

Hold the Line ✓

Frederick's War



1. INTRODUCTION

The game, Hold the Line: Frederick's War, covers battles during the career of Frederick II, Prussia's most famous king. Terrain tiles are included to represent various types of terrain (forest, hills, etc.) on the map board so the game map can be configured to play the scenarios included as well as design your own favorite battles.

2. MAP BOARD

The map board represents clear terrain on the battlefield. Any hex on the board without a terrain tile placed on it is considered clear terrain. Each side of the map board has a game track that is each player uses to track turns, action points and victory points.

TERRAIN

Terrain in the game is reflected by placement of terrain hex tiles on the board as described in the scenarios set up instruction. These tiles represent the various terrain features present in the battles. See the back of these rules for a list of terrain.

TERRAIN EFFECTS

COMBAT: Terrain effects apply to the firing unit, a unit conducting close combat, or units performing retreat morale checks. The modifier is based on the terrain location of the defending unit.

Example: A 3 MP infantry unit firing at an enemy unit in a forest hex 1 hex away rolls 3 dice whose results are 5, 5, 6. The firing player would then -1 on each die rolled because the defender is in forest terrain making his new values 4, 4, 5 respectively resulting in one hit if the firing unit normally hits on 5 and 6.

MOVEMENT: Terrain effects apply to units as they enter each hex. Each hex has a set movement cost/effect. Each unit has a set movement allowance. No unit may enter a hex if the movement cost to enter the hex would make that unit exceed the movement allowance for the unit type.

LINE OF SIGHT: Certain terrain affects whether units may perform ranged fire because it blocks line of sight.

MORALE: This reflects the addition or subtraction of a modifier applied to a defending unit when he checks morale at the beginning of a close combat action for retreat determination.

3. GAME UNITS:

The counters in the game represent the soldiers of the Prussian and Austrian armies. The counters are the combat units and represent the infantry, artillery, cavalry, and leaders in their respective armies. Most of the units in the game are various forms of infantry as they were the predominant force used in this era. Each unit has an icon to identify the unit type, and a flag to designate its nationality.

Each combat unit has a morale point (MP) value from 1 to 4 that is next to the unit icon on the counter. Any future reference in the rules to MP stands for morale points. The units current MP is shown by the number face up on the counter. Its full value MP is a black number.

As units take hits in combat they are flipped to their reduced MP side, the reduced MP value is red. In the case of units with MP greater than 2, when a hit occurs flip it to its reduced value, but on subsequent hits use a replacement counter of the same type to reduce it. For a rally of a reduced unit flip it back to its higher value if possible, otherwise use a replacement counter of the same type to increase it to its higher rallied value. In no case may a unit be rallied to a value higher than its starting value. MP may not be transferred or combined between units.

Each unit has a set base movement rate. The movement rate remains constant throughout the game for each specific unit type, but morale point (MP) values change as units incur combat losses.

INFANTRY UNITS

REGULAR INFANTRY: Represent the forces that made up regular units of the armies. Unit size is 3 to 4 MP and normal movement rate is 1 hex per turn.



Prussian



Austrian



Saxon

ELITE INFANTRY: Elite have "Elite" written on the counter. Unit size is 4 MP and normal movement rate is 1 hex per turn. Elite units receive a -1 modifier on all morale checks. When elite infantry is down to 1 MP and is hit, the owning player rolls 1 die per hit to determine if the hit is applied to the unit. If the roll is 1, 2, or 3 the unit stays at 1 MP. A roll of 4, 5, 6 means the unit is eliminated.



Example: A 2 MP elite infantry unit takes 3 hits in a combat. The first hit of the 3 reduces the elite infantry from 2 to 1 MP. The remaining 2 hits are only applied after the owning player rolls 2 dice (1 for each of the remaining hits) to determine if the hits are applied. A roll of 4, 5, or 6 would apply a hit.



GRENZER INFANTRY: Austrian Grenzers are 2 MP infantry units that hit on a 3-6 in close combat and may move and fire for a cost of 2 AP. They are the same in every other way to regular infantry.

CAVALRY UNITS

LIGHT CAVALRY: Unit size is 2 MP and normal movement rate is from 1, up to 3 hexes per turn. Light Cavalry may move or fire for 1 AP expended. For 2 AP, Light Cavalry may cavalry charge (see "Cavalry Charge" on page 5). On a successful morale check, Light Cavalry may flee before being fired upon withdrawing 1 hex. The unit firing upon them may choose a new target if one is available. Light Cavalry may automatically withdraw from infantry close combat.



HEAVY CAVALRY: Units have "Heavy" written on the counter. Unit size is 3 MP and normal movement rate is from 1 to 2 hexes per turn. Heavy Cavalry may move or fire for 1 AP expended. For 2 AP, Heavy Cavalry may cavalry charge.



ARTILLERY

Unit size is 2 MP and movement rate is 1 hex per turn. Artillery is not allowed to initiate close combat.



LEADERS

Leaders can move by themselves 1 to 3 hexes per turn at no AP cost. Leaders may stack with any unit. A unit, during its activation, moving with a stacked leader may move 1 additional hex if it does not begin, end, or move next to an enemy unit. With the expenditure of 1 AP, leaders have the unique ability to rally damaged infantry or cavalry units they are stacked with.



Note: Some leaders are named for historical interest.



GAME MARKERS

Turn, VP and AP markers are used to track status during game play.

4. SETUP

The game setups are presented for each battle in the Scenario Section of the game set. Players choose which side and scenario they wish to play and check the specific setup rules for each game. These can vary by scenario and some scenarios have special rules. The scenario section shows players the unit types, their starting MP value, location, and terrain placement in each hex at the start of each scenario.

UNIT HEX LIMITS

No more than 1 infantry type unit, artillery unit or cavalry unit per hex. However, players may place 1 artillery unit per hex with either a single cavalry or a single infantry unit without exceeding hex limits. Leader units may freely be placed in any hex with other units without exceeding hex limits but leaders may not be in the same hex with other leaders.

Example: Two cavalry units can not be in the same hex, nor can a cavalry and infantry type unit. However, either is allowed to be in a hex with an artillery unit and/or leader. If an infantry unit and an artillery unit were in the same hex together along with a leader, another cavalry unit could not enter the hex until the infantry moved out. In no case can 2 infantry units be in the same hex together. In no case can two artillery units be in the same hex together.

5. GAME TURN SEQUENCE

1. Player A rolls and determines random action points available and adds to the command action points for his total.
2. Player A performs actions. In any order he may move, fire, perform close combat, and rally.
3. Check victory.
4. Player B rolls and determines random action points available and adds to the command action points for his total.
5. Player B performs actions. In any order he may move, fire, perform close combat and rally.
6. Check victory.
7. End turn – move turn marker ahead one space on the turn record chart and go to step 1.

Active player determines the order of actions for their units during their turn. Players may move, fire, close combat, or rally in any order they choose within the limitations of their action points and unit capabilities.

Example: Player A has 3 AP for turn 1. He could fire with unit A, move with unit B, and fire with unit C, in that order or any other order he chooses.

6. ACTION POINT (AP)

DETERMINATION PHASE

Each player in a scenario is given command action points based on the commander of his side in a given scenario.

During steps 1 and 4 of the game turn sequence each player will roll a random action die. Rolls of 1 and 2 provide 1 random AP, rolls of 3 or 4 add 2 random AP and rolls of 5 or 6 provide 3 random AP. Add the random action roll result to his scenario command action points. This determines how many total AP points he has to spend in a turn.

Example: A player receives 4 command action points each turn per the scenario instructions. At the start of his first turn he performs step 1 of the game sequence and rolls the random action die. The result is a 5. This gives him an additional 3 random action points added to his 4 command action points from the scenario instructions for a total of 7 AP for that turn.

- Each AP point allows each side to move, perform combat or, in the case of leaders, rally units.
- Each unit, as it is picked to perform actions must complete its action before the next unit starts to perform an action.
- Once a unit has been activated and completed its allowed action, it can not be activated again until the next turn.

ACTIONS ALLOWED

All infantry type and artillery units may move or fire on the expenditure of 1 AP per unit moving or firing. Once an infantry or artillery unit performs a move action they may not perform a fire or infantry close combat action, and vice versa.

Grenzers may move **and** fire for 2 AP.

If adjacent to enemy units, infantry type units may declare a close combat attack at the cost of 2 AP.

Cavalry may move **or** fire for 1 AP expended. For 2 AP, cavalry may charge. Cavalry may never conduct close combat.

Leaders can move by themselves 1 to 3 hexes per turn at no AP cost. Leaders may stack with any unit. A unit, during its activation, moving with a stacked leader may move 1 additional hex if it does not begin, end, or move next to an enemy unit. Units exercising this option must begin and end their turn with a leader and not be adjacent to an enemy unit. Also, the unit may not conduct fire or close combat during the turn this option is used. Terrain effects still apply as normal. With the expenditure of 1 AP, leaders have the unique ability to rally damaged infantry or cavalry units they are stacked with.

Example: An infantry unit starting a turn with a leader could move through 1 hex of clear terrain and then 1 hex of forest at the expenditure of 2 AP. However, if the first hex entered was forest, the unit could not move a second hex, as units must stop when entering forest hex.

Players may not move through a hex if this would cause them to violate the units per hex limits during the move. This rule applies during retreat also.

Use the GAME TRACK on the game board to keep track of actions expended during a turn. As units perform actions, move the AP marker down the appropriate number of spaces for each unit performing actions. When the marker reaches zero the current player's turn is over.

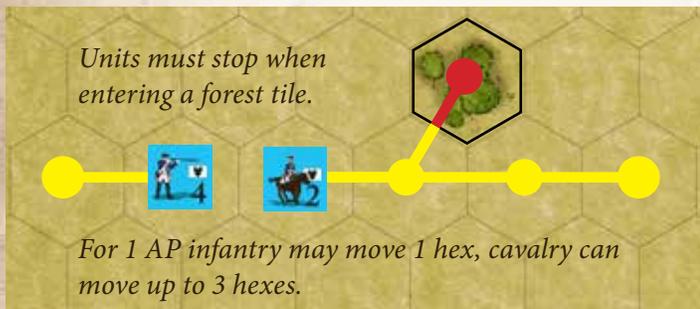
7. MOVEMENT

All units have a base movement allowance based on unit type. Movement is conducted one hex at a time and is from hex to adjacent hex. No unit may ever move more hexes than its normal movement rate unless accompanied by a leader. Units may not move more than once in a turn.

Players may not violate the unit per hex rules with any movement; this would include moving through units or swapping positions with units.

Example: in the situation where an infantry unit and an artillery unit, in a hex together, are adjacent to a friendly infantry unit, infantry units could not move into or through each other, as it would violate hex limit rules. The artillery could move into the hex with the adjacent infantry, as this would not violate hex limit rules.

Units may freely move through leader units and leaders (friendly or enemy) do not block movement for any unit. Leader units alone in a hex are retreated to the closest friendly unit if an enemy unit passed through them.



8. COMBAT

To conduct combat players must pick a unit to perform an action and declare combat (either fire, close combat or cavalry charge).

FIRE COMBAT

To conduct fire combat players expend 1 AP, determine the range and hit numbers, then roll the proper number of dice for the unit attacking, modifying the final hit number rolled on each die for terrain. Consult the combat chart below. Players score a hit for each die rolled that is equal to or greater than their "hit number".

FIRE COMBAT CHART

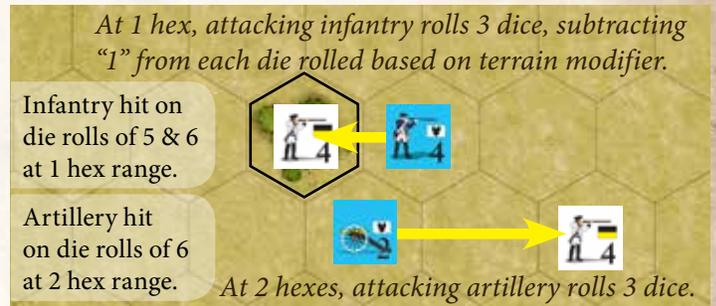
	Dice Rolled	Range 1 Hex	Range 2 Hex	Range 3 Hex	Close Combat
Infantry	3	5-6	6*		4-6
Grenzers	3	6			3-6
Cavalry	3	6			
Artillery	3	5-6	6	6*	

* Units roll one die only.

The targeted unit when hit is then reduced by flipping or replacing the unit to the proper MP value. If the number of hits reduces the targeted unit below 1 then that unit is eliminated, unless it is an Elite Infantry, in which case you must roll to see if it is eliminated. Eliminated units are removed from the game board.

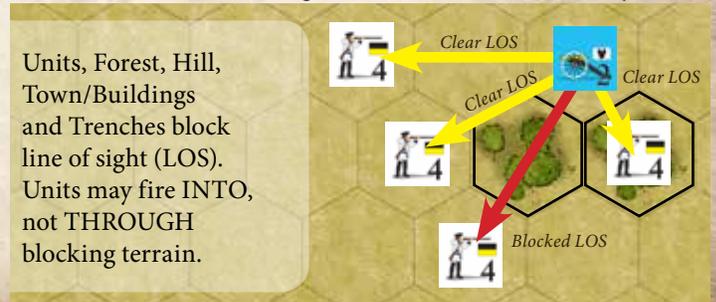
If two units are in a targeted hex, hits are applied to the highest value unit. In ties, the owning player decides the unit to be hit.

On the chart above "Range" is the maximum number of hexes that a unit may fire during combat. "Dice Rolled" is the number of dice the unit rolls when conducting combat. This number does not change, regardless of the number of MP showing on the unit.



LINE OF SIGHT

Units must have a clear line of sight to be able to fire at each other. Clear line of sight is defined as straight line through the center of the hex from the firing unit to the target unit, free of blocking terrain and units. Blocking terrain are forest, hills, town, entrenchment, and units (friendly or enemy). Units in adjacent hexes may always fire at each other as terrain does not affect line of sight for units this close. If blocking terrain is located in a hex between the two units then line of sight is blocked. If line of sight falls along a hex side then line of sight is blocked if both hexes adjacent to the hex side have blocking terrain. If only one hex side has blocking terrain then the line of sight is clear and the unit may fire.



INFANTRY CLOSE COMBAT

Infantry type units may conduct close combat instead of firing during their combat turn. Artillery and cavalry may not conduct close combat. Attacking units must be adjacent for close combat. To declare close combat, the attacker must expend 2 AP.

During close combat all defending units (other than leaders) in the hex roll one six sided die per unit before the attacker rolls for the close combat hits. If the die is higher than the units current MP, adjusted for leadership and terrain, then the unit fails his morale roll and retreats one hex after the close combat. If the defender passes his morale roll the defender still faces the close combat but does not retreat following the combat roll. Leaders that are stacked with retreating units must retreat with the units if all units are forced to retreat. A natural roll of 6 always means a retreat regardless of morale modifiers.

When rolling dice for the attackers close combat, apply terrain modifiers to the "hit" numbers rolled. Hits are allocated to the targeted unit on rolls of 4, 5, and 6.

Example: A close combat conducted against a unit in forest terrain would be hit on 5, and 6.

If the defender retreats due to a failed morale roll or is eliminated due to close combat, the attacker may choose to advance into the vacated hex. Terrain effects apply to retreat determination for defending units.

Example: A 2 MP infantry is defending on a hill and is targeted for close combat by an enemy infantry. The defending 2 MP infantry would roll 1 die to determine if it retreats after close combat. The unit rolls a 3 and subtracts 1 from the result for being on the hill. It passes it's morale check and does not have to retreat.

Elite Infantry subtract 1 on the die roll for their morale check to close combat retreats due to their elite status. A roll of 6, regardless of any (elite or otherwise) units adjusted MP, forces the unit to retreat after combat.

- ① The Prussian infantry spends 2AP to close combat the Austrian infantry. They roll 3 dice hitting on 4,5,6. The defending unit rolls a 1 die for a morale check and fails. It must retreat after close combat.
- ② One hit is scored, the unit is reduced and retreats.

CAVALRY CHARGE

It costs 2 AP to charge. The charging cavalry unit cannot be adjacent to any enemy units to begin the charge, and they may only charge units in clear or hill terrain. If targeting infantry or artillery, those units may not withdraw.

If targeting cavalry, the target may withdraw 1 hex and avoid battle with a successful morale check. If the cavalry chooses not to withdraw, then a successful morale check will allow them to countercharge. If successful, both sides roll cavalry charge dice with hits being simultaneous.

LIGHT CAVALRY: Charging light cavalry hit on a roll of 5-6. These units for the **purposes of withdrawing** from a cavalry charge have a 4 morale. The charging unit occupies the withdrawing hex. Light cavalry may automatically withdraw from infantry close combat.

HEAVY CAVALRY: Charging heavy cavalry hit on a roll of 3-6. The charging unit occupies the withdrawing hex. Heavy cavalry may withdraw from infantry close combat after a successful morale check.

COMBAT RETREAT RULES

Defending units failing a morale check must retreat 1 hex away from the attacking unit. Units may retreat adjacent to other enemy units as long as this would not leave the retreating unit still adjacent to the attacking unit. If no other retreat path is available, a unit may retreat into a hex still adjacent to the attacking unit.

Units unable to retreat because it's retreat path is blocked by impassable terrain, board edge, or enemy units are eliminated.

DISPLACEMENT: If a friendly unit blocks a unit's retreat, the friendly unit must also retreat to make room for the retreating unit. Only 1 unit may be displaced to make room for a retreating unit. If more than 1 unit would need to be displaced to give a retreating unit an opening, the retreating unit is eliminated instead.

When infantry and artillery are stacked together, and a morale check is made due to close combat, the infantry checks their morale first. If they pass then the artillery is considered to have passed also. If the infantry fails, then the artillery must make a separate morale check to see if they also retreat.

If a leader is stacked with a unit that is eliminated either due to fire combat or close combat the leader is placed with the nearest friendly unit.

9. LEADERS

LEADERS EFFECT IN COMBAT

Leaders are rated as 1, 2, or 3 for morale check modifier for units they are stacked with. Leaders add their ratings to the units MP for retreat determination during a morale check for infantry close combat or cavalry charge. A roll of 6 is always a morale check failure, regardless of modifiers.

LEADER CASUALTIES IN COMBAT

Any time a leader is in a hex targeted by firing, close combat or charging units, there is the possibility of the leader being **eliminated** when a 1 is rolled. During fire combat, **no matter how many 1's are rolled**, the leader rolls one die to see if he is eliminated. If the result is 1 again the leader is eliminated. During close combat or cavalry charge, for **each 1** rolled, the leader rolls one die to see if he is eliminated. If the result is 1 again the leader is eliminated. If the leader is eliminated, the leaders player must reduce his command action points available by 1 for future AP determination phases.

The penalty of -1 on command action points for a leader loss is cumulative, meaning if the scenario has 2 leaders and you lose them both you suffer a -2 modifier for the remainder of the game. However, no players command action points may ever go below 0.

LEADER RALLY

Leaders may rally units, other than artillery, that have suffered a reduction in MP due to combat. To rally, a unit must begin and end its turn in the same hex with the leader and the unit and leader may not move during the turn. It cost one AP to recover a MP and you may only recover 1 MP maximum per unit per turn. Rallied units can never exceed the MP they start the scenario with.

Example: A leader starts the turn in a hex with an infantry unit that has been reduced from 4 MP to 1MP. The leader and the unit have not moved during the turn so are eligible to rally. During his action phase the leader expends 1 AP and flips the infantry to 2 MP.

Units adjacent to enemy units may not be rallied. Rallied units may never move or fire during a turn in which they rally.

LEADERS AND AP

You may store AP for the following turn. The amount stored may not surpass the army commander's combat rating and it must be used on the following turn. In addition, if the army commander is not activated that turn, you generate +1 AP on the following turn. If the army commander is lost, then both of these bonuses are lost.

FOREIGN LEADERS

Leaders of different nationalities cannot stack with or in any way-benefit units not of their nationality.

10. VICTORY CONDITIONS

Each scenario has its own set of victory conditions that are based on victory points. The victory conditions for each scenario are listed under Victory Conditions in each scenario. Generally victory points are awarded for:

Units eliminated including leaders (combat unit falls below 1 MP due to combat losses and is removed from the game) = 1 VP per unit unless otherwise specified.

Time constraints — one side must obtain enough VPs by a certain number of turns or they lose the scenario.

11. SCENARIO SECTION INTRODUCTION

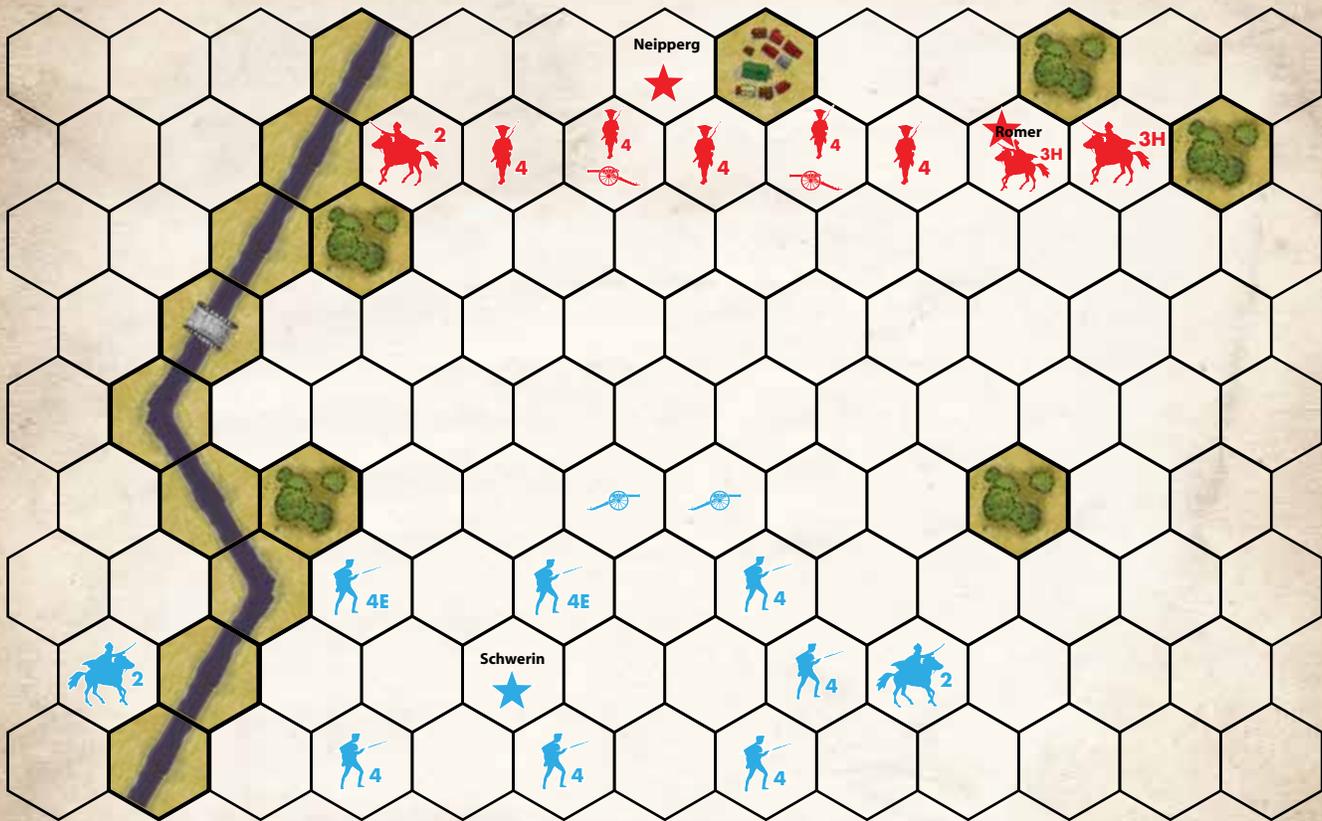
The scenarios for Hold the Line Frederick's War are famous battles from the War's of Austrian Succession and Seven Years War. The scenario's are given in chronological order. Each page of the scenario section is a game unto itself. At the top of the page is the map layout, showing both what terrain and in what locations the terrain is placed. Also on the map layout are the unit locations. The unit locations further give the unit type, class, and starting MP values. Leader names are for historical purposes, the values to be used are listed in the scenario unit list. **Bolded** leader names are Army Commanders.

The unit icons represent the following:

	Prussian	Austrians	Saxons
Regular Infantry			
Elite Infantry			
Grenzer Infantry			
Light Cavalry			
Heavy Cavalry			
Artillery			
Leaders			

MOLLWITZ

April 14, 1741 – Schwerin's Big Moment



PRUSSIAN UNITS: (Blue)

- (5) 4 MP Infantry
- (2) 4 MP Elite Infantry
- (2) 2 MP Artillery
- (2) 2 MP Cavalry
- (1) Leader: **Schwerin** – 2
- Command Action Points: 3

AUSTRIAN UNITS: (Red)

- (5) 4 MP Infantry
- (2) 2 MP Artillery
- (1) 2 MP Cavalry
- (2) 3 MP Heavy Cavalry
- (2) Leaders: **Neipperg** – 1, **Romer** – 2
- Austrians move first
- Command Action Points: 2

SPECIAL RULES:

- The River can only be crossed at the bridge.

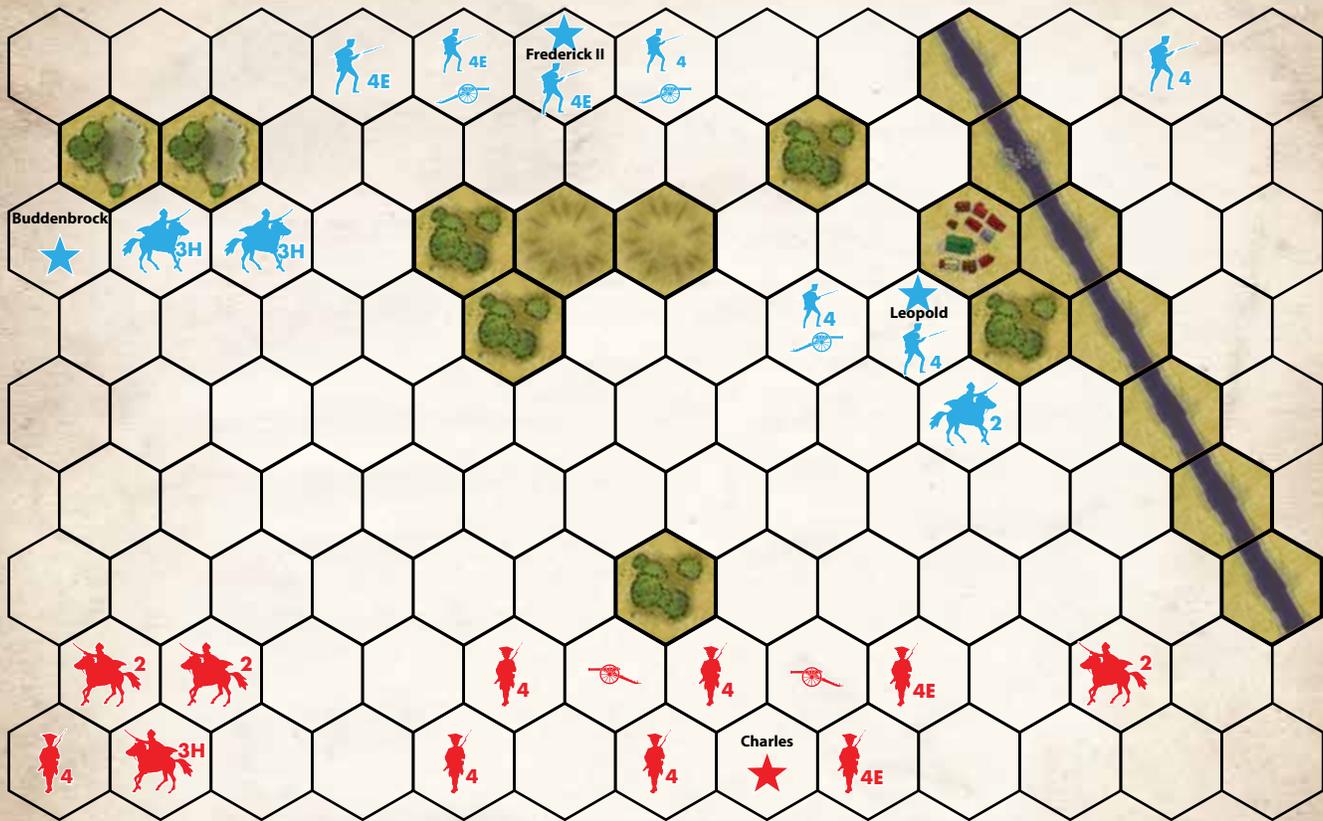
VICTORY CONDITIONS:

- Prussians: 5 VP in 24 turns or less.
- Austrians: 5 VP or avoid Prussian victory.

The young Frederick II touched off the War of the Austrian Succession on December 16, 1740 with his invasion of Silesia. However, Maria Theresa was determined to regain her lost province. She released Wilhelm von Neipperg from prison and gave him a small army and orders to drive out Frederick. At Mollwitz, Frederick surprised Neipperg, but instead of attacking he decided to slowly deploy his army. Neipperg quickly gathered his forces and attacked Frederick's flank with his cavalry. At first all seemed lost and the inexperienced Frederick II panicked, prompting the veteran general Kurt von Schwerin to send Frederick away, lest the troops lose heart. Schwerin, who, when asked to withdraw, replied, "We'll retreat over the bodies of our enemies." His leadership, and the superbly trained Prussian infantry won the day. Mollwitz temporarily secured Silesia for Frederick, but Maria was not yet willing to give up the game and Frederick had not yet proven his worth.

CHOTUSITZ

May 17, 1742 – Frederick's First Victory



PRUSSIAN UNITS: (Blue)

- (4) 4 MP Infantry
- (3) 4 MP Elite Infantry
- (3) 2 MP Artillery
- (1) 2 MP Cavalry
- (2) 3 MP Heavy Cavalry
- (3) Leaders: **Frederick II** – 3, Leopold – 2, Buddenbrock – 1
- Prussians move first
- Command Action Points: 3

AUSTRIAN UNITS: (Red)

- (5) 4 MP Infantry
- (2) 4 MP Elite Infantry
- (2) 2 MP Artillery
- (3) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (1) Leader: **Charles** – 1
- Command Action Points: 3

VICTORY CONDITIONS:

- Prussians: 6 VP in 24 turns or less.
- Austrians: 6 VP or avoid Prussian victory.

Prince Charles of Lorraine, an influential Hapsburg, was sent by Maria to retake Prague. After failing to destroy Frederick's scattered army in detail, Charles confronted the Prussians near Chotusitz. Although Frederick's army was not fully deployed, a cavalry attack unhinged the Austrian left. Charles made progress in his attack on Chotusitz. Nevertheless, the arrival of Prussian troops and a coordinated Prussian infantry attack on the Austrian left forced Charles to withdraw.

Although not a brilliant victory, Frederick had not panicked and his tactical plans were justified with a victory. More importantly, the battle gave him leverage in the ongoing peace negotiations, which resulted in the treaties of Breslau and Berlin. These granted Prussia most of Silesia. Although not brilliant, the victories at Mollwitz and Chotusitz were arguably the most important of Frederick's long military career.

HOHENFRIEDBERG

June 4, 1745 – Frederick's First Great Victory



PRUSSIAN UNITS: (Blue)

- (5) 4 MP Infantry
- (3) 4 MP Elite Infantry
- (3) 2 MP Artillery
- (3) 2 MP Cavalry
- (2) 3 MP Heavy Cavalry
- (3) Leaders: **Frederick II** – 3, Nassau – 1, Von Zieten – 2
- Prussians move first
- Command Action Points: 5

AUSTRIAN UNITS:

(Red = Austrian, Gray = Saxons)

- (4) 4 MP Infantry
- (1) 4 MP Elite Infantry
- (3) 3 MP Infantry (Saxon)
- (2) 2 MP Artillery
- (2) 2 MP Cavalry (1 Saxon)
- (1) 3 MP Heavy Cavalry
- (2) Leaders: **Charles** – 1, Johann Adolf II – 1
- Command Action Points: 3

VICTORY CONDITIONS:

- Prussians: 7 VP in 24 turns or less.
- Austrians: 6 VP or avoid Prussian victory.

Frederick II reentered the war at the behest of Louis XV of France. As was his style, he launched an offensive in 1744, but he was out-maneuvered by the skilled Otto von Traun. However, it was Charles who was selected to retake Silesia with a large army of Austrians and Saxons. Frederick, predicting that Charles would bungle his maneuvers, sought a battle. At Hohenfriedberg he made a sudden attack. Although the terrain forced Frederick to assault with only part of his army, he nevertheless destroyed the Saxons, and then bested the Austrians. Once again, the Prussian army proved to be a fine instrument of war, but Frederick had changed. He had overcome his earlier failings, and was becoming known as Frederick the Great. Maurice de Saxe, fresh off his victory at Fontenoy, called the battle brilliant and wrote in admiration of the Prussian king. The battle was studied by Prussian officers well into the twentieth century and the great Hohenfriedberger March, supposedly composed by Frederick himself, became a mainstay of Prussian military music.

KESSELSDORF

December 15, 1745 – Last Hurrah for “the old Dessauer”



PRUSSIAN UNITS: (Blue)

- (3) 4 MP Infantry
- (2) 4 MP Elite Infantry
- (2) 2 MP Artillery
- (2) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (3) Leaders: **Leopold** – 2, Maurice – 1, Lehwaldt – 1
- Prussians move first
- Command Action Points: 3

SAXON UNITS:

(Gray = Saxons, Red = Austrian)

- (5) 3 MP Infantry
- (1) 4 MP Austrian Infantry
- (1) 3 MP Infantry Elite
- (2) 2 MP Cavalry
- (2) 2 MP Artillery
- (1) 3 MP Heavy Cavalry
- (1) Leader: **Rutowsky** – 1
- Command Action Points: 1

SPECIAL RULES:

Each Saxon unit must first be awakened at a cost of 2 CAP. Once this occurs the unit may move and fight the following turn. The moment an enemy unit is adjacent or the unit is fired upon, it is activated for free.

VICTORY CONDITIONS:

- Prussians: 6 VP in 20 turns or less.
- Saxons: 5 VP or avoid Prussian victory.

In the advance upon Dresden, Frederick divided his army into two columns. One was led by himself, and other by Leopold von Dessau, the famed Prussian drillmaster. Dessau confronted a Saxon Army, reinforced by 7,000 Austrians, at Kesseldorf. Although the Saxons had the high ground and over 80 field guns, Dessau decided that by taking Kesseldorf he could flank their line. After initially being thrown back, the Prussian seized the town and turned the Saxon flank. The Saxons, who up until then had been fighting with determination, now broke and fled. Charles, whose nearby Austrian army had reached Dresden, was willing to fight on, but the Saxons continued their retreat. On Christmas day 1745, the Treaty of Dresden was signed. Frederick's ownership of Silesia was again confirmed, and Saxony had to pay him war reparations, but Maria did force Frederick to recognize Francis I as Holy Roman Emperor.

KOLÍN

June 18, 1757 – Frederick's First Defeat



PRUSSIAN UNITS: (Blue)

- (2) 4 MP Infantry
- (3) 4 MP Elite Infantry
- (2) 2 MP Artillery
- (2) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (3) Leaders: **Frederick II** – 3, Zieten – 2, Maurice – 1
- Prussians move first
- Command Action Points: 3

AUSTRIAN UNITS:

(Red = Austrian, Gray = Saxon)

- (4) 4 MP Infantry
- (1) 4 MP Elite Infantry
- (2) 2 MP Grenzers
- (3) 2 MP Artillery
- (3) 2 MP Cavalry (1 Saxon)
- (1) 3 MP Heavy Cavalry
- (3) Leaders: **Daun** – 2, Sincere – 1, Nadasti – 1
- Command Action Points: 2

VICTORY CONDITIONS:

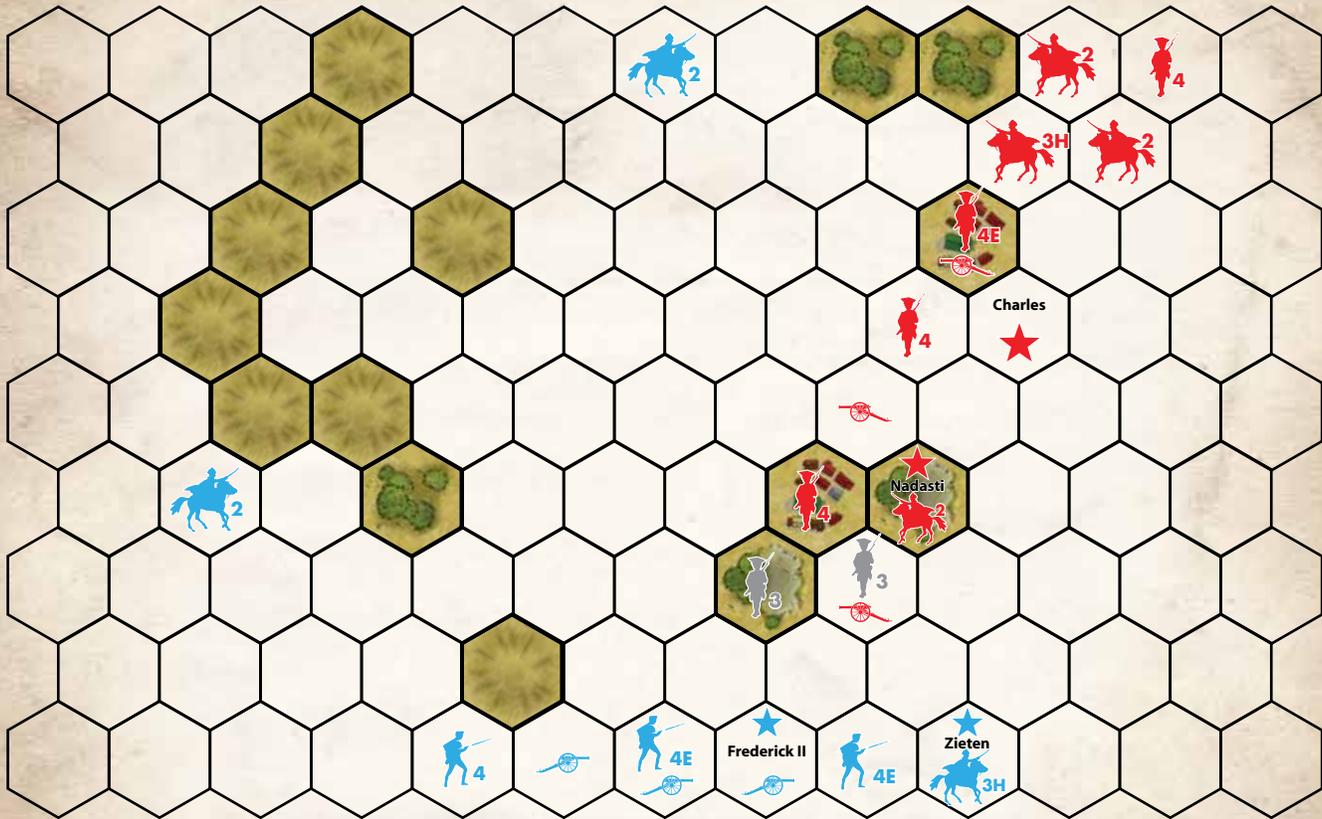
- Prussians: 5 VP in 20 turns or less.
- Austrians: 5 VP or avoid Prussian victory.

The Seven Years' War saw a vastly improved Austrian army confronting the still vaunted Prussian military machine. Following his costly victory at Prague, Frederick was forced to meet an Austrian relief column under Leopold von Daun. Despite the obvious improvements in the Austrian army, Frederick remained contemptuous. At Kolín he ignored most of his generals and attacked the Austrians up hill. He was perhaps looking to reenact his victory at Soor. It did not occur.

The Austrian lines bent but did not break, and in the end Frederick was forced to quit the field and abandon the siege of Prague. Although Frederick unfairly blamed the defeat on others, he did manage to reorganize his forces. Daun, for all his tactical skill, failed to follow up his impressive victory.

LEUTHEN

December 5, 1757 – Frederick's Great Victory



PRUSSIAN UNITS: (Blue)

- (1) 4 MP Infantry
- (2) 4 MP Elite Infantry
- (3) 2 MP Artillery
- (2) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (2) Leaders: **Frederick II** – 3, Zieten – 2
- Prussians move first.
- Command Action Points: 3

AUSTRIAN UNITS:

(Red = Austrian, Gray = Wurttemberg)

- (3) 4 MP Infantry
- (1) 4 MP Elite Infantry
- (2) 3 MP Infantry
- (3) 2 MP Artillery
- (3) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (2) Leaders: **Charles** – 1, Nadasti – 1
- Command Action Points: 1

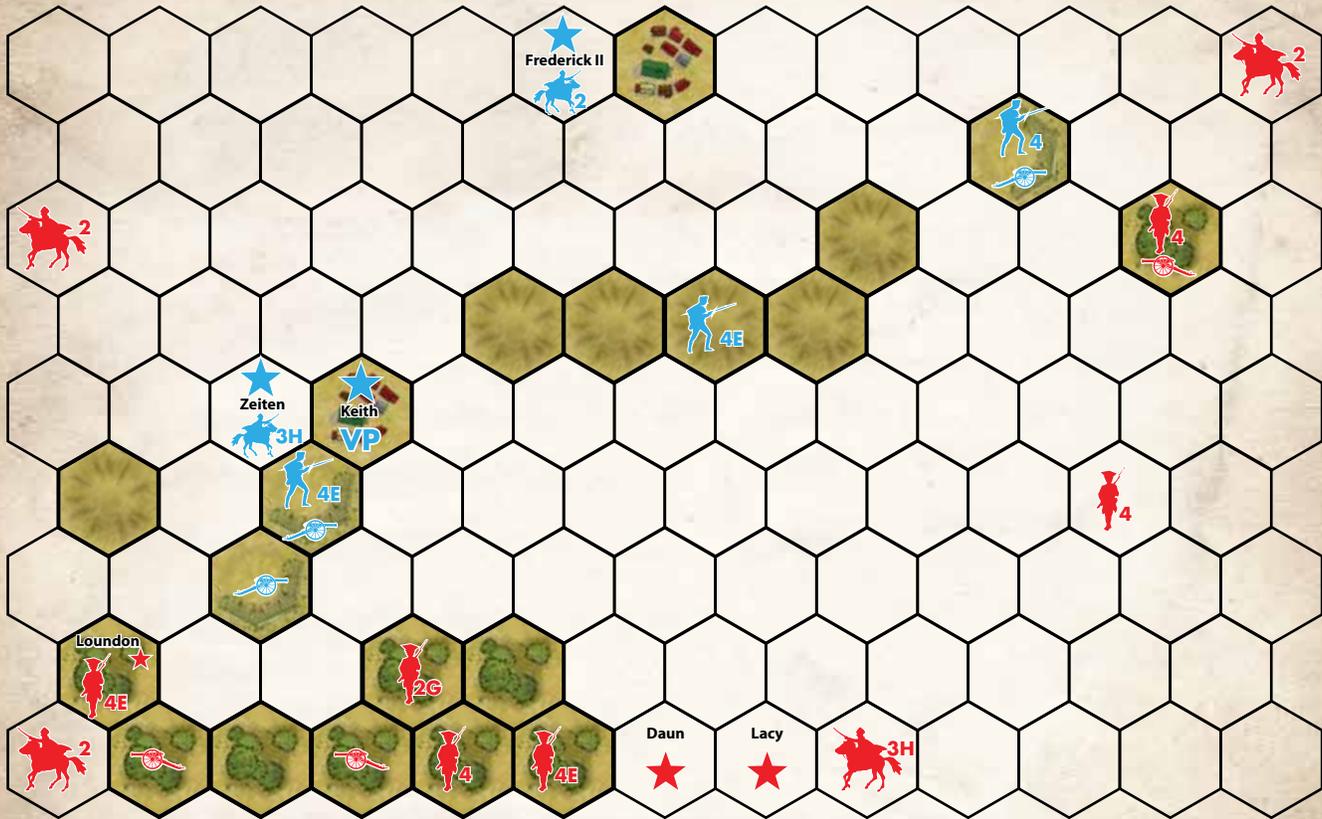
VICTORY CONDITIONS:

- Prussians: 6 VP in 20 turns or less.
- Austrians: 5 VP or avoid Prussian victory.

Following his stunning victory over the French at Rossbach, Frederick had to confront the Austrian invasion of Silesia. Although the Austrians had taken Breslau, they were currently led by the hapless Charles, who Frederick had defeated in three previous battles. Although out-numbered nearly 3 to 1, Frederick knew the terrain. He used the hills to covering a daring flank march. When he struck, Charles was distracted and the Austrian left was held by Wurttemberg troops. These men were dispirited, and many had already defected to the Prussians. Frederick's attack rolled up the flank and caused crippling losses. It was a great victory, but the Austrians would never be so easy to defeat again. Charles was removed and Maria Theresa stuck by the capable Daun and other generals.

HOCHKIRCH

October 14, 1758 – October Surprise



PRUSSIAN UNITS: (Blue)

- (1) 4 MP Infantry
- (2) 4 MP Elite Infantry
- (3) 2 MP Artillery
- (1) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (3) Leaders: **Frederick II** – 3, Zieten – 2, Keith – 2
- Command Action Points: 2

AUSTRIAN UNITS: (Red)

- (3) 4 MP Infantry
- (2) 4 MP Elite Infantry
- (1) 2 MP Grenzers
- (3) 2 MP Artillery
- (3) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (3) Leaders: **Daun** – 2, Loudon – 2, Lacy – 1
- Austrians move first
- Command Action Points: 3

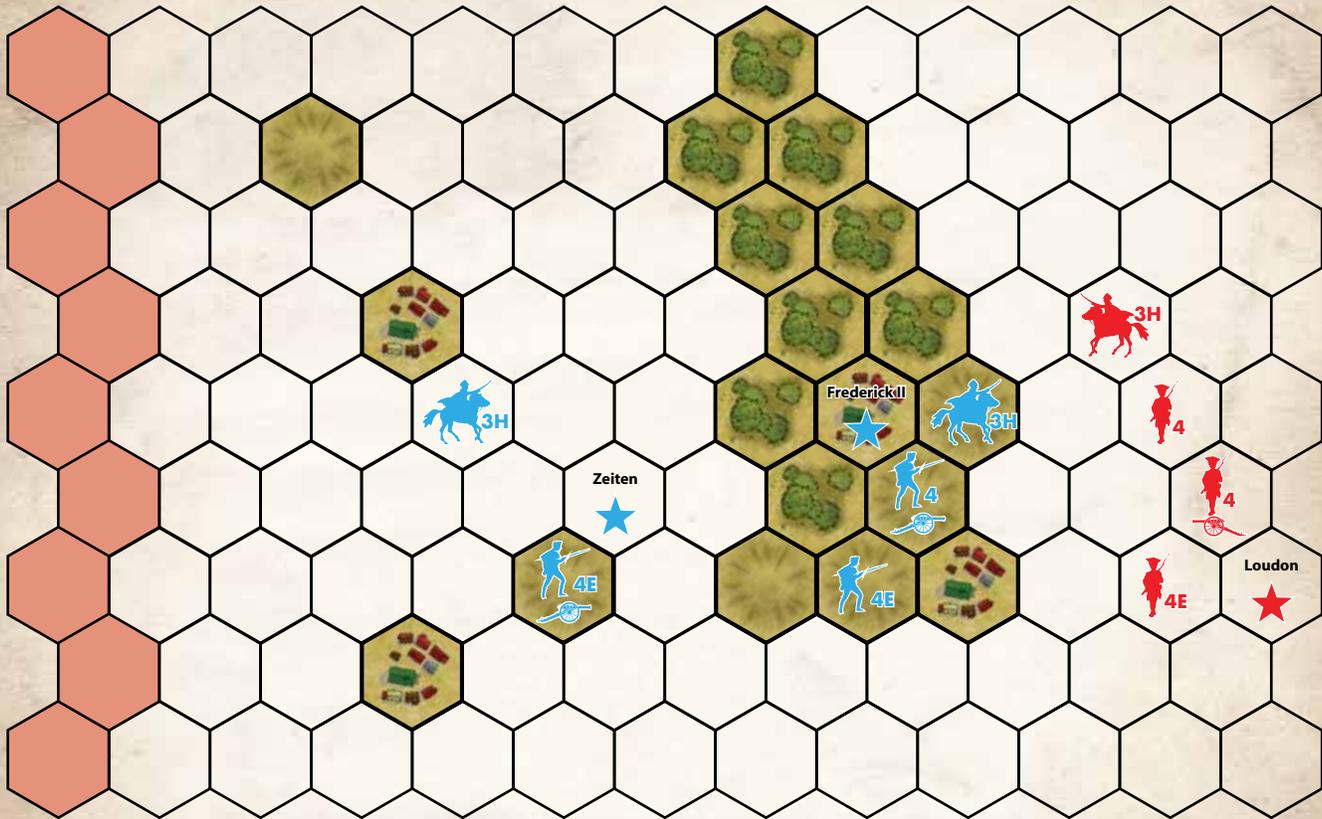
VICTORY CONDITIONS:

- Prussians: 5 VP or avoid Austrian victory.
- Austrians: 5 VP in 20 turns or less.

Following his costly victory over the Russians at Zorndorf, Frederick encamped his army in an exposed position at Hochkirch, where they drew supplies. Against better advice, Frederick remained. In the Austrian camp, Franz von Lacy convinced Daun to attack. Lacy's plan was complicated, but the reformed Austrian army proved to be up to the task. At dawn they struck, eventually crumpling both of Frederick's flanks. The Prussians managed to escape destruction through the efforts of Jacobite hero James Keith, who perished in the fighting. Unlike Kolín, Frederick took responsibility for his defeat. Daun did not pursue the dispirited Prussians. However, having captured over 100 cannons and six generals, he was rightfully lauded for his victory.

LIEGNITZ

August 15, 1760 – Prussia Resurgent



PRUSSIAN UNITS: (Blue)

- (1) 4 MP Infantry
- (2) 4 MP Elite Infantry
- (2) 2 MP Artillery
- (2) 2 MP Heavy Cavalry
- (2) Leaders: **Frederick II** – 3, **Zieten** – 2
- Prussian move first
- Command Action Points: 3

AUSTRIAN UNITS: (Red)

- (2) 4 MP Infantry
- (1) 4 MP Elite Infantry
- (1) 2 MP Artillery
- (1) 3 MP Heavy Cavalry
- (1) Leader: **Loudon** – 2,
- Command Action Points: 3

VICTORY CONDITIONS:

- Prussians: 5 VP or avoid Austrian victory.
- Austrians: 5 VP in 20 turns or less.

SPECIAL RULES:

Each turn for 1 AP the Austrians may roll a die, but only once a turn. On a 1, Lacy – 1 arrives with (1) 4 MP Infantry, (1) 4 MP Elite Infantry, (1) 2 MP Cavalry, and (1) 2 MP Artillery. If the roll fails, it succeeds the next time on a 1-2, and then a 1-3, etc. After Lacy's arrival, another roll of 1 will bring Daun – 2 with (2) 4 MP Infantry, (1) 2 MP Cavalry, and (1) 2 MP Artillery. The die roll's chance of success also increases by one after each failure. All units arrive anywhere on the shaded areas. They do not move on the turn of arrival.

The defeats at Hochkirk and Kunersdorf had shattered Prussian morale and it appeared only a matter of time before either Russia or Austria dealt the crippling blow. At Liegnitz, Daun and Lacy tried to do just that. They had Ernst von Loudon, perhaps Austria's finest tactician, engage Frederick while their forces came from the rear and trapped the Prussians. However, Daun and Lacy were late and Loudon's men were cut up in vicious fighting. Daun arrived but he decided not to attack. It was the greatest blunder of his career. The battle restored faith in Frederick and proved that he was a capable one on the defensive as on the offensive. The battle also wrecked relations within the Austrian high command. Loudon accused Lacy and Daun of abandoning him. Daun's defeat at Torgau months later led to a split between him and Lacy, while Daun's wounding took him out of action. The collapse within the Austrian high command made coherent action difficult in 1761, when Prussia was on the verge of collapse. Any of the three Austrian commanders at Liegnitz might have won Freiberg in 1762 and kept Silesia in Austria's hands.

OPTIONAL RULES

These rules add complexity to the game. The rules may be added individually or as a group at the player's discretion.

RAPID MOVEMENT: Players may add one hex to the base movement of any activated unit that is not adjacent to an enemy unit in the beginning, during or at the end of its movement. All terrain restrictions apply.

ATTACKER MORALE CHECKS: Attacking units must pass a morale check before executing close combat, but after they pay the AP for the close combat. If they fail, then it costs the extra AP and the attacking unit can only conduct fire combat. Leaders add their command rating to the attacking units MP for morale determination before executing close combat.

NATIONALITY BONUSSES:

- **AUSTRIAN CAVALRY:** -1 to all morale checks die rolls for the purposes of withdrawal.
- **PRUSSIAN INFANTRY:** At range 1-2 hexes, any die rolls that are doubles equal 1 additional hit.

UNIT RALLY: Only units that have not been fired on in the current turn may be rallied.

ELITE BONUS: Elite units may roll 4 dice instead of 3 if their MP is 4 or 3. Once below 3 MP, they roll 3 dice.

ARTILLERY RANGE: Range is increased by +1 when firing from a hill and hit on a "6" at the extra hex.

ATTACKER ADVANCE: If the defender is eliminated by an adjacent attacking unit in fire combat, the attacking unit may advance into the vacated hex.

FLANK/REAR ATTACKS: If 2 or more attacking units are directly opposite of each other with the defending unit between them, and all units attack the defender during the turn, the attacking units add +1 to their die rolls for hit determination. Further, in close combat, the defender subtracts -1 for morale retreat rolls.

WITHDRAWAL: A unit that withdraws for any reason must check thier morale immediatly after they retreat. If they fail the check they suffer on hit.

LINEAR DISCIPLINE: Line infantry fire with an additional die if they are adjacent to another line infantry unit.

CAVALRY MOMENTUM: During a cavalry charge if the target unit is eliminated or retreats, the cavalry may, after advancing into the vacated hex, and at the expenditure of 1AP conduct a fire combat on an adjacent unit.

UNIT FACING: Artillery, militia, and infantry (both elite and light) must have a facing hex. The top of the unit is the front and must be facing on the hex's spine. These units are considered to be linear.

They must advance and fire into hexes in their front. After moving a unit you may freely change its hex facing, although units can be activated solely to change their facing. They may move into non-front hexes, but only by first passing a morale check. Infantry always pass morale checks for the purposes of moving into non-frontal hexes.

Linear units may form columns when activated. They gain +1 movement. While in column formation, units may not fire. Forming back into line is considered to be the use of its entire movement. The unit remains in the hex but may face in any direction.

The hexes to the right and left of a unit are its flank. Those behind it are the rear. If attacked in the flank, the attacking units add +1 to their die rolls for combat. In close combat, the defender subtracts -1 for retreat rolls. If attacked in the rear the attacker hits on a +2 and the defender subtracts -2 for retreat rolls.

The moment a unit advances or retreats in combat it must change its facing.

For Grenzers units, all hexes are considered frontal.

GAME DESIGN: Sean Chick

COVER ART: Sean Cooke

COUNTER ART: Brandon Pennington

OTHER COMPONENT ARTWORK: Sean Cooke

PLAYTESTING: Daniel Chick, Derek Green, Michael Kraemer, David Marsich, Peter Martin, Pete Putnam, Kent Reuber, and Mike Wheal

WITH SPECIAL ASSISTANCE FROM: Bill Bennett

Visit our website for more information on this title and all Worthington Games at:

www.WorthingtonGames.com

© Copyright 2012 Worthington Games

TERRAIN TYPES AND EFFECTS

Terrain Type		Combat based on Defender Location	Movement	Line of sight	Defender's Morale Check
Clear		No effect.	No effect.	No effect.	No effect.
Swamp		Impassable.	Impassable.	No effect.	No effect.
Waterway		+1 On attacker die roll.	Stop when entered.	No effect.	+1 On defender die roll.
Bridge		No effect.	Negates the movement effect of waterway.	No effect.	No effect.
Ford		+1 On attacker die roll.	Negates the movement effect of waterway.	No effect.	No effect.
Forest		-1 On attacker die roll.	Stop when entered.	Blocks line of sight.	-1 On defender die roll.
Hill		-1 On attacker die roll.	Stop when entered.	Blocks line of sight.	-1 On defender die roll.
Town/ Buildings		-1 On attacker die roll.	No effect.	Blocks line of sight.	-1 On defender die roll.
Trench		-1 On attacker die roll.	Stop when entered.	Blocks line of sight.	-1 On defender die roll.

UNIT INFORMATION CHART

All units roll 3 dice in combat, unless noted in the chart below.

	Base Movement Rate	Fire Combat Range 1 Hex	Fire Combat Range 2 Hex	Fire Combat Range 3 Hex	Infantry Close Combat	Cavalry Charge
Regular Infantry	1 Hex	5-6	6 <i>(1 die only)</i>		4-6	
Elite Infantry	1 Hex	5-6	6 <i>(1 die only)</i>		4-6	
Grenzers Infantry	1 Hex	6			3-6	
Artillery	1 Hex	5-6	6	6 <i>(1 die only)</i>		
Light Cavalry	3 Hexes	6				5-6
Heavy Cavalry	2 Hexes	6				3-6
Leader	3 Hexes					