely inside Austria. (The Austrian Netherlands, Bohemia, Moravia, and Hungary are all considered inside Austria.)

(2) Britain: any friendly controlled Hanover (Ha) Fortress hex, and any Coast hexes along the North Sea. If Hanover is Neutral, units can only be placed on North Sea Coast hexes.

(3) France: any friendly controlled French (Fr) Fortress hex, and any southern or western map edge hexes entirely inside France.

(4) Russia: any eastern map edge hexes entirely inside Poland.

(5) Sweden: Stralsund Fortress (hex 4119) if friendly controlled, and any Coast hexes completely inside the State marked "Sweden." *This is the Swedish province of Pomerania, not the actual homeland.*

• Units may enter a mapedge hex occupied by enemy combat units, but must all immediately enter one adjacent hex containing no enemy units. They must then stop moving for the current segment. If a suitable hex cannot be found, the units must try to enter the map elsewhere, or are lost and returned to the friendly Recruiting Pool.

### 6. Leaders

• Each scenario will start with certain leaders in play. All others are placed in the friendly Recruiting Pool, and are available as special replacements.

• *Leaders may never be recruited.*

• Leader units with a historical name that are eliminated for any reason are completely removed from play. Destroyed "Field Marshal" leaders and all "relieved" leaders (see below) are returned to the Recruiting Pool, where they immediately become available as special replacements. *"Field Marshals" represent numerous lesser generals and members of the aristocracy in uniform available to flesh out a depleted officer corps.*

• A leader enters play as a special replacement when—

(1) a "Commander Sacked" Historical Event is received; or

(2) a leader currently in play is eliminated for any reason.

• Replacing an eliminated leader is always voluntary, but can only be done if an appropriate replacement leader is available. A leader from a particular State can only replace another leader belonging to the same State. If none is currently present in the Recruiting Pool, no leader is received. If there are two or more possible replacements, the owning side selects one of them.

• If no replacement occurs, a "Sacked" or eliminated leader is still removed from play.

• A replacement leader is immediately placed on the map according to normal "Unit Placement" for Recruit units under Reinforcement (15).

### 7. Garrisons

• A side may remove the NO GARRISON marker from any Fortress that—

(1) is currently friendly controlled; and

(2) bears the color and letter codes of a currently allied State.

• Simply pay the Recruit Point cost for "Fortress Garrison" listed on the Recruiting Chart

during a Recruiting segment, and remove the NO GARRISON marker from the affected Fortress.

### 8. Removing Units

Certain Historical Events call for the removal of a State's combat units totaling a fixed number of SPs, or a leader belonging to a particular alliance. Follow the instructions under the specific Event. Units are immediately removed from any hexes on the map and placed in the friendly Recruiting Pool.

## ADVANCED RULES

### (16) RULES CHANGES

*This section updates the Standard Rules to make them consistent with the additional rules provided below. The parenthesized number is the standard rules section modified.*

#### 1. Victory Conditions (3) — addition

• Diplomatic Victory: The side with the Balance of Power Index in its favor when victory is calculated changes victory ONE LEVEL in its favor (+1 to the game's winner or if a Stalemate occurs; -1 to the winner if the overall "loser" qualifies for the Diplomatic Victory). *Example:* The Coalition wins a National Victory but Prussia gains a Diplomatic Victory. The result would be Stalemate (1-1 = 0).

• *Automatic Defeat: Both sides instantly lose if the Balance of Power Index ever reaches either "18" or "-18" at any time during the game. If this occurs, the European balance of power is considered broken, producing intense nationalistic and perhaps even revolutionary wars similar to what occurred in the French Revolutionary and Napoleonic eras.*

#### 2. Sequence of Play (4)

• General Rule (addition): The Advanced Game includes Diplomacy and Logistics segments, and an expanded Recruiting segment.

• Preparing to Play (change): Follow all Scenario instructions, including those printed in *bold italics*

#### 3. Limited Intelligence (6) — addition

• *Espionage:* Diplomatic Conflict (18) may produce a "T" result, which gives the side conducting the diplomatic action the option



to examine ALL forces on the map containing at least one unit belonging to the targeted State. This option **MUST** be chosen when the target is Prussia or Austria.

#### 4. Leaders (7) — changes

- **Movement:** A leader that is eliminated when an enemy combat unit Marches or retreats into its hex becomes a Prisoner of War. Place the POW in the Prisoners of War box on the OPPONENT'S side of the map. POWs can be returned only by way of Prisoner Exchange (18).
- **Combat:** All leaders in a force become POWs if the last combat unit in the force surrenders. All leaders are still eliminated (killed) if the last combat unit in the force is eliminated.

#### 5. March (9) — Sea Movement (new)

- Up to THREE (3) British (Br) units (plus any number of leaders) may move by sea from one Coast hex to another bordering the North Sea during a single friendly March segment.
- Up to THREE (3) Swedish (Sw) units (plus any number of leaders) may move by sea from one Coast hex to another bordering the Baltic Sea in a single friendly March segment.
- The three combat units can move together as a single force, as three separate forces, or as a 2-unit force and a 1-unit force. Any number of leaders can be in any force moving by sea. No other States' combat units may be present in the force.
- Each force **MUST** begin in a Coast hex on the North Sea (for British units) or Baltic Sea (for Swedish units).

- Each force rolls on the March Table to determine if it can move. (See the Table for details.) If the force can move, simply pick it up and place it in any other Coast hex belonging to the North Sea (for Br) or Baltic Sea (for Sw). The destination hex may not contain enemy units or Garrisons. No units may be dropped off during Sea Movement. Once the force reaches the destination hex, it may move no further during the segment.

#### 6. Combat (10) — additions

- At the start of a Battle each side secretly writes down or selects a **Battle Plan**. (Players may want to make two identical sets of markers or cards in advance to facilitate the

process.) Both sides simultaneously reveal their Battle Plans and adjust their combat strengths, the die roll, or both before resolving the Battle. See the Battle Plan Summary on the Player Aid sheet for details.

#### • Surrendered Units

(1) Any units beneath a "D" marker that suffer another Demoralization immediately surrender.

(2) **Supply capture:** Whenever a Supply Train surrenders as a result of combat, the enemy can immediately replace it with a friendly Supply Train unit, if one is currently available in the Recruitment Pool. Whether or not it is replaced, the surrendered Supply Train is placed in its side's Recruiting Pool, and can be brought back into play using normal Recruitment (15).

(3) All other surrendered combat units become **Prisoners of War (POWs)**. If no friendly combat units remain after all surrenders occur, then all friendly leaders left in the hex also surrender. Place friendly POWs in the Prisoners of War box on the ENEMY'S side of the board. POWs can be regained only as a result of Prisoner Exchange (18).

(4) Keep a count of how many SPs surrender as a result of combat. If a unit becomes Demoralized and then surrenders in the same combat, its SPs are only counted **ONCE** (not twice) for victory purposes. The percentage of a force's total SPs that are eliminated, surrendered, and Demoralized as a result of a combat determines the winner of the combat. The total SPs eliminated, demoralized, or surrendered determines the size of the victory. See "Winning A Combat" under Combat (10) and "Combat Victories" under Balance of Power (17) for details.

#### 7. Fortresses (13)

- In addition to other restrictions, a Besieged Fortress—

(4) Cannot serve as a source of supply, and units in the Fortress hex also suffer supply penalties. See Logistics (19).

(5) Must roll on the "Besieged Fortress" line of the Logistics Table (unless already Pillaged, which requires use of the "Pillaged Fortress" line).

- Fortresses cannot be destroyed, but they can be Pillaged. See Logistics (19).
- Garrisons (changes):

(1) A Garrison can be eliminated or surrender, but it never retreats.

(2) A Garrison may not be eliminated or surrender until ALL other friendly defending combat units inside the Fortress have surrendered or been eliminated. Ignore elimination and surrender results against a Garrison until this occurs.

(3) A surrendered or eliminated Garrison is simply lost; it is not placed in an off-map box.

#### 8. Recruitment (15) — addition

- Leader Recruiting can occur in any Recruiting segment **EXCEPT** during a Winter turn.

• A leader must be located in a friendly controlled Fortress hex that is not besieged. Only one leader may perform Special Recruiting in a particular Fortress during a Recruiting segment, regardless of how many leaders are present in the Fortress.

- Expend ONE (1) Diplomatic Point per leader. *This represents special subsidies and favors to attract recruits.*

Multiply the leader's Strategic Value by the his State's Recruiting Value printed on the Alliance Display. The resulting total is the Recruit Points available to the leader.

- Use the Recruit Points to purchase any units listed on the Recruiting Chart on the map. Each leader must spend his points before the next leader (if any) performs Special Recruiting. Any points left over are lost, and do not transfer to the next leader.

• The units recruited by a leader **MUST** belong to the same State as the leader, and must be available in the friendly Recruiting Pool. If no eligible units are available, the leader may not perform Special Recruiting.

- Immediately place recruited units in the same Fortress hex as the leader that recruited them. Units can be placed in a Fortress belonging to a different State. **Example:** A Prussian leader could recruit Prussian units (and **ONLY** Prussian units) in the captured Austrian Fortress of Prague. *Much use was made of mercenaries and impressed foreigners, as well as a nation's own troops. Thus there is no geographical restriction on recruitment by leaders.*

#### (17) BALANCE OF POWER

**GENERAL RULE:** The Balance of Power Index measures each side's relative military & diplomatic strength. This is indicated by the current position of the **BALANCE OF**



POWER marker on the track. Certain events and outcomes cause the marker to move in one direction or the other. (See #1 below and the Balance of Power Chart for details.) The marker is always moved in the direction of the side who benefits from the event or outcome. If the Coalition benefits, the marker moves to the RIGHT toward the higher positive numbers (1, 2, 3, etc.). If the Prussian Allied side benefits, the marker moves to the LEFT toward the lower negative numbers (-1, -2, -3, etc.).

## 1. Changing the Index

- The Balance of Power Index will always favor one alliance or the other, or be neutral. A side can be favored mildly, moderately, or strongly, depending on the current location of the Index.

### • Winning a Combat

(1) Move the BALANCE OF POWER marker a number of spaces in the winner's favor equal to the size of the Battle or Siege victory.

(2) Size of victory is always based on the losing side's total SPs "affected by combat" (eliminated, surrendered, or Demoralized). A unit that suffers two results in the same combat (i.e. is demoralized and surrendered, or demoralized and eliminated while retreating) has its SPs counted once for each effect. **The condition of the WINNING side has no effect on the size of the victory.**

(3) The size of victory is determined as follows—

| Size     | Total SPs Affected |
|----------|--------------------|
| Tactical | 9 to 20            |
| Decisive | 21 or more         |

(4) A Tactical victory moves the Index ONE space in the winning side's favor. A Decisive victory moves the Index TWO spaces in the winning side's favor.

- **Capturing Fortresses**—Move the marker a number of spaces in the capturing side's favor the instant it gains control of a Fortress belonging to an enemy State. Each Fortress is worth either 1 or 2 spaces, as indicated on the Balance of Power Chart on the map.

- **Historical Events**—Certain random Events will cause changes to the Balance of Power. Follow the instructions listed on the Historical Events Table.

## 2. Effects

- **Diplomacy Points**—The side that is currently favored by the Balance of Power re-

ceives a number of Bonus Diplomacy Points, depending on the current level. See Diplomacy (18) for details.

- **Historical Events**—Certain Events are changed or take effect when the Balance of Power is at a certain level. A number of Advanced Game events will be against the side favored by the Balance of Power. *This is due to European diplomatic opinion swinging against whichever alliance has gained too much power.*

- **Sudden Death**—The instant the BALANCE OF POWER marker enters either the "18" or "-18" space, the game ends and BOTH sides lose. *Revolution and nationalism replace the collapsed great power system decades before they did historically.*

## (18) DIPLOMACY

GENERAL RULE: Both sides may conduct diplomatic conflict (a "war of words") in an effort to gain control over enemy and neutral States, or at least force enemy States to withdraw into neutrality. Each side gains Diplomacy Points during the Diplomacy Segment. They can be expended during the same segment for units from the Recruiting Pool and the Prisoners of War box. They can also be spent in the Recruiting Segment of non-Winter game turns. Diplomacy Points are recorded on each side's Diplomacy Points Track on the map. Prisoners of War (POWs) may also be exchanged along with Diplomacy Points, if the two alliances can come to an agreement.

### 1. Gaining Diplomacy Points

- During the Events Segment, certain Historical Events require one or both sides to receive Diplomacy Points.

- At the beginning of each Diplomacy Segment—

(1) Both sides immediately receive a number of additional Diplomacy Points equal to the total Diplomatic Strength values of all friendly States listed on the Alliance Display.

(2) In addition, one or both sides may receive Bonus Diplomacy Points. Check the current Balance of Power level and consult the Bonus Diplomacy Points Chart.

- A side may accumulate Diplomacy Points from turn to turn, but may never have more than TEN (10) points at any one time. Excess points are permanently lost.

- After receiving new Diplomacy Points, each side decides whether to expend some or

all of its accumulated points for Prisoner Exchange or Diplomatic Conflict (see #2 and #3 below).

## 2. Prisoner Exchange

- POWs and other items can be exchanged prior to Diplomatic Conflict. Each side may offer POW leaders, POW combat units, and its own Diplomacy Points. They may also exchange verbal and written promises regarding armistices, territorial withdrawal, withdrawal of allies into neutrality, and the like. Anything that both sides agree to is allowed. (In complicated exchanges, it will help to write down the terms of the agreement.)

- The agreement must also include the Fortress(es) where returned POWs will be placed. Returned POWs are immediately placed in one or more friendly controlled Fortresses, as determined by the exchange agreement. Any friendly Fortress is eligible, even if it is currently besieged.

## 3. Diplomatic Conflict

- Beginning with the side that has the Balance of Power Index in its favor (or the Coalition if the Index is "Neutral"), the two alliances alternate performing "diplomatic actions." A side either selects a target State or passes. If both sides pass in succession, the Diplomacy segment immediately ends.

- The side performing the diplomatic action is the attacker. It announces which enemy-allied or neutral State is the target, and then openly announces the number of Diplomacy Points it will expend for this action. A State can be selected as a target more than once in a Diplomacy segment, but only one State can be targeted per diplomatic action. Some, all, or none of the attacker's accumulated points may be used. Immediately reduce the friendly Diplomacy Points Track accordingly.

- The other side not performing the diplomatic action is the defender. It may play any number (or none) of its Diplomacy Points, even if the target State is neutral.

- Subtract the defender's point total from the attacker's total. Then add or subtract all the numbers that apply for special conditions. These are listed beneath the Diplomatic Conflict Table on the Player Aid sheet.

- Find the column on the Table that matches or comes closest to the final number. Roll the die, find the result on the appropriate row and column, and apply it. Explanations of the results are found beneath the Table.



#### 4. Joining and Leaving Alliances

• When a State joins an alliance, the following occur—

(1) All the State's units in an enemy leader's holding box are immediately placed on the hex the enemy leader occupies. They may no longer receive any benefits from this or any other enemy leader.

(2) All the State's units in the enemy alliance's Recruiting Pool are immediately transferred to the friendly Recruiting Pool.

(3) Each of the State's units in the friendly alliance's Prisoners of War box are freed. They immediately enter play according to "Unit Placement" under Recruitment (15). A Fortress receiving units need not be in the home territory of the newly allied State.

• An allied State may be forced to withdraw from the alliance due to a Historical Event or Diplomatic Conflict. If a State withdraws, it instantly becomes Neutral.

(1) All Fortresses with the State's color and letter codes also become neutral. All units controlled by an alliance that are currently in such a Fortress are immediately placed in any one adjacent hex of the owner's choice.

(2) Remove all the State's Field Army units from the map and from the "Winter" space on the Turn Track. Set them aside until the State once again becomes allied with one side or the other.

(3) The alliance that last controlled the withdrawing State distributes all the State's "Recruit" units currently on the map. Each unit is placed in any Fortress with the State's color and letter codes. Simply pick a unit up and place it in any appropriate location.

#### 5. Prussia and Austria

• The State of Prussia is always allied with the Prussian Allied side.

• The State of Austria is always allied with the Coalition side.

• A "T" result against Austria or Prussia on the Diplomatic Conflict Table must be treated as "Espionage." Austria and Prussia never change sides or become Neutral.

### (19) LOGISTICS (SUPPLY)

**GENERAL RULE:** During the Logistics segment, each side must check the supply status of all its forces currently in play. Each unsupplied force must roll on the Logistics Table to determine if it suffers any losses.

#### 1. Automatic Supply

The following forces and units are always in supply. They never roll on the Logistics Table and are never affected by any results their force receives:

- Leaders
- Forces belonging to a Neutral State
- Forces that just performed Pillage
- Forces in an un-Besieged Fortress hex with no PILLAGED marker.

#### 2. Receiving Supply

A force is considered "In Supply" if any ONE of the following occurs—

• The force traces a **Line of Communications** to a friendly controlled Fortress that is not Besieged and has no PILLAGED marker (see #3 below). Any number of units and forces belonging to any number of friendly States can trace supply to the same Fortress. *Example:* If the Prussian Allied side controls Hanover, then Hanover-Allied units could utilize any Fortress that was currently Prussian Allied controlled, not just Hanoverian Fortresses. *Most supplies were kept in "magazines" stored inside major fortresses.*

• The force is in the SAME HEX as a friendly Supply Train. One Supply Train supplies any number of friendly units belonging to any number of States that are in a single force. The Supply Train is immediately expended and placed in the friendly Recruiting Pool. The Supply Train and the units it supplies must belong to the same alliance, but need not belong to the same State.

• The force can Pillage the hex. See Pillage (#5) below.

#### 3. Line of communication (LOC)

• An LOC is traced from a force back to a qualified friendly fortress, with the following restrictions—

(1) LOC may enter or cross any type of terrain EXCEPT prohibited terrain (Mountain, All-Sea hexes, and All-Sea hexsides).

(2) LOC may not enter a hex occupied by any enemy combat units, or a friendly controlled Fortress hex that is Besieged.

• The maximum length of an LOC over land is SIX (6) hexes. Count each hex as "1" regardless of normal movement costs to enter or cross into the hex.

• The maximum length of an LOC by water is TWELVE (12) hexes. Every hex, including the ones occupied by the force and the

supplying Fortress, MUST be a River or Coast hex. *River barges operating in shallow or restricted waters were often used to haul supplies.*

• A force in a Besieged Fortress hex cannot trace an LOC, and must always roll on the "Besieged Fortress" line of the Logistics Table.

#### 4. Unsupplied Forces

• Each unsupplied force consults the Logistics Table.

• Select one type of terrain located in the hex and find the corresponding line on the Table. If the hex contains any River, Coast or Lake terrain, use the "Clear, River, Coast or Lake" line. If the hex contains a PILLAGED marker, use the "Pillaged" line.

• If a force is in a Fortress hex that is Pillaged, Besieged or both, see "Pillage" (#5 below) for instructions on how to select the proper line on the Table.

• Roll once for each force, and modify the die roll as indicated beneath the Logistics Table.

• Cross-index the modified die roll with the line selected on the Logistics Table. Apply the result described beneath the Table on the Player Aid sheet.

• A Garrison counts as 1 SP when determining losses due to lack of supply, but it cannot be eliminated until all combat units in the force are lost.

#### 5. Pillage

• A player may Pillage a hex by having a combat unit in it at the beginning of the Logistics segment, prior to performing any supply checks. Declare "Pillage" and immediately place a PILLAGED marker on each affected hex.

• There is no limit to the number of hexes that can be Pillaged during a segment. A hex with a PILLAGES marker may not be Pillaged again. Only land hexes may be Pillaged.

• The force performing Pillage is automatically supplied for the current Logistics segment, regardless of its location.

• If a Fortress or City is Pillaged, the Pillaging force immediately receives a friendly Supply Train. The Supply Train can belong to any friendly State, so long as one is available in the friendly Recruiting Pool. *The Supply Train represents captured equipment and loot. It makes little sense to ransack your own Fortresses, but it may be useful to ruin an enemy Fortress you don't expect to hold for long.*



• A Pillaged hex or Pillaged Fortress hex—  
(1) does not count as a friendly Fortress when calculating total Recruit Points (15).

(2) may not receive new recruits, but may still receive leaders, Field Army units, and other special reinforcements.

(3) cannot provide supply to forces tracing an LOC.

(4) uses either the "Pillaged" or "Pillaged Fortress" line when an unsupplied force in the hex must check the Logistics Table. A force in a Pillaged AND Besieged Fortress always uses the "Pillaged Fortress" line.

• The instant a hex is Pillaged, shift the Balance of Power Index in favor of the side NOT PERFORMING the Pillage. If the PILLAGED marker is placed in a Fortress or City hex, shift TWO spaces. Any other hex causes a shift of ONE space.

• All PILLAGED markers are removed from play at the conclusion of the Recruitment Segment of each Winter game turn.

## (20) LIGHT TROOPS & LEGIONS

**GENERAL RULE:** In addition to being normal combat units, Light Troops and Legions have special capabilities. Legions are only available after a particular Historical Event is received.

### 1. Light Troops

• **Combat Superiority**—If a Battle is being conducted in a Rough or Defile hex, and one side has at least DOUBLE the opponent's Good Order Light Troop SPs, then the die roll is modified by ONE in favor of the side with Light Troop Superiority (+1 when attacking, -1 when defending).

• **Logistics**—A force containing ONLY Light Troop SPs (plus any leaders) adds ONE (+1) to any Logistics Table die roll it must make.

### 2. Legions

*Legions were combined-arms units, the fore-runners of the Napoleonic Era's divisions and corps.*

• If the "Legion" Event is received during an Events segment, BOTH SIDES may create Legion units during the Recruiting segment

of the current turn, OR ANY SUBSEQUENT TURN. Place all Legion units in the friendly Recruiting Pool. **Players may never construct additional Legion units beyond those in the counter mix.**

• During the Recruiting segment, a Legion in the Recruiting Pool can be placed in any force containing ALL of the following: one leader, one "V" or "G" Infantry unit, one "V" or "G" Cavalry unit, and one Light Troop unit.

• Remove all the indicated units EXCEPT THE LEADER and place them in the friendly Recruiting Pool.

• Once formed, a Legion remains in play until eliminated or surrendered. It may NEVER "break down" into its original component parts.

• Effects

(1) March—If Good Order Legions constitute 50% OR MORE of a force's total SPs, add ONE (+1) to the March die roll.

(2) Combat—For EACH Good Order Legion unit involved, modify the Combat Results Table die roll by ONE (+1 for attacker; -1 for defender).

## DESIGN NOTES

The idea behind the game is to show what strategic warfare in the Age of Reason was really all about. There are some salient points that need to be made in this respect:

• **March.** The better the general, the more he can get out of his troops.

• **Combat.** Leadership and troop quality count more than numbers, hence the importance given to the die roll modifiers. The CRT integrates several tactical factors, such as cavalry. I fooled around with multiple and matrix CRTs but found that a single table with a few modifiers worked the best.

• **Multiple Impulses.** This allows the game to show a long war without an excessive number of turns. The obvious point is that if you push your armies too far season in an season out, the attrition results will quickly catch up with you. It is best to campaign hardest in summer and slow the pace down at other times.

• **Discipline.** Again, what mattered most was troop quality. The Discipline Table captures a number of features of warfare in this era using just a few die roll modifiers, without generating an excessive number of rules. For example, in the game, as was true historically, pursuit of a

defeated foe can be dangerous to the attacker, since this will require extra impulses which in turn work adversely against an army's ability to march and attack.

• **Diplomacy & Balance of Power.** This is the heart of the (Advanced) game. The players are fighting each other, but they are also striving to keep within the limits of proper behavior as defined by the Age of Enlightenment. In terms of game strategy, the best approach is to attempt to knock out the enemy's most important States through Diplomatic conflict.

The game has its antecedents in **Trajan** (S&T 145) and **Franco-Prussian War** (S&T 149). The one major change here is the use of Strategic and Tactical Values for leaders instead of the Stratagem and Operations play in the other games. This cut the complexity down somewhat, and also allowed for greater differentiation in the quality of leadership.

Order of battle information was good for several countries, notably Prussia, Hanover, other minor German states, and Sweden. In some cases this went down to the names of individual regiments. Where there were gaps, extrapolations were made based on the general organization of the armies.

Brigades in the game each represent four regiments. The infantry units are considered to have normal attached artillery. Artillery units represent major concentrations of field and siege guns. The individual infantry units are considered to have a complement of light artillery with them in support, as was standard 18th century practice.

Note that an infantry brigade is considerably stronger than the typical cavalry brigade, since cavalry regiments were usually half the size of infantry regiments. The "Hanover-Allied" units represent not just Hanover but various allied German states. Russian light troops have a higher movement allowance than those of other States because they represent cossacks (essentially mounted infantry).

One of the other major questions was how to show the differences between each State's "national spirit." This is partially accounted for in the Recruiting Values assigned to each State on the Alliance Display. But the Historical Events Table ended up handling most of this. Prussia's main advantage was that it was a centralized state with a centralized military. While the Coalition had greater resources, it could never coordinate them for the decisive blow.



## SOLITAIRE PLAY

Play the Standard or Advanced Game normally, except for the following provisions—

- When one side is performing any game functions, do not examine the other side's units on the map whose identity would normally be hidden from the opponent's view. Also do not examine any of the other side's leader holding areas or its Recruiting Pool.
- When a force begins to March, the player must decide whether or not the force is "Aggressive" (i.e. intends to attack). If it is, and it can move adjacent to two or more enemy forces on their "Fog of War" side, randomly select which force's hex it will move adjacent to and **MUST** attack in the upcoming Combat segment.
- If the force is not "Aggressive," it may move in any direction desired, but it may **NOT** move adjacent to any enemy-occupied hex **UNLESS** the hex it enters contains a friendly controlled Fortress.

## SCENARIOS

*Bold Italics = Advanced Game only*

### FREDERICK MARCHES!

*This scenario shows the initial Prussian offensive which secured Frederick the Great's basic territorial objectives.*

#### GAME LENGTH

First Turn: Summer 1756

Last Turn: Winter 1757

#### DEPLOYMENT

##### Coalition

1. Allied States: Austria, France, Russia, Saxony.
2. Initial Forces (deploy first)
  - **Austria:** Leaders Broune, Daun, "Field Marshal"; all Field Army units *and one Supply Train*. Deploy in any Austrian Fortresses, except Namur (2601) and Luxembourg (2101) in the Austrian Netherlands.
  - **Saxony:** "Field Marshal"; 1 "V" and 2 "L" class cavalry, 1 "V" and 2 "L" infantry. Deploy each unit together or separately in any Saxon (Sax) Fortresses.
  - **France and Russia:** none.

##### Prussian Allied

1. Allied States: Britain, Prussia, Hanover-Allied
2. Initial Forces (deploy second)
  - **Prussia:** leaders Frederick, Seydlitz, Zeithen, Lehwald, Henry, "Field Marshal";

5 "G" and 8 "V" infantry, 2 "G" and 8 "V" cavalry, 3 "L" artillery, 1 "L" pioneer, and 3 *Supply Trains*. Deploy each unit together or separately on any Prussian Fortresses.

- **Hanover-Allied:** Leader Ferdinand; 1 "V" and 2 "L" infantry, 1 "V" and 2 "L" cavalry. Deploy each unit together or separately in any Hanover (Ha) Fortresses.

- **Britain:** none.

##### Neutral States

- **Netherlands:** Leader "Field Marshal"; 1 "V" and 1 "L" infantry, 1 "V" and 1 "L" cavalry. Prussian Allied side deploys units separately or together in any Netherlands (Ne) Fortresses.

- **Holy Roman Empire:** 2 "L" infantry and 2 "L" cavalry. Coalition side deploys units separately in any Empire (HRE) Fortresses (one unit per hex).

- **Sweden:** Leader "Field Marshal"; 3 "V" infantry and 2 "V" cavalry Field Army units; 1 "L" infantry. Coalition Side deploys all units in Stralsund Fortress (4119) in "Sweden" (i.e. Pomerania).

- **Poland:** 2 "L" infantry, 1 "G" and 1 "L" cavalry. Coalition side deploys units separately or together in any Polish (Pol) Fortresses.

#### REINFORCEMENTS

##### Coalition

Winter 1756 (Recruiting segment)

- **France:** Leaders Charles, Soubise, "Field Marshal"; all Field Army units; *one Supply Train*. Deploy each unit together or separately in any French fortress, or on west map edge.

- **Russia:** Leaders Apraksin, "Field Marshal"; all Field Army units. Deploy separately or together on any east map edge hexes.

##### Prussian Allied

Winter 1756 (Recruiting segment)

- **Britain:** Leader Cumb (Cumberland); all Field Army units *and one Supply Train*. Deploy each unit together or separately in friendly controlled Hanover (Ha) Fortress hexes containing no enemy units, and any Coast hexes along the North Sea.

#### RECRUITING POOLS

**Coalition:** All undeployed "Recruit" units belonging to Austria, France, Russia, and Saxony.

**Prussian Allied:** All undeployed "Recruit" units belonging to Prussia, Hanover-Allied, and Britain.

#### BALANCE OF POWER INDEX

Mildly Pro-Coalition. Place marker in the "+4" box.

#### DIPLOMACY POINTS

Coalition: none

Prussian Allied: none

#### SPECIAL RULE

Until the end of the Winter 1756 turn, Hanover-Allied units may only March or advance after combat into hexes that are partially or completely inside Hanover. This restriction does **NOT** apply to retreats. If a Hanover-Allied unit ends up in a hex completely outside of Hanover as a result of retreat, it **MUST** end its next March inside Hanover, unless the March occurs during the Spring 1757 turn or thereafter.

## THE CAMPAIGN GAME

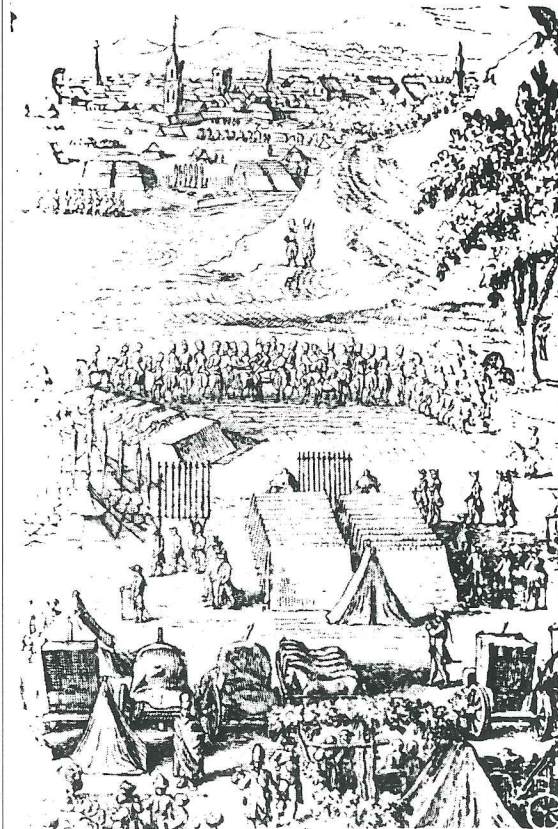
*This scenario covers the entire period during which the Seven Years War was fought, historically.*

#### Game Length:

First Turn: Summer 1756

Last Turn: Winter 1763

All other scenario information identical to "The First Year" scenario.





## SEQUENCE OF PLAY

*bold italics = use in Advanced Game only*

The "first side" is Prussia unless otherwise indicated.

• **Events Segment:** The player whom the Balance of Power currently favors (Prussia if Neutral) rolls two die on the Historical Events table and apply the result, if any. [RULE (5)]

• **Diplomacy Segment:** [RULES (12) & (18)]s

1. Both sides collect additional Diplomacy Points.

2. The two sides may arrange a Prisoner of War exchange. Combat units, leaders, and Diplomatic Points may be exchanged in any combination or amount, as long as both sides agree to the deal.

3. Both sides may use the Diplomatic Conflict Table in an attempt to gain control of neutral and enemy States, or at least force enemy States to withdraw into neutrality. First Prussia undertakes a diplomatic action or passes; then the Coalition. Diplomatic actions continue to alternate between the two sides until both pass in succession.

• **First Impulse segment**

1. Prussian Allied March Segment—Flip all Prussian and allied units to their "Fog of War" (back) sides. Then attempt to move any and all friendly forces. A FIELD FORTIFICATION marker may be placed on each friendly Pioneer unit that does not move at all. [RULES (6)-(9), (13), (14), (20)]

2. Prussian Allied Combat Segment—The Prussian side conducts Battle and Siege attacks in any order it desires. [RULES (10), (17), (14), (20)]

3. Coalition March Segment—Flip all Austrian and allied units to their "Fog of War" (back) sides. Then attempt to move any and all friendly forces. A FIELD FORTIFICATION marker may be placed on each friendly Pioneer unit that does not move at all.

4. Coalition Combat Segment—The Coalition side conducts Battle and Siege attacks in any order it desires.

• **Second Impulse segment**

Same as First Impulse, except that certain penalties(\*) apply.

• **Third Impulse segment**

Same as First Impulse, except that certain penalties(\*) apply.

• **Rally Segment:** Each side may attempt to Rally any and all friendly Demoralized units. [RULE (11)]

• **Logistics Segment:** [RULE (19)]

*Each side performs all the following functions—*

1. Pillages any eligible hexes.

2. Checks the supply status of all friendly forces. Unsupplied forces and forces in a Pillaged or Besieged Fortress must roll on the Logistics Table.

• **Recruiting Segment—** [RULES (12) & (15)]

Prussia performs all recruiting and other functions, followed by the Coalition.

1. Winter Recruiting: If this is a WINTER game turn, recruit units separately for each friendly State from the Recruiting Pool. The total Recruit Point value of the State's units (as listed on the Recruiting Chart) must not exceed the State's Recruit Point total (Recruiting Value x # of friendly controlled State Fortresses).

2. Leader Recruiting: On any NON-WINTER game turn, one leader in each friendly controlled Fortress that is NOT Besieged may recruit units belonging to the Leader's State using Diplomacy Points.

3. If this is a WINTER game turn, remove all PILLAGED markers from the map and set them aside for future use.

• **Turn Completion**

1. Once both sides have completed or chosen not to perform each segment, the Game Turn ends.

2. Advance the Season marker to the next space. If the Season marker enters the Spring space, advance the Year marker to the next space as well.

3. Play continues until the end of the scenario, one side capitulates, or both sides agree to a Treaty, at which time victory is determined. [RULES (3) & (13)]

(\*) Impulse Penalties: Whenever the March Table, Combat Results Table, or Discipline Table is used—

• SUBTRACT ONE (-1) from the die roll during the SECOND IMPULSE

• SUBTRACT TWO (-2) from the die roll during the THIRD IMPULSE

This is in addition to any other die roll modifiers that normally apply.





# Seven Years War

Front

|                           |                          |                         |                          |                       |                           |        |        |        |        |
|---------------------------|--------------------------|-------------------------|--------------------------|-----------------------|---------------------------|--------|--------|--------|--------|
| Frederick<br>Pr<br>3/3 20 | Seydlitz<br>Pr<br>2/2 20 | Zeithen<br>Pr<br>1/2 20 | Lehwalde<br>Pr<br>1/1 20 | Henry<br>Pr<br>1/1 20 | "Marshal"<br>Pr<br>1/1 20 | 1 P Pr | 2 P Pr | 3 P Pr | 4 P Pr |
| 4-G-12                    | 4-V-12                   | 4-V-12                  | 4-V-12                   | 4-V-12                | 4-V-12                    | 4-G-12 | 4-G-12 | 4-G-12 | 4-G-12 |

## Prussia

|         |         |         |         |         |         |         |         |         |         |
|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| 15 P Pr | 16 P Pr | 17 P Pr | 18 P Pr | 19 P Pr | 20 P Pr | 21 P Pr | 22 P Pr | 23 P Pr | 24 P Pr |
| 4-L-12  | 4-L-12  | 4-L-12  | 4-L-12  | 2-G-16  | 2-G-16  | 2-V-16  | 2-V-16  | 2-V-16  | 2-V-16  |
| 25 P Pr | 26 P Pr | 27 P Pr | 28 P Pr | 29 P Pr | 30 P Pr | 31 P Pr | 32 P Pr | 33 P Pr | 34 P Pr |
| 2-V-16  | 2-V-16  | 2-V-16  | 2-V-16  | 2-L-16  | 2-L-16  | 2-L-16  | 2-L-12  | 2-R-12  | 2-R-12  |

|         |         |         |         |         |         |         |         |         |         |
|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| 35 P Pr | 36 P Pr | 37 P Pr | 38 P Pr | 39 P Pr | 40 P Pr | 41 P Pr | 42 P Pr | 43 P Pr | 44 P Pr |
| 2-R-12  | 1-L-12  | 1-V-12  | 1-V-10  | 1-L-10  | 1-L-10  | 1-L-10  | 8-V-12  | 1-R-6   | 1-R-6   |
| 45 P Pr | D       | D       | D       | D       | D       | D       | D       | D       | D       |
| 1-R-6   | D       | D       | D       | D       | D       | D       | D       | D       | D       |

## British

|                        |                        |                           |         |         |         |         |        |        |                  |
|------------------------|------------------------|---------------------------|---------|---------|---------|---------|--------|--------|------------------|
| Cumber<br>Br<br>1/1 20 | Granby<br>Br<br>2/1 20 | "Marshal"<br>Br<br>1/0 20 | 1 P Br  | 2 P Br  | 3 P Br  | 4 P Br  | 5 P Br | 6 P Br | 7 P Br           |
| 4-G-12                 | 4-G-12                 | 4-V-12                    | 4-V-12  | 2-G-16  | 2-V-16  | 1-V-12  | 1-V-10 | 1-V-10 | 4-G-12           |
| 8 P Br                 | 9 P Br                 | 10 P Br                   | 11 P Br | 12 P Br | 13 P Br | 14 P Br | YEAR   | SEASON | Balance of Power |
| 4-G-12                 | 4-L-12                 | 2-G-16                    | 2-V-16  | 2-L-12  | 1-R-6   | 8-V-12  |        |        |                  |

|                           |         |         |         |         |         |         |         |         |        |
|---------------------------|---------|---------|---------|---------|---------|---------|---------|---------|--------|
| "Marshal"<br>Ha<br>0/1 20 | 1 P Ha  | 2 P Ha  | 3 P Ha  | 4 P Ha  | 5 P Ha  | 6 P Ha  | 7 P Ha  | 8 P Ha  | 8 P Ha |
| 4-G-12                    | 4-V-12  | 4-V-12  | 4-L-12  | 4-L-12  | 4-L-12  | 4-L-12  | 4-L-12  | 2-G-16  | 2-V-16 |
| 10 P Ha                   | 11 P Ha | 12 P Ha | 13 P Ha | 14 P Ha | 15 P Ha | 16 P Ha | 17 P Ha | 18 P Ha |        |
| 2-V-16                    | 2-L-16  | 2-L-16  | 2-L-16  | 2-L-16  | 2-L-12  | 1-L-12  | 1-L-12  | 1-R-6   |        |

## Hanover

|         |         |         |         |         |         |         |         |         |          |
|---------|---------|---------|---------|---------|---------|---------|---------|---------|----------|
| 1 P HRE | 2 P HRE | 3 P HRE | 4 P HRE | 5 P HRE | 6 P HRE | 7 P HRE | 8 P HRE | 9 P HRE | 10 P HRE |
| 4-V-12  | 4-V-12  | 4-L-12  | 4-L-12  | 4-L-12  | 2-V-16  | 2-L-16  | 2-L-16  | 2-L-16  | 2-R-12   |

|             |             |             |             |             |             |             |             |             |             |
|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| No Garrison | No Garrison | No Garrison | No Garrison | No Garrison | No Garrison | No Garrison | No Garrison | No Garrison | No Garrison |
|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|

|                        |                      |                        |                           |        |        |        |        |        |        |
|------------------------|----------------------|------------------------|---------------------------|--------|--------|--------|--------|--------|--------|
| Broune<br>Au<br>2/1 20 | Dann<br>Au<br>2/2 20 | Laudon<br>Au<br>1/2 20 | "Marshal"<br>Au<br>1/1 20 | 1 P Au | 2 P Au | 3 P Au | 4 P Au | 5 P Au | 6 P Au |
| 4-L-12                 | 4-L-12               | 4-L-12                 | 2-G-16                    | 2-V-16 | 2-L-12 | 2-L-12 | 2-L-12 | 1-V-12 | 1-V-10 |

## Austria

|         |         |         |         |         |         |         |         |         |                           |
|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------------------------|
| 17 P Au | 18 P Au | 19 P Au | 20 P Au | 21 P Au | 22 P Au | 23 P Au | 24 P Au | 25 P Au | 26 P Au                   |
| 4-G-12  | 4-V-12  | 4-V-12  | 4-L-12  | 2-G-16  | 2-V-16  | 2-V-16  | 2-L-16  | 2-L-12  | 2-L-12                    |
| 27 P Au | 28 P Au | 29 P Au | 30 P Au | 31 P Au | 4-V-12  | 4-L-12  | 2-V-16  | 2-L-16  | "Marshal"<br>Ne<br>1/1 20 |
| 1-V-12  | 1-V-10  | 1-R-6   | 1-R-6   | 8-V-12  | 4-V-12  | 4-L-12  | 2-V-16  | 2-L-16  |                           |

## Netherlands

|                           |                         |                           |         |         |         |         |         |         |        |
|---------------------------|-------------------------|---------------------------|---------|---------|---------|---------|---------|---------|--------|
| Loorraine<br>Fr<br>2/2 20 | Soubise<br>Fr<br>1/1 20 | "Marshal"<br>Fr<br>1/1 20 | 1 P Fr  | 2 P Fr  | 3 P Fr  | 4 P Fr  | 5 P Fr  | 6 P Fr  | 7 P Fr |
| 4-L-12                    | 4-L-12                  | 4-L-12                    | 4-G-12  | 4-G-12  | 4-V-12  | 4-V-12  | 4-V-12  | 4-L-12  | 4-L-12 |
| 8 P Fr                    | 9 P Fr                  | 11 P Fr                   | 12 P Fr | 13 P Fr | 14 P Fr | 15 P Fr | 16 P Fr | 17 P Fr |        |
| 4-L-12                    | 4-L-12                  | 4-L-12                    | 2-G-16  | 2-V-16  | 2-V-16  | 2-V-16  | 2-L-16  | 2-L-16  |        |

## France

|         |         |         |         |         |         |         |         |         |         |
|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| 18 P Fr | 19 P Fr | 20 P Fr | 21 P Fr | 22 P Fr | 23 P Fr | 24 P Fr | 25 P Fr | 26 P Fr | 27 P Fr |
| 2-L-16  | 2-L-16  | 2-L-16  | 1-V-12  | 1-V-10  | 4-G-12  | 4-G-12  | 2-L-16  | 2-L-16  | 2-L-12  |
| 28 P Fr | 29 P Fr | 30 P Fr | 31 P Fr | 32 P Fr | 33 P Fr | 1 P Pol | 2 P Pol | 3 P Pol | 4 P Pol |
| 2-L-12  | 1-V-12  | 1-R-6   | 1-R-6   | 8-V-12  | 8-V-12  | 4-L-12  | 4-L-12  | 2-G-16  | 2-V-16  |

## Poland

|                          |                          |                           |         |         |         |         |         |         |         |
|--------------------------|--------------------------|---------------------------|---------|---------|---------|---------|---------|---------|---------|
| Soulikov<br>Ru<br>1/2 20 | Abraskin<br>Ru<br>0/1 20 | "Marshal"<br>Ru<br>1/1 20 | 1 P Ru  | 2 P Ru  | 3 P Ru  | 4 P Ru  | 5 P Ru  | 6 P Ru  | 7 P Ru  |
| 4-L-12                   | 2-G-16                   | 2-V-16                    | 2-L-16  | 2-L-16  | 2-L-16  | 2-R-16  | 2-R-16  | 1-V-10  | 1-V-10  |
| 8 P Ru                   | 9 P Ru                   | 10 P Ru                   | 11 P Ru | 12 P Ru | 13 P Ru | 14 P Ru | 15 P Ru | 16 P Ru | 17 P Ru |

## Russia

|         |         |         |         |         |        |        |        |                           |
|---------|---------|---------|---------|---------|--------|--------|--------|---------------------------|
| 18 P Ru | 19 P Ru | 20 P Ru | 21 P Ru | 22 P Ru | BATTLE | 5 P Sw | 6 P Sw | "Marshal"<br>Sw<br>0/1 20 |
| 1-L-12  | 4-L-12  | 4-L-12  | 2-L-16  | 1-R-6   | D      | 2-V-16 | 2-V-16 |                           |

|                            |         |         |         |         |         |        |        |        |        |
|----------------------------|---------|---------|---------|---------|---------|--------|--------|--------|--------|
| "Marshal"<br>Sax<br>1/1 20 | 1 P Sax | 2 P Sax | 3 P Sax | 4 P Sax | 5 P Sax | 1 P Sw | 2 P Sw | 3 P Sw | 4 P Sw |
| 4-V-12                     | 4-L-12  | 4-L-12  | 2-L-16  | 2-L-16  | 2-L-16  | 4-V-12 | 4-V-12 | 4-V-12 | 4-L-12 |

## Saxony

## Sweden



