



LACE WARS SERIES

COMPREHENSIVE EXAMPLE OF PLAY

FOR VERSION 3.75

Lace Wars Comprehensive Example of Play

Summary

This document is a detailed example of play for Red Sash Games' *Lace Wars* series of 18th Century studies of operational warfare. The intent is twofold: to provide an outline for people who are curious about our games, and, to lessen the intimidation caused by the 52-page basic rulebook (and to do so we offer you a 67-page example!).

The text assumes a basic knowledge of common wargaming conventions and practices. You do not need a copy of the rules to understand this example, but rules references are given throughout, and you can find a copy of the latest rules on our website at <http://redsashgames.com/>.

This example covers a (short) scenario, chosen from Volume III *Sport of Kings*. This example of play was originally published in 2009, at which time the series rules were up to version 3.5. As of this reissue (late 2015), the rules have been at version 3.75 for some years. For those who own the earliest editions of the games, said rules, and the accompanying game-specific rules and charts are available online or by request from Red Sash Games.

System Orientation

What should you know about the Lace Wars system?

Conventions

The *Lace Wars* series rules follow the same format in each game. Apart from the *KR&Os*, each game has an Exclusive Rules book, which contains information pertaining to just that subject.

You should be aware of the following rules conventions:

- A 10-sided die is used for all die rolls (except that Random Event die rolls use percentile dice)
- Rolling low is good, rolling high is bad, and ZERO (0) = ZERO (0), not TEN (10).
- Fractions are always rounded DOWN (1.999999 rounds to 1) except that Strength Point (SP) losses (from any cause) round to NEAREST (1.4 rounds to 1, 1.5 rounds to 2), and that for generating Replacements you round UP (1.000001 rounds to 2). Also look out for one-off exceptions in the Exclusive Rules (we make strenuous efforts to avoid these).
- Tracing distances on the map is always done in Movement Points (MPs), regardless of the reason.
- Stacking is unlimited, but large stacks suffer Attrition.
- There is no Zone of Control (ZOC); you must move into an Enemy stack's hex to attack it, and you can move adjacent to Enemy stacks without penalty. *Technically, the ZOC is within the hex.* In some of the games, there is a Zone of Influence rule. This is usually a cavalry-related effect that causes the other side to expend additional MPs.
- Control of locations is very important. You do not Control any location that your Units do not physically occupy. However, some games define certain regions of the map as Friendly to you, and locations in these regions are thus Controlled by you whether you have Units there or not, so long as your opponent is not there.

The Map

The map scale for most games is 4 French leagues, which were standardised at 4 km per league. A league is the distance a man can walk in an hour. Movement of pieces on the map is regulated by a grid of hexagons, or hexes. Hexes are represented in a somewhat unusual manner. There is no 'chicken wire' grid. Instead, the center of each hex has a dot, sometimes coloured or with a symbol when there is a special feature (*e.g. an anchor to show a port*). The playing pieces are stacked on these dots and move from dot to dot across the map. You can see where the hex boundaries are in rough form by studying the map art; especially, Rivers run along hexsides.

Terrain is assessed by hex; usually there is only one kind of terrain in each hex. Exceptions are Roads (only used for movement along the indicated routes), Urban terrain, and Fortifications. Terrain, further modified by variable weather, influences both movement and combat. A Terrain Effects Card (TEC) lists the pertinent information.

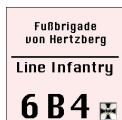
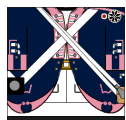
Urban features are potential supply nodes, and are often victory objectives. Many are associated with Fortifications, or are themselves Fortifications.

Fortifications are treated as separate locations within their hex – a hex within the hex – with the potential to hold special Garrison Units (Garrison HQs in some games). They have to be laid siege to, whereas combat forces in other terrain (including the hex 'outside' the Fortification) fight field battles.

Rivers are another special feature. They are located on hexsides and form obstacles to movement from one hex to another. In addition, Rivers can be used as lines of communication and for rapid strategic movement (much like railroads in later periods).

Games with coastal features often have a (highly abstracted) naval component to them – generally port-to-port strategic movement that is subject to attrition from notional enemy naval forces.

Counters (Playing Pieces)



Like most war games, the *Lace Wars* series uses cardboard counters for playing pieces. Most of the pieces represent combat forces, some are non-combat elements, and some are markers. The game will include a Counter Guide that provides examples of the various kinds.

Combat forces are composed of a number of building blocks. The central element is the Combat Unit. Depending on the game, unit scale is either brigade or battalion/regiment. Combat Units are composed of a variable number of Strength Points (SPs) that represent sub-units (battalions/regiments when the unit is a brigade). Echelons above Units are represented by Headquarters (HQ) counters. SPs are Subordinated (attached) to Units and Units are Subordinated to HQs. The largest and most important HQs can even have other HQs Subordinated to them.

The term Formation is often used in the rules. Both Units with subordinate SPs and HQs with subordinate Units can be defined as Formations. The distinction lies in the fact that Units and HQs can be Formed or Unformed. A Formed body has something Subordinated to it and is in play. An Unformed body has nothing Subordinated to it and is not in play.

The front of a Unit shows the uniform of the regiment/battalion it represents (with brigades it will be the uniform of one of the potential historical sub-units). The reverse has all the important information: name and nationality ('Contingent' in game terms), its maximum strength (the number of SPs that can be Subordinated to it – left numeral), its combat rating (Combat Effectiveness – CE – which is a letter code), and its Movement Allowance (MA - right numeral) in Movement Points (MPs). There may also be special notes like dates of service.

Most of the Battalion-scale games assume that each counter is worth ONE (1) SP and dispense with the SP rating.

CE is rated from 'A' (best) to 'E' (worst) and is used as a comparative modifier in combat. It also serves in other situations where unit quality is an issue. CE represents sub-unit leadership quality, troop training, morale, and similar factors.

In most games, 'hits' are inflicted by eliminating SPs. In some of the games where each Unit only has one SP, hits are inflicted on Unit CE instead.

Each Unit also has a Class. At a basic level there are three Classes: Infantry, Cavalry, and Artillery, subdivided into Guard, Line, Militia, and so forth. Artillery is divided into Field and Siege. A unit's name may indicate the type of Unit it is (e.g. 'cavalry brigade von such-and-such'), but only the Class code is considered for game mechanics. The Classes can be referenced on a Class Summary sheet.

Other important counters are HQs, Leaders, Auxiliaries, and supply markers. They are detailed below.

HQs – Building an Army



The scenario orders of battle will provide either a list of Units or quantities of SPs. In the latter case, you use these SPs to create (Form) Units out of the available counter mix, which are then deployed where the SPs were directed to be placed. The Class of a Unit counter indicates which SPs can be assigned to it, since SPs are listed by Class. SPs and Units are often given a Contingent (nationality or faction) as well, so both these criteria must be taken into account when Forming Units from SPs.

Units by themselves cannot take offensive action, only HQs may do so. For this reason, Units should be Subordinated to HQs. This can be done during scenario set up or during play, as circumstances and strategy dictate. HQs have a MA (the circled '3' in the picture at left) and the rule of thumb is that an HQ moves as slow as its printed MA or the slowest of its Subordinate Units, whichever is lower. An HQ's raw combat strength equals the sum of its Subordinate Units' combat strengths, measured in SPs. HQs have a reverse side that shows a flag or other device. Normally they are moved about the map inverted so that your opponent will be unsure where your forces are – there are also Dummy markers with the same images on their reverse.

There are THREE (3) levels or grades of HQ. Not all games call them the same thing, but in most games they are, from smallest to largest, Columns, Armies, and Grand Armies. Columns can only hold a few Units, but they have no printed MA, so they use the MA of their Subordinate Units – fast cavalry would be best used in a separate Column. Armies are the workhorses. Grand Armies have an ability to Subordinate other HQs. In addition, there are often special rules surrounding their employment.

Leaders



Every HQ needs a Commander. For this, you use Leader counters. Leaders are graded as Brigadiers, Generals, Marshals, or Personages. As a rule, Generals (or Brigadiers) command Columns, while Marshals command Armies and Grand Armies, except when a special rule says that a Personage (like Frederick the Great) must command the Grand Army. Leaders are frequently needed to command Garrisons (depending on the Garrison's size and location) during Sieges.

The act of assigning a Leader is called Posting him. The act of removing him is called Relieving him. When not in use, a Leader is stored in a special off map box called the Officers' Mess. From here he can be 'Posted to a Command'. Ordinarily, only ONE (1) Leader is present with any given Formation, but when a Grand Army Subordinates other HQs, those HQs retain their own commanders. Also, different Contingents in a 'coalition army' frequently need their own commanders even when not Formed into their own national-based HQs. These situations can lead to something called Insubordination, which reduces the overall commander's effectiveness.

Garrisons also use Leaders, regardless of whether they are Garrison HQs or Garrison Units, but in most games the Leaders are only Posted when the Fortification comes under Siege. As with the mobile HQs, larger garrisons are commanded by higher ranked Leaders.

Through combat, Leaders can be killed, wounded, or captured. Although only a few Leaders will be in play, those in the Officers' Mess can be affected by combat; this is because many of those Leaders are actually serving in the field, though for simplicity the game system does not require their physical presence on the map.

Besides name, Rank (Brigadier, General, Marshal, Personage (black/gold box), and Contingent, Leader counters include the following information:

- Name.
- Rank (Brigadier, General, Marshal) in a black/gold box; Personages have names in fancy script and Royal Personages have an additional icon. (Personages are defined either as Captain-Generals (CGs) – the supreme military rank – or Royals, who may or may not be CGs.)
- A Leadership Rating (LR – red boxed numeral) used for making Leadership Checks (LCs) – an LC is a die roll against their LR – and the LR is also used to generate die roll modifiers (DRMs).
- An Influence Rating (black numeral on left of counter) – you have to roll this number or less to Relieve them.
- A Personality. Personality is represented by coloured pips: Rash = 2 red, Aggressive = 1 red, Cautious = 1 yellow, Timid = 2 yellow. Single pips are good, double pips are bad. Personality has two functions. Each Personality generates certain DRMs, receives special abilities, or suffers special restrictions. Personality is also converted into a numerical rating that is used when calculating Insubordination.
- Leaders also have a Contingent icon showing which forces they can command without penalty.
- A very few Leaders also have a Combined Operations Rating (COR – yellowish circle with black number). This allows them to command multiple HQs so that they move ‘simultaneously’; the rating is the distance over which the command can be exercised, in MPs.

Auxiliaries



Auxiliaries are a unique feature of the *Lace Wars* system. What they represent are the multifarious forces that cannot be pigeonholed as infantry, cavalry, or artillery: light infantry, mountain tribes, engineering assets, grenadier companies, etc. In game terms, they can be thought of as cards or chits, played (Tasked) in particular circumstances to carry out special operations or enhance an army’s capabilities. Pontooner assets, for example, would be played to enable an HQ to cross a major river; grenadier companies would be used when assaulting a fort. They are used and discarded, then recycled. Two situations are possible:

- Many Auxiliaries have to be Assigned to an HQ before they can function. In these situations, the counter begins in the Available Box, is Assigned, at some future date performs a Task, and is then sent to the Recovery Box, from which it recycles to the Available Box.
- Other Auxiliaries can be Tasked directly from the Available Box, and thus skip the Assignment portion of the routine.

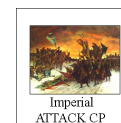
The front of an Auxiliary has a uniform, just like a Unit, but the back has different information. There are Class and Contingent markings (*the Auxiliary’s Class is also shown pictorially*), and a name, but there will be no SP, MA, or CE ratings. There may be an Operational Range (OR – a number in a yellow or red box). Certain Tasks require that a line of communications path (LoC) be traced from a Friendly location or Unit to the target. This is what the OR is for. Like a Leader’s COR, OR is counted in MPs. Some Auxiliaries have dates of service (per the picture above left, ‘41 means Zieten’s Hussars are available from 1741 on.

Supply Counters



There are TWO (2) kinds of supply counter in the game. The first is the Line of Communications Hub (‘Hub’ for short). Hubs represent either the ‘center of gravity’ of a nation’s war-making potential, or a strategic vector (*depending on the scale and scope of the game*). The Hub marker is used to indicate where this point is on the map. It never moves, even if the enemy occupies its hex (*though in this case it becomes Suppressed – useless*).

The counters at left above represent those originally included with *SOK*: a Hub marker, and its corresponding record track chit. As the basic rules have developed, the counters have had to be altered. When playing *SOK* (or any of the early games) with the 3.75 version rules (which this example uses), the counters shown at right replace the Hub’s record chit: a record chit for Unassigned OPs (one per Side, not one per Hub), and a variable number of Campaign Plan-Assigned OP chits.



[Note the ‘A’ on the Hub marker. This also is absent in more recent games: it stood for ‘active’; explaining why it is no longer necessary is rather involved, and pointless with respect to this example of play.]

The supply mechanics are fairly abstract. Any Formation that moves, engages in a Siege Operation, is located in a hex with lots of other forces, or that incurs some game-specific penalty, will be required to take an Attrition Check (AC). ACs have two effects: they cause a stack to suffer losses (SPs or CE depending on the scale of the game), and they cause Forage Degradation (FD). FD markers come in two varieties: Forage Depleted and Forage Exhausted (indicating the scale of devastation).



By default, a force is assumed to forage for supplies – this is why ACs can cause FD. However, if the force has a LoC to its Hub, then it receives beneficial modifies to its AC (it may also receive penalties, or benefits for other reasons), reducing the chance that it will suffer losses. This simulates proper supply lines. Hub markers have up to FOUR (4) numerical ranges printed on them. Reading from top left clockwise they are Short, Medium, Long, and Extreme. Their beneficial effects lessen as the range from the scene of action to them increases. Range is counted in MPs.

[BTW, making foraging the ‘default’ supply method was not done through an erroneous assumption that Napoleonic methods should apply to the 18th Century, but because it is the most primitive element when seeking supplies.]



The second supply counter is the Depot. Depôts represent local stockpiles. They have a radius of effect of 4 MPs. Within this radius they facilitate Sieges and Battles, and reduce Attrition. Essentially, they permit a force using them to receive the best Hub-related AC modifier. Depôts have Full and Reduced states, but all this means is that they have two steps of strength; their effects are the same in either state. While you can act offensively without using Depôts, or a Hub, the penalties can be crippling.

[Note that Depot counters in earlier games, such as SOK, may have additional information printed on them besides their Contingent and a reminder of their Range. The extra information is no longer required.]

Displays

The various charts and tables should be self-explanatory. There are quite a few of them, but most only need to be examined occasionally. The most frequently used tables are the Operational Movement Table (OMT) and its associated Attrition Table, the Siege Resolution Tables (SRT), and the Combat Results Tables (for Battles).

The bulk of the playing area not taken up with the maps will be used for a number of displays and holding boxes. Most of these can be dispensed with if there is not enough space. Most important are a set of HQ holding boxes in which subordinate units and ancillary items are placed to ease map stacking (*in a pinch these could be dispensed with by stacking the Units under the HQ on the map*).

Scenario Background

The following example of play is taken from *Vol III Sport of Kings (SOK)* Scenario 8.1 (9.1 in older rules sets) ***Gott Mit Uns: Frederick's Invasion of Silesia, 16th December 1740 to 9th October 1741***. Comprising 15 Turns, it is a relatively quick scenario. The *Lace Wars* series Game Year is SIXTEEN (16) Turns, with each Turn comprising FOUR (4) Operational Impulses and ONE (1) Administrative Phase. Many scenarios last about ONE (1) Year, but only a portion of that time is spent in feverish activity.

Sport of Kings covers the War of the Austrian Succession (1740-48) in the theatre of Germany. There were three primary theatres of operation in Europe: Flanders, Germany, and Italy. The German theatre opened in 1740 and shut down in 1745. There were two basic dynamics, a push along the Danube and in Bohemia (now the Czech Republic) by France and Bavaria against the Imperial forces of the Habsburgs, who ruled a large and disparate bloc of provinces in and around Germany and who had rulership of the 'German Nation' by virtue of the office of Holy Roman Emperor. France was backing Bavaria's ruler in a bid to become the new Emperor.

The second dynamic was a push by Frederick's Prussians down into the Habsburg province of Silesia. Silesia was the Habsburgs' richest province, accounting for a quarter of the State's revenues. Lower (or northern) Silesia was predominantly Protestant and saw Frederick as a 'liberator' from the Catholic Habsburgs; Upper or southern Silesia was Catholic and had closer ties to the Habsburgs.

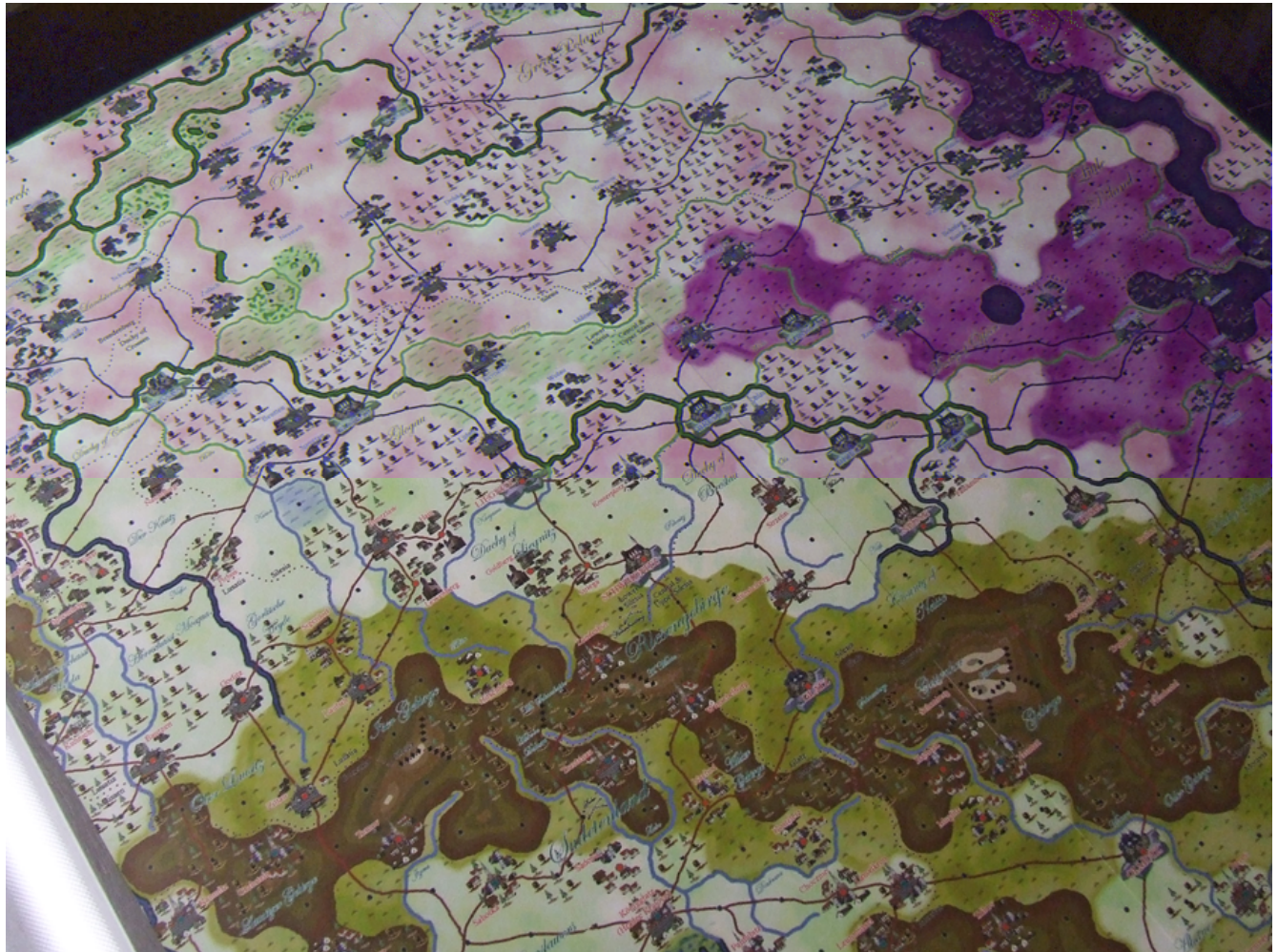
Frederick claimed, with tenuous justification, that having been denied territory in the Rhineland (in payment for services rendered by his father to the Emperor), he had a right to compensation elsewhere, specifically the Duchy of Silesia, of which the House of Hohenzollern claimed several districts 'stolen' by the Habsburgs. Rather than face endless litigation through the Imperial judicial system, the Prussian Elector chose a moment of Austrian weakness to simply overrun the duchy – it seemed likely that the Habsburg House was about to collapse and he wanted a head start on the land grab.

The timing was perfect for a 'blitzkrieg' because the old Emperor had just died, his replacement was a young woman – Frederick's famous and most implacable opponent, Maria Theresa – and the Imperial Army was in a state of disorganisation thanks to a recent war against the Turks which had gone very badly.

Under the umbrella title of the War of the Austrian Succession, the Prussians actually fought two wars against Austria, the First and Second Silesian Wars. The ***Gott Mit Uns*** scenario covers the initial surprise Winter offensive of December 1740, running through a brief lull for consolidation, until the armistice made in October 1741. The first FOUR (4) Turns are a virtual solitaire exercise for the Prussians. After that, the Austrians have an opportunity to counterattack. This example will only go to Turn 5, when the battle of Mollwitz was fought; after that point things devolved into a stalemate until the armistice was signed.

[While interesting from a technical point of view, the Fabian moves of the Austrians during the summer campaign will not serve to add further clarity to the rules. The Second Silesian War, which opened after a much longer period of peace, was a war of attrition that led Frederick to reassess his assumptions of 'Austrian weakness'.]

This scenario only involves Austria and Prussia, but *SOK* includes the French as a player-power (there was as much or more action in the Rhineland and on the upper Danube as in Silesia), and in fact in a 2-player campaign game, the opponent of the Habsburg player is the French player, not the Prussians, who are run partly by the French and partly by special political rules. Fortunately, in this minor 2-player scenario, those rules can be ignored.



Setting Up the Scenario

Overview

The area of play - Silesia and environs (see photo above). Only a portion of the *SOK* map is used. Depending on the version, panels 4, 5, 6, and 7 are needed, or the Central and Eastern sheets (later production runs use larger sheets of paper). The maps shown in these pictures are from the earlier edition of the game, but there are no practical differences between the editions; only the style was altered.

The area in question covers East-Central Europe: Brandenburg, Silesia, eastern Bohemia, Moravia, and Lower Austria, plus western Poland and Hungary. This requires a space of 24" x 36". For this scenario the field is further narrowed to the Duchies of Croßen, Silesia, Glatz, and Oppavia. All other areas are out of bounds except for the purpose of tracing LoCs. (Tracing LoCs through out of play areas is specifically permitted by basic rule *KR&Os* 1.265; you should keep unused map sections on hand for reference).

As shown in the picture above, whitish-green areas are Clear terrain, speckled are Woods, bluish is Swamp or Minor Lake, brown is Hill, and yellowish-brown is Moor or upland. The clumps of houses are Towns and the grey-and-house clumps are Fortifications. Blue lines are Rivers: dark blue are Navigable, heavy lines are Major Rivers. Red lines are Roads. Note that Rivers are hex-side features and Roads cross hexes. Other hexside terrain includes Lake (a sample can be seen at upper left), political borders, and Peak (impassible Hill, of which a sample – lines of black diamonds – can be seen at lower right).

The Oder River traverses the center of the map and is the main axis of advance. A secondary axis follows the parallel line of hills – note the Road bottleneck at Leignitz in the middle of the picture. The Fortification (Grade 6 = Fortified City) on the island in the Oder is Breslau, with the Walled Town (Grade 3 Fortification) of Ohlau adjacent. The Prussians start at Croßen, which is the last Fortified City at left, on the Oder. The 'dent' in the hill terrain in the middle foreground is the Duchy and Town of Glatz, a key choke point covering entry to Bohemia. Vienna lies out of the picture in the bottom right, and Prague is out of

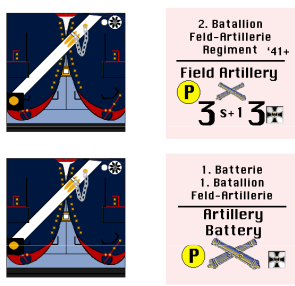
the picture centre bottom. Berlin lies off the centre left edge – in fact it is off the map sheet. Top is 18th Century Poland, off limits for this game.

[All four Territories under consideration were (more or less) part of Silesia but there are special rules in SOK for the Conquest and Cession of Territory, which work better if the property is subdivided. Silesia is divided into Lower and Upper/Central Silesia for the same reason.]

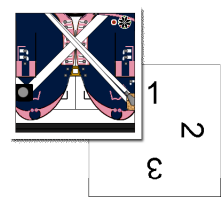
The players each have an OOB booklet and a scenario booklet. Since the scale of this game is ONE (1) Unit = ONE (1) Brigade, the OOB has lists of SPs by Class (Line Infantry, Guard Cavalry, etc.) and Contingent (Prussian, Austrian), Auxiliaries ditto, and Leaders ditto. The lists are used for all the scenarios. The OOB also contains a counter manifest, and includes special tables not standard to the series. *(For example, there is a 'Prussian Grenadier SPs Available' chart).*

The scenario book is also divided into lists of SPs, plus participating Auxiliaries and any Leaders who must be used, plus reinforcement schedules. The information is the same, either in whole or in part (depending on the scenario), as the information in the OOB, but the forces are given specific starting locations or arrival times. You should be aware that repetitive lists are often referenced to the OOB in lieu of being copied in full for each scenario.

Units & SPs



SPs to be placed at each location are listed by Class and Contingent (*at least, where Contingent is an issue – not so in this scenario*). Generally, the player is free to Form any of the Units listed in his OOB out of the SPs listed at a given location, so long as the Unit is of the same Class and Contingent as the SPs. According to *KR&Os* 3.315 bullet #6, whenever possible a new Unit must receive at least HALF ($\geq 1/2$) of its full allowance of SPs. The newly Formed Unit or Units go in the SPs' location, and SP markers are placed under the Unit(s) indicating how many points are present. The maximum printed strength of a Unit cannot be exceeded when assigning SPs to it, and a single Unit cannot be Formed out of SPs at multiple locations, or out of SPs that have been given some special restriction that would prohibit it.



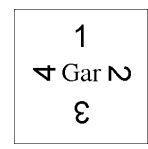
In most counter mixes Class and Contingent limits are sufficient checks on SP deployment, but in some cases there may be Units with the same Class and Contingent, but a different CE. To prevent players always picking their best Units, the *KR&Os* 3.315 bullet #5 states that in such cases the player must pick his newly Forming Units randomly from among those eligible.

Artillery Units are a special case. Siege Artillery uses SPs like any other Unit, but Field Artillery uses Battery Markers (BMs). BMs are the same as SPs. They could be dispensed with, but have been retained in the counter mixes for use with a tactical battle system (*at time of writing this is still in the design stage*). BMs are counters that have an Artillery uniform on the front, and the word 'Battery' on the reverse. The reverse side also has much of the same information as the parent Artillery Unit, and BMs are generally restricted to remaining with their parent Unit. For simplicity, stack BMs under their parent Unit, and count them as SP-equivalents, one for one.

[While the units in SOK are named after real brigades and brigadiers, actual brigade composition varied considerably during the war; thus no attempt has been made in this example to precisely correlate which brigades were present in any given location.]

SP Markers

As can be seen in the picture (of a Garrison Class marker), SP markers have 4 numbers (and 4 more on the reverse). The marker is placed under a Unit and rotated so that the number of SPs currently in the unit is along the top edge. SP markers can also be used for any other numerical recording.



HQs

As you Form Units, think about what you want to do with them. In most cases, you will want to use them actively, which means they need to be Subordinated to an HQ. Once the SPs in a location have been assigned, there will be a stack of Formed Units there. Form the HQ in the same hex as the Units and put the Units in the HQ's box on the HQ display card. *Be aware that HQs often have a maximum Unit capacity.* Garrisons (see below) cannot be assigned to an HQ, they must remain on the map as separate Formations. HQs should be placed faced down, so that only their 'flag' is showing. Units by themselves have to remain face up, so that only their uniform shows.

Dummies

While setting up, the players can slip in any Dummies they may wish to place on the map while their opponent is not looking. Dummies appear to be real HQs until they are revealed for what they are by investigation.

Leaders



Leaders are placed in an 'Officers' Mess' holding box, typically grouped as separate piles of Generals and Marshals; each pile shuffled and placed face down so that the Leaders can be drawn randomly. In scenarios where there are multiple Contingents on a Side, Leaders are (usually) sorted by Contingent also. Personages are usually assigned a starting location on the map; if not, they are stacked separately in the Officers' Mess. Sometimes a Leader is named to a set up location; he is the one that should be placed there. Other Leaders are randomly assigned to HQs and Garrisons as the Formations they must command are Formed.

You should realise when reading a scenario OOB that the presence of a Leader in a location infers that an HQ of suitable stature must also be Formed in that location, regardless of how few SPs may be present. *For example, in this scenario Frederick the Great is deployed at Croßen; this means that the Prussian Grand Army HQ must be Formed there, because by SOK Exclusive Rule 3.152 he can only be with the Grand Army HQ or at a Prussian Line of Communications Hub (and the latter item is at Magdeburg).*

Garrisons



Garrison Units are used to garrison Fortifications. On their front is a stylised symbol for recognition, and on the reverse the same information as any other combat Unit, except that there is no SP rating – a Garrison's capacity is limited only by the Fortification it is garrisoning – and their MA is ZERO (0). Each Fortification can have at most ONE (1) Garrison Unit.



Garrisons can be Formed with any Friendly Contingent/Class of SP or SPs, but you must either record their nature on paper, or use special SP markers which have the correct Class written on them. *(A mix of plain and Class-specific SP markers are included in most games).*

What is not always explicitly stated in the scenario set up is that any of the SPs in a given location can instead be assigned to a Garrison in the same hex (assuming there is a Fortification present). Only if the term 'In Garrison' is present *must* those SPs be placed in a Garrison, but even then any other SPs present *may* be put into the same Garrison. *SOK* also features Austrian 'Garrison Class SPs' (*SOK* Ex. Rule 5.14). These represent 'depot battalions'. For game purposes they can only be used to Form Garrisons.

In battalion-scale games, Garrisons are treated as a form of HQ, allowing them to Subordinate actual Units, but since those Units are each worth an SP, for all practical purposes Garrison HQs and Garrison Units have identical functions.

Auxiliaries

Listed Auxiliaries are placed in an 'Available Box' unless the scenario indicates they must go in a 'Recovery Box'.

Supply and Operational Momentum

The scenarios will also list supply Depôts and the location of the Hub or Hubs.

The mention of Depôts requires a slight digression. Depôts are bought with Operations Points (OPs). OPs are the tool for pacing a player's campaign. In simple terms, a player's forces are given Campaign Plans – a specific objective to be carried out in a set time period. The number of OPs Assigned to the Campaign Plan dictates how many Turns are available. When the OPs run out it is assumed the campaign has run out of steam.

But OPs, which are limited in quantity, must also be used to purchase Depôts, so the player has to balance his need for supply with his overall plan of campaign.

At the start of the scenario you can sometimes place some or all of your Depôts for free. Be sure to check the Exclusive Rules scenario section for any special rules, including OPs on hand and pre-set Campaign Plans. You can set up your forces in the order you prefer, but it helps to think about the supplies a given force will require, or whether its commander can move without a Depôt – then you can buy the necessary Depôts as you go.

Austrian (Habsburg) Deployment

[The KR&Os assume simultaneous set up in most circumstances. For those who prefer order and method, the strategic defender should usually set up first in any given scenario. In this case that would be the Habsburgs.]

The Habsburg player's forces are tiny, and even after Marshal von Neipperg's arrival in March he will have to manoeuvre carefully to avoid a disaster. Silesia was always poorly garrisoned, and rarely visited by the Court, despite its value to the State. The only decent fortification was at Neiße. However, all the Habsburg player has to do is slow the Prussians enough for them to fail their objectives. Fortunately the Hohenzollern player has no siege train to speak of.

Important. According to SOK 5.381, 'Fortified Cities Garrisoned exclusively by Austrian Formations are treated as Walled Towns'. The exceptions are Vienna and Budapest. This simulates chronic neglect by the Government, not the quality of the defenders. There is an optional rule (SOK 5.382) which permits a more accurate treatment, but you need counters and the rules from one of the later games in the series to use it.

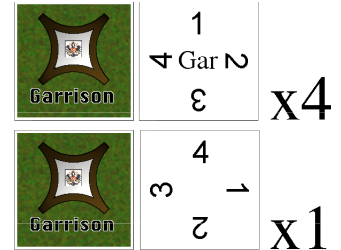
Static Forces

Total: 4 Garrison Infantry SPs, 4 Garrison &/or Line Infantry SPs, distributed as follows:

At Brieg, Ohlau, Glogau, and Glatz: 1 SP each In Garrison.

At Neiße: 4 SPs In Garrison. (These may be Line &/or Garrison SPs).

Notice how in this instance all the SPs *have* to be used to Form Garrisons ('place 'In Garrison)'). This scenario gives the Habsburg player a rare choice of Class for his SPs and he chooses Line Infantry for all of them. (*Garrison Infantry is a different Class from Line Infantry; also, in a Garrison Unit, Classes of SP can be mixed*). Garrison Class SPs always go into and remain in Garrisons whereas Line Infantry can be Transferred to mobile Units.



The Garrison counters will be chosen randomly, because the Austrians have more than one CE rating for their Garrisons; some are 'C's and some are 'D's.

[In the Minor Scenario the choice of Class for the 4 SPs at Neiße should always be Line Infantry; the use of immobile Garrison SPs (depot battalions) is really only of importance in the Campaign Game when the entire Austrian OOB has to be accounted for.]

Mobile Forces placed anywhere in Silesia

Total: 2 Cuirassier SPs, 4 Line Infantry SPs, plus Leader *Feldzugmeister von Browne* (Marshal). The Habsburg player has some latitude here and deploys thus:

At Jagendorf: *Cavalerie Brigade de Fin* w/2 SPs.

At Glogau: 3 Line Infantry SPs added to existing Garrison

At Namslau: 1 Line Infantry Forms Garrison



All Habsburg Leaders are placed in the Officers' Mess, grouped in a pile of Generals and a pile of Marshals, each shuffled and placed face down.

Why deploy like this? Well, first off it is the historical deployment. But, reflecting history, the Habsburg player is faced with a dilemma. He must decide whether to Form an HQ or not. This has implications both for the scope of his activities and the use of the named Leader; von Browne. Browne, as a Leader with a starting location, is the first choice to command any HQ that is Formed; additional HQs would be commanded by randomly drawn Leaders. The HQ will have to be an Army or Grand Army, because Browne is a Marshal (this is a basic rule). However, if the Habsburg player does Form the HQ, he will not be able to move it. This is because according to the scenario instructions he has no OPs and no Active Campaign Plans – not even a Defensive CP (DCP), which would be free. It is a basic rule that Formations may not move in the Operations Phase unless they are participating in a Campaign Plan of some kind (a DCP permits an active defence). If he does not Form the HQ, he will at least be able to move his Units in the Administrative Phase. But this means that Browne has to be returned to the Officers' Mess. Fortunately he is not a Personage. A Personage would have to remain on the map, forcing the deployment of an HQ for him to command. (KR&Os 3.791 bullet #1; KR&Os 3.792 bullet #1).

The somewhat 'tricky' rules forcing this situation on the player are intended partly to generate circumstances similar to actual history, and partly as a design compromise. Many odd command choices were not dictated by operational imperatives, but by

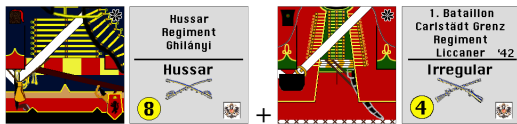
the social and political requirements of the day. Why bother listing Browne at all? Because Forming an HQ is still a viable option. The Habsburg player could have deployed the HQ far to the rear for safety, then launch a DCP at the end of the first Turn. Owners of Queens' Gambit, by the way, have the option to use Browne's General counter instead of Browne the Marshal, thus giving him the ability to command a Column HQ (Columns must be commanded by Generals, where possible). This would add to the historical accuracy.

[Historical Note: Browne did disperse his infantry, then hovered about in Central Silesia, trying what he could to slow the Prussians before being driven over the Moravian border at the end of January. At that point he was reassigned, and Marshal Neipperg took over. Browne was not replaced for his performance but for political reasons, since Neipperg needed to be rewarded for taking a bullet for the regime (politically, that is) during the war with the Turks.]

Other Resources

The Habsburg player puts **Dummies** at Lewenburg, Leignitz, Kosterplotz, and Sagan.

The Habsburg player receives exactly 2 **Auxiliaries**, placed in the Available Box: *Hussar Regiment Ghilanyi* (Hussar), and a *Cardstader Grenz* battalion (Irregular). According to the scenario notes, the Grenzer battalion represents a mix of ill-organised Croatian Pandours (this allows the player to ignore the date of service printed on the counter).



The Austrian **Hub** is located at Vienna. Note that the Hub is outside the official play area. This situation arises because Hubs are immobile. Nevertheless, the players can trace LoCs through 'out of bounds' areas – a rule inserted to cover these situations. Because the Hub is not within the play area, the Habsburg player places it on one of his HQ Display cards. He also writes down the distance, in MPs, between the Hub and the various locations where Roads and Rivers enter the play area, so that he will not have to constantly examine parts of the map that may be covered by charts and displays.

[Many HQs Displays have General Record Tracks (GRTs) printed on them. This means that sometimes there is more than one track per Side, but only one is needed.]

No **Depôts** are listed. Normally you buy them with Operation Points (OPs), but in this scenario they may be placed freely at game start. The usual price of a Depôt is 1 OP per step if placed at Short or Medium range from a Hub, doubling at longer ranges.

However, the Habsburg player decides there is no point in making a present of extra supply to his more active opponent. As a counter-argument, there is a 50/50 chance of gaining an OP (per counter step) when a Depôt is Disbanded (removed from the map), so a 'gamey' tactic some players use involves deploying as many Depôts as possible at start and disbanding them as soon as possible. However, Disbanding can only occur during the Admin Phase and the enemy might just capture some of the counters before then.

Since the bulk of his forces are In Garrison, and the remainder will not be conducting Operations, not deploying Depôts is a safe option. Garrisons do not require supply from outside sources.

The Habsburg player puts his Unassigned OP chit on the General Record Track (GRT) in the '0' box and sorts his Campaign Plan chits, looking especially for the Defensive (DCP) chit. The function of these items is explained after the Prussian set up.

Hohenzollern Deployment

The Prussian Army is divided into 3 components: the main army under the King, a detached corps under Marshal Schwerin, and a parcel of reserves around Berlin. In the Campaign Game there is a force off map in Prussia, which is subject to some special rules, but since it did not participate, it has been removed from this scenario OOB. Likewise a covering force located at the Army's main depot at Magdeburg has been ignored.

Main Army under *Friedrich der Große König im Preußen* (Personage)

1 Guard Cavalry SP, 3 Guard Infantry SPs, 8 Line Cavalry SPs, 29 Line Infantry SPs, and 1 SP of Field Artillery. In this case the Artillery Unit is listed as the *1. Batallion Feld-Artillerie Regiment*, but since they are all the same, any Prussian Field Artillery unit could be used.

Detached Corps under *Feldmarshal Graf von Schwerin* (Marshal)

6 Line Cavalry and 8 Line Infantry SPs.

Berlin

4 Line Cavalry SPs and 16 Line Infantry SPs, 1 Siege Artillery SP.

Dispositions

For this scenario the Main Army and Detached Corps must be stacked together at Croßen. The distinction between Formations is made for historical purposes: Schwerin operated independently of Frederick from the outset. Because of the sequence of play, it would be time-consuming to rejoin these forces during play if a player has different ideas on how to employ them, but the set up instructions do permit Schwerin's Formation to be Subordinated to Frederick's before starting if desired. (*Hint: Frederick's idea is better*).

The force at Berlin is outside the play area. How to handle this? It is self-evident, though not made explicit, that the forces at Berlin should be Formed into an HQ that can be Activated and move into the player area as expediently as possible. They are in fact Reinforcements and enter as such. Once within the play area they cannot leave.

[The rules often cover ambiguous circumstances by saying 'as expediently as possible'. This is simpler than adding another three paragraphs of explanation. It means what it says. Do it as soon as possible, as directly as possible, without violating any rules.]

The Hohenzollern player arranges his forces as follows:

At Croßen:

Armee des König von Preußen (henceforth *AKP*: Grand Army HQ), Frederick commanding
Armee der Schlesien (henceforth *AdS*: Army HQ), Schwerin commanding – deployed separately but stacked in the same hex.
He adds a Dummy to the stack.

'At Berlin':

Armee der Brandenburg (henceforth *AdB*: Army HQ), *Prinz Moritz von Anhalt-Dessau* (Marshal) commanding.

[By the scenario the Leader commanding the AdB is a random draw; Holstein-Beck was historically the nominal commander, but for game-related reasons one of his subordinates, also a Marshal, has been substituted. H-B is rated Timid, and is not permitted to forced march, which is something his HQ will have to do to meet the historical requirements of this example. In reality, Moritz and other juniors were able to hustle him along, but this is too much detail for a game.]

Under the *AKP* (on the Prussian HQ display):

Garde-Kavallerie Brigade von Bonin w/1SP
Kav-Bde von Kyau w/2 SPs
KB von Rochow w/2 SPs
KB von Bredow w/2 SPs
KB von Göltze w/2 SPs
Garde Fuß Brigade von Bonin w/3 Gd & 3 Line SPs
FB Prinz von Bevern w/6 SPs
FB von Hautschemoy w/6 SPs
FB Prinz von Darmstadt w/6 SPs
FB von Bosse w/6 SPs
1st Batallion Feld-Artillerie Regiment w/1 Battery

Under the *AdS*:

KB von Schwerin w/2 SPs
Dragoner Brigade von Stille w/2 SPs
DB von Nassau w/2 SPs
FB von Blankensee w/6 SPs
FB Prinz F. von Braunschweig w/2 SPs

Under the AdB:

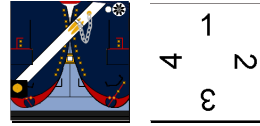
KB von Bornst w/2 SPs

DB von Zieten w/2 SPs

FB von Hertzberg w/6 SPs

FB von Schlichting w/6 SPs

FB von Kaslow w/4 SPs



Stacked separately at Berlin: *Belagerungartillerie* (Siege Artillery) w/1 SP

Auxiliaries either go in the Available Box, or can be assigned to an HQ. Many Classes of Auxiliary *must* be assigned to an HQ before they may be used, and in fact, all of the listed Auxiliaries fall into this category. There are TWO (2) exceptions.

- First, in *SOK*, Prussian Grenadier Auxiliaries are associated with a pool of Grenadier SPs, and these can be used to buy either Auxiliaries, or SPs that can be Subordinated to Grenadier Units (*SOK* 5.16). The Hohenzollern player will have to decide how he wants to apportion them.
- Second, a player might want to hold a reserve of Auxiliaries, especially with regard to defensive siege-work, since Auxiliaries are Tasked to Garrisons when they come under Siege and not otherwise. In this instance, since he is on the offensive, the Hohenzollern player assigns all his Auxiliaries to HQs.

Be aware that there are limits on the number of Auxiliaries that may be assigned to an HQ: generally ONE (1) for every FIVE (5) SPs (the rules say TWO (2) for TEN (10), which is the same thing) with an upper limit of TWO (2) Auxiliaries in a Column.

The Hohenzollern player has the following Auxiliaries, apportioned as noted:

Preußischer Zn Grenadierbatalllione 1-6 (6x Grenadier) – 2 with each of the 3 HQs

P. Ingenieur Korps (Sapper & Pioneer) – with the *AKP*

P. Pontonier Korps (Pontooneer) – with the *AKP*

P. Husaren-Corps (Grüne Husaren Regiment) (Hussar) – with the *AKP*

Leib-Husaren Regiment (Rote Husaren Regiment) (Hussar) – with the *AdS*

Schlesische Husaren Regiment (Hussar) – with the *AdS*

Feldjäger-Corps zu Pferde (Horse Irregular) – with the *AKP*

Guiden-Corps (Guide) – with the *AdB*

According to the Hohenzollern OOB book, the Prussian Grenadier pool stands at EIGHT (8) SPs at game start. *SOK* 5.16 states that ONE (1) SP buys up to FOUR (4) Grenadier Auxiliaries. If not used in this manner the SPs can Form Grenadier Units. So the Hohenzollern player buys all his Grenadier Auxiliaries with 2 SPs (he has 6 counters, and could have bought 8) and deploys both Grenadier Brigades (*Prinz M. von Anhalt* and *Polentz*) with the *AKP*, each with 3 SPs. During the Reorganisation portion of the Administrative Phase he can cash in his Auxiliaries to obtain the use of the remaining 2 SPs. (*Auxiliaries must be Available to be cashed in, including those currently Assigned to an HQ*). The 'x1 Grenadiers' chit is placed on the '0' space of the GRT to show there are none left in the pool.

All remaining Prussian **Leaders** are placed in the Officers' Mess, grouped in a pile of Generals and a pile of Marshals, each shuffled and placed face down.

The last 2 Line Infantry SPs belonging to the *AKP* are placed in a Garrison unit at Croßen. Detaching SPs before play to Form Garrisons in this manner is always permitted.

Any number of HQs could be Formed at Croßen. This historical set up will have implications on the conduct of operations. In particular, a Column might have been Formed at Croßen with the job of masking the Fortified City of Glogau. The Siege Artillery has been dropped out because its low MA will slow everyone down. As an independent Unit it can move much faster in the Administrative Phase. However, it will not be available for the Operations Phase.

Final dispositions are as shown in the following photos and diagrams.



Sport of Kings Hohenzollern HQ Display Army & Grand Army HQs



	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
COMMANDER & AUXILIARIES	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP

GRAND ARMY MAY HAVE 15 UNITS & 1 ARTILLERY UNIT PLUS ANY NUMBER OF OTHER HQS
 GRAND ARMY MUST BE COMMANDED BY CAPTAIN-GENERAL IF POSSIBLE. PLACE OTHER HQS ANYWHERE ON TRACKS.
 EACH ARMY MAY HAVE UP TO 15 UNITS & 1 ARTILLERY UNIT; MUST BE COMMANDED BY A MARSHAL. (2 TRACKS FOR EACH HQ TO EASE STACKING)

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Sport of Kings Prussian HQ Display: Army HQs



	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP

EACH ARMY MAY HAVE UP TO 15 UNITS, PLUS 1 ARTILLERY UNIT EACH ARMY REQUIRES 1 MARSHAL AS COMMANDER
 (2 TRACKS PROVIDED FOR EACH ARMY TO EASE STACKING)

SPORT OF KINGS CHARTS & TABLES ©2005, 2008 RED SASH GAMES & IAN WEIR

The HQ displays used in this example are from version 3.5. Earlier versions simply had a large empty box on the sheet. *FB von Bonin* has a mix of Guard and Line SPs, so the Hohenzollern player has chosen to record this by using the track for the 3 Line SPs and an SP chit for the 3 Guard SPs. If the box for the Auxiliaries becomes crowded, you can always lay the counters out on the SP track, turned over so their nature is obvious. In this example, Cavalry has been allocated to the top row and Infantry to the bottom, but arrangements are at the players' discretion.

The Hohenzollern **Hub** is off map at Magdeburg (*not* Berlin – Magdeburg was the main depôt). As with the Habsburg Hub, an LoC may be traced to it. By referring to the unused Map 3 panel, the Hohenzollern player counts 18 Road MPs to Magdeburg; Short range from Croßen.

This is where the weather is helpful. It is Frost. First, it should be noted that in good weather Riverine Routes (i.e. moving by River) extend LoCs considerably. Even in Frost a couple of MPs can be saved. Strictly following the Roads, Magdeburg is 20 MPs away. However, in Frost weather Riverine Routes act as Roads – by tracing through hexes adjacent to the River, as favourably as possible. By a judicious mixture of Road and Riverine paths, the distances can be shaved down.

No **Depôts** are listed in the set up. Again, at scenario start they may be deployed at no cost. The Hohenzollern player places ONE (1) at Croßen.

We will skip the Hohenzollern player's distribution of Operations Points until after the following explanations.

Scenario Special Rules

According to *SOK* 8.1, the game runs from the December-January Turn to the October-November Turn. Starting Weather is Frost (good mobility but bad for Attrition). Since this is war-start no Territories have changed hands, meaning no switches in Friendly/Enemy terrain status.

Starting Operations Points (OPs) are given, coupled with any required Campaign Plans (CPs). The Habsburgs (Austrians) have ZERO (0) OPs, which is bad, and have no Active Defensive CP, which is worse. The Hohenzollerns (Prussians) have FOUR (4) Assigned OPs – i.e. they have to be pre-assigned to a CP or CPs – and no Unassigned (i.e. reserve) OPs; they also have no active DCP. The function of CPs and OPs is explained below, after the set-up section.

Under the Campaign Plan section, it is stated that the Hohenzollern player must use his 4 OPs in one or more Attack CPs (ACPs) against targets in Lower Silesia. According to the *KR&Os*, an ACP target is (unless defined otherwise) a Fortification of Grade Three or higher. Long-term, the Hohenzollern player should be thinking about Capturing all the Key Fortifications (listed on a chart) in Lower Silesia. This will allow him to claim a Conquest of the Territory, which will modify its allegiance, making it easier to operate there. While he is using his initial OP allotment to begin this process, he should be acquiring more OPs that he can use to launch further ACPs against other targets. On the other side of the hill, the Habsburgs, caught with their pants down, in this scenario are only permitted to conduct a DCP and to conduct ACPs against targets in Territories they have lost (i.e. later in the scenario they can try and retake lost possessions).

[Scenarios frequently provide an initial allotment of Unassigned OPs, which are more or less a reserve pool, but this scenario represents a surprise winter blitzkrieg, followed by a lull, followed by a regular campaigning season. Therefore, the initial allotment is very low.]

Finally, Victory conditions are given: have a higher Prestige than your opponent. The Habsburgs begin at Four Prestige out of a possible FIVE (5), the Hohenzollerns at Two Prestige.

Victory Conditions

Victory in the *Lace Wars* series is based on player Prestige (*KR&Os* 9.0), not national goals. The rationale is that the players represent their monarch's best commander. Since you belong to an élite internationalist set, you are only moderately interested in your current boss' troubles. The most important thing is to enhance your own Prestige, by serving your current employer faithfully, so that you can enhance your resumé and find employment with another monarch who pays better.

The Turn Record Card has a Prestige Track, with boxes numbered from 1-5 to record Levels of Prestige (*KR&Os* 9.1). Each player puts his Prestige Marker on this track to show his starting Prestige. That value will go up or down based on performance – though never lower than '1' and never higher than '5' without special bonus points. These bonuses are called Prestige Plusses (PPs) (*KR&Os* 9.2). Prestige Levels and PPs are earned for fulfilling Campaign Plans (CPs), for achieving bonus objectives, and for winning large battles. You can use PPs to buy abilities for yourself in a limited form of role-play but they can also be traded in for Prestige – FIVE (5) PPs = ONE (1) level of Prestige. PPs are also used to break ties in Prestige.

In this scenario, the Hohenzollern player must end with a higher Prestige than the Habsburg player. Any other result is a win for Austria. As noted before, the Habsburg player starts with a Prestige Level of '4' and the Hohenzollern player starts with a Prestige Level of '2'.

This scenario uses Campaign Plans (CPs) to drive the acquisition of Prestige. The concept of CPs is common to the series (see *KR&Os* 9.4), though they vary from game to game. Most involve the Capture (Control) of various locations. Once successful, you are awarded the Prestige assigned to the CP. You will lose Prestige if you fail.

The scenario instructions (*SOK* 8.1) state that the Hohenzollern player's initial CPs must be against targets in Lower Silesia. According to the Campaign Plan Chart, this Territory has THREE (3) Key Fortifications; once the Hohenzollern player has Captured them, the Territory will be Conquered. Historically, Frederick aimed to take the rest of Silesia and the enclave of Glatz, but these Fortifications will make a good start. All three are Grade Six Fortifications, which, according to the Campaign Plan Summary chart are worth 2 PPs each. Conquering Lower Silesia, if done properly, will thus be worth 1 Prestige Level + 1 PP (per *KR&Os* 9.2, 5 PPs make up 1 Prestige Level), putting the Hohenzollern player at Prestige Level Three & 1 PP. Simultaneously, the loss of these Fortifications will reduce Habsburg Prestige by the same amount, from Level Four to Level Two & 4 PPs. This would be enough to win the scenario, though it must be played to the end, and things could still go wrong.

The KR&Os do not make it clear that when one Side gains, the other Side loses, because an equal exchange is not always the case. However, it is usually so, and should be assumed in all cases where no alternate scale of reward is stated.

The Habsburg player has a very simple goal: do everything he can to put a spanner in the enemy's works. If the Hohenzollern player cannot complete his CPs, he will lose because his Prestige will not grow. If the Hohenzollern player does well, however, the Habsburg player may have to think about a Reconquest of lost Territory, which will be a hard job.

[The Habsburg player owns all the Territories in question, so he cannot Conquer them. Retaking a lost Territory is termed Reconquest.]

Assigning OPs

Like his opponent, the Hohenzollern player puts his Unassigned OP chit on the GRT at '0'. But he is on the offensive, and therefore must initiate some Campaign Plans. To this end he has been given 4 'Assigned' OPs.

Per *KR&Os* 9.434, HQ Formations may not conduct Operations (and thus attack) unless they are participating in a CP. (Per *KR&Os* 4.111 non-HQ Formations are prohibited from moving at all during the Operations Phase.) The CP in question need not be an Attack CP (ACP – or Offensive CP or OCP). During the course of this example the Habsburg player will be initiating a Defensive CP to allow his HQs to move. DCPs cost no OPs, and all Formations on the same Side may participate in one, but they have a very poor offensive capability. ACPs have to be assigned to a specific HQ, of Army grade or higher, and (in *SOK*) must have a specific target, this being a Fortification of Grade Three or better.

The most important point is that Assigned OPs act as a timer: at the end of each Turn, an OP is expended from every active CP (except for DCPs which do not require them, and Demonstration CPs, which cost 1/2 OP per Turn). Once all of a CP's OPs have been expended, the CP is terminated. If the objective has been achieved before this happens, the CP will be voluntarily terminated at that time or before (*by the by, 1/2 of any unused Assigned OPs go back into the Unassigned pool*), but if not, the CP Fails, imposing a loss of Prestige on the failing player, and <usually> a similar gain by his opponent. It is possible to extend the length of a CP by adding OPs to its allotment from the Unassigned pool (direct transfers of OPs between active CPs is not permitted), but this is expensive: only one OP is added for every two Unassigned OPs expended.

Now, although the CP is assigned to only one HQ (Army or higher), other HQs can participate in the CP, so long as they are not pursuing a CP of their own. In other words, a single ACP (for example) entitles you to conduct Operations with all your Formations, even though only one of the HQs is officially conducting the CP. (In large games, proximity may be an additional condition).

Having said that, there are limitations when using multiple HQs in an ACP. HQs without a designated CP participating in another HQ's CP can perform normally, but only the HQ to which the CP has been assigned can score Prestige for the player.

Furthermore, although other objectives can be taken by any of the participating HQs, no Prestige will be scored, except for the designated objective. For *Conquest* purposes, all that matters is the accumulation of key objectives – marrying an HQ to a target is primarily important for Prestige. Also be aware that you can take an objective with the 'wrong' HQ but claim the Prestige by moving the 'right' HQ – assuming its ACP is still active – to the location in question. Examples of these issues will be brought out in the text.

DCPs are an exception to the 1-CP/1-HQ rule, because when a DCP is active, ALL Formations on the same Side are assumed to be participating in it. And, Formations involved in a DCP are permitted to conduct an additional, non-defensive CP simultaneously.

Hohenzollern Player's OP Allocation: the Hohenzollern player decides to allocate 2 OPs to an ACP against Glogau. He gives the ACP to the *AdB* HQ. The other 2 OPs go to an ACP against Leignitz, to be carried out by the *AdS* HQ. The *AKP* HQ will remain free to assist in either or both enterprises as circumstances warrant.

Initial Situation, North & Central Silesia

Sequence of Events

Turn One (December/January)

A. Operations Phase

There are TWO (2) Phases in each Turn: the Operations Phase and the Administrative Phase. The Operations Phase is broken down into FOUR (4) identical Impulses. Within each Impulse, each player Activates all his Formations one at a time and conducts an Operation with each; when he is finished Activating all desired Formations, the other (or next) player does the same. At the end of the Impulse, all Battles are fought. Sieges, however, are non-Movement Operations that are resolved immediately. There is a further restriction in that of all possible Formations (Brigade-sized Units, Brigade-equivalent stacks of Units, Garrisons, and HQs), only HQs can Activate in the Operations Phase.

[The rule is made all-inclusive to cover eventualities where a non-HQ might be able to conduct an Operation, but so far there have not been any such instances in the series.]

Note: you can see from the Turn Record Card pictured at right that there is a track called the Peace Track. This device is only used in the Campaign Game. The intent is to produce a game ending that is not tied to player performance.

A.1. Initial Actions

1) **Random Events** (A game-specific rule). Most REs apply at the start of or during the Operations Phase. Percentile dice are used and the Random Events Table consulted. Either player can roll. This time there is No Event (die roll of 26 – there is a 40% chance of no event).

2) **Initiative** (KR&Os 3.13). Operational Initiative is determined by comparing the number of OPs that each Side has. This includes both Unassigned and Assigned OPs. The higher total has the Initiative; a die roll is used to break ties (*high or low as you prefer*). The player with the Initiative chooses who will go first. That player Activates each eligible Formation he possesses. Each Formation completes its activities before the next Activates (*exception*: a good Leader may allow multiple coordinated Activations). When the first player finally Passes, the other player follows the same routine. After both players Pass the Impulse ends.

The Hohenzollern player has more OPs (4 to 0) so he chooses, and he chooses himself. Since he is on the offensive, he does not want to risk any ‘cheap shots’ by his opponent that might slow him down. However, there would also be wisdom in letting the Habsburg player go first, because he has very little he can do; once he has Passed, the Hohenzollern player has a free hand. *These strategic choices have more relevance when both players have some operational capability and one player has a critical move to make.*

The play order will remain the same for the entire Turn.

[Some games allow more than two players. In these games the player with the highest Initiative gets first dibs, then the second highest, and so on. You can choose to go between two other players as well. It is also possible for a single player to run more than one Side (in SOK, for example, Prussia and France are 2 separate Sides both run by the French player in a two-player game). In such cases, each Side has its own Initiative and position in the turn order:]

[By KR&Os 3.14 in the 2nd through 4th Impulses you can change your or another player’s position in the turn order by paying ONE (1) Unassigned OP. Each player has the option, beginning with the last player to go and working backwards to the first player, but turn order can only be changed once per Impulse. Initiative ranking does not change.]

The Turn Record Card is a complex tracking tool for a game turn. It includes several key components:

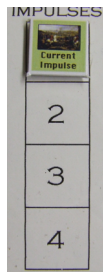
- INITIATIVE:** A bar chart showing the initiative status for Bourbon, Maritime Powers, 2nd Side, and 1st Side.
- IMPULSES:** A row of four numbered boxes (1-4) representing the four impulses of the turn.
- TURN RECORD TRACK:** A 4x4 grid representing the months of the year. Each cell contains a month name and a 'FORAGE DEGRADED' status. The months are: 1 (Jan), 2 (Feb), 3 (Mar), 4 (Apr), 5 (May), 6 (Jun), 7 (Jul), 8 (Aug), 9 (Sep), 10 (Oct), 11 (Nov), 12 (Dec).
- PEACE TRACK:** A 4x4 grid numbered 0 to 16, used for tracking game progress.
- WEATHER BY TURN:** A vertical list of weather icons and their corresponding movement penalties (e.g., SNOW 0-4, FROST 5-8, MUD 9).
- Turn Record Card:** A decorative title card with the text 'Turn Record Card'.
- NORMAL WEATHER:** A 2x2 grid showing weather effects on movement: HOT (no effect), DRY (no effect), WET (+1 MP per hex except road), MUD (+1 MP per hex except road), FROST (+1 MP per hex except road), SNOW (+1 MP per hex except road).
- PRESTIGE TRACK:** A vertical list of prestige levels (1-5) with corresponding icons and names: 5 (Europe's Foremost Soldier), 4 (The King's Right Hand), 3 (Promising Leader), 2 (Unruly Cavalry), 1 (Broken Reed).

3) **Initial Weather** (KR&Os 3.8). The scenario instructions give the initial weather as Frost. In Frost weather, Minor Rivers are ignored for movement (that is, anything requiring MP expenditure, including tracing LoCs), Major Rivers become Minor Rivers, and all Riverine Routes are treated as Roads. Frost is also Cold Weather. According to KR&Os 3.84, in Cold Weather all non-Garrison units have their CEs degraded ONE (-1) level (essentially for combat purposes), Riverine Routes are negated as such (that, is as stated earlier, they become Roads, counting through hexes adjacent to the Rivers as advantageously as possible). There is also an Attrition (KR&Os 5.3) penalty for Cold Weather. The weather result remains in force for the entire Turn (but see the notes below).

[Weather is recorded on the Turn Record Card, and its effects are listed there. Each turn box on the Turn Record Track (TRT) has its own miniature Weather Table, usually of three possibilities.]

[You can try to change the weather (KR&Os 3.82) immediately after its determination. Each player has the option, but only the first player to take the option gets to change the weather; the choice is offered in play order. To change the weather you just make a new die roll on the current turn's Weather Table. The cost is ONE (1) Unassigned OP.]

[Historically, the weather turned to Mud during the Turn. The game mechanics would only permit this if the Habsburg player had OPs. He could try for a 'change the weather' operation, followed by a die roll of '9' on the weather table. However, the need for the AdB to come all the way from Berlin (historically they were already on the march) to provide the third necessary Formation for the campaign should impose sufficient delay in itself. The initial weather was set to Frost because a) the wet weather was a freak occurrence, and b) Prussian play testers complained that their mission was 'impossible' in anything except perfect conditions.]



A.2. Operations Phase

A.2.1 Impulses

The Impulses now begin, Hohenzollern player leading.

1st Turn : 1st Impulse

1) The Hohenzollern player would like to start with some Reconnaissance, but this requires the use of Auxiliaries with an OR (Operational Range), and his Auxiliaries' ORs are very short.

[Recce can also be accomplished by moving into an Enemy-occupied hex, but only if the enemy stays, triggering a Battle. Even then, the forces are not revealed until the Battle. If the enemy moved away, he would reveal nothing. So Recce Auxiliaries are the primary way of discovering enemy strength.]

Instead, he Activates the *AKP (Armee der König von Preußen)* HQ and consults the Operational Movement Table (OMT). 4 MPs will take the *AKP* to Glogau via Grunberg. Because the *AKP* is moving entirely along a Road its MA is increased from '3' to '4' (KR&Os 4.21). On the OMT, MA 4 crossed with 4 MPs = '0' modifier. Even though the result is '0', it is a numerical value, so the Attrition Table must be consulted (as the OMT notes state).

The AC die roll is a '1', which puts it on the '2' row. Shifts are '+' for the worse (down the table), '-' for the better (up the table):

Formation started within Short range of Hub: -1 per OP at that Hub

Leader with Leadership Rating of '6': -1

Frederick: -1 (A bonus modifier found under SOK 3.151)

10+ units in the stack: +1

Cold Weather: +1

Net: -1

Shift to Row '1' = No Effect

[The Attrition Table works by row, not by column. Your initial die roll will put you on a certain row, and this row is then shifted up or down according to applicable modifiers. So, the modifiers are called Row Shifts or Shifts. ACs are per Friendly stack. So if you end a move on another stack, the combined stack is used for the AC. (KR&Os 5.312). However, only the Active Formation takes losses unless it is eliminated.]

[SOK assigns loyalty attributes to individual map Territories for political and operational purposes. Lower Silesia is defined as Austrian Influenced, which places it in a state of 'Unaligned' toward the Prussians, not 'Enemy'. There is an 'Enemy Territory' shift that therefore does not apply here. Each game comes with a State Guide showing Territorial 'stances'.]

[Depôts (KR&Os 5.5) also have a very important effect. They allow the stack to trace to a Hub as if the Hub were at Short range. The Depôt at Croßen does this. This effect can be applied even if the moving Formation ends its move beyond the 4 MP radius of the Depôt, so long as it started within the radius (KR&Os 5.53 bullet #2 states it can be triggered when starting or ending within the radius).]

[It is important to remember that the entire map starts in a Forage Depleted (KR&Os 5.42) state, because this is a Winter Turn. (The TRT indicates which Turns are FD). Ordinarily, an AC in a FD hex is conducted as if the Hub were at ONE (1) range bracket further away (i.e. Medium range in this case). Thanks to the Depôt, this effect is also ignored. As the offensive pushes further away from its base and forage depletion builds up, its effects will become important on every Turn, not just winter ones.]

The *AKP* arrives safely but must stop as Glogau is Enemy-occupied (KR&Os 4.22 bullet #2). It Blockades the Garrison (it must at least match the Garrison in SPs to do so – KR&Os 7.221 – and it has far more). KR&Os 4.151 states that non-Blockaded Enemy Fortifications prevent all Road (and Riverine) movement through their hex, but the key word is 'through'. The *AKP* can use Road movement to enter the hex.

[You will have to reveal your strength when you attempt to Blockade, but the Blockader only has to reveal as many SPs as he needs to prove his case.]

2) As part of the *AKP*'s Operation, the Hohenzollern player assigns the *Grüne Husaren Regiment* Auxiliary (already allotted to the *AKP* HQ) to a Reconnaissance Task (KR&Os 3.54) on the Habsburg <Dummy> Formation at Sagan. The *Habsburg* Formation is within range, tracing from the *AKP* at Glogau (OR of 3 MPs). The Habsburg player assigns no Screen*. He (that is, the *Habsburg* player) consults the Recce Table and rolls the die: a '7', DRM of –1 for being in a Town, means he must reveal a Dummy; the Dummy is removed (*Dummies are removed any time a Recce finds them, or if in the same hex with an Enemy unit*). The Hussar goes to the Recovery Box (*this always occurs after a Task, whether successful or not*).

*Auxiliary counters do not move on the map, they conduct Tasks (special operations), which are listed in KR&Os 3.5; game-specific Tasks are covered in the exclusive rules instead. Some Tasks have to be conducted in the midst of an HQ's Operation, others have to be conducted independently, in which case the act is treated as a discrete Operation. Usually only one Auxiliary is used at a time, but there are exceptions. In this example it would be possible to use an Auxiliary from a different source than the *AKP*, but in that case the Task would be a separate Auxiliary Operation (KR&Os 3.232). A Side is allowed two Auxiliary Operations between each HQ Operation (the Austrians are allowed THREE by special dispensation).*

*Screening (KR&Os 3.59) is a counter-Task carried out by the Inactive player. You have three possible outcomes when a Task is conducted: the target player does not Screen, in which case there is a beneficial modifier to the table being used; the target is Screened Ineffectively, in which case the Task occurs but without the beneficial modifier; the target is Screened Effectively, in which case the Task fails. An Ineffective Screen would occur when something like a Grenadier Screened against an Hussar; an Effective Screen would be Hussar on Hussar. There is a Screening Table showing the possibilities.

Recce results are always determined by the target player; the die roll is not revealed to the recce-ing player. This requires a high sense of personal honour on the part of the players, suitable for the period being simulated.

3) The Hohenzollern player Activates the *AdS (Armee der Schlesien)* HQ and moves it to Sprottau (5 MPs, but the HQ's MA of 4 is bumped up to 5 because it is moving entirely on a Road. The AC again causes no casualties, but does trigger Forage Depletion:

Formation started within Short range of Hub (thanks to the Depôt): –1 per OP
Leader with Leadership Rating of '6': –1
Cold Weather: +1
Net: –1

Die roll of '3' is the '3' row, shifted to the '2' row. No losses, but an FD marker.

An FD marker would normally be placed at Sprottau (*by the KR&Os always place FD markers in the end hex of the move*), however the presence of the Depôt at Croßen (within 4 MPs) negates this requirement. The Hohenzollern player could have used the *AdS* to lay Siege to Glogau while the *AKP* moved on, but following history, this will be the job of the *AdB*: Schwerin is off to Leignitz via Buntzlaw.

4) Another Prussian Hussar Auxiliary (*Rote Husaren Regiment*), assigned to the *AdS*, successfully Recces the Austrian Formation at Lewenburg and the Dummy is removed. (Given the terrain and the Class of Auxiliary, this result is automatic; there was no Screen). The Hussar goes to the Recovery Box.

5) For the third Prussian Operation, the Dummy is moved; the Hohenzollern player moves it 4 MPs across country to Sagan (if it moved through Glogau it would be revealed because of the Habsburg Garrison) and fakes an Attrition die roll, grumbling about having to remove a SP or two.

[Be creative when moving Dummies. There is also a device known as a Notional Garrison (KR&Os 2.811) in which a Garrison counter is placed on the map with no SPs (you put a blank chit under it). These are Dummy Garrisons and function like Dummy HQs except that they do not move.]

6) The Hohenzollern player's final Operation will be a Forced March by the *AdB (Armee der Brandenburg)* HQ at Berlin. Remember that the *Siege Artillery* was detached and will move in the Administrative Phase. Moving entirely on Roads (MA 4 up to 5), in a Friendly Territory, this is still a gamble. 10 MPs will place the HQ at Croßen, but the AC shift is +8 for that alone,

and after taking into account all modifiers (-1 Friendly territory & Army HQ, -2 for OPs; +1 Cold; *Moritz's LR is cancelled by his Rash Personality*), it would still be +6. But 7 MPs will put the AdB at Auris (2 hexes past Frankfort am Oder) and another 7 MPs next Impulse will put it at Glogau. 7 MPs compared to a MA of '5' gives a +4 shift, down to +2 with the other modifiers. The HQ also receives the benefit of the Depôt, since can either begin or end its move within the Depôt's radius to qualify.

The AC die roll is a '4', which shifts from the '3' row to the '5' row: 20% losses but no FD. There are 20 SPs (4 Cavalry, 16 Infantry) in the AdB. 4 SPs must be lost. 2 of these (50%) must be Cavalry (*KR&Os 5.322*). The Hohenzollern player records these losses by placing a chit called 'Eliminated B SPs x1' on his GRT and moving it to the '4' space on that track. ('B' is in reference to the CE of the units losing the SPs). All Prussian Cavalry are 'B' CE and the Hohenzollern player chooses to remove 1 SP each from *DB von Zieten* and *KB von Bornst*. He also chooses to remove the 2 remaining <Infantry> SPs from a 'B' Infantry unit, *FB von Hertzberg*. The Habsburg player rejoices.

Even though Cold Weather has pushed unit CE down a notch, printed CE is used when recording losses.

The requirement for 50% of losses to be taken from Cavalry may seem excessive, but it reflects reality. War is harder on horses than on men. There are many recorded cases where mounted regiments were reduced to serving on foot due to a lack of remounts. The requirement is waived when only 1 SP is lost.

There is no special routine when forced marching: any time you exceed your MA you are forced marching; the same mechanic is used whether you spend a single MP or 16 MPs, but the severity increases in proportion to how far you forced march. The maximum number of MPs that can be spent is twice a Formation's MA. Losses are proportional: it is more expensive to forced march with a large Formation. Note too, for those that like to have a lot of units with only 1-2 SPs each that ACs are modified unfavourably by the number of units present, regardless of the number of SPs present in those units.

7) Both players now Pass in succession. Thus endeth the 1st Impulse. The photo here shows the Prussian moves.



1st Turn : 2nd Impulse



The Habsburg player Passes throughout this Impulse.

1) The Hohenzollern player begins with the *AdB*, which moves 7 MPs to Glogau. The AC shifts are identical to last turn (+2 Net), but fortuitously the die roll is only a '1': the '2' row, shifted to the '4' row, for 10% losses. 10% x16 SPs (4 were lost last Impulse) means 1.6 casualties, rounded to 2, 1 of which must be Cavalry. This eliminates *DB von Zieten* and another SP comes off *FB von Hertzberg*; once again, only 'B' CE SPs are taken (*again, selecting losses is owner's choice unless noted otherwise*).

Remember that unlike most fractional results in this system, which round down, losses, whether from combat or not, round to nearest – and 10% x16 SPs = 1.6 rounds to 2. Only 1.4 or less would round down.

The march also causes FD, except that again the Depôt negates that effect (and continues to allow the HQ to operate at 'Short range' from the Hub). The *AdB* will now take over the Blockade. The HQ has sufficient SPs to qualify for this (16 to 4).

According to KR&Os 7.322, the 1 remaining Cavalry SP in the HQ cannot participate in the offensive step of a Siege (called Escalade). By implication through omission, however, this means Cavalry can be counted for Blockade duty.

2) The Prussian *Feldjäger-Corps zu Pferde* Auxiliary (OR 5) is Tasked to Recce Leignitz (*tracing from the AKP*) and discovers the Dummy, which is removed. Again, almost the only way to prevent a good Recce result in open country is to Screen the target, which the Habsburg player does not do.

3) The *AdS* moves through Buntzlau and round again to Leignitz: 6 MPs out of MA 5 (dropping 1 SP from *FB von Blankensee* as a Garrison at Buntzlau costs +1 MP: *KR&Os* 4.25). This is the last time the HQ will be able to use the Depôt to negate the Hub range penalty (*it began its move within the Depôt's radius of effect*). No losses to Attrition (AC shifts: OP/Hub -1, Leader -1, Cold Weather +1 OMT +1; Net 0; AC die roll of '1') but FD is triggered and a FD marker is placed at Leignitz.

FD does occur, even though the Depôt participated in the HQ's activities the stack causing the AC must be within the Depôt's radius at the time the AC is made for there to be no FD. Only the Hub range effect counts regardless of whether the HQ began or ended its move within the Depôt radius. This subtle distinction requires emphasis.

Because of the blanket winter FD effect, these FD markers are treated as Forage Exhausted (FE) markers. Nevertheless, FD counters are used because when the winter FD effect is lifted, any remaining FD markers will remain just that: FD markers. FE markers that are placed during this time do not make things worse than FE, but after the winter they will still be FE markers. (KR&Os 5.436).

4) The Prussian Dummy is moved to Hain.

5) The *AKP* moves to Leignitz (4 MPs out of a MA of 4), with no casualties or FD due to the subsequent AC (shifts +0 for the OMT, -2 for Fred, -1 for OPs/Hub range, +1 Cold weather; +1 for 10+ units; Net -1. Die roll of '0' is the '2' row shifted to the '1' row). Once again the Depôt comes in very handy. Because of the higher risk of Attrition due to a forced march, no Garrison is dropped at the other victory location, Leuben (*cost +1 MP to do so*); this can be done later.

6) Both players now Pass and the Impulse ends. Prussian activities as shown in the photo on the next page.

Although the AKP was the first Formation to Blockade Glogau, it is permitted to move away. ONE (1) Formation may Blockade and another lay Siege (KR&Os 7.211); the same Formation may do both, or the duties may be shared or passed to any other HQ that comes along. The restriction comes when the Siege itself is initiated. When that happens, the participating Formation may not be changed without Lifting the Siege (but note that the Blockade remains in force as long as any Friendly Formation remains in the hex). This is why a distinction is made between Blockades and Sieges. It also means that two or more Formations cannot Siege the same Fortification simultaneously (thus speeding the process unnaturally).



1st Turn : 3rd Impulse



Again, the Habsburg player will do nothing this Impulse.

1) To begin, the Prussian *Schlesische Husaren* Auxiliary is Tasked with a Recce against the last <Dummy> enemy stack, at Kosterplots, resulting in its removal. The Auxiliary goes to the Recovery Box.

2) The *AdB* initiates the Siege of Glogau:

a) Sieges can only be initiated in an Operation subsequent to a Blockade being established, and each attempt at resolution is a separate Operation (*KR&Os* 7.23).

b) The *AdB* took over Blockade duties last Impulse (on its arrival), thus freeing the *AKP* to move away. Once the *AdB* initiates a Siege, it alone must conduct each Siege Operation or the Siege is Lifted (*KR&Os* 7.211 & 7.29).

[It would have also been possible for the *AdB* to lay siege while the *AKP* Blockaded, or vice versa, but Frederick has more important things to do, and there is no risk of an enemy counterattack. Such a counterattack would be the reason for using two HQs: the one would Siege and the other defend – because by *KR&Os* 7.29 bullet #5 a Siege is automatically Lifted if a Besieging Formation is attacked (successfully or not). A separate Blockading (or other) Formation can do the fighting and protect the Besieging Formation from this effect.]

[It is not mandatory that a Siege Operation be made against a Besieged Fortification every Impulse, or even every Turn. During static periods, the current Siege status is maintained, unless the Garrison is no longer even Blockaded by the Besieging Formation. When shifting Formations around, be sure not to leave the Garrison alone for even an instant, as this will Lift the Siege.]

c) Two things happen during this first Siege Operation. First, the Siege Resistance Value (*KR&Os* 7.24) must be calculated. Second, an Investment marker is placed in the hex (*KR&Os* 7.255 bullet #1). This allows the Besieger to use the Siege Resolution Table (SRT) in subsequent Operations.

The Siege mechanics follow two parallel courses. First, every Administrative Phase, a check for Surrender is made against the current SRV. The SRV never changes, except when the Lodgement Siege Stage (see below) is achieved; at that time it is recalculated (i.e., with a breach immanent, it was usual for a defender to offer terms, or for a besieger to offer one last chance of avoiding a sack). The whole process simulates the passive elements of besieging – any fortress can be taken given enough time. Assuming no Surrender occurs, Siege Operations may be conducted during the Operations Phase. These represent the active elements of besieging and can arrive independently at the Capture of the Fortification through an Escalade (*KR&Os* 7.3).

Per *KR&Os* 7.27 a Garrison Commander can now be randomly chosen. *KR&Os* 7.27 bullet #2 stipulates a mandatory Posting if a Fortified City is under Siege, but by *SOK* 5.381, Austrian-Garrisoned Fortified Cities (Grade Six) are treated as Walled Towns (Grade Three). Nevertheless, the Habsburg player wants a commander and has a goodly pool to draw from. FML Wallis (historical) is picked and his counter placed under the Garrison Unit. At this time, per *KR&Os* 7.26, the players also Task any Auxiliaries to the Siege, beginning with the Habsburg player (as the defending Side). The Habsburg player has no Auxiliaries to allocate; the Hohenzollern player allocates the *Preußischer Ingenieur Korps* and the 2 Grenadiers allocated to the *AdB* HQ (he is allowed a maximum of 1 Auxiliary per Besieging Unit).

[FML stands for Feldmarshall-lieutenant, the rank immediately under that of full General (or Feldzugmeister for Infantry). Usually equated to major general rank, although in the 17th Century FMLs functioned as direct lieutenants to the field marshal.]

The SRV can now be calculated. The default value is 0. Per the Siege Tables:

+3 Fortification Grade 3 (instead of Grade 6, by *SOK* 5.381 again)

+1 next to a River

+0 for Garrison size (Minimum requirement is 4 SPs, which is met; Maximum is 20 SPs, which is not).

+2 Water Access (adjacent to Riverine Route; it is Frost weather, but the potential is there, so this counts).

+0 Defensive Flooding (cannot be applied in Cold Weather)

–1 Timid Garrison Commander (Wallis' Personality is Timid)

+0 Besieging Commander (Moritz is Rash)

Net +5. According to the Siege Table, this gives a 30% chance of a Surrender each time the table is used (a result of 0-2).

[There may be a typo on the SRV Chart: Water Access and Port Access are NOT cumulative.]

One final action must be taken. In all Sieges within range of a Dépôt, Dépôt Reduction (*KR&Os* 5.56 'Ammunition') must be checked for. The table has three columns, one of which is for Siege Ammunition. The chances are a 7-9. And, there is a +2 DRM because the Hohenzollern player has no Unassigned OPs. Fortunately, he rolls a '2'. The *AdB*'s Operation is now Finished.

[The type of Leader used to command a Garrison varies with the grade of Fortification and the number of SPs present. Commanders are not always required. In the case of Glogau, either a Marshal or General would be required, depending on the number of SPs; because of the small Garrison, only a General is used.]

Use of Auxiliaries by the Besieger also requires that a Friendly Depôt be within range (KR&Os 7.261). The same requirement applies to Siege Artillery. The Auxiliaries are permitted to remain even if the Depôt is removed during the course of the Siege (KR&Os 7.262) The Besieger can add more Auxiliaries (assuming the Depôt remains and assuming the limits have not been reached) each time he conducts a Siege Operation. A rule on Water Access (KR&Os 7.14) allows the Besieged player to Transfer SPs in and out of the Fortification and to add Auxiliaries later during the Siege when the Fortification is adjacent to a River; ordinarily this cannot occur.]

As noted earlier, Cavalry may only participate in Blockade duty, not Siege Operations. Therefore Cavalry units do not permit the use of Auxiliaries, they only count for maintaining the Blockade. In some games, some Cavalry units (French Dragoons, for example) can participate, thanks to their antiquated combat doctrine.]

3) The AdS moves to Schweidnitz depositing 1 SP in Garrison at Schweidnitz and at Leignitz (both off *FB von Blankensee*). This costs the HQ 5 MPs out of MA 5 (+1 placing the Garrison, 3 MPs to move, +1 to place the other Garrison). Now the AC process becomes interesting. The Depôt is no longer any help, and the AdS is operating at Medium range (20 MPs) from the closest Hub, which becomes Long range thanks to the universal winter FD

[The FD marker at Leignitz does not affect things because FD is applied at the instance an AC is made (KR&Os 5.411).]

AC shifts are: +0 for the OMT, -1 for Schwerin, -1 Army HQ, +1 Cold weather; Net -1. A die roll of '4', puts it on the '3' row, shifted to the '2' row, for no losses, but another FD marker at Schweidnitz.

[Operating beyond Depôt/Hub range is not too severe if one has decent Leaders, decent Roads, decent die rolls, and does not forced march. The worst result the AdS could have suffered would have been 10% losses. But not every nation is as 'switched on' as the Prussians.]

[Historical Note: Schweidnitz was taken from a minimal garrison by coup de main. This could be simulated in the game by the use of a Notional Garrison (i.e. dummy) at Schweidnitz.]

4) The AKP moves to Breslau: 4 MPs out of an MA of 4. Note that Breslau is in Enemy Territory (*according to the State Guide, it is defined as Habsburg Core, Friendly to the Austrians and Enemy to the Prussians*), which provides an additional '+1' AC row shift. Even with Frederick present the chances for loss are high (shifts: +1 each Cold & Enemy Territory, -2 Frederick; net 0). A die roll of '0' – phew! No losses but a FD marker is placed.

Remember that the AKP does not have an ACP to take Breslau. This does not prohibit it from doing so, notionally as part of the AdS' ACP, but no Prestige will be scored (or lost by the Habsburgs) if it is taken in this manner. (No, you cannot conduct an ACP against an objective you have already taken.)

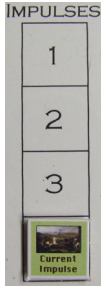
[Historical Note: Breslau refused to allow an Imperial garrison. The town was predominantly Protestant and favoured Prussian rule. The local militia reportedly welcomed the Prussians from the walls, only 6 of the Catholic Bishop's men resisting briefly. Von Browne attempted to leave a garrison at the last minute, but the political situation was too unstable and he withdrew them. This situation cannot really be gamed, except by a scenario rule denying the Habsburg player the right to set up forces there. The Random Event called Town Independence normally covers these affairs. The problem is that if the Town Independence result were obtained by the Hohenzollern player on Turn 1, he would always use it against Glogau; for this 'historical' example, that is not permitted.]

5) The Dummy is moved from Hain to Goldberg.

6) A Double Pass and the Impulse ends. The photo on the next page shows the activity for the Impulse.



1st Turn : 4th Impulse



This will be a quiet Impulse. The Hohenzollern player wants to Reorganise his forces, which can only be accomplished during the Administrative Phase (or after a Battle).

1) The *AKP* merely forms a Garrison of 4 SPs at Breslau (cost 1 MP, and as expected, no losses to Attrition (an 'N' result on the OMT means no AC is made). 1 SP comes from each of the 4 Infantry brigades: *FB Prinz von Bevern*, *FB von Hautschermoy*, *FB Prinz von Darmstadt*, *FB von Bosse*.

[The Road bonus does apply in this situation, though it means nothing. The Garrison could have been Formed last Impulse, but that would have increased the risk of Attrition due to the extra MP expenditure.]

2) The *AdS* does not move (Schwerin is busy with Frederick, entering Breslau in triumph to the acclaim of the populace).

3) The Dummy does not move either.

4) At Glogau, the *AdB* conducts a Siege Operation and the Hohenzollern player consults the Siege Resolution Table (SRT), using the Investment column. *(The column used corresponds to the current Siege State).*

DRMs are provided by Auxiliaries. Different Auxiliaries are required at different Siege Stages. At Investment, only Grenadiers and Pioneers have value. Since the Habsburg Side has no Auxiliaries, the Hohenzollern player gains a +1 for his Grenadiers, and a +2 for his Pioneers: Net +3. The Auxiliary DRMs on the tables are absolutes; whomever has the most gets the printed bonus. But, the 'under-strength' and Siege Artillery DRMs are cumulative.

[Yes, knowing that the Habsburg player has no useful Auxiliaries, the Hohenzollern player would not assign 2 Grenadiers, but Frederick did not know that.]

The Hohenzollern player rolls a '6' +3 = 9. Consulting the 'Investment' column of the SRT, this yields an 'Approach' result. The Investment marker is exchanged for an Approach marker. Next time, the 'Approach' column will be used. *(The result is not a natural '9', so the special results table – SSRT – is not used. Special results are covered in KR&Os 7.28).*

The Hohenzollern player now checks to see if the Depôt at Croßen suffers Reduction. A die roll of 7-9 will Reduce the Depôt, but the Hohenzollern player rolls a '4' +2 = '6'.

Remember that every Siege Operation beyond that required to Invest a Fortification must draw Ammunition from a Depôt (thus risking Depôt Reduction), but only if a Depôt is available. Siege Operations are therefore permitted outside the radius of a Depôt, but, as noted before, are penalised by not being able to use Siege Artillery or Auxiliaries.

The *AdB*'s Operation is over, as is the Hohenzollern player's Impulse.

5) At this point the Habsburg player decides to do something. He conducts an Operation using his Hussar Auxiliary (*Hussar Regiment Ghilanyi*). By keeping the Auxiliary in the Available Box, he can trace his OR from any Garrison, and even from a Dummy Formation. This last is a special ability possessed by the Austrians. This will be a Plunder Task (*KR&Os 3.57*) against Hain, using the Garrison of Ohlau as the base unit (8 MPs from the Garrison, across the bridge to the south, then across country; the Rivers are frozen and ignored). The Habsburg player *secretly* chooses his Hussars and declares the target hex. The Hohenzollern player decides to Screen (*KR&Os 3.59*) using a Grenadier from the *AdS*. Both players reveal their Auxiliaries and the Screening Chart is consulted. The chart shows that a Grenadier may only Effectively Screen against a Grenadier. However, an Ineffective Screen is still better than no Screen. Both Auxiliaries go to their Recovery Boxes and the Plunder attempt is assessed using the Plundering Table. If the Screen had been Effective, the Task would have failed. The Habsburg player rolls the die, subtracting '2' (–1 for Hussars; –1 for being of the Austrian Contingent; there would have been a further –1 for 'No Screen'). He rolls a '4' which becomes a '2' yielding success. A FD marker is placed in the hex.

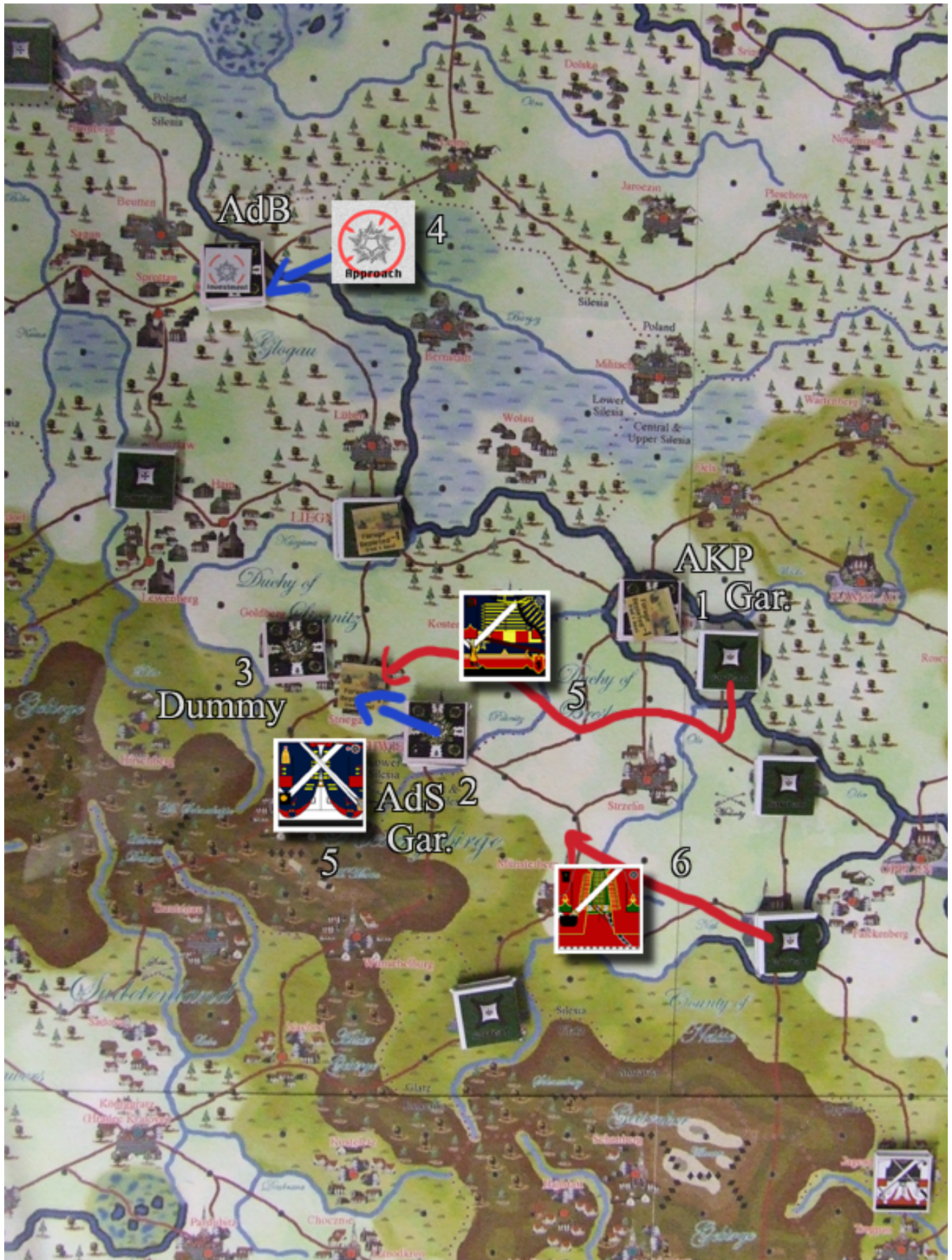
Even Screening Auxiliaries must trace an OR if the target hex does not contain a unit Friendly to the Screening Auxiliary. Regarding Contingents, in this scenario, each players' forces belong to one Contingent that coincidentally has the same name as their overall force pool. In many cases however, there will be other Contingents; in the Campaign Game the Habsburg player has British, Hanoverian, Reichsarmee, Hessian, Dutch, and Danish forces. Always be sure to check the context. DRMs apply only to Contingents unless it specifically states that a Side is meant.

FD & FE markers have a radius of effect of 1 hex. Overlapping zones do not have cumulative effects; just use the worst effect of the markers in question.

6) The Habsburg player Tasks his Grenz Auxiliary to another Plunder Task, this time to a hex just north of Münsterberg (the Grenzer only has a 4 MP OR). The Hohenzollern player does not Screen; his Grenadiers only have a 1 MP OR and his other Auxiliaries are not eligible to Screen. This means a –2 DRM on the Plunder Table (–1 Austrian, –1 No Screen), but the Habsburg player rolls a '6' down to a '4' and fails. The Auxiliary goes to the Recovery Box.

[You can find all the Auxiliary abilities on the Auxiliary Class Summary sheet included in each game. There is a matching sheet for Unit Class special abilities as well.]

7) The Impulse is now over, as is the Operations Phase. The photo on the next page show's the Impulse's activities.



B. Administrative Phase (Turn 1)

In this phase, the players go in the order determined at the start of the Operations Phase (i.e. Hohenzollern player first). Much of the phase deals with strategic and political activities specific to the game being played, but ignored during the Minor Scenarios. The three most important activities are Supply, Replacement & Reinforcement, and the Reorganisation or redistribution of forces. Each Side must conduct its activities separately, in player order (*although with experience, players can sometimes conduct their actions simultaneously, provided such actions are not dependent on other actions*).

B.1. Initial Activities

1) **Check for Special Events & Political Events.** These steps generally only applies to the Campaign Game. Special events are detailed by the game-specific rules. In the Minor Scenarios such events are factored in. A distinction is made for Political Events because these must occur after any Strategic/Special Events (*most Events are political in nature, but the rules will clearly indicate which are 'Political with a capital P'*). There may be a Random Event effect carrying over from the start of the Turn; REs are *not* checked for at this time.

B.2. Campaign Plans & Victory Check

2) **Check for Campaign Plan (CP) Failure** (*KR&Os* 9.44). Apart from failing due to circumstances, a player can voluntarily choose to Fail a CP. His opponent may also be able to demonstrate that he did not fulfil all the prerequisites before starting the CP; in this case the CP also Fails. The Habsburg player has no worries since he has no active CPs. The Hohenzollern player is doing well and decides not to voluntarily abandon his CPs.

Each Active CP now loses ONE (1) OP – the standard ‘countdown’ for most campaigns – leaving the *AdB*’s CP with 1, and the *AdS*’ with 1. But, the *AdS*’ ACP against Leignitz has Succeeded, earning the Hohenzollern player 2 PPs and causing the Habsburg player to lose 2 PPs. This terminates that CP. By *KR&Os* 5.232 the Hohenzollern player can recoup HALF (1/2) of his unused Assigned OPs when a CP is terminated, but this value is rounded down, so in fact the remaining OP is lost.

Note that determining Success is listed after subtracting OPs for Active CPs.

3) **Check for Victory** (*KR&Os* 9.0 and *SOK* 2.0). Since the scenario goes on until the last Turn, no check for victory is made. The players could agree to stop once the Hohenzollern player has more Prestige than the Habsburg player – the basic criteria for this scenario – or agree to stop after a set number of Turns. Those would be house rules. Prestige now stands at Level Two & 2 PPs for the Hohenzollerns and Level Three & 3 PPs for the Habsburgs.

4) **Initiate New CPs** (*KR&Os* 9.42). You need Unassigned OPs to do this, so neither player will be launching a new ACP or DemoCP. This will not prevent the Hohenzollern player from conducting more Sieges, just from collecting Prestige for them.

Defensive CPs are free, but neither Side initiates one. The Hohenzollern player really has no need. Having an Active CP of any kind imposes a severe penalty on attempts to accumulate new OPs, so the Habsburg player will bide his time.

B.3. Initial Supply Activities

1) **Attrition Checks** (*KR&Os* 5.3). According to the Attrition Table, stacks of 10+ non-Garrison Units have to make ACs in the Administrative Phase. These ACs are made the same as any other, except that there will be no OMT-generated row shifts and fewer other shifts. The Attrition Table has a number of asterix’ed shifts; none of these are used at this time. Only the Hohenzollern *AKP* HQ qualifies in this case. Row shifts are:

+1 for Enemy Territory (Breslau is in Upper Silesia, a Core Habsburg territory).

+1 per 10 units (net +1: *there are 13 units including the Artillery*)

+1 for Cold Weather

Net +3

The Hohenzollern player rolls a '0', which is the '2' row, shifted to the '5' row, for a total of 20% losses but no FD. The *AKP* has 42 SPs (*including the Artillery Battery*) $\times 20\% = 8.4$ rounded to 8 SPs lost, of which 50% are Cavalry. He eliminates only 'B' CE SPs. (*By a house rule, you could choose to eliminate SPs proportionally based on CE*). Note that although the AC is made per Stack, not Formation, the Garrison Unit is ignored in these calculations; it also cannot be used to satisfy losses. Losses are: 1 SP off *KBs von Kyau, von Rochow, von Bredow, von Goltze*, 2 SPs each off *FBs von Hautschemoy and von Darmstadt*.

[Sometimes 'stack' means all Friendly Units, and sometimes it means all Units, period. For ACs the qualification is number of Friendly Units in the hex, except that Garrisons do not take ACs and do not contribute to them (technically, because they are in a separate location).]

Eliminated Hohenzollern SPs on the GRT stand at 14 'B' CE.

2) **Trace valid LoCs between Depôts and Hubs** (KR&Os 5.54). Depôts that cannot trace such a LoC risk Reduction (KR&Os 5.54). Neither player has a problem here.

These LoCs (only) must be traced using Road and/or Riverine routes, or via Port-to-Port sea routes. These routes qualify even if the weather has negated them for movement purposes – though most importantly, the Road MP rate cannot be used in bad weather.

Hubs can be Suppressed (KR&Os 5.55) by stacking an Enemy Formation with them – even if Friendly Units are present. The Hub is reduced to acting as a Depôt within its own hex. Furthermore, there is a penalty on the OP Accumulation Table (OPAT). In this scenario Suppression will simply not occur.

B.4. Movement; and,

B.5. Redeployment and Reorganisation of Forces

These two steps can be combined as desired. I.e. you can Reorganise, move something, take Reinforcements, move something else, Reorganise something else, and so on. However, all activities must be conducted in player order; the Hohenzollern player will finish these two steps before the Habsburg player does anything.

1) **Reinforcements** (KR&Os 8.4). According to the scenario, neither Side receives Reinforcements.

2) **Replacements** (KR&Os 8.5). Only the Hohenzollern player has lost SPs (14 of them, all 'B' CE). Replacements are only taken once per Quarter. That is, the 1st, 5th, 9th, and Turns of the Turn Record Track. Since this is Turn 1 on the TRT, Replacements ought to be taken (KR&Os 8.5). However, the Hohenzollern player has a better idea. According to KR&Os 8.531, in the Spring Quarter (Turn 5) you can spend OPs to increase the replacement rate for cavalry – normally 1 in 5, it can be increased to as much as 1 for 1. The Hohenzollern player will gamble in hopes that he will have enough OPs by then to buy back much of his Cavalry.

[Since the 2nd edition of SOK was released, Quarterly Turns have been moved to the end rather than the beginning of each Season. This has eliminated a number of sequencing issues. This change can easily be applied to older games but because none of the SOK game material shows it, the old format has been retained for this example. Under the new sequence, the players are not allowed to take Replacements on Turn 1, but since no Replacements were actually taken, this example of play does not suffer; also the text as written brings out the point about the Cavalry.]

3) **Movement** (KR&Os 4.26). Only units not assigned to an HQ may move, and (at the moment) there is only one of these for the Hohenzollern player, and one for the Habsburg player.

If the Rivers were not frozen, the Artillery could be moved all the way to Glogau in one Turn.

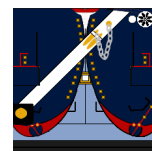
Ambuscades (KR&Os 3.53) can be conducted in the Administrative Phase, but neither player can conduct Ambuscade Tasks because of the location of the potential targets (Units moving administratively). The object of such Tasks is to cause the moving Formation or Unit to expend extra MPs, and occasionally to suffer a direct loss. They can only be carried out in certain terrain types, as noted on the TEC. Other Administrative Phase Tasks include Screening, Riverine Movement assistance (Pontooners) and inspiring Desertion (Deserters).

4) **SP Transfers** (KR&Os 3.33). KR&Os 3.333 states that during the Administrative Phase an SP can be only Transferred from one Unit to another if both are within FOUR (4) MPs or less of each other.

5) **Reorganisation** (KR&Os 3.62). This term means the shuffling of Units between Friendly HQs stacked together, plus the Forming (creation) of new HQs and the Unforming (disbanding) of existing HQs and the Forming/Unforming of Units.

Actions:

- 1) The Hohenzollern player moves his Siege Artillery Unit at Berlin. Administrative Movement can only be move along Road or Riverine Routes (*treated as Roads due to Frost but still eligible under that category*) at a rate of its printed MA +1 (*for Road movement*) x4: ((2+1) x4 = 12 MPs), putting the unit at Auris, 2 hexes from Frankfort. Administrative Movement does not trigger an AC.



Administrative Movement is conducted solely along Roads or Riverine Routes. Along Riverine Routes, in most games, the distance is limited only by Navigability and the fact that the move must start and end at a Depôt or Port.

There is a restriction on Administrative Movement – by default you cannot approach within 4 MPs of an Enemy non-Garrison Unit. However, by KR&Os 4.267, this is waived if the moving Unit will end in a Friendly-occupied hex (so you can march reinforcements 'to the front' in the Admin Phase).

- 2) The Hohenzollern player wants to shift some SPs from the AKP to the AdS, and to Form a number of Column HQs. Shifting the SPs can be done in two ways:

- a) Since the HQs are within 4 MPs of each other, the SPs can be Transferred, but only between existing Formed Units (*only Reinforcements/Replacements can be used to Form new Units*); or,
 - b) Units can be detached and moved Administratively from one HQ to the other.
 - c) A combination is possible.
- 3) Within the *AKP* the Hohenzollern player Transfers 2 SPs from *FB von Bevern* to *FB von Hautschermoy*. 'Von H' is CE 'B' and 'von B' is CE 'A' but this does not matter; the SPs can even be Transferred the other way (*SPs are rated for Class but not CE*).
- 4) *FB von Bevern* is then detached from the *AKP*, moved Administratively to the *AdS*, and attached to it.
- 5) From the *AKP*, *FB von Bosse* and *KB von Kyau* are detached to Form the *Column A* HQ.
- 6) *FB von Hautschermoy* and *KB von Rochow* are likewise detached to Form *Column B*.
- 7) At the *AdS*, *DBs von Nassau* and *von Stille* are detached to Form *Column C*.
- 8) The Hohenzollern player is satisfied with his existing command structure – even Moritz's Siege is progressing well – but new Leaders, randomly chosen, have to be Posted to the new Prussian Columns. Columns require Generals; a Marshal can only be used if no General is available in the Officers' Mess: Jeetze for *Column A* (historical), Posadowsky for *Column B*, and Werdeck for *Column C*.

If no Leader is available at all, you can still Form HQs: their commanders are notional, with a LR of '0' and no Personality (and automatically replaceable by a real Leader).

[Historical Note: Column B was commanded by MG Kleist, but the game only includes LGs and above; Column C was commanded by a colonel.]

Now it is the Habsburg player's Turn, but he takes no action. He could place Dummies, but since it is obvious he has no HQ, there is no point.

6) **Auxiliary Recovery** (*KR&Os* 8.6). All the Auxiliaries that were Tasked during the Turn have gone into the Recovery Box – except for those still participating in the Siege. Using the Recovery Table, each Auxiliary in the Recover Box is rolled for individually. Chances are pretty low for Cavalry Class Auxiliaries but ironically, the Austrian Hussars, and the Prussian *Grüne* and *Schliesen* Hussars Recover. The rest do not. The Recovered Auxiliaries go into the Available Box. According to *KR&Os* 3.517, Recovered Auxiliaries can be reassigned to an HQ immediately, so the Hohenzollern player returns his to the HQs they served with previously: *Schliesen* with the *AdS* and *Grüne* with the *AKP*. The Habsburg player prefers to retain his in the 'central reserve'.

7) **Siege Checks** (*KR&Os* 7.2). Based on the SRV calculated earlier (value of 5) the Hohenzollern player uses the Siege Table against Glogau. If he rolls a 0-2 the Fortification will Surrender. He rolls a '3'. Drat.

B.6. Final Supply Activities

This step must be followed exactly as listed in the Sequence of Play.

- 1) **Build Depôts** (*KR&Os* 5.58). Neither player builds any, since neither player has Unassigned OPs.
- 2) **Disband Depôts** (*KR&Os* 5.58). The main reasons for disbanding Depôts are: a) to recover 1 OP per step (50/50 chance), and b) to move a Depôt when you have none to spare. But the Depôt at Croßen is too valuable to remove.
- 3) **Depôt Isolation** (*KR&Os* 5.571). This is not an issue at this point and only applies a) to Depôts in Fortifications under Siege, where there is no LoC to a Friendly Hub, or b) to Depôts that cannot trace a path of non-Enemy-occupied Road/Riverine Routes back to a Friendly Hub.
- 4) **Increase Unassigned OPs** (*KR&Os* 5.22). This requires the use of the OP Accumulation Table, or OPAT. The chance of acquiring new OPs varies with the Side – each Side has its own column on the table. There are also DRMs: +1 in a Forge Depleted Turn (which this is) and +3 if the Side has an Active CP, including a DCP. The Hohenzollern player rolls a '3' +4 yields 1 OP, which is recorded by moving the Unassigned OP chit up one box on the GRT. The Habsburg player rolls a '2' +1 for 1 OP also.
- 5) **Forge Restoration & Degradation** (*KR&Os* 5.44). This requires that the hexes in question be 5 hexes (not MPs) from a unit. None qualify. Even then a die roll is required. Forge Degradation in this step is a game-specific rule and does not apply here.

[Historical Note: whole regions were frequently devastated by repeated campaigning and often took years to recover.]

End Turn

The Turn ends, the Turn Marker is moved to January, and a new Turn begins.


The map shows the current situation. The diagrams on the subsequent pages show the current state of the Hohenzollern player's forces. Those of the Habsburg player have barely changed.


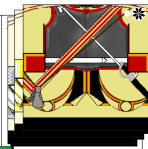

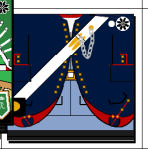

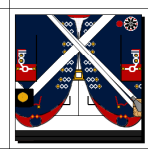



State of the Hohenzollern Forces, End of Turn One

(Habsburg Forces remaining as they were originally except for the *Grenz* Auxiliary in the Recovery Box)

Sport of Kings Hohenzollern HQ Display Army & Grand Army HQs





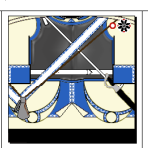
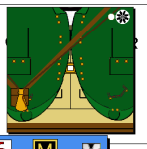
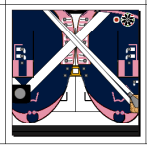
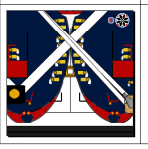
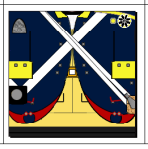

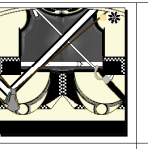

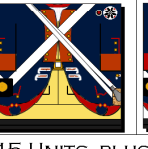

			2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
			2 SP		4 SP		6 SP	7 SP	8 SP
	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP	8 SP
COMMANDER & AUXILIARIES	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP	8 SP

GRAND ARMY MAY HAVE 15 UNITS & 1 ARTILLERY UNIT PLUS ANY NUMBER OF OTHER HQS
 GRAND ARMY MUST BE COMMANDED BY CAPTAIN-GENERAL IF POSSIBLE. PLACE OTHER HQS ANYWHERE ON TRACKS.
 EACH ARMY MAY HAVE UP TO 15 UNITS & 1 ARTILLERY UNIT; MUST BE COMMANDED BY A MARSHAL. (2 TRACKS FOR EACH HQ TO EASE STACKING)

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Sport of Kings Prussian HQ Display: Army HQs



			2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
	1 SP	2 SP			5 SP		7 SP	8 SP	8 SP
	1 SP		3 SP	4 SP	5 SP	6 SP	7 SP	8 SP	8 SP
	1 SP			4 SP	5 SP	6 SP	7 SP	8 SP	8 SP

EACH ARMY MAY HAVE UP TO 15 UNITS, PLUS 1 ARTILLERY UNIT EACH ARMY REQUIRES 1 MARSHAL AS COMMANDER
 (2 TRACKS PROVIDED FOR EACH ARMY TO EASE STACKING)

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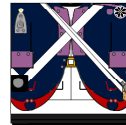
Sport of Kings Hohenzollern HQ Display: Columns



 4 G 5 Generallieutenant von Jeetze		2 SP	3 SP	4 SP		6 SP	7 SP	8 SP
 2 G 3 Generallieutenant von Posadowsky		2 SP	3 SP	4 SP		6 SP	7 SP	8 SP
 2 G 3 Generallieutenant von Werdeck	1 SP		3 SP	4 SP	5 SP	6 SP	7 SP	8 SP



RECOVERY BOX
(AUXILIARIES)



Turn Two (January)

A. Operations Phase

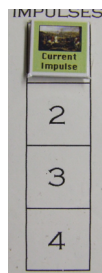
A.1. Initial Actions

- 1) **Random Events** (A game-specific rule). Die roll of '97'. Diplomatic Setback. Has no relevance to the Minor Scenarios.
- 2) **Initiative** (*KR&Os* 3.13). The Hohenzollern player still has more OPs than the Habsburg player (3 points to 1) so he chooses who will go first in the coming Impulse; he chooses himself. The play order will remain the same for the entire Turn.
- 3) **Initial Weather** (*KR&Os* 3.8). Frost again. To repeat the effects: Minor Rivers are ignored for movement (that is, anything requiring MP expenditure, including tracing LoCs), Major Rivers become Minor Rivers, and all Riverine Routes are treated as Roads. Frost is also Cold Weather. According to *KR&Os* 3.84, all non-Garrison Units have their CEs degraded 1 level, Riverine Routes are negated as such (that, is as stated above, they become Roads, counting through hexes adjacent to the Rivers as advantageously as possible). There is also an Attrition penalty for Cold Weather.

A.2. Operations Phase

A.2.1 Impulses

The Impulses now begin, Hohenzollern player leading. The Habsburg player will be assumed to be Passing every time, except where noted.



2nd Turn : 1st Impulse

The first Operation described below could easily be conducted as three discrete Operations. It has been rendered as a Combined Operation for illustrative purposes; also, it might be desirable to conduct the following activities as a CO where the other player could interfere during his own Operations.

1) The Hohenzollern player begins by conducting a Combined Operation (*KR&Os* 4.3) with the *AKP*, *Column A*, and *Column B*. In a CO, all participating Formations move simultaneously, remaining within the overall commander's Combined Operations Rating (COR). The overall commander has to be the Leader Posted to command the highest HQ, which is the *AKP*. Frederick's COR is '6' MPs, but this is reduced to '5' because he is commanding 2 other HQs (*KR&Os* 4.311). The HQs must make their own OMT die rolls, and each hex containing a participating Formation at the end of the Operation will suffer an AC. Remember that ACs are made by stack, so if the HQs were converging on a hex the penalties would be greater. However, this is not the case here. *Column A* intends to march to Namlau (5 MPs out of MA 5), the *AKP* to Ohlau (1 MP out of 4), and *Column B* to Brieg (3 MPs out of 5).

Column MAs are based on the slowest Unit, period, whereas Army and Grand Army HQ MAs are based on the slowest Unit or the HQs own MA, whichever is less.

COs are not automatic. A Leadership Check is required. Furthermore, Frederick has hitherto been acting on his own. Now he has subordinate Leaders (even though they are commanding separate Formations, they are considered Subordinate because this is a CO), requiring a check for Insubordination. Failure of the LC will mean that only the *AKP* Activates, plus an AC will immediately occur (in *Frederick's* original hex). There is not much danger of Insubordination (*KR&Os* 3.75). 3x *Frederick's* LR of '6' = 18 (if anyone tries to get fresh, he'll have their skins nailed to the cathedral door). For interest sake, the combined IV for the two Generals is '5' (1 for *Jeezte's* Aggressive Personality; 4 for *Posadowsky's* Rash Personality). Frederick's LC is therefore not modified, but he must still roll a '6' or less. This the Hohenzollern player does (a '4').

Commander's LRs are usually x2 for CO purposes, but Captain-Generals' LRs (Frederick is a Royal able to act as a Captain-General) are usually x3.

On the OMT, the *AKP* does not need to make an AC ('N' result). *Column A*: die roll of '4' = '3' row, shifted to '2' row (shifts: Column HQ -3; +1 for Cold & Enemy territory; Net -1); no losses but a FD marker is placed. *Column B*: die roll of '7' = '4' row, shifted to '2' row (shifts: Column HQ -3, distance in MPs -2; +1 each for Cold, Rash Leader, & Enemy Territory; Net -2); no losses, FD placed.

All three HQs Blockade their respective Enemy-held Fortifications. All are strong enough to qualify. The *AKP* was the first to move, Blockading Ohlau so that *Column B* could move past (*player choice of the order of movement*).



2) Both the *AdS* and *Column C* move to Münsterberg (3 MPs) in separate Operations. Though stacked at the start of the Turn, each HQ must Activate and move independently, unless Schwerin also conducts a CO. Since there is no real need for a CO (there was no need for Frederick to do it except in the interests of the example of play, and to show off), they will move independently. AC shifts are a net '-2' for the AdS (-1 each Army HQ & Schwerin's LR, -2 OMT; +1 each Enemy Territory & Cold weather); AC die roll of '6', row '4' shifted to row '2' = no losses but a FD marker.

Umm... perhaps the HQs should have conducted a CO. Now, when the Column's AC is made, it will be in a FE hex. The AC die roll is a 5, row 4 shifted to 2 (shifts: -3 Column HQ, -2 OMT; +1 each for Enemy Territory, Cold, LR of '2'; Net -2). No losses. The FD marker is flipped to FE, but since the hex is already FE thanks to General Winter, there is no further effect. When the winter effects are terminated, however, the FE marker will remain.

3) The Dummy at Goldberg is moved to Landeshut; the new Dummy stacked with the *AdS* is moved to Strzelin.

4) Finally, the *AdB* conducts a Siege Operation at Glogau. The Siege has progressed to the Approach stage, so that column of the SRT will be used. The same DRM applies: +3. At Approach, Sappers can also be used. The Prussian engineering asset is both Sapper and Pioneer Class, but may only use one attribute at a time; since the modifier is the same it makes no difference which. The SRT die roll is a '1' modified to a '4'. No Effect.

The Hohenzollern player checks to see if the Depôt at Croßen suffers Reduction. '7+' will Reduce the Depôt, but he rolls a '2'. No problem. Now that he has an Unassigned OP, the +2 DRM goes away.

Any SSRT results (KR&Os 7.28) will override the current conditions of the SRT. For example, an SSRT result obtained at the Approach stage that generates an Escalade (storm of the fortress) will a) cause the Surrender of the Fortification through storm if successful, or b) impose the penalties of a failed Escalade if not successful. A failed Escalade normally results in the return of the Siege to the Lodgement Stage, but in the case of an SSRT, to the Stage it was at before.

You should also be aware that Rash Leaders are required to conduct Escalades whenever possible.

Both players Pass and the Impulse ends. The map shows the various actions.





2nd Turn : 2nd Impulse

For the second Impulse, most of the Hohenzollern player's HQs will be initiating Sieges (Investments). Though this is permitted outside the radius of a Depôt, he will not be able to Task any Auxiliaries to the Sieges. The Habsburg player is not so limited, but he lacks the Auxiliaries to commit. The Habsburg player will be Passing throughout.

1) Beginning with the *AdB* at Glogau, the SRT die roll is a '2' +3. Still no effect.

Not only is there No effect on the progress of the Siege, but because the die roll was a natural '1' the Hohenzollern player loses an Unassigned OP. (When circumstances permit, it is advisable to conduct any activities that may cost OPs last). If he had lacked that OP, the loss would have come from Assigned OPs – for preference the CP most closely related to the action in question. The Hohenzollern player can still operate offensively, but at some point his lack of OPs will catch up with him and he will lose lots of SPs to Attrition.



The Hohenzollern player checks to see if the Depôt at Croßen suffers Reduction. Since he has no Unassigned OPs, the die roll is modified by '+2'. He rolls a '0' +2 = 2. No problem.

2) The *AKP*, *Column A*, and *Column B* all have Investment chits placed on them, in three separate Operations. The Garrisons at Namslau and Brieg must have Generals randomly assigned to command them: *FML Mercy* for Namslau, *FML Sikorsky* for Brieg. Because there is no Depôt within range (4 MPs), no Auxiliaries can be assigned by the Hohenzollern player; the Habsburg player does not want to assign his one Auxiliary to either Siege. On the other hand, there will be no Depôt Reduction. SRVs are, respectively: Ohlau 3, Namslau 0, Brieg 4.

Ohlau does not require a commander because it has too small a Garrison, defending a Walled Town.

It is not possible to conduct a CO in this case, because COs are always Movement Operations; it would not be possible even to move a Formation and initiate a Siege with another Formation as a CO. Remember that Blockades are not Sieges and occur as part of movement.

3) The *AdS* moves from Münsterberg to Neiße. 3 MPs out of MA 5. AC shifts are net '-2' for the *AdS* (-1 each Army HQ & *Schwerin*'s LR, -2 OMT; +1 each Enemy Territory & Cold Weather); AC die roll of '8', row '5' shifted to row '3' = 10% losses and no FD. The *AdS* currently has 10 SPs: $10 \times 10\% = 1$ SP lost. 1 SP comes off *FB Prinz von Bevern*. This is an 'A' CE Unit, so the 'x1 Eliminated A' chit is placed on the GRT in the '1' space. Despite this loss, the *AdS* retains enough SPs to qualify to Blockade the Garrison at Neiße.

Remember, when only 1 SP is lost, it does not have to be Cavalry, even though you normally round up when determining the proportion Cavalry losses.

4) *Column C* will not do anything this Impulse (it contains 4 SPs of Cavalry which the Hohenzollern player hopes can slow down any thrust from Glatz; if needed elsewhere it can easily be moved (with only 4 SPs, a 10% AC loss will have no effect).

[Historical Note: a minor probe was launched against Glatz but it determined that the approaches were choked with snow and that a siege would be impractical.]

5) The Dummies remain where they are.

The map on the following page shows the activities of the Second Impulse.



[Above: the 2nd Impulse.]

IMPULSES 2nd Turn : 3rd Impulse

1
2
Current Impulse
4

1) The *AdB* at Glogau begins its third attempt at advancing the Siege. The Hohenzollern player rolls an '9' +3 = 12. A Lodgement! Because the commander of the *AdB* (*Moritz von A-D*) is Rash, he has to initiate an immediate Escalade (*KR&Os* 7.3) as soon as the Lodgement is achieved.

Ordinarily, another Siege Operation using the Lodgement column of the SRT and a subsequent Breach result is required.

Escalades are a simplified form of Battle. This will be a No Breach Escalade (*KR&Os* 7.311), which suffers a 1-column shift to the right on the Escalade Table.



Step one is a declaration of Leading CE (LCE). The Habsburg Side's LCE will be that of the Garrison; the Hohenzollern Side's will be that of any current CE value present in the Besieging Formation, provided the Units having that CE total at least 20% of the Besieging SPs present. The Garrison in this case is a 'D' and the Besieger's best eligible CE is a 'B', shifted to 'C' because of the Cold Weather rules.

Step two is the determination of Auxiliary Superiority. In this case, only Grenadiers count, which gives the Hohenzollern Side the advantage, since they have some and the Garrison has none.

In this instance there are no other modifiers.

Resolution is as follows. The Hohenzollern player rolls a die and cross-indexes the value with the Fortification's Grade (Six, modified to Three because of the Austrian Garrison). Grenadier Superiority acts as a DRM of +1, and LCE acts as a column shift. In this case, CE 'C' is one grade better than CE 'D', so there is a 1-column shift to the left. Unfortunately the Hohenzollern

player rolls a '1' +1 on the '2' column. Each Side loses 1 SP (the Prussian SP is taken off *FB von Hertzberg*). The Siege Stage remains at Lodgement (with a regular Escalade it would drop back to Lodgement)

The Hohenzollern player checks to see if the Depôt at Croßen suffers Reduction. He rolls a '2' +2 (no OPs) = '4'. No problem.

2) The *AKP* at Ohlau has better luck. No Auxiliaries will be used. There is no Besieged Commander since the Garrison is small and it is not a Fortified City. There is a +2 DRM because the Garrison is 2 SPs under the minimum requirement (3).

[Frederick is Aggressive and this also allows the Hohenzollern player to choose to go to an instant Escalade (a No-Breach Escalade) once a Lodgement is achieved, but he is not driven to choose that method as was the case with Moritz at Glogau.]

The Hohenzollern player rolls a '9' on the SRT, modified to an '11'. Ordinarily, an Approach marker would be placed on the Siege hex, but first, the natural '9' allows the Hohenzollern player to roll on the Special Siege Results Table. This is a voluntary act, and the intention to use the SSRT must have been declared prior to the die roll. By doing so, the player forfeits the ordinary result obtained on the SRT. Before they started to play, the Hohenzollern player said he would make a habit of always taking the special result, so the SSRT is consulted. Two dice are rolled, one after the other (different coloured dice would permit a single shake of the hand). The first die roll is a '1': Guile. Under the Guile column, the second die roll is an '8': Betrayal. The Garrison Surrenders with Honours of War. The Hohenzollern player removes both the Garrison unit and its SP from the map. They will be returned to the map in the Administrative Phase, in a location of the Hohenzollern player's choice (*KR&Os* 3.43 bullet #3).

[The removal of the Garrison Unit means that there is one less Garrison in the Habsburg player's counter mix until the end of the Turn.]

3) *Column A* at Namslau could simply remain idle, since the SRV at Namslau is '0', which guarantees a Surrender in the Administrative Phase. But this will mean the forces there will be unable to rejoin the *AKP* in the Administrative Phase, because Siege Resolution occurs just prior to the Final Supply step. There is a +2 DRM for the number of SPs the Garrison is under the Minimum – a die roll of '8' +2 = 10, which is an Approach (and the marker is flipped).

4) A Siege Operation at Brieg by *Column B* results in an Approach: die roll of '6' +3 for the number of SPs under the minimum = '9'.

Defensive Flooding (KR&Os 7.15) is not possible because of the weather, but as a side note, it does not have to be tried immediately. It can be attempted in any Siege Operation, once per Siege, and the DRM effects only last for that Operation. So there is no point attempting it prior to the first use of the SRT. It also has a lasting FD effect.

For each of these Sieges the Hohenzollern player should roll for Depôt Reduction, but since the only Depôt on the map is out of range, this step is skipped except for the Siege of Glogau.

5) The *AdS* Invests *Neiße*. Random selection yields *FML von Damnitz* as Garrison commander. Again, no Prussian Depôt, no Prussian Auxiliaries allowed. The SRV works out at 5: Grade Three for +3, Water Access +2, Leaders are a wash.

6) At this point the Hohenzollern player notices the Austrian cavalry brigade at Jagendorf and decides to remove it using *Column C*. *Column C* is composed entirely of cavalry and can move quickly (MA '6', up to '7' on the Road). And unless a 20% Attrition loss is suffered, the Column will not take casualties from an extended march (because 4 SPs x10% = 0.4, rounded to 0). It is 7 MPs by Road from Münsterberg to Jagendorff. The subsequent AC die roll is a '4' (shifts: -3 Column HQ, +1 Cold, +1 Leadership Rating, + Enemy Territory; Net '0'), thus Row '3', 10% losses (i.e. none in this case) and no FD.

The Habsburg player cannot Mask (*KR&Os* 4.24) because a) there is no Overrun (*KR&Os* 4.23: 6-1 odds are required for an Overrun and the odds are only 2-1), and b) it is pure Cavalry on Cavalry: *KR&Os* 4.244. This means that there will be a Battle. Blind combats are not recommended, but the target is obviously a Cavalry Unit that should have no more than three SPs, so the Hohenzollern player forgoes Reconnaissance (*even though the Unit is visible, its strength is not*). If the Habsburg stack were an HQ and the Habsburg player had an Active DCP, he would be able to move away in his next (following) Operation, because combat occurs at the end of the Impulse, but this is not possible for a Unit or for an HQ when there is no Active CP. However, he ought to be able to Decline Battle (*KR&Os* 6.24).

Masking is useful when a small cavalry force is blocking the route of a large army. A force with at least 6 times the SPs would normally Overrun the defender without loss of SPs or MPs, but cavalry can Mask, which is essentially a 'retreat before combat' that may cost the attacker MPs. The other advantage of Masking is that the defending force remains cohesive. In an Overrun, the defending forces are Dispersed or Captured (i.e. they are removed from play at least temporarily). As when initiating a Blockade, when you Overrun you have to reveal your strength, but only as much as needed to prove you can do it.

[Design Note: it may be thought 'unfair' or 'gamey' to allow a Formation to move away after its hex has been entered by an opposing Formation, but this situation occurred frequently during the wars of the Ancien Régime. Armies only fought one another when both sides were in agreement, or when surprised. In the 1742 Bohemia campaign, Marshal von Traun defeated Frederick (and helped cause 30,000 Prussian losses) without fighting a single battle. Most of the time, it was Frederick who had to withdraw from an impossible situation. What you must do to lock down your opponent is manoeuvre skilfully and time your actions so that his forces have already been Activated before you pounce.]

7) The Dummies do not move.

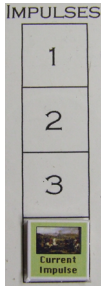
8) The Impulse is nearly over; all that remains is to resolve the 'Battle' of Jagendorf. Since this is a trivial combat, we will save the detailed explanations for Mollwitz on Turn 5. The upshot is that no SPs were lost, and both Sides have to Retreat, Attacker first. The Austrians also suffered a Leader loss – forces without a Leader are assigned one from the Officers' Mess, if possible, for the duration of the Battle. The chosen Leader was *FML* St. Ignon, a General, and he is Captured. His counter is removed from play and for convenience is placed in the Prussian Officers' Mess (where he will have to learn to drink schnapps instead of wine).

Column C Retreats to the Road hex north of Jagendorf. Because Retreating includes a 1 hex free minimum move, the Hohenzollern player does not have to check the OMT. The Austrian cavalry brigade likewise Retreats 1 free hex to Troppau.

There is no minimum distance for a basic Retreat; you move as far away as you feel is necessary for safety, within the limits of the Formation's MA. Retreats, apart from the 1 hex free move, and the fact that non-Formations can participate, are conducted exactly like any other Operational movement, complete with AC.

With this skirmish, the Impulse comes to an end. The map shows the Impulse's activities.





2nd Turn : 4th Impulse

In succession, the Hohenzollern player will resolve the Sieges of Glogau, Brieg, and Neiße:

1) Glogau: the *AdB* is back on the Lodgement column of the SRT, trying for another Breach. Die roll of '5' +3 = 8; No effect. Just as well, since the *AdB* is short on manpower and cannot afford another bloodletting. The Hohenzollern player checks to see if the *Depôt* at Croßen suffers Reduction. He again rolls a '2' +2 (no OPs) = '4'. No problem.

2) Namslau: same again. The DRM is still +2. Die roll of '9' +2 = Lodgement. The Prussian player could dare another No Breach Escalade (*von Jeetze* is Aggressive, so such an action is permitted but optional). The odds would be pretty good: using the '3' column, shifted to '3' or '4' for CE ('B' vs either a 'C' or 'D'), but things could go wrong.

However, the die roll was a natural '9', and the Prussian player has already made it clear that all his '9s' will be taken on the SSRT. Consulting that table he first rolls a '1' – use the Guile column. The second roll is a '4' – a Coup. Drat. This means he may have to resolve an Escalade (though with a +2 DRM, giving him a better chance of success). However, he rolls a third time, as directed by the SSRT and gets a '2' – the Garrison must ask for Honours of War. Hooray! As with the earlier result against Ohlau, the Garrison is removed from play in its entirety until the Administrative Phase. *FML* Mercy is Captured and joins his fellow countryman, St. Ignon, as a guest of the Prussian Officers' Mess.

The occupation of Namslau by a Prussian Garrison will have to wait until the Administrative Phase, since MPs must be expended to drop SPs off into a new Garrison in the Operations Phase, and that would require a separate Operation.

3) Brieg: in contrast, the Siege of Brieg is rather dull. A die roll of '2' +3 on the Approach column of the SRT yields No Effect.

4) The *AKP* marches from Ohlau to Neiße. 4 MPs out of MA 4 along the Road. Because it is Blockaded (as well as Besieged), the Habsburg Garrison at Brieg does not prevent the move. The AC turns up a die roll of '5' putting it on the '4' row (shifts: Frederick -2, Cold +1, Enemy Territory +1; Net '0'). 10% losses and a FD marker must be placed. The *AKP* has 19 SPs including the Artillery, so it loses 2, one of which must be Cavalry; the *KB von Bredow* becomes Unformed (1 SP also off *FB von Darmstadt*). The 'B Elim' chit is moved up 2 more spaces and stands at '17'.

To clarify which HQ is conducting the Siege, the AKP is placed on top of both the AdS and its Siege Marker.

5) The Prussian Dummies are moved from Strzlin to Münsterberg and from Landeshut to Schweidnitz.

6) *Column C* moves to Kosel. No SPs are put into a Garrison; with a move of only 4 MPs the row shifts are sufficient to prevent the AC having any effect.

7) The *AdS* conducts a Siege Operation against Neiße. The forces in the *AKP* cannot be used, but they will cover the Siege from outside attack. The Siege this Impulse is resolved on the Investment column of the SRT: die roll of '4' with no DRMs. Laying Siege without specialists is very hard. *In order for the AKP to take over the Siege the Siege would first have to be Lifted by the AdS, so the way to reinforce is to Transfer SPs and units from the AKP to the AdS during the Administrative Phase.*

8) Last of all, the Habsburg player declares his own Operation. He will use his Hussar Auxiliary, tracing from the Cavalry brigade at Troppau, to Plunder the hex at Neiße. But the Hohenzollern player secretly selects an Hussar of his own (*Schliesen Husaren*) to Screen, and the Task is nullified. Both Auxiliaries go to their respective Recovery Boxes.

Both players Pass and the Impulse and the Operations Phase are now over. The map on the next page shows the various activities.



[Above: 2nd Turn, 4th Impulse.]

B. Administrative Phase (Turn 2)

B.1. Initial Activities

1) Check for Special Events & Political Events. None.

B.2. Campaign Plans & Victory Check

2) **Check for Campaign Plan (CP) Failure.** The Habsburg player has no worries since he has no active CPs. The Hohenzollern player has a problem. The ACP assigned to the *AdB* loses its last OP, causing the Failure of the CP. This reverses all the Hohenzollern player's gains, giving 2 PPs to the Habsburg player and subtracting them from the Hohenzollern Side. Prestige now stands as it was originally. The Hohenzollern player utters some pithy comments about the Designer's antecedents – was this scenario ever play tested?!

3) **Check for Victory.** Not until scenario end.

4) **Initiate New CPs.** The Hohenzollern player had an Unassigned OP, but he lost it. The Habsburg player still has one, but there's not a lot he can do with it. Either Side could launch a DCP, of course, but shutting down will allow them to accumulate OPs more rapidly. A DCP would not allow the Hohenzollern player to take the Fortifications he has under Siege, and certainly would not allow him to score Prestige for them, which is what he really needs.

Assume for the moment that the Unassigned OP had not been lost. The Hohenzollern player could now turn his gratuitous Siege of Neiß into an ACP against the Fortification, hoping it would fall in one Turn. Or he could send the AdS elsewhere, or choose a target for the AKP. The Columns are ineligible, and 2 OPs would be needed to boost the AdB's ACP up to '2' (cost to assign an OP to an existing ACP is 2 for 1). But if anything goes wrong and an OP has to be expended, one of the two ACPs would lose its last OP. If it had survived, it would have still been better to keep the OP Unassigned.

B.3. Initial Supply Activities

1) **Attrition Checks.** According to the Attrition Table, stacks of 10+ non-Garrison Units have to make ACs in the Administrative Phase. The Prussian stack at Neiße comprising the *AdS* and the *AKP* is the only one that qualifies. Row shifts are: +1 for Enemy Territory, +1 per 10 Units (net +1: there are 11 units including the Artillery, but round down), +1 for Cold Weather; Net +3.

The Hohenzollern player rolls a '1', which is the '2' row, shifted to the '5' row, for a total of 20% losses but no FD. Ouch. The combined strength of the stack is 24 SPs. $20\% \times 24 = 4.8 = 5$ SPs lost, of which 3 must be Cavalry. From the *AdS*, *FB von Blankensee* loses 2 SPs, *KB von Schwerin* loses 2 SPs and becomes Unformed; from the *AKP*, *KB von Göltze* loses 1 SP and become Unformed.

Prussia's total losses to date stand at 22 'B' CE and 1 'A' CE SPs.

During the Operations Phase, although ACs involve the entire Friendly stack (less Garrisons), only the moving Formation takes losses if possible. In the Administrative Phase, the losses can come from any affected non-Garrison Formations in the hex.

2) **Trace valid LoCs between Depôts and Hubs.** Neither player has a problem here.

B.4. Movement

B.5. Redeployment and Reorganisation of Forces

Again, the Hohenzollern player will conduct all his activities first, but can do so in any order desired.

1) Except for the Cavalry Brigade the Habsburg forces are all Besieged, and the brigade is too close to the Prussians to move; ditto for the units in Prussian *Column C*, with respect to the Habsburg Cavalry Brigade (*must be over 4 MPs away from each other*). The Hohenzollern player could Form a Garrison at Kosel using SPs from *Column C*, but he chooses not to.

2) Elsewhere, the Hohenzollern player Forms a Garrison of 2 SPs at Namslau. The SPs come from *FB von Bosse*. One of the SPs is then shuttled down to *FB von Bevern* at Neiße.

The shuttle run can be done by Transferring the original SP to Breslau, where it stops, then Transferring an SP from Breslau to FB von Hautchemoy at Brieg, then Transferring a different SP from the FB to Neiße. For practical purposes you can simply subtract the SP at one end and add it to the other – the only stipulations are that a) each individual Transfer must be no longer than 4 MPs, b) there must be the same number of SPs to exchange with at each stage along the route, and c) the Unit receiving the SP must be able to hold it. (I.e. FB von H can hold 6 SPs. It has 4, but if it had 6, then it could not receive the SP from Brieg. What the Hohenzollern player would do then is Transfer an SP from FB von H first, before the other Transfers, or use a different Unit).

3) The Hohenzollern player now tries to Unform *Column A*. To do this he must first Relieve von Jeezte, whose Influence Rating is '5', which means the Hohenzollern player must roll a '5' or less on one die. He rolls a '4' and Jeezt is shuffled back into the pile of Generals in the Officers' Mess. The Column is Unformed and *KB von Kyau* and *FB von Bosse* are replaced on the map at Namslau. From here they moves Administratively to Neiße (MA (6+1) $\times 4 = 28$ MPs available for the Cavalry, and MA (4+1) $\times 4 = 20$ for the Infantry), where they are absorbed by the *AKP*.

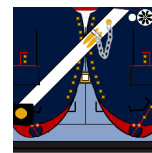
4) At Neiße, the *AKP* disgorges its two Grenadier Brigades (*von Polentz* and *M. von Anhalt-Dessau*) and gives them to the *AdS*. *FB von Blankensee* Transfers its last SP to *FB von Braunschweig* and becomes Unformed. This reduces the number of Units in the stack to 9, avoiding future ACs.

You can Transfer SPs between Units of differing CE – only Units have CE – but the Class must be the same.

Alternatively the AKP could have absorbed the AdS. This would not Lift the Siege because the original Besieging Formation still exists, though Subordinate to another. In this way the AKP itself could gain control over the Siege, allowing the use of all its resources. However, from a strategic point of view it is safer to have HQs operating in tandem when conducting sieges; the AKP is collecting cavalry and giving its assault-capable infantry to the investing Formation – the Grenadiers can provide the Grenadier Siege DRM without need for a Depôt because they are Units, not Auxiliaries.

5) The Prussian Siege Artillery marches 12 MPs ((MA 2 +1) $\times 4$) to the Wooded Road hex SE of Leignitz.

[Historical Note: in reality the artillery made better progress, but it was also divided up among the various sieges, which is not possible at the scale of this game. In any case it was too weak to make a big impact.]



6) Satisfied with his own position, the Hohenzollern player now graciously condescends to return the Habsburg player's two Captured Garrisons. The Hohenzollern player may place them anywhere he desires (within the play area). They do not have to be placed together. In this case both SPs wind up in a Garrison at Jablunka, at the bottom end of Oppavia (*one of the SPs was Garrison Class and had to go into a Garrison, anyway*). There is no requirement to put both Garrison counters back on the map, just the SPs.

[Historical Note: troops given Honours of War usually undertook not to fight for a certain period. This is too fine a detail for a game, where SPs are recovered and lost in a somewhat abstract manner, and indeed represent an abstraction in themselves (the rule of thumb is 1 SP = 1 battalion or cavalry regiment, but such units could be anywhere from 200 to 1000 men strong).]

7) Other than the POW return, there are no Reinforcements for either Side.

8) **Auxiliary Recovery.** The Habsburg player Recovers his Grenzer but not his Hussar; the Hohenzollern player Recovers everything.

9) **Siege Checks.** The Hohenzollern player uses the Siege Table against Glogau (SRV 5: 0-2 needed) and rolls a '7'. Against Neiße (SRV 5: 0-2 needed) the die roll is '8'. Against Brieg (SRV 4: 0-3 needed) the die roll is '4'. No joy.

B.6. Final Supply Activities

This step must be followed exactly as listed in the Sequence of Play.

1) **Build Depôts.** The Hohenzollern player could buy a Depôt, but to put a full one in a useful spot costs 2 points of OPs, because of the distances involved (*over Medium range from a Hub*) and he only has 1 available. The Habsburg player can also build. Does he want to? No, he still has a few Turns before his Reinforcements arrive and he has no idea that the Hohenzollern player intends to call it quits.

2) **Disband Depôts.** The one at Croßen is still needed for the Siege of Glogau <sigh> and thus remains.

3) **Depôt Isolation.** Not a problem.

4) **Increase Unassigned OPs.** The Hohenzollern player rolls a '2' +4 on the OPAT yields 1 OP, which is recorded by moving the Unassigned OP chit up one box on the GRT. The Habsburg player rolls a '1' +1 for 1 OP also. The Hohenzollern player now has 1 Unassigned OP and the Habsburg player has 2.

5) **Forage Restoration & Degradation** (*KR&Os* 5.44). This requires that the hexes in question be 5 hexes (not MPs) from a unit. None qualify. Even then a die roll is required. Forage Degradation in this step is a game-specific rule and does not apply here. No Forage Restoration can occur because none of the FD-marked hexes are more than 5 hexes from a unit.

End Turn

The turn ends, the Turn Marker is moved to January-February, and a new Turn begins. And, since neither Side will be conducting Operations next Turn, the Operations Phase will be skipped. This situation occurs fairly frequently, particularly in winter. Such 'winter quarters' Turns can be sped through very quickly.

It is very important to understand that although there will be no CPs, the Sieges in progress are not Lifted (*KR&Os* 7.29), and that during the Administrative Phase the Siege Table will still be checked. What cannot happen is a) Siege Operations, and b) the scoring of Prestige should the Fortifications fall.




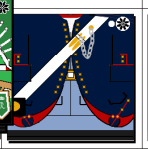




The following pages show the state of the Hohenzollern forces at the end of Turn 2. Again, the Habsburg situation has not changed, except for the Recovery of the Auxiliary.

State of the Hohenzollern Forces, End of Turn Two

(Habsburg Forces remaining as they were originally except for the Hussar Auxiliary in the Recovery Box)

Sport of Kings Hohenzollern HQ Display


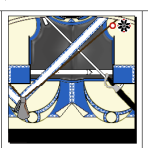



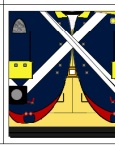



Army & Grand Army HQs

									
		2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP	
					5 SP	6 SP	7 SP	8 SP	
	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP	
COMMANDER & AUXILIARIES	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP	

GRAND ARMY MAY HAVE 15 UNITS & 1 ARTILLERY UNIT PLUS ANY NUMBER OF OTHER HQS
 GRAND ARMY MUST BE COMMANDED BY CAPTAIN-GENERAL IF POSSIBLE. PLACE OTHER HQS ANYWHERE ON TRACKS.
 EACH ARMY MAY HAVE UP TO 15 UNITS & 1 ARTILLERY UNIT; MUST BE COMMANDED BY A MARSHAL. (2 TRACKS FOR EACH HQ TO EASE STACKING)

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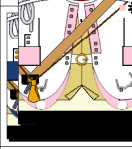



Sport of Kings Prussian HQ Display: Army HQs

									
		2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP	
	1 SP		3 SP		5 SP		7 SP	8 SP	
	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP	
	1 SP	2 SP		4 SP	5 SP	6 SP	7 SP	8 SP	

EACH ARMY MAY HAVE UP TO 15 UNITS, PLUS 1 ARTILLERY UNIT EACH ARMY REQUIRES 1 MARSHAL AS COMMANDER
 (2 TRACKS PROVIDED FOR EACH ARMY TO EASE STACKING)

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Sport of Kings Hohenzollern HQ Display: Columns

	1	2	3	4	5	6	7	8
 Col A	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
2  3  Generallieutenant von Posadowsky		2 SP	3 SP	4 SP		6 SP	7 SP	8 SP
2  3  Generallieutenant von Werdeck	1 SP		3 SP	4 SP	5 SP	6 SP	7 SP	
2  3 								

Notice that Column C's Auxiliaries have been placed in the '8' box of the SP track. This can be done as an expedient, since there is no holding box for them. Alternatively, they could be stacked under the Leader.

Turn Three (January-February)

A. Operations Phase

A.1. Initial Actions

- 1) **Random Events** (A game-specific rule). Die roll of '06'. No Event.
- 2) **Initiative** (*KR&Os* 3.13). The Habsburg player now has more OPs than his opponent (2:1). He chooses to let the Hohenzollern player go first. Initiative may still have an impact in the Administrative Phase, so it must be determined in *every* Turn.
- 3) **Initial Weather** (*KR&Os* 3.8). Snow. Cold Weather effects apply, Frost effects apply, and in addition all hexes cost +1 MP to enter, except along Roads.

A.2. Operations Phase

Because there are no Active CPs, neither player can conduct Operations with his HQs. Theoretically they could conduct Tasks with Auxiliaries, but in a case like this the Operations Phase is usually skipped. In a friendly game, where there is no possibility of 'other fronts' intruding, the players can run several 'Admin' Turns together. In such situations, Initiative can be ignored as well. The players will soon have their forces positioned as they like and the Turns will devolve into an accumulation of supplies and manpower. When one of the players feels he is ready, or nearly ready, the players should go back to a more formal approach.

B. Administrative Phase (Turn 3)

B.1. Initial Activities

- 1) **Check for Special Events & Political Events.** None.

B.2. Campaign Plans & Victory Check

- 2) **Check for Campaign Plan (CP) Failure.** Not an issue.
- 3) **Check for Victory.** Not until scenario end.
- 4) **Initiate New CPs.** Wait on it.

B.3. Initial Supply Activities

1) **Attrition Checks.** Even though the Prussian forces are inactive, they still suffer ACs. When going into 'winter quarters' you should try and disperse your forces. The Prussians, of course, are in the middle of a winter campaign and cannot do that. Seizing strategic surprise is all very well, but there is a reason most armies in this period went to bed early in the winter. Frederick lost a lot of men in his 'astounding' winter operations. Thanks to good planning (and a nasty AC last turn), the stack at Neiße is now under 10 Units, so no ACs are required.

2) **Trace valid LoCs between Depôts and Hubs.** Neither player has a problem.

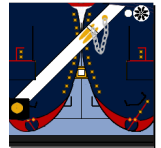
B.3. Movement

B.4. Redeployment and Reorganisation of Forces

There is very little Reorganisation and movement.

1) The Hohenzollern player marches the Siege Artillery 9 MPs to Ohlau. Although the Snow negates Roads, they still permit Administrative Movement, and the Road bonus of '+1' MA still applies.

Strictly speaking Snow just 'negates Road MP costs' and then imposes a further +1 MP penalty). The Fen hex enroute counts as Clear terrain (2 MPs) because it is frozen.



2) The Habsburg player would like to Transfer his 2 SP Garrison at Jablunka, and move his cavalry unit. The unit is too close to the enemy. In good weather the Garrison could be 'moved' to Ostrava; Garrisons can be shunted about the map through the SP Transfer process. Although there is no unit of any kind at Ostrava, the Fortification is Friendly-Controlled because the territory is Core Habsburg. This permits an SP to be Transferred there without the presence of a unit in the hex. The SP is immediately used to Form a Garrison, and any other SPs are then Transferred to it as well. For practical purposes, the player simply moves the Garrison counter and its SPs to their new location. Unfortunately, the maximum Transfer range is 4 MPs. Given the Snow weather, the men cannot even leave the town.

[Historical Note: Prussian scouting and requisition parties scoured the countryside all the way to Jablunka, and even beyond, so the example has departed from history here. Limitations of the game.]

3) During Auxiliary Recovery the Habsburg player gets his last Auxiliary back.

4) **Siege Checks.** The Hohenzollern player uses the Siege Table against Glogau (SRV 5: 0-2 needed) and rolls a '4'. Against Neiße (SRV 5: 0-2 needed) the die roll is '5'. Against Brieg (SRV 4: 0-3 needed) the die roll is '8'. Bother.

B.6. Final Supply Activities

This step must be followed exactly as listed in the Sequence of Play.

1) **Build Depôts.** The Hohenzollern player expends Unassigned 2 OPs from the Hub at Magdeburg and builds a Full Depôt at Schweidnitz. (*The cost is 1 point within the Medium range of a Hub, and 2 otherwise*). Magdeburg is currently at Extreme range, thanks to the Snow (*LoCs are always traced in MPs*). The Habsburg player builds Full Depôt at Glatz, also at a cost of 2 OPs.

2) **Disband Depôts.** Not this Turn.

3) **Depôt Isolation.** Not a problem.

4) **Increase Unassigned OPs.** The Hohenzollern player rolls a '1' +1 on the OPAT yields 2 OPs. The Habsburg player rolls a '3' +1 for 1 OP also. The Hohenzollern player now has 3 Unassigned OPs and the Habsburg player has 3 also.

5) **Forage Restoration & Degradation** (*KR&Os 5.44*). No Forage Restoration can occur because none of the FD-marked hexes are more than 5 hexes from a Unit.

End Turn

The Turn ends, the Turn Marker is moved to February-March, and a new Turn begins.

Turn Four (February-March)

A. Operations Phase

A.1. Initial Actions

- 1) **Random Events** (A game-specific rule). Die roll of '01'. No Event.
- 2) **Initiative** (*KR&Os* 3.13). The players are tied at 3 OPs. This means the players each roll a die, high roll having the Initiative. The Hohenzollern player wins, '4' to '2', and demands that the Habsburg player go first.
- 3) **Initial Weather** (*KR&Os* 3.8). Snow again.

A.2. Operations Phase

Skipped.

B. Administrative Phase (Turn 4)

B.1. Initial Activities

- 1) **Check for Special Events & Political Events**. None.

B.2. Campaign Plans & Victory Check

- 2) **Check for Campaign Plan (CP) Failure**. Nah.
- 3) **Check for Victory**. Not until scenario end.
- 4) **Initiate New CPs**. The Habsburg player is going to receive Reinforcements this Turn. He initiates a DCP. This is why Initiative is important: the Hohenzollern player does likewise. Furthermore, he initiates a new ACP against Glogau, giving the CP 2 of his 3 precious OPs. The other Sieges are too close to the Enemy to risk expending OPs on an ACP only to have the forces involved driven off.

B.3. Initial Supply Activities

- 1) **Attrition Checks**. None required.
- 2) **Trace valid LoCs between Dépôts and Hubs**. Dépôts that cannot trace such a LoC risk Reduction (*KR&Os* 5.54). Neither player has a problem here.
- 3) **Announce Hub Activations**. The Habsburg player will receive the Reinforcements for his counteroffensive this turn; he Activates his Primary Hub at Vienna. The Hohenzollern player decides to Activate his Secondary Hub and try to finish off some of his Sieges.

B.4. Movement

B.5. Redeployment and Reorganisation of Forces

The Habsburg player goes first.

- 1) **Reinforcements**. Well, the Habsburg player has some.

The scenario instructions stipulate that these Reinforcements arrive on Turn 5, not Turn 4. Given that the scenario is 15 Turns long, and that most of those Turns were historically spent in manoeuvre, this is not a major issue. However, in the interests of historicity the Arrival Turn should be amended, at least for this example. The reason for the errata is simple. During the early stages of game development, Reinforcements were intended to enter during the Operations Phase; by an oversight the dates for this scenario were never altered, though Reinforcement entry was shifted to the Administrative Phase. What is intended here, is that by arriving in the Admin Phase of Turn 4 the forces are ready to go at the start of Turn 5, as originally intended.

Note that the Habsburg player could enter some or all of his units independently (without an HQ), in which case he could move them ahistorically in the Administrative Phase of Turn 4. However, from the Habsburg player's perspective there does not appear to be much need, plus it is Snow weather, plus if there were no HQ at all, Neipperg would go back into the pot – and he does have a handy COR.

KR&Os 8.43 states that Reinforcements are placed in any hex with a valid LoC to a Dépôt (4 MPs) that itself can trace a valid LoC to a Friendly Hub, and that is within the Hub's Short or Medium range; however, the rule further states that this is only in default of any other instructions. Scenario instructions giving a specific time and place for the Reinforcements override the general rule. The restriction of KR&Os 8.43 really applies to minor Campaign Game Reinforcements and to Replacements.

a) At Glatz:

Column A commanded by FML Nadasdy (random draw)

CB von Vryberg w/1 Cuirassier SP
 FB von Baden-Durlach w/3 Infantry SPs

[Historical Note: von Browne commanded these forces, but in the game he is rated as a Marshal. Curiously, very few Leaders on any Side of LG rank or above appear to have been promoted during the conflict, but Browne was one of them. Red Sash Games' sequel to SOK, *Queens' Gambit*, has a General counter for Browne.]

b) The Habsburg player's remaining forces must go on the Moravian-Silesian border, on the Moravian side; once they enter play they cannot leave the play area. The hex directly SW of Freudental has two Roads leading over the border. This is the best spot.

[Historical Note: Neipperg assembled his army at Olmutz. His light forces were already in action, mostly operating out of Glatz, but in the game, their effects are felt more in the AC results.]

In the designated hex he deploys the *Armee von Schlesien* (AVS) Army HQ under *Marshal von Neipperg* (as directed by the scenario instructions). Subordinate are:

CB von Luccesi w/2 Cuirassier SPs	CB von Gelhay w/2 Cuirassier SPs
CB von Serbelloni w/2 Cuirassier SPs	CB von Trips w/2 Dragoon SPs
CB von Kalkreuten w/2 Dragoon SPs	FB von Meligny w/3 Line Infantry SPs
FB von Elberfeldt w/3 Line Infantry SPs	FB von Lützen w/3 Line Infantry SPs
FB von L. Palffy w/3 Line Infantry SPs	Häfte-Brigade Deutches Feld-Artillery Nr. 1 w/1 SP

Snort of Kings Habsburg HQ Display Sheet: Army HQs

	1		3	4	5	6	7	8	
	SP			SP	SP	SP	SP	SP	
		2		4	5	6	7	8	
		SP		SP	SP	SP	SP	SP	

Snort of Kings Allied HQ Display Sheet: Columns

		2		4	5	6	7		
		SP		SP	SP	SP	SP		

By SOK 5.31, Austrian Infantry brigades with 4 or more SPs suffer a -1 CE penalty. There was no standardised drill in the Imperial Army, and having 4 or more SPs in a unit emphasises this problem.

By a production oversight, no provision was originally made for the AVS HQ on either of the Austrian HQ Displays. Though this has been corrected now, our simulated players have an older copy of the game, so the Habsburg player just uses an empty slot – the *Armee von Bayern*. The use of 'von' for the Austrians and 'der' for the Prussians is simply a mnemonic to distinguish the Sides, as are the occasional alterations of Unit titles (*Kavallerie/Cavalerie Brigade*, etc.).

By another oversight, there is no provision in the scenario instructions for the entry of the 9 Garrison SPs. These SPs can, by SOK 5.15, only be assigned to Garrisons. Either the scenario should direct them to be assigned directly to Garrisons in the play area, or they should be stacked with the AVS HQ under a Garrison counter. The latter is a better solution. There is no Fortification in that hex; this is immaterial for the purposes of this scenario. From this location they can Transfer, at the proper time, to Garrisons within range, within the play area.



c) In the Available Box the Habsburg player places:

Husaren Regiment Splenyi Husaren Regiment Festetics
2x Carlstädter Grenz Auxiliaries 1x Grenadier Auxiliary

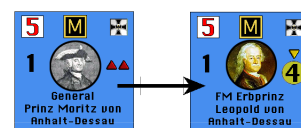
He is limited in the number of Auxiliaries he can assign to the *AVS*: a maximum of 2 for every 10 SPs. This means he can only assign 4 of the 5 Auxiliaries to the *AVS*. The other Auxiliary (*Husaren Regiment Splenyi*), however, can be assigned to the Column – Columns may have 2 Auxiliaries assigned.

d) To confuse things, the Habsburg player deploys a Dummy at Freiberg on the right end of the Moravian border, and stacks 3 more Dummies under the *AVS*.

[Historical Note: the Prussians did not believe the Austrians could mount a general counterattack before high summer (though ironically, rumours of impending relief were what prompted the storming of Glogau), and they had no information about enemy activities beyond the mountainous border with Bohemia and Moravia, where 'clouds' of pandours – irregular light infantry from Hungary and the Turkish frontier – completely outmatched their paltry reconnaissance forces. Once players are familiar with this scenario, they may wish to permit the Habsburg player the option of deploying his Reinforcements at Glatz and/or on the border of Bohemia.]

Now the Hohenzollern player conducts his activities.

1) The Hohenzollern player is concerned that when he reopens the Siege of Glogau next Turn, that Rash commander will get his men killed. He decides to try and replace him; he needs a '0' or a '1' and rolls a '0'. Moritz goes to the Officers' Mess and the randomly chosen replacement from the Marshals' stack is his father, Leopold, *der Alte Dessauer*.



[Historical Note: the Old Dessauer was recalled post haste from Magdeburg, ironically to put some fire into the besiegers, and later resumed his post in the west.]

Auxiliary Recovery is skipped since there are no Auxiliaries to Recover.

Siege Checks. The Hohenzollern player again uses the Siege Table. against Glogau (SRV 5: 0-2 needed) and rolls a '6'. Against Neisse (SRV 5: 0-2 needed) the die roll is '6'. Against Brieg (SRV 4: 0-3 needed) the die roll is '4'.

B.6. Final Supply Activities

This step must be followed exactly as listed in the Sequence of Play.

1) Build Depôts.

a) The Habsburg player builds a Full Depôt at Troppau, at a cost of 1 OP (Medium range from the Hub), and a Half Depôt at Glatz (Long range), for a total of 2 OPs expended.

b) The Hohenzollern player expends 1 OP and builds a Full Depôt at Ohlau (Medium range from the Hub).

The Hohenzollern player might instead have built the Depôt at Neisse. According to KR&Os 5.583 he can build in a Friendly-Controlled hex that is also a Town or Fortification. He does not Control the Fortification, but he does Control the surrounding hex (Fortifications are separate location within a hex). See KR&Os 1.35 regarding definition of a Fortification hex. Once he has taken Neisse, the Depôt would automatically slide into the Fortification. The Depôt counter would be stacked under the Prussian forces but above the Austrian Garrison.

2) **Disband Depôts.** Not this Turn.

3) **Depôt Isolation.** Not a problem.

4) **Increase Unassigned OPs.** The Hohenzollern player rolls a '3' +4 on the OPAT yields 1 OP. The Habsburg player rolls a '1' +4 for 1 OP also. The Hohenzollern player now has 1 Unassigned OP and the Habsburg player has 3.

5) **Forage Restoration & Degradation** (KR&Os 5.44). No Forage Restoration can occur because none of the FD-marked hexes are more than 5 hexes from a Unit.

End Turn

The Turn ends, the Turn Marker is moved to March-April, and a new Turn begins.

Turn Five (March-April)

By 'Turn 4' it became evident to the Prussians that Austrian forces were gathering against them. From beyond the Jablunka Pass and to the east in Hungary, came the clouds of the Insurrectio – feudal levies of Hungarian horsemen – like a plague out of ancient Egypt. Around Olmutz was heard a buzzing as of an angry hive. And in Bohemia to the west a nameless dread loomed, a shadow over the hills like that radiating out of an impenetrable heart of darkness. Well, anyway, Frederick decided it would be safer to pull in his horns. The picquets and raiders were recalled from the south – those that came back at all – while desperate efforts were taken to finish off the three sieges in progress: Glogau, Brieg, and Neiße. As will be seen, only Glogau was concluded successfully. Neiße was relieved by the Austrians, and Brieg held out until the Battle of Mollwitz (April 10th) sealed its fate.

At one point in the following Turn you will notice Frederick moving from Neiße to Münsterberg. From a player's perspective this is a waste of time, because he knows the force at Glatz is very small, and that the main threat is from the south. One look at the map will tell you that Neiße is the front door to the Prussian position, and Brieg the back door. But the Prussians did not know the Austrian positions. For all they knew, the main enemy army was coming through the pass at Glatz to cut their supply lines. As a matter of fact, Neipperg, the Austrian general, very nearly cut the Prussian lines anyway. So the AKP will be going north, until it hastily returns to intercept the AVS as it marches from Neiße to Brieg.

A. Operations Phase

A.1. Initial Actions

1) **Random Events** (A game-specific rule). Die roll of '72'. The Duellists (not a historical occurrence). This event is covered in *SOK* 6.13. Essentially, two Leaders become personal enemies. They could be on the same or another Side. If on the same Side they don't play well together; if on opposing Sides they pursue each other to the death, regardless of grand strategy. The event can be negated by having the Leaders fight a Duel. The loser is eliminated.

In this case, it is determined that both Leaders are Austrian, *FML St. Ignon* and *FML Schwartzberg*, to be exact. (Schwartzberg must have composed satirical verses on St. Ignon's 'gallant' surrender and repeated them in the presence of the Archduke). Since neither General is in play right now, the fact is simply noted.

2) **Initiative** (*KR&Os* 3.13). The Habsburg player has the Initiative: 2 OPs to 1. He decides to let the Hohenzollern player go first.

3) **Initial Weather** (*KR&Os* 3.8). The Weather is Wet. Spring at last! In Wet weather, all terrain costs +1 MP, except for Roads and Riverine Routes. Unfortunately this is still a Forage Degraded Turn (the last one until the Fall).

A.2. Operations Phase

IMPULSES 5th Turn : 1st Impulse: Hohenzollern Operations

Current Impulse
2
3
4

1) The Hohenzollern player begins with the Siege of Glogau. This picks up where it left off. The *AdB* is using the Lodgement column of the SRT. Die roll of '8' +3 = 11. A Breach Escalade.

[*Historical Note: this action occurred on March 8th. It was accounted a great feat of arms, a direct assault against a foe determined to fight to the last – though that foe was primarily General Wallis and the few men he could collect around him; large numbers of Austrians simply surrendered when challenged.*]

The Escalade will be resolved as before: column '3' (modified Fortification Grade), with a +1 DRM (Grenadiers) and 2 shifts right (the '1' column) for CE ('B' vs 'D' now, because there is no Cold Weather penalty). Die roll of '6' +1 = 7.

The Garrison suffers 1 SP loss and Surrenders. Great rejoicing in the Prussian camp. On the Surrender Table, a die roll of '7' yields Honours of War, but this is modified adversely by the number of Impulses that Siege lasted (–1 cumulative DRM per Turn x4 Turns, including partial Turns, = -4), so the Garrison is Interned (final result of '2'). For scenario purposes the SPs are removed from play permanently, without the SPs going onto the Eliminated SP track. The Garrison counter is returned to the Habsburg player, but *FML Wallis* is confined to the Prussian Officers' Mess. The Prussian Auxiliaries go to the Recovery Box.

[*Historical Note: many of the men were recruited by Prussia. The players may wish to establish a house rule to reflect this common occurrence.*]

The Hohenzollern player checks to see if the Depôt at Croßen suffers Reduction. He rolls an '8'. The Depôt is flipped to its Half strength side. It was worth it. He regains his 2 PPs and the Habsburg player loses his.

3) Brieg is next. A die roll of '4' +3 = 7 means no further progress. The Hohenzollern player uses the Depôt at Ohlau, which is not Reduced (die roll of '1').

5) Neiße. The die roll is an '8' = Approach. And with a following die roll of '7', the newly placed Depôt at Ohlau is Reduced to Half.

[Historical Note: the siege of Neiße opened March 27th. Prior to that time this fortress and Brieg were merely masked, that situation being a cross between a Blockade and an Investment.]

7) The Hohenzollern player conducts a Recce Task originating with *Column C* at Kosel on the <Dummy> Formation at Ratibor. The Prussians are really hampered when it comes to aggressive reconnaissance. The only Auxiliaries that will reach are the Hussars (*Schlesischen*) with OR '3' and the *Frei-Compagne zu Pferde* with OR '5'. The Hohenzollern player secretly selects the Hussars, and the Habsburg player puts up a Grenz Auxiliary. The die roll result is a '9' +1 = '10'; No Effect (DRMs: +2 Enemy Territory, +1 Wet weather, -1 Hussar in Moor, -1 Town). Both Auxiliaries go to the Recovery Box.

9) The *AKP* marches to Münsterberg from Neiße, 3 MPs out of MA 4. The AC shifts are -2 for the OMT (notice that moving 1 MP less is better for a Formation with 4 MA than it is for a Formation with 5 MA), and -2 for Frederick. The AC die roll is a '9'; row '5' shifted to row '1' = no effect.

[Historical Note: Frederick was at Schweidnitz at this time, which was slated to become a key defensive work of the new, 'Prussianised' Silesia.]

13) Prussian Column C moves from Kosel to Opplen (3 MPs out of MA 6). No AC required.

5th Turn : 1st Impulse: Habsburg Operations

2) The Habsburg player begins by moving one of the Dummies in his stack on the border to Ratibor.

[Remember, you should go through the motions of using the OMT and making an AC every time a Dummy moves. Players should also get out of the habit (if they have it) of asking their opponent for a blow-by-blow description of his actions, which really put a crimp in bluffing operations – if you cannot trust the man, why are you playing games with him?]

4) The Habsburg player moves his Dummy at Freiberg to Oderberg.

6) The Habsburg player conducts a Recce with *Hussar Regiment Splenyi* against the Prussian <Dummy> HQ at Schweidnitz. This is traced from Glatz (7 MPs over a mix of Road and non-Road hexes; the Hussars have an OR of '8'). Against this the Hohenzollern player Screens with a Grenadier Auxiliary, but this is Ineffective. At least there is a Screen of sorts. On the Recce Table, the DRMs are -1 for Fortification, -1 for Hussar in Open terrain (the surrounding hex is Clear), +1 Wet weather. The die roll is a modified '4', so the Dummy is removed.

8) The Habsburg player moves another Dummy from the border to Jagendorff (Jagersdorff).

10) The Habsburg player moves his last Dummy from the border north to the hex south of Neiße (across the River).

11) The Hohenzollern player tries an Ambuscade against the Dummy's move, using one of the Grenadier Auxiliaries from the *AdS* (Grenadiers may act as Irregulars, which may conduct Ambuscades). DRMs are -1 for moving on a Road, -1 for No Screen, and +1 in Enemy Territory. The final die roll is a '7', so the Dummy pays 1 extra MP. The Dummy is revealed and removed – this is because an effect was inflicted by an Enemy force, even though not a Unit. (ACs can be faked because there is no Enemy presence). screen by grenz out of Av Box

12) The Habsburg player declares a Recce against Neiße. The Hohenzollern player puts up a Grenadier and the Habsburg player produces his *Hussar Regiment Festetics*. The target is Screened, but Ineffectively, so the Task goes ahead. The Hohenzollern player's die roll is a '3' modified to a '1' (DRMs: -1 for Fortification, -1 for Hussar in Clear terrain, -1 Friendly Habsburg Territory, +1 Wet weather). He has to reveal all Foot (Infantry) SPs within ±10%, ditto for Horse (Cavalry), all Artillery by Class (Field or Siege) and their SPs/Batteries, all HQs with their commanders, and reveal up to 2 Dummies – everything in fact. He reveals the HQ is the *AdS*, commanded by Marshal Schwerin, with 9 Infantry SPs (he actually has 8), nothing else there. Yummy. The Auxiliaries go to the Recovery Box. Already known is the presence of the Dépôt.

The Austrian Hussar can trace its OR from the stack on the border or from the Cavalry Brigade to the south (OR of 8 MPs), but according to SOK 5.322, Austrian Hussars and Grenz (only) can trace their OR from Dummies; this has almost become a series-standard rule.

14) The Habsburg player conducts a Recce with *Hussar Regiment Ghilanyi* (Tasked out of the Available Box, and tracing its OR from *Column A*) against Münsterberg. The Hohenzollern player Screens with a Grenadier; Ineffective Screen. A modified die roll of '5' (DRMs: -1 for Fortification, -1 for Hussar in Clear terrain, -1 Friendly Habsburg Territory, +1 Wet weather) The Hohenzollern player finds he must reveal his strength ±25%, the number of Artillery units, the largest HQ, and any 1 Dummy. The Hohenzollern player indicates the presence of the *AKP* HQ, with 1 Artillery unit and 12 SPs (he actually has 16 in the stack, including the Artillery, but deflates the amount by about 25%). The Dummy in the hex is removed from play. Both Auxiliaries go to the Recovery Box.

15) The Habsburg player moves the *AVS* from its location on the border to the hex south of Neiße (4 MPs out of MA 4). The AC result is No Effect (die roll of '0' with -2 row shifts: -1 Friendly Territory, -1 Army HQ; no Dépôts within range).

Neipperg has a Cautious Personality, which means he cannot move his HQ more than 1.5x its base MA – i.e. 6 MPs, regardless of the Road bonus. The 9 Garrison SPs will remain behind and be Transferred into the play area in the Administrative Phase.

No further Operations this Impulse. The map on the next page shows both Sides' activities.



IMPULSES
1
Current Impulse
3
4

5th Turn : 2nd Impulse: Hohenzollern Operations

1) The *AdB* heads south by slow stages, depositing a Garrison of 1 SP at Glogau and another at its destination, Leuben. *FB von Kaslow* drops by 1 SP, and the other SP is taken off *FB von Schlichting*. 3 MPs +2 for detaching the Garrisons, out of MA 5, takes the HQ to Lueben with a '0' DRM on the Attrition Table. Total row shifts for the AC are: -1 Army HQ, -1 for LR '5'; Net -2. AC die roll of '5' = row '4' shifted to row '2'. No losses but an FD marker is placed at Leuben. The nearby Depôts negate the +2 shift for moving in a FE zone (note the FD marker south of Leuben; this is the last Turn of universal Forage Depletion).

3) The *AKP* marches to Breslau, 4 MPs out of MA 4. AC die roll of '6' is row 4, with -2 shift to row 2 (row shifts: -2 net for Frederick, -1 for 1 OP/Depôt, +1 Enemy Territory). A FD marker but no losses.

5) The Hohenzollern player conducts a Recce against the counter that just moved, using the *Feldjäger-Corps zu Pferde*. The Habsburg player puts up no Screen, and the Dummy is revealed.

8) The *AdS* abandons the Siege of Neiße and retreats to Brieg, 2 MPs out of MA 5. No AC required. The Grenadier Auxiliaries that were assisting the Siege go to the Recovery Box.

The Prussian *Column B* at Brieg. A die roll of '4' +3 = 7 on the Approach column of the SRT means no progress. The Hohenzollern player uses the Depôt at Ohlau, which is not Reduced (die roll of '3').

5th Turn : 2nd Impulse: Habsburg Operations

2) The Habsburg Dummy at Oderburg moves to Kosel.

4) The Habsburg Dummy at Jagendorf is moved to the Road hex SE of Neiße (across the River, beside the AVS).

6) The Habsburg Dummy at Ratisbor moves to Kosel.

7) Habsburg *Column A* marches from Glatz to the Road hex NW of Neiße, 4 MPs out of MA 5. The AC does no damage (row shifts of -3 Column, -1 OMT, -1 Friendly Territory, -1 for LR, and a die roll of only '3').

9) *AVS* moves to Neiße, 1 MP out of MA 4. No AC required.

This chain of events would not happen in the game unless the Habsburg forces were allowed a variable entry location. The Hohenzollern player is otherwise well aware that Column A is very small. Even as it is, the sequence is only vaguely historical. The Prussians were trying to concentrate with a view to turning Neipperg's eastern flank, while blocking the Austrian approaches to Ohlau (where the Siege Artillery is); a strategy complicated by General Holstein-Beck, who was responsible for the sector along the Neiße, yet who never stirred from his quarters and allowed the Austrians to swarm all over the place. Mollwitz was an encounter battle, unexpected by either side, which is something the game can only partly simulate. A double-blind game would solve the problem.

Both Sides Pass and the Impulse ends.

The map shows the actions for the Impulse.





5th Turn, 3rd Impulse: Habsburg Operations

For this Impulse, the Habsburg player declares a change in the Turn order, placing himself first. This is mainly to prevent the fall of Brieg in the Hohenzollern player's portion of the Impulse. By *KR&Os* 3.14, player order can be changed in the 2nd through 4th Impulses by expending 1 Unassigned OP. Only 1 player may do so and each has the choice presented to him in reverse of the current order of play. Thus the Habsburg player gets first dibs.

In other words, if you have the Initiative and set yourself up to go last in the 1st Impulse, you can give yourself a 'double move' (after a fashion) and go first in the next or a subsequent Impulse.

Now, the Hohenzollern player could easily move his *Column B* away from Brieg, since he goes second, but, like Frederick, he is arrogant and believes the Habsburg player has set himself up for disaster. He will attack instead, and, because of the sequencing of the phase, will come off as the Defender.

1) The Habsburg player attempts a Combined Operation (CO) with the *AVS* and *Column A*, using Marshal Neipperg's ability. He is not as good as Frederick but his LC die roll is a '1', versus an LR of '3'. Nadasdy (*Column A*) is Aggressive, so his Insubordination Value (IV) is '1' and has no effect (Neipperg's effective LR is '3' x2 = '6' for Insubordination). The *AVS* and *Column A* are Activated and move to Brieg (3 MPs for *Column A*; 2 MPs for the *AVS*, +1 MP as the *AVS* picks up 3 SPs (*KR&Os* 4.25) from the Garrison at Neiße, for a total of 3 MPs). Both HQs have MA 4. Each makes its own AC. For stacking purposes, the *AVS* arrived at Brieg first. Common row shifts for each are: -2 OMT, -1 Friendly Territory. The *AVS* gets -1 for Army HQ, +1 stacking (11 units); Net -3 shifts. *Column A* gets -3 *Column*, -1 commander's LR, +1 stacking (over 10 units); Net -6 shifts. *Column A* can use the Depôt at Glatz to prevent a FD result because it starts within its orbit, but neither HQ can avoid the presence of the FD marker already at Brieg, which increases the distance from the Vienna Hub (22 MPs) from Medium to Long range. The Habsburg player could claim an additional -1 shift if he still had 3 Unassigned OPs, but he spent one to change the turn order; if the FD marker were not present, the -1 bonus would still apply because the range would be shorter.

The AC die roll for *Column A* is a '9': row 5 shifted to No Effect. The AC die roll for the *AVS* is a '5': row 4 shifted to No Effect.

The 3 SPs picked up from Neiße are given to *FB von Elberfeldt*, giving it 6 SPs and the CE penalty for having 4+ SPs (*SOK* 5.31).

Insubordination applies to all COs, even those not involving a Grand Army HQ.

*Because both HQs arrived at Brieg as part of a single Operation, they are both automatically eligible to participate in the coming Battle of Mollwitz. To illustrate this point further, Frederick will not conduct his own CO with the AKP, AdS, and *Column B*, which he is perfectly capable of doing, but will move independently.*

5) One of the Habsburg Dummies at Kosel moves to Opplen.

5th Turn, 3rd Impulse: Hohenzollern Operations

2) The *AKP* Activates and moves from Breslau to Brieg (3 MPs out of MA 4). AC die roll of '7'. The Depôt at Breslau prevents further FD, but because the Active Prussian Hub has no OPs, no beneficial row shifts arise from that source. Row shifts: -2 Frederick (combined), OMT -2, +1 Enemy Territory; Net -3. Row '4' shifted to row '1' yields No Effect.

3) The *AdB* Activates and moves to Schweidnitz (4 MPs out of MA 5). AC No Effect (die roll '4'; row shifts -1 LR, -1 Army HQ).

4) *Column C* at Opplen moves to Brieg. 2 MPs out of MA 6 means no need for an AC.

Both players Pass and the Impulse is over, except for the Battle.

*For the coming Battle, the AKP and *Column C*'s arrival are problematic. Because both the AdS and *Column B* began the Impulse in the hex, they are both automatically eligible to participate. The fact that these Formations started in the hex also means the Hohenzollern Side is the Defender. However, unless the Hohenzollern player abandons the Siege of Brieg he will not be able to use *Column B*; on the other hand, *Column B* is safe to pursue the Siege unless the Hohenzollern player loses the Battle and has to retreat. If the AdS were not there, *Column B* would be forced to break off the Siege and fight. The Habsburg AVS and *Column A* will both participate, as the Attacker, since together they were the first 'Formation' to enter the hex.*

[Historical Note: the Prussians abandoned their siege (really no more than a masking operation) of Brieg, allowing them the use of additional forces. However, this only counterbalanced the non-arrival of forces under the supine Holstein-Beck. Ultimately the scale of the game is not fine enough to cover such details with complete accuracy.]

The map on the next page shows the activities for the 3rd Impulse.



Battle of Mollwitz (April 10th 1741)

The following example shows the workings of the Battle mechanics (KR&Os 6.0). The battle will be engineered to approximate the historical result without bending any rules.

Battles are fought out in a series of Rounds. Actual combat resolution is simultaneous except where one Side has Surprise (KR&Os 6.23), but must still be conducted in an orderly manner.

Prep for Battle

Before commencing the first Round, the Battle must be arranged.

1) First, determine the **Participants** (KR&Os 6.22). By default, these include any forces that began the Impulse in the hex, as Defender, plus the first Enemy Formation to enter the hex, as Attacker. Any additional Attacking or Defending Formations that entered the hex during the course of the Impulse may or may not arrive in time, and there is a procedure for determining this (see below). Note that even if they do not participate, all forces in the hex belonging to a Retreating Side must Retreat, and will suffer any penalties incurred equally with the participating forces. Note that Garrisons never participate in Battle.

Initial Participants in this case include the *AdS* and Prussian *Column B*, since they started in the hex, and the *AVS* and Austrian *Column A*, since they arrived, by virtue of a Combined Op, as a single Formation.

2) At the same time, a Generalissimo must be chosen for each Side. The Generalissimo is the Leader whose ratings will be used in the combat. KR&Os 6.225 lists the criteria for selecting a GO. Essentially, it will be the most senior Leader present in the hex, or there is no Leader, one of an appropriate Rank taken from the Officers' Mess. No other Leaders participate directly, but any Leader present in the hex, other than a Garrison Commander, and also including those in the OM, can become a casualty. (The game assumes many of the Leaders are serving with the army in a subordinate capacity).

Frederick (LR '6') is the Prussian GO by default, since he is a Royal with the ability of acting as a Captain-General – the highest possible rank. However, the Hohenzollern player is concerned for his safety and invokes KR&Os: 6.17 Withdrawing Royals From Battle. Frederick remains in the hex but takes no part in the Battle other than to accompany any Prussian Retreat. Schwerin is made the new GO. Since the Marshal has the same ratings as Frederick, nothing is lost and much is gained. The King cannot be killed or Captured, and the Hohenzollern player will receive any Prestige for a win (by KR&Os 3.793 a Royal appropriates your *gloire* for himself).

Depending on the Royal, there may or may not be penalties for such a withdrawal. In Frederick's case, nothing is said about penalties in the SOK rules.

[Historical Note: Frederick was actually withdrawn during the Battle, on Schwerin's advice, when all seemed lost. He spent the night on a 20 mile ride, believing his army had been defeated.]

Neipperg as a Marshal outranks the other Habsburg Leader present – Nadasdy – and is therefore the Habsburg GO. Note that the Garrison Commander is not eligible.

Occasionally there may not be enough Leaders to produce a Generalissimo. In these case a notional Leader of '0' LR and Timid Personality is assumed to be present in each affected position.

Between equals, the player may choose Leaders. As an optional rule, where all other things are equal, you could make the Generalissimo the Leader with the lower (stronger) Influence Rating.

3) Next, check for **Surprise** (KR&Os 6.23). The Surprised Side cannot Decline Battle or use Fieldworks, must declare Leading CE first, and resolves combat, for the first Round only, *after* the Enemy, instead of simultaneously with the Enemy. Optionally (this is not in the rules) a Surprised Side cannot Prevaricate, which is the mechanism for introducing additional forces into the Battle. For Surprise, a single die roll is made. The Attacker modifies the result and checks to see if there is Surprise (most likely, though not necessarily, to him). If the Attacker does not generate Surprise, the Defender, using the same die roll but with his own DRMs then checks (and he is more likely to be Surprised at this point).

The die roll is a '5'. Attacker DRMs: Wet Weather -1. Net die roll of '4' means no Surprise to either Side (a '0' for Attacker Surprise, or a '9' for Defender Surprise is needed). Defender DRMs: Wet Weather +1 (weather and terrain DRMs flip). Net die roll of '6' means no Surprise to either Side from the Defender's perspective. No Surprise.

4) At this point, each Side reveals its raw strength in SPs. This is done in case either Side wants to Decline Battle, which is the next step.

Raw SPs for the Habsburgs are 30 SPs, and 18 SPs for the Hohenzollerns.

5) **Decline Battle** (KR&Os 6.24). Declining Battle requires a Leadership Check by the GO in order to succeed. The Defender has the first choice of whether to Decline or not. A successful Decline Battle forces the Declining Side to execute a Voluntary Withdrawal (KR&Os 6.415) – a very mild form of Retreat – and there is no Battle. All Friendly forces Retreat to an adjacent hex, subject to common wargame conventions regarding paths of retreat. For game purposes, the move is not an official

Retreat (which carries additional penalties), just a controlled withdrawal. However, it is possible to lose OPs for Declining Battle; this is a penalty that applies to official Retreats as well.

Ordinarily, the Hohenzollern player might consider this, since the odds are nearly 2:1 against him, but Frederick's chances of intervention are better than 50/50 – Schwerin has a good LR.

6) Now each Side may **Prevaricate** (KR&Os 6.25). The idea here is that the generals are employing any number of tactics in order to keep the enemy pinned while they bring up reinforcements. To Prevaricate, your GO must pass a LC. This allows you to add one additional Friendly Formation in the hex to the Battle. The Formation must be declared in advance. If successful, the process may be repeated, until the LC is failed. Each LC after the first received a cumulative +1 DRM, making subsequent reinforcement harder. Prevarication can be done in no particular order. Sticklers for protocol should have the players introducing Formations alternately, beginning with the Attacker.

The Hohenzollern player designates the *AKP* and makes an LC against his Generalissimo's LR. A die roll of '5' brings in the *AKP*. A die roll of '6' +1 for *Column C* is a failure. *Column C* will be present in the hex and suffer any Retreat results, but cannot contribute in any way.

7) Once the final forces have been determined, reveal SP strength again. This time, break the SPs up into Infantry, Artillery, and Cavalry, and any Auxiliaries assigned to the participating Formations. If permitted, the players may also Task Auxiliaries from the Available Box at this time, beginning with the Attacker, or with the Surprised Side.

The Austrians have the same SPs as before: 11 Cavalry, 1 Artillery, and 18 Infantry = 30 SPs. The Prussians have 3, 1, and 31 = 35 SPs.

It is possible that the GO will change if a more senior Leader arrives during Prevarication. However, for all preliminary Segments, the initially determined GOs serve.

8) Determine the **Frontage** (KR&Os 6.26). The concept of Frontage is a different take on terrain combat effects. The argument is that a) a commander will try and position his army so that he can engage the enemy at a numerical advantage, or b) use the terrain as a 'force multiplier', or c) discover that the terrain restricts his options. The Spartans at Thermopylae are an extreme example. It is Frontage, based on the terrain, which functions as the 'CRT odds ratio'.

Be aware there are two Frontage numbers: Base Frontage and Actual Frontage. BF is listed on the TEC. AF is determined using a matrix on the CRT: the number of Friendly SPs is listed against the number of Wings, with a Wing roughly representing a divisional-sized force (or brigade in a small-scale game). Once the total number of Friendly Wings is known, this number is compared with the BF. The player can fight with a number of Wings equal to the AF or the BF, whichever is less; these are Engaged Wings. If there are more Wings than the BF allows, the excess are deemed to be Reserve Wings. The SPs of 'charge-capable Units' – e.g. Cavalry – are doubled here.

There is an additional caveat, covered under KR&Os 6.265/6.266: if your Wings exceed your opponent's by 3 or less, your AF must be the same as his, and the excess become Reserve Wings; if you exceed your opponent by 4+ you can have 1 more Engaged Wing than him. Good Leaders modify this rule, as will be seen.

During the Battle, Wings will be 'knocked out' – rendered *Hors de Combat* – but this does not change the AF, nor does it render any portion of the SPs involved immune to combat effects.

SPs are not physically grouped anywhere as 'Wings', it is all done abstractly. So the SPs that would form a real commander's 'reserve' are included in the calculations.

In this case, the BF for a Clear hex is '6'. The Austrians have 3 Wings (remember, Cavalry is doubled, so there are 41 'SPs', falling in the 37-51 range) and the Prussians have 2 (6 Cavalry + 30 other = 36, one SP short of 3 Wings!). Because Neipperg's LR is not that great, and because the Austrians have only 1 more Wing than the Prussians, AF will be 2, but the Austrians will have 1 Reserve Wing.

9) Next, **Fieldworks** (KR&Os 6.27) can be 'constructed'. Either Side can use them (though not if Surprised). To qualify, you need Pioneers, special terrain, or a Cautious Generalissimo.

In this Battle, only the latter case applies: Neipperg is Cautious. The bonus can be claimed if you have 1 Pioneer (the GO counting as a Pioneer) for every 3 Wings. The Habsburg Fieldworks penalise the Hohenzollern Side with a +2 row shift on the CRT.

10) **Superiority** (KR&Os 6.28) is now calculated. There are three kinds: Artillery, Cavalry, and Auxiliary. Auxiliary Superiority is further broken into Screening and Assault. In each case, the Side with the most items gains a bonus on the CRT. Artillery Superiority is derived by counting Batteries (Siege Artillery does not qualify). Cavalry Superiority is derived from counting SPs, AND any eligible Cavalry Auxiliaries, but the Class of Cavalry may provide a strength modifier: Cuirassiers, for example are often rated as x2, while Hussars, not mentioned by name in the Superiority section of the combat tables, have the default of x1. Screening Superiority uses only Irregulars, while Assault Superiority uses only Grenadiers. Remember that

special Units (e.g the Prussian Grenadier Units) may qualify as well. Once Auxiliary Superiority has been determined, the Auxiliaries are sent to the Recovery Box.

Even without modifying the strengths, it is clear that the Austrians will have Cavalry Superiority. But the bonus varies with the odds: 7 Cuirassier x2, 4 Dragoon x1 = 18, vs 3 Cuirassier x2 = 6. 3:1 Superiority gives the Habsburg player a -3 bonus (for the best bonus you need 4:1 odds). Note that the Prussian *Rote* Hussars assigned to the *AdS* do count as 1 SP x1 (for Hussar Class).

Artillery is a wash 1:1.

Siege Artillery has no role to play in Battle. If present in the hex it cannot be attacked, but can be Captured after a Retreat.

The Hohenzollern player has the Grenadier/Assault bonus with their 2 Grenadier Units to 1 Austrian Grenadier Auxiliary. According to *SOK* 5.166, each Prussian Grenadier Unit counts as 1 Auxiliary.

The Hohenzollern player also has the Irregular/Screening bonus because he can apply the *AKP*'s two Grenadiers as Irregulars (note that he could not count them as both Grenadiers *and* Irregulars simultaneously) against the remaining Austrian *Grenz* Auxiliary. A little odd, the Austrians being outmatched in this category, but it will help prevent them from achieving an ahistorical win.

[Zeiten's Schwartze Husaren were the only Prussian Hussars present at Mollwitz, but the regiment was new, not pre-dating the war. For game purposes the Unit is taken as a Reinforcement at the end of the game Year. There were 2 Grenz battalions at Mollwitz. So much for historical accuracy.]

11) **Leading CE** (*KR&Os* 6.29) is chosen. As explained previously, the LCE is the CE of your best (though it doesn't have to be) Units, provided they make up at least 20% of your total strength (*charge-capable Units count double*). 50% of your losses must come from LCE Units. LCE is determined secretly and simultaneously, then revealed, except when one Side is Surprised. LCEs are compared on a matrix, which may yield a row shift modifier. Though it is mentioned in the Resolution portion of the rules (because the GO may change after Prevarication), Leader Personality also provides a modifier (*KR&Os* 6.32). Another matrix is used which compares Personalities to yield more row shift modifiers.

LCE for the Austrians will be 'B' (22 (11x2) Cavalry 'Bs' is more than 20% of 41 SPs) reduced down to 'C' because of the Ammunition Rule (*KR&Os* 5.56). If one Side (only) is not within range of a Depôt, its Units' CEs are reduced by 1 level, and this is the case here. The Prussians are within range of a Depôt, the Austrians are not. This Ammunition rule does not prevent the use of Field Artillery.

LCE for the Prussians will be 'A'. They are just that good.

12) The last step before commencing Battle is the determination of **Retreat Thresholds** (*KR&Os* 6.2.10). This is simply the number of HdC Wings you can suffer before you must Retreat. The CRT includes a table showing the possibilities: Friendly LCE against total number of Friendly Wings yields the RT.

For the Austrians, LCE 'C' vs 3 Wings = '1': only 1 Wing must be rendered *HdC* before the Austrians will Retreat. For the Prussians the result is '2'. If the Austrians had been within range of a Depôt, the Battle would be more balanced.

Combat

After all that preparatory work, combat is quite simple. It is simultaneous except when one Side is Surprised, and then only in the first Round.

Each player rolls a die and consults the CRT, applying any modifiers derived above. The die roll is cross-indexed with the number of Friendly Engaged Wings, and two results are derived. This first is the number of Enemy SPs lost, and the second is the number of Enemy Wings made HdC. (There is a very important modifier on the CRT: for a second time, LCE is used to modify the die roll, but only with regard to HdC Wings).

At the end of the Round, the players check to see if they have reached or exceeded their RTs. If so, that Side will have to Retreat. If not, a new Round is fought. HdC Wings are assumed to be knocked out from the Engaged Wings. If you have any Reserve Wings, you can 'refill' the AF with them at this time, by just reducing the number of RWs and increasing the number of EWs up to its original value.

The First (and only) Round

To keep things orderly, the Habsburg player, as the Attacker, will resolve his combat first. He finds the '3 Wings' column of the CRT and rolls one die. The result is a '6', with a net -2 to the casualty column and +2 to the *HdC* column:

Casualty DRMs: -3 Cavalry Superiority, +1 Enemy has Screen Superiority, NE for Personality (Cautious versus Aggressive) or LCE (C versus A) – thus, net -2.

HdC DRMs: the same -2 DRM, but with a+4 for the target Side's LCE, which is 'A' – thus, net +2.

The Prussians lose 2 SPs (modified '4' result) and suffer 1 Wing *HdC* (modified '8' result).

(1 SP comes off *FB von Hautschermoy* and 1 SP comes off the Line component of *Garde Fuß Brigade von Bonin*: remember, 50% of all losses must come from LCE Units).

The Prussian DRMs are: -1 for Grenadier Superiority, -2 for LCE (A versus C), but +2 because of the Austrian Fieldworks. Personality has no effect (Neipperg is not a complete idiot). Net DRM is -1 for casualties, and +1 for *HdC* Wings (LCE of 'C' yields a +2 DRM in the Austrians favour).

The die roll under the '2 Wings' column is a '1': modified to '-1' this gives 4 SPs lost; modified to '2' this gives 2 Wings *HdC*. The Austrians lose the Battle and must Retreat.

(SP losses are distributed as follows: 2 off *CB von Gelhay* (Unformed), 1 off *FB von Lützen*, 1 off *FB von Meligny*).

Post-Battle

1) **Determine Leader Casualties** (*KR&Os* 6.42). Each player rolls a die and consults the Leader Loss Table. The potential for casualties increases in longer Battles. In this case, the Battle only went one Round. The Hohenzollern player rolls a '3', for no losses. The Habsburg player rolls a '7', for 1 loss. He rolls again. If the second result is a '0' his Generalissimo is affected, but it is not. Instead, he must randomly select another Leader from those at the Battle, and if there are none, from those in the Officers' Mess. This means Nadasdy is the casualty. The Habsburg player now consults the Fate Table. With a die roll of '3', Nadasdy is Wounded. A second die roll of '6' puts him out of action for 2 Turns: his counter is placed on the TRT 2 Turns ahead. He will return as a Reinforcement and be placed in the Officers' Mess.

[In reality, the highest ranking loss (i.e. the only one that would matter in game terms) was the Austrian General Römer, who was killed leading a cavalry charge.]

2) **Determine the Victor** (*KR&Os* 6.16). Rather self-evident. If only one Side Retreats, the other Side wins. If both Sides Retreat, neither Side wins. Winning Battles *may* give you Prestige if both the following criteria apply:

- The Battle must involve at least 40 SPs, at their raw values (Yes).
- The odds, again counting SPs at their raw value, must be no better than 1:1 in favour of the Victor (Prussia) – Yes again (35:30).

The Hohenzollern player gains a PP, and the Habsburg player loses one.

3) **Check for Pursuit** (*KR&Os* 6.44). Pursuit is never very likely, but if it occurs can do a lot of damage. Even if the casualties inflicted on the Pursuit Table are low, Pursuit automatically triggers a severe form of Retreat called Rout.

The base chance of Pursuit is 20% (die roll of 0-1). In this case there is a +1 DRM for Wet weather and another +1 because the loser had Fieldworks. There are other modifiers (GO Personality, for one), but none are in the Prussian favour, so there is no Pursuit.

There is a modifier derived from Actual Frontage which is counterintuitive. The formula given is Pursuer AF – (Pursued AF + Pursued Reserve Wings). In this instance, the formula results in $(2 - (3 + 0)) = -1$. What this means is that the Pursuit chance, not the Pursuit die roll, is reduced by one. The value derived is not a DRM but an adjustment of the base chance. If you have trouble with this viewpoint, just reverse the modifier and call it a DRM. The -1 adjustment to the Pursuit Chance thus becomes a +1 DRM to the Pursuit die roll.

Assuming for a moment that Pursuit had taken place, the Pursuit Table would have been consulted. This cross-indexes a die roll with the Pursuer's remaining Cavalry SPs, suitably modified for Class, less the Pursued Side's Cavalry Screen, also modified by Class. Auxiliaries count as 1 SP each, and the Pursued Side is entitled to use certain Classes of Infantry, such as *Grenz* in the Screen. Losses on the table are given by basic Class: Infantry, Cavalry, Artillery, and Leaders. Cavalry & Infantry are eliminated, Artillery is Captured, Leaders use the Fate Table. (As with Leader Battle casualties, even Leaders in the Officers' Mess are eligible).

The other effect of Pursuit is Rout. Routs are carried out like other Retreats (to be explained shortly) but the move must be at least as far as printed MA – since Retreat movement involves an AC, this could cause further losses. Also, while in a normal Retreat you can pick up SPs along the path of retreat, in a Rout you may only pick up in the Battle hex (i.e. you can collect a Garrison).

4) **Retreat** (*KR&Os* 6.43). Retreats are a form of movement, and obey ALL movement rules, including ACs, and picking up/dropping off SPs, except that the first hex moved into is free, but it must still be a hex the force could enter normally – Pontooners, for example, can be used to allow the crossing of a Major River. Retreat direction follows standard wargame practice: i.e. the Retreat must be across the entry hexside, towards a Friendly base (Depôt, Fortification, Hub, in that order), by the cheapest route, must avoid enemy forces, etc. It does not otherwise have to be towards the closest place of refuge. Unless Routing, you can Retreat as little or as far as you like, up to twice the stack's MA. You can split stacks up – but you cannot split up Formations, even Grand Army HQs with Subordinate HQs must retain their organisation at his point. You can only Retreat through an Enemy hex if you can Overrun it, at a cost of increasing the chance of losing an OP. If a stack cannot Retreat at all, it must Surrender.

Fortunately for the Habsburg player, he can withdraw the *AVS* safely, even bringing off his Artillery. Neipperg, as a Cautious Leader, can only move 1.5x (base MA + Road bonus). The *AVS* moves 1 hex south (free), then 4 MPs along the Road south via Neißé to the hex north of Jagendorf (4 MPs out of MA 4). Using the Depôt at Troppau, the *AVS* is considered to be at Short range from its Hub. AC row shifts are: Army HQ -1, OMT +0, Short Range to Hub with 3 OPs = -3, Friendly Territory -1; Net -5. Die roll of '2' reduced to No Effect.

5) **Reorganisation.** After the Retreat, both Sides may Reorganise all the forces that were in the Battle Hex, just as during the Administrative Phase.

The Habsburg player Unforms *Column A* automatically, because Nadasdy is gone. If the Leader were still present, he would have to make an Influence Check against Nadasdy's Influence Rating – beat a '3'.

All remaining forces go into the *AVS* HQ, commanded by Neipperg.

Under the *AVS*

CB Lucchesi 2 SPs
CB Kalkreuter 2 SPs
CB Serbelloni 2SPs
CB Trips 2 SPs
CB Vryberg 1 SP
FB Baden-Durlach 3 SPs
FB Lützen 2 SPs
FB L. Palffy 3 SPs
FB Elberfeldt 5 SPs
FB Meligny 3 SPs
Field Artillery 1 SP

For the Prussians, the *AKP* absorbs *Column B* and *Column C*, retaining their original commanders; the units are arranged as follows:

Under the *AdS*

KB Kyau 1 SP
FB Bosse 3 SPs
FB Bevern 3 SPs
GB Moritz 3 SPs
GB Polentz 3 SP

Under the *AKP*

GKB Bonin 1 SP
GFB Bonin 5 SPs (3 are GI)
FB Braunschweig 3 SPs
FB Hautschermoy 3 SPs

Column B (Posadowsky)

KB Bornst 1 SP
KB Rochow 1 SP

Column C (Werdeck)

DB Nassau 2 SPs
DB Stille 2 SPs

The diagrams on the following pages show this Reorganisation.

Sport of Kings Silesia HQ Display Sheet: Army HQs



			3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
COMMANDER & AUXILIARIES				4 SP		6 SP	7 SP	8 SP

Sport of Kings Allied HQ Display Sheet: Columns



	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
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Sport of Kings Hohenzollern HQ Display Sheet: Army & Grand Army HQs



		2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
					5 SP	6 SP	7 SP	8 SP
	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
COMMANDER & AUXILIARIES	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP

GRAND ARMY MAY HAVE 15 UNITS & 1 ARTILLERY UNIT PLUS ANY NUMBER OF OTHER HQS
 GRAND ARMY MUST BE COMMANDED BY CAPTAIN-GENERAL IF POSSIBLE. PLACE OTHER HQS ANYWHERE ON TRACKS.
 EACH ARMY MAY HAVE UP TO 15 UNITS & 1 ARTILLERY UNIT; MUST BE COMMANDED BY A MARSHAL. (2 TRACKS FOR EACH HQ TO EASE STACKING)

Sport of Kings Prussian HQ Display: Army HQs



		2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
	1 SP		3 SP	4 SP	5 SP		7 SP	8 SP
	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
COMMANDER & AUXILIARIES	1 SP	2 SP		4 SP	5 SP	6 SP	7 SP	8 SP

EACH ARMY MAY HAVE UP TO 15 UNITS, PLUS 1 ARTILLERY UNIT

EACH ARMY REQUIRES 1 MARSHAL AS COMMANDER

(2 TRACKS PROVIDED FOR EACH ARMY TO EASE STACKING)

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Sport of Kings Hohenzollern HQ Display: Columns



	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
		2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
	1 SP		3 SP	4 SP	5 SP	6 SP	7 SP	8 SP

Although the Hohenzollern Column C did not participate in the Battle, it can participate in the Reorganisation because it is 'in the hex' – it would also have participated in any Prussian Retreat. The Habsburg Garrison could also participate; although technically 'in a separate location'; by special dispensation the rules allow this. Hardline players may agree not to allow SPs to be Transferred into or out of a Garrison owned by the Attacking Side where the Attacker (in this case the Habsburgs) Retreated, because the force 'failed to relieve the garrison'.

HQ commanders must be given their old commands back if possible; if no longer in play their HQ can be freely Unformed or have a new Leader Posted to it, otherwise the usual Relief of Command die roll against their Influence Rating is required.

6) OPs Loss (KR&Os 6.47). Battles can cause the loss of an OP, Unassigned if possible. The chance is 6+ for the Attacker or 8+ for the Defender. Routs and Retreating through Enemy Units generate +1 DRMs. Each player rolls separately. The Habsburg player rolls a '5' and the Hohenzollern player rolls a '1'. Neither Side loses an OP.

OP loss comes after the Retreat, so they can still be used when applying AC modifiers.

The Impulse is now over.

IMPULSES	
1	Current Impulse
2	
3	

5th Turn : 4th Impulse

Neither player is keen to renew the contest. The Habsburg player feels he is too weak to take on the entire Prussian Army, now concentrated at Brieg. The Hohenzollern player is disappointed that he did so little damage and is afraid to break up his concentration. The Habsburg player is still going first.

3) The Dummy at Kosel stacks with the *AVS*.

1) The Prussian *AdS* renews the Siege of Brieg and an Investment marker is placed on it. *Here we go again.*

2) The *AdB* moves to Münsterberg (3 MPs out of MA 5). AC row shifts: OMT -2, Short Range to Hub with 4 OPs = -4 (thanks to the Depôt at Ohlau), LR -1; Net -7. No need to roll the die.

[Historical Note: by now, the *Alte Dessauer* was back at Magdeburg, but the Hohenzollern player would like to keep him around.]

Both players Pass and the Impulse and Operations Phase end.

The map shows the activities for the Impulse.



B. Administrative Phase (Turn 3)

B.1. Initial Activities

1) **Check for Special Events & Political Events.** None.

B.2. Campaign Plans & Victory Check

2) **Check for Campaign Plan (CP) Failure.** No problems, yet. 1 OP comes off the Glogau ACP, when is then terminated successfully. The other OP is lost.

3) **Check for Victory.** Not until scenario end. Prestige currently stands at Level Three for the Hohenzollerns (2 Fortified Cities + 1 Battle), and the same for the Habsburgs (since they started at Level Four and lost an equal amount).

4) **Initiate New CPs.** None.

B.3. Initial Supply Activities

1) **Attrition Checks.** Initial supply activities begin with Attrition Checks for stacks of 10+ non-Garrison Units. There are two of these, the main Prussian stack at Brieg (14 Units), and the *AVS* (11 Units). AC row shifts for Prussia are: +1 Enemy Territory, +1 per 10 Units (net +1); Net +2. The Hohenzollern player rolls a '1'; row 2 shifted to row 4: 10% losses and the FD marker is changed to a FE marker. $10\% \times 31 = 3.1 = 3$ SPs. *DB von Nassau* and *DB von Stille* each lose 1 SP, and 1 SP comes off *FB von Hautschermoy*.

By KR&Os 5.411 FD affects Depôt range bonuses.

Row shifts for the Habsburgs are: -1 for OPs, using the Depôt at Troppau (*Medium range thanks to winter FD; -3 shift becomes -1*), -1 Friendly Territory, +1 per 10 Units (net +1); Net -1. The Habsburg player rolls a '4', which is the '3' row, shifted to the '2' row: No losses, but an FD marker is placed with the *AVS*.

2) **Trace valid LoCs between Depôts and Hubs.** All OK.

B.4. Movement

B.5. Redeployment and Reorganisation of Forces

The Hohenzollern player has no Reinforcements, but he does have some Replacements to take. Prussia's total losses to date stand at 27 'B' CE and 2 'A' CE SPs.

[As mentioned earlier, the series rules have moved the Quarterly Turns to the end of each Season, meaning Replacements would have been taken last Turn, before the Battle. However, because this adjustment is not included in SOK the example assumes the old sequencing.]

According to the Replacement Table, 60% of 'B' grade SPs can be recovered, and 70% of CE 'A'. $27 \text{ CE 'B' SPs} \times 60\% = 16.2$, rounded UP to 17. $2 \text{ CE 'A' SP} \times 70\% = 1.4$, or 2. The remaining 'B' SPs are permanently lost and all SP Elim chits are reset to '0' on the GRT. Of the 17 'B' CE SPs, the Hohenzollern player can take 3 as Cavalry (every 5th SP). Since this is the Spring Quarter, he can increase his ratio of Cavalry (*KR&Os 8.531*) by expending Unassigned OPs. With only 1, he increases the ratio to 1 in 3 and takes 5 of his Replacements in Cavalry (all 'Bs'), the rest as Infantry. He cannot lump the 'A' CE SP with 'Bs'; it must be used in an 'A' Unit (or a Garrison). It cannot be added to the Grenadier Brigades, since those Units use a special pool.

Artillery, Grenadier, and French/Spanish Militia SPs have their own Replacement rates, as noted on the Replacement Table. These SPs are always recorded separately.

The SPs can be placed anywhere there is a Prussian Depôt with an LoC to a Friendly Hub which is also within that Hub's Short or Medium range (*KR&Os 8.43*), although this rule can be superseded by game-specific instructions. Since the Replacement step, the Administrative Movement step, and the Transfer step can be mixed up as desired, this means he can Form new Units at the Depôt and immediately move them to his HQ(s). Or, he can put the Replacements into Garrisons and them immediately Transfer them. The only limitation is that Unit movement cannot occur within 4 MPs of a non-Blockaded Enemy stacks. In the case of the Blockading HQs at Brieg, the fact that they are doing the Blockading does not matter.

Players who wish for greater restriction should have a house rule that Movement come before Reorganisation, as it does on the Sequence of Play; this will prevent newly Formed units marching up from rear Depôts in the same turn that Replacements are used to create them.

The Hohenzollern player's Depôts at Croßen and Ohlau are eligible sites. This is because he can now use Riverine Movement. Riverine LoCs can be of any length, broken only by tracing over land. Each Riverine segment of the LoC costs 1 range bracket (*KR&Os 5.544*).

The Hohenzollern player uses his Replacements to Form new Units at Ohlau, thus:

KB Zieten 2 SPs

KB Gölitze 1 SP

DB Zieten 2 SPs

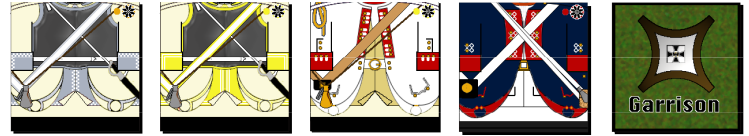
FB Blankensee (B CE) 5 SPs

3 SPs are used to Form a Garrison at Ohlau.

FB Braunschweig (A CE) gains 1 SP, added to the Garrison and then Transferred to the Unit.

FB Bosse gains 3 SPs in the same manner

GFB Bonin gains 1 'A' SP



The <Dummy> Habsburg Formations to the south prevent these forces from moving to Brieg Administratively, even though the enemy counters *are* Dummies – the Hohenzollern player should have saved some Auxiliaries to conduct Reconnaissance before the end of the Operations Phase. They do not prevent SPs from being added to the Garrison at Ohlau and Transferred to the forces at Brieg – an alternate method of moving 'to the front' which would allow them to be added to existing units. But instead, the Hohenzollern player Forms Column A at Ohlau and Subordinates the newly Formed units to it. Its commander will be General *Motte-Fouqué*, the tough Huguenot commander. The Siege Artillery at Ohlau joins as well (*Columns may have a maximum of 5 Subordinate units, one of which may be Artillery*).


The Hohenzollern player now tries to Recover his Auxiliaries and succeeds in recovering:

Feld-Jäger zu Pferde (*AdS*)


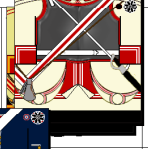

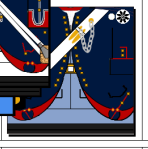
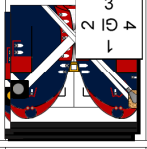
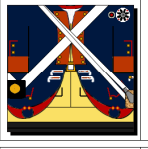
The Grüne Husaren (*Column B*)


The Rote Husaren (*Column C*)






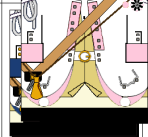

& 3 Grenadiers (2 to *AKP*, 1 to *AdS*)

Sport of Kings Hohenzollern HQ Display 

Army & Grand Army HQs

		2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
		2 SP			5 SP	6 SP	7 SP	8 SP

Sport of Kings Hohenzollern HQ Display: Columns 

	1 SP	2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
		2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	
		2 SP	3 SP	4 SP	5 SP	6 SP	7 SP	



Sport of Kings Prussian HQ Display: Army HQs

EACH ARMY MAY HAVE UP TO 15 UNITS, PLUS 1 ARTILLERY UNIT

EACH ARMY REQUIRES 1 MARSHAL AS COMMANDER

(2 TRACKS PROVIDED FOR EACH ARMY TO EASE STACKING)

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The Habsburg player has 2 eliminated 'C' CE SPs and 2 eliminated 'B' CE SPs. He regains 1 'C' SP automatically (50%) and both B SPs (60% = 1.2 rounded UP to 2). In his case, the SPs can arrive at the Depôt at Troppau (Short range to Vienna) or Glatz (Medium range to Vienna). He also has the 9 Garrison SPs on the border to Transfer into the play area.

- 3 Garrison SPs Form a Garrison at Troppau
- 3 Garrison SPs Form a Garrison at Jagendorf
- 3 Garrison SPs Form a Garrison at Ratibor



The 2 SP Garrison at Jabunka Transfers to Ostrava

1 'C' SP appears at Troppau and Transfers to *FB von Lützen* in the *AVS*

The 'B' Replacement SPs are technically Infantry, but as 'Bs' they can only 'fit' into Cavalry Units. Therefore they must be (permanently) downgraded to 'C' CE Infantry. The Habsburg player forms *FB von Bethlehem* (2 SPs) at Troppau and moves it to join the *AVS*. *CB de Fin* (2 SPs) – the original unit at Troppau – joins as well.

The Habsburg player now Forms *Column A* (*Graf Salm* to command) and *Column B* (*C. Palffy* to command), stacked with (but not Subordinate to, since it is only an Army HQ) the *AVS*. *Column A* contains *FB von Bethlehem*, *FB von Meligny*, and *FB von Lützen*. *Column B* contains *CB de Fin* and *CB von Lucchesi*.

The Habsburg player then begins his Auxiliary Recovery, gaining back Hussar Regiments *Festetics* (to Column A) and *Splenyi* (to Column B) and 2 of his Grenzers (both to the *AVS*).

See the next page for the Habsburg HQ display.

Sport of Kings Habsburg HQ Display Sheet: Army HQs								
			3 SP	4 SP	5 SP	6 SP	7 SP	8 SP
		2 SP				6 SP	7 SP	8 SP
								
Sport of Kings Allied HQ Display Sheet: Columns								
	1 SP		3 SP		5 SP	6 SP	7 SP	
	1 SP		3 SP	4 SP	5 SP	6 SP	7 SP	
								

B.5. Final Supply Activities

- 1) **Build Depôts.** No.
- 2) **Disband Depôts.** The Habsburg player will not, but the Hohenzollern player will. He removes the Depôt at Croßen and gains a OP for his Secondary Hub (*50% chance per step*).
- 3) **Depôt Isolation.** Not a problem.
- 4) **Increase Unassigned OPs.** This is the last Forage Depleted Turn. The Hohenzollern player rolls a '3' +4 on the OPAT yields 1 OP, which is recorded by moving the Unassigned OP chit up one box on the GRT. The Habsburg player rolls a '4' +4 for no result. The Hohenzollern player now has 1 Unassigned OP and the Habsburg player has 3.
- 5) **Forage Restoration & Degradation.** Not possible.

End Turn

The Turn ends, the Turn Marker is moved to April-May, and a new Turn begins.

Concluding Notes

This will be the last Turn of the example. There is little point in continuing beyond Mollwitz. With an examination of Battle, and the recovery of Replacements, all the important concepts have been covered. Mollwitz was a Prussian tactical victory (barely) but an operational stalemate. Both sides spent the summer manoeuvring round each other, unwilling to try for a second fall. Eventually, the Bavarians and their French 'advisory command' invaded Upper Austria and Bohemia, forcing the Habsburgs to sue for peace with Frederick in the fall of 1741 (a peace that included a face-saving fake siege of Neißé).

In game terms, the Hohenzollern player gains Lower Silesia as a Conquest, to be later turned into a permanent Cession (these are *SOK* Political Rules). In regards Prestige, the situation is a draw so far. By the end of the scenario the Prussians historically led 'on points'.

In 1742 hostilities resumed when a Franco-Bavarian-Saxon army overran Bohemia, hoping to link up with Frederick. The Prussians approached the outskirts of Vienna but Saxon foot-dragging and French concerns with an Imperial offensive to retake Upper Austria meant they were left in the lurch. The Austrians cleared Bohemia and Upper Austria of enemy forces, then made peace with Frederick, giving him Silesia 'temporarily'. This left them free to operate in West Germany. In 1744 Frederick launched the Second Silesian War, ostensibly to draw pressure off France; his three victories of 1745, at Soor, Hohenfriedburg, and Dresden, simply restored the equilibrium he had lost during a disastrous invasion of Bohemia in 1744. Prussia then stood out for the rest of the War of the Austrian Succession, which lasted until 1748. It is possible that the campaign of 1756 might have come in 1747, but a Russian army corps had been hired to fight for the Allies in the Low Countries and the Habsburgs made sure it marched in between the Prussians and themselves; with the end of the war, that corps remained cantoned on the Habsburg frontier until 1749. Austria would survive.

