

# *Prussia's Glory II*

## **Battles of the Seven Years War**



# SCENARIOS

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**GMT Games, LLC**

P.O. Box 1308, Hanford, CA 93232-1308

[www.GMTGames.com](http://www.GMTGames.com)

# 1.0 Scenario Basic Introduction

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

## 1.1 Common Victory Point (VP) Schedule

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

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

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

### Coalition Only:

- 4 pt. for Wounding Ferdinand
- 10 pt. for Killing Ferdinand
- 10 pt. for Wounding Frederick
- 30 pt. for Killing Frederick

### Prussia Only:

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

## 1.2 Scenario Specific Victory Points

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

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

## 1.3 Wings and Groups

Historical regiments and brigades were combined into Wings under a single leader. For command determination in the game, several historical Wings are often assigned to a Basic or Specific command Group.

**a. Wings.** Unless assigned to a Specific Group, Wings are assigned as follows:

- Wings containing one or more infantry units (are known as Infantry Wings, and are assigned to the Basic Infantry/Artillery Group (even if cavalry units are in the Wing)
- Wings containing only cavalry units are known as Cavalry Wings, and are assigned to the Basic Cavalry Group.
- Artillery units are always assigned to the Basic Infantry/Artillery Group, and may be placed on any hex containing infantry

units belonging to the group, unless specified differently by scenario instructions.

### b. Groups

1) Specific Groups are composed of any infantry wings, cavalry wings and artillery units assigned by scenario instructions.

2) The Basic Infantry/Artillery Group contains all Infantry Wings and artillery units not assigned to any Specific Groups.

3) The Basic Cavalry Group contains all Cavalry Wings not assigned to any Specific Groups.

## 1.4 Leader Set Up

Unless specified in scenario instructions:

- Wing/Group leaders must set up in a hex containing one or more of the units they command.
- Army commanders may set up in any hex containing troops they command.

# 2.0 PRAGUE: LAST DAY OF THE WORLD

*—For my son Steve, whose smile could stop the last day of the world.*

*HISTORICAL NOTE: On 6 May, 1757, in the largest battle of the Seven Years War, Frederick narrowly defeated Prince Charles' and Marshal Browne's forces defending Prague. Formidable Austrian resistance and near-suicidal cavalry charges covering the Austrians' retreat left Prussian leaders appalled at their casualties; many of "the pillars of the Prussian infantry" were lost.*

## 2.1 Victory Conditions

### 2.1.1 Additional VP Schedule

**"Yellow Austrians" VP Penalty.** If the Austrian player has more than 6 inf/cav counters in Prague city hexes at any time before Austrian AM drops to 6 or less, add 20 VPs to the Prussian total at the end of the game. *Play Note—this is to discourage a weasely Austrian from hiding in Prague. Honor always, mes Freres!*

**Austrian Line of Retreat VP:** At the end of the game, the Prussian player receives 1 VP for every 12 full steps of Austrian units that cannot trace a path of any length, free of Prussian units or EZOC, to a Prague hex, Beneschau zone, or Eastern entry zone hex. The Austrian player receives 1 VP for every 8 full steps that retreat off map through the Beneschau or Eastern Entry zones. Ignore lesser step amounts in each case.

**2.1.2** The victor and victory level are determined after the completion of the last turn of the scenario (NOTE: the Main scenario allows optional additional game turns, see 19.2.2.7):

- **Prussian Decisive Victory:** The Austrian army is Broken, the Prussian army is not Demoralized, and the victory point differential is +24 or more.
- **Prussian Substantive Victory:** The Austrian army is Demoralized, the Prussian army is not Demoralized, and the victory point differential is +14 or more.
- **Prussian Marginal Victory:** Austrian Army morale is 4 or less,

the Prussian army is not Demoralized, and the victory point differential is –1 or more (historical result).

- **Austrian Marginal Victory:** No other victory conditions met.
- **Austrian Substantive Victory:** The Prussian Army is Demoralized, and the victory point differential is –2 or less.
- **Austrian Decisive Victory:** The Prussian Army is Demoralized, and the victory point differential is –8 or less.

## 2.2 Main Scenario

The scenario lasts from 6 a.m. to 3 p.m. (10 turns).

### Prussian Army Information:

Morale	14
Army Activation Cost	1 pt first try, free thereafter
<b>Command Ratings</b>	
Basic Infantry/Artillery Group	5
Basic Cavalry Group	5
Right Flank Cavalry Specific Group (Penavaire's Wing)	2
Special Leader Schwerin	4I
Special Leader Zieten	4C
Friendly Map Edges	North

*Note 1:* The Schwerin special leader may be used to re-roll for any one degraded infantry wing. If re-rolling for the Schwerin wing, the leader counter must be within 5 hexes of one or more Schwerin units. If re-rolling for any other degraded infantry wing, the Schwerin leader unit must be stacked with the leader of that wing.

*Note 2:* The Zieten special leader may be used to re-roll for any one degraded cavalry wing. If re-rolling for the Zieten wing, the leader counter must be within 5 hexes of one or more Zieten units. If re-rolling for any other degraded cavalry wing, the Zieten leader unit must be stacked with the leader of that wing.

### Austrian Army Information:

Morale	18
Army Activation Cost	2 Pts first try, free thereafter
<b>Command Ratings</b>	
Basic Infantry/Artillery Group	1
Basic Cavalry Group	4
Browne Flank Infantry Specific Group (Units taken from the Clerici/Wied and McGuire Reserve Inf Wings)	3
Special Leader Browne	4I
Friendly Map Edges	Prague, South, Eastern Entry Zone

*Note 1:* The Browne special leader may be used to re-roll for any one degraded Infantry Wing, and also has some other special abilities (see paragraph 19.2.2.2)

#### 2.2.1 Set Up

Use the Prague Map

Austrian player sets up first—All Wings Deployed. Wing leaders and their units must be placed on or within all of their coded set-up hexes using the following limitations:

- A minimum of four steps of an assigned Wing must be placed on or adjacent to each of the Wing's set-up hexes (exception: only 2 steps of the Croats of the Kheul Wing are available for placement in one of the two Cr Set-Up hexes).
- No more than eight steps of an assigned Wing must be placed on or adjacent to each of the Wing's set-up hexes.

Kheul Inf and any 1 arty	Kh
Konigsegg Inf and any 1 arty	Ko
Esterhazy Cav	E
Clerici/Wied Inf	Cl
McGuire Res Inf	MG
Croat inf	Cr
Stampach/Hadik Cav	St
Luchhese/Anthan Cav	Lu
Charles, Browne, any 1 arty	With any Infantry Leader or infantry units

The Prussian player sets up second—All Wings either In Column or Deployed

- Zieten Cav Wing
- Hautcharmoy/ Bevern Inf Wing
- Ferd/Henry Inf Wing
- Penavaire Cav Wing
- Frederick
- artillery units 1, 3, and 4

Leaders and units of each wing set up on or within 1 hex of any one blue lettered "Pr" hex (The AI hexes are used for Alternative P1—see below). Artillery units may stack with either infantry wing.

*Note:* The Schwerin, Winterfeldt, and Schonaich Wings plus the artillery unit 2 comprise the Schwerin Corps and enter as reinforcements (see 19.2.2.5)

#### 2.2.2 Special Rules

**A. Austrian Activation:** The Austrians may not attempt Normal or CDOA activation on turn 1. They may attempt both when eligible starting on turn 2.

#### B. Marshal Browne

**Browne's Coup d'Oeil:** Starting on turn 2, the Austrian player may substitute Browne's Special Leader rating (4) for Charles' rating if rolling for a CDOA Activation, and on turn 3, for Normal Activation also. *Historical Note—Prince Charles did not recognize the Prussian flank march for what it was; Marshal Browne perceived the threat, and ordered troops to the east flank to counter.*

#### Browne Flank Infantry Specific Group

*HISTORICAL NOTE: Marshal Browne probably deserves credit for saving the Austrian Army from a major defeat at Prague. In doing so, however, he created a unique ad hoc mega-wing by commandeering two infantry wings to reinforce the vulnerable Austrian right flank.*

The Browne Leader unit functions as an extraordinary Wing Leader. He may take command of any infantry units of the Second Line (McGuire) and Reserve (Clerici/Wied) wings (counters with color stripes matching the colors on the Browne Leader stripe) and form

his own Flank Infantry Specific Group. During each turn's Group Command Roll Segment after army activation, the Austrian player must designate which units of the McGuire and Clerici/Wied Wings are commanded by their named commanders, and which are commanded by the Browne Leader unit.

*PLAY NOTE: Rolling against the Browne Group Command Rating of 3 instead of the Basic Infantry/Artillery Group's Command rating of 1 certainly makes good sense, and will probably lead to most, if not all, eligible units being assigned to Browne*

The Browne Leader unit also qualifies as a Special Wing Leader under the provisions of rule 4.5, and may use his re-roll capability for either his Group if it failed its Command roll, or for any other infantry wing that has failed its Command roll if stacked with the Wing Leader. If re-rolling for the Browne Group, the Browne Leader unit must be within 5 hexes of one or more commanded Clerici/Wied or McGuire units.

**C. Modena Dragoon Command:** Austrian Dragoon Regiment 13 can trace command to either the McGuire or Stampach/Hadik Wing leaders, as indicated by its dual striped counter.

**D. IMPORTANT!** Prussian Shouldered Musket Doctrine: All attacking Prussian infantry units count their morale as 1 factor lower for purposes of superior morale calculation. A "Shouldered Musket –1 morale" counter is provided to keep on map as a reminder. It is up to the Austrian player to ensure this is observed each combat; if forgotten, let the attack results stand (you snooze, you lose) For all other Prussian morale purposes, use the printed values on the counters.

*HISTORICAL NOTE—the Prussian infantry advanced to attack using the dubious tactical doctrine that an advance should be made without firing, to conclude with a bayonet attack, awing the enemy out of his position. Less than suitably awed, the Austrians inflicted heavy losses on Prussian attacks, as superior Prussian fire capability was diminished by this restriction. Some last vestiges of this doctrine were seen at the Kolin defeat, and never after.*

#### E. Reinforcements:

At the start of each player turn indicated, roll one die to determine entry of these reinforcements.

**Prussian:** Schwerin's corps (Schwerin, Winterfelt, Schonaich Wings, arty unit 2) enters the map from the Brandeis entry zone as follows:

- turns 1-3 — dr 1-5
- turn 4—automatic

On turn of entry, these Wings may enter IC, and are considered In Command. The instant one of Schwerin's units enters the map, raise Prussian AM by 5.

*NOTE: For easier Army Morale accounting, if the Prussian army has already been Activated, move both the Current Morale marker AND the spare counter used for the activation cost up to the 19 box.*

**F. City of Prague/Wischehrad Fortress hexes:** Prussian units may not enter Prague or Wischerad city hexes. Austrian units may freely enter and leave Prague/Wischehrad with no movement penalty for the entrenchment hexsides. But note the "Yellow Austrians" VP Penalty 19.1.1.

**G. Optional Additional Game Turns:** *Historical Note—The May day offered several more hours of daylight if the Prussians had chosen to pursue the Austrians as they retreated; Frederick didn't; you may—at a price)*

If both armies are NOT Demoralized at the end of the 3 p.m. turn, the Prussian player may choose to extend the game up to four turns, through 7 p.m. The Prussian player must choose the total number of turns he will extend at the end of the 3 p.m. turn, and cannot change his choice afterward. The Prussian player pays a VP/victory condition penalty as follows:

- Play the 4 p.m. turn: subtract –5 Prussian VPs from their total before judging victory.
- Play through 5 p.m.: –10 Prussian VPs, and changed victory conditions.
- Play through 6 p.m.: –15 Prussian VPs, and changed victory conditions.
- Play through 7 p.m.: –25 Prussian VPs, and changed victory conditions.
- **Changed Victory Conditions:** Prussians must score a Substantive victory or higher to win (Marginal Prussian win = Austrian Marginal).

## 2.3 Battle Scenario

**2.3.1** This scenario begins at 10 a.m. and ends at 3 p.m. (6 game-turns).

**2.3.2** Use the setup hexes printed on the counters.

**2.3.3** Charles and Browne set up with any leaders/units.

**2.3.4** All values from 2.2 apply except Prussian AM starts at 19, and a spare counter is placed in the 19 box as well (for activation cost), and Austrian AM starts at 17, with spare counters placed in the 18 and 17 boxes as well (for activation cost). Both armies are considered already activated.

**2.3.5** Special rules 2.2.2A through 2.2.2D and 2.2.2F still apply.

## 2.4 Main Scenario Variants—A Bigger Last Day of the World

*HISTORICAL NOTE: Both sides had additional forces in the region, both near and far, that could have been present at the battle. Players may use the following options selectively, for play balance, or variety, to explore all the operational possibilities present in central Bohemia during that week.*

Players may choose any or all of the following conditional reinforcement group possibilities. As a competitive Option, each is rated with a VP handicap if used.

- Both players must agree before play begins to use some, all or none of the options. The number of options allowed per side must be specified.
- Players may use or waive the VP penalty by agreement before play.
- Prague Force Options chits are in the counter mix to keep track of which options are to be played, and vary the force sizes in that option.
- Players usually also make die rolls for each group during play that will vary the group's entry turn, or if it enters at all.

- Options may be kept secret (again, by mutual agreement); players pick their options and hide their chits in an opaque container. They reveal the option and chit picked the first time they make a die roll for that particular group's entry attempt to the map.
- For options that call for increases in Army morale, at the times stated, move all counters from that player's lowest filled AM track box up a number of boxes equal to the listed increase(s), in the same fashion as AM Bonus increases for Combat success (13, step 1). Do not move the army's Current Morale marker when doing so.

### Austrian Groups:

Use units from the Kolin game Austrian mix for the variants below.

## A1. Daun's Relief Force

*HISTORICAL NOTE: Charles had an expectation he would be reinforced by 9,000 men from Daun's army, forming in eastern Bohemia. Daun actually brought 40,000 men within 12 miles of the battle, but came no closer. This variant allows the possibility of that Daun acts with uncharacteristic aggressiveness and sends part or all of his force to the fray.*

Before play, the Austrian player takes the two A1 Option chits and draws one at random, with result as follows:

**A1-Small (3 VPs to the Prussian Player):** Small relief force. Daun leader counter, any three units of Colleredo's wing plus the Colleredo Leader unit, entire Nadasty wing plus Nadasty Leader unit, and Arty 1 unit enter the field. When the first unit enters, immediately raise Austrian AM by 5.

**A1-Large (6 VPs to the Prussian Player):** Daun leader counter, entire Colleredo, Nadasty, and Serbelloni wings (plus their Leader units), and Arty units 1 and 3 enter the field. When the first unit enters, immediately raise Austrian AM by 10.

Units enter via the Eastern entry zone per the following schedule:

- 8-9 AM (turns 3 and 4) die roll of 1
- 10-11 AM (turns 5 and 6) die roll of 1 or 2
- 12 Noon to 1 PM (turns 7 and 8) die roll of 1 through 4
- 2-3 PM (turns 9 and 10) automatic entry

On turn of entry, the entire force may enter either deployed or IC, and is considered In Command. It is treated as a specific group with a 1-4 Effectiveness range, with Daun as Group Leader, and himself a Special Leader with an Initiative 4. The Daun leader may not re-roll for any degraded Wing of Charles' army, nor may the Browne leader re-roll for any degraded Wing of Daun's Special Group. If the reinforcement area is blocked by enemy units or EZOC, the group may enter either east or west on the first unblocked hex.

## A2. The Prague Garrison

*HISTORICAL NOTE: Charles left 13,000 men to garrison Prague. This assumes he strips the defenses for about 10,000 additional infantry.*

(1 VP to the Prussian Player) Use any four units of the Marschall wing and the Marschall Leader unit for this variant. Once on map, the Prague Garrison functions as a Wing assigned to the Basic Infantry/Artillery Group. When the first unit leaves Prague, immediately raise Austrian AM by 2.

Units enter the map from any Prague city hex per the following schedule:

- 6 a.m.—(Turn 1) dr 1-3
- 7 - 9 a.m.—(Turns 2 to 4) dr 1-5
- 10 a.m. — automatic

## A3. Fortunes of War: Schwerin Delayed

*The previous days' rains, and the intercept of Prussian couriers by Croats hampers communication between Frederick and Schwerin. (Schwerin entered Brandeis, northeast of Prague on May 4; Frederick supposed he had reached this town four days earlier.)*

Before play, the Austrian player picks one of the A3 option chits at random. Reveal the chit at the start of the Prussian 6 a.m. turn.

**A3-Delay (3 VPs to the Prussian Player).** At the start of each Prussian turn, roll one die and add to it the current turn number. Schwerin's force is delayed on each die roll of 6 or less. On the first result of 7, Schwerin enters the map that turn. Advance the Schwerin leader counter on the turn track each turn he is delayed. Schwerin enters via the Brandeis entry zone as normal.

**A3- Longer Delay (6 VPs to the Prussian Player).** Each Prussian turn, roll one die and add to it the current turn number. Schwerin's force is delayed on each die roll of 9 or less. On the first result of 10 Schwerin enters the map that turn. Advance the Schwerin leader counter on the turn track each turn he is delayed. Schwerin enters via the Brandeis entry zone as normal

**A3-Delay/Reroute (4 VPs to the Prussian Player).** Roll one die, results as follows:

- dr 1-2 Schwerin delayed per A3-Delay. Roll again per A3-Delay above.
- dr 3-4 Scherwin delayed per A3-Longer Delay, but can enter via either the Brandeis or Eastern entry zones. Roll again per A3-Longer Delay as above.
- dr 5-6 Scherwin enters this turn via the Eastern entry zone.

## Prussian Options

### P1. Keith's Blocking Corps

*HISTORICAL NOTE: Frederick sent Keith and 15,000 men west as a blocking force to prevent Austrian retreat toward Eger in the event of an Austrian retreat. Historians have argued that the force was not strong enough to stop the retreat of an intact Austrian army, but too big for a force of observation. Conversely, it could have played a decisive role if used at Prague. This variant assumes Keith leaves behind only a small observation force, and brings about 12,000 men to Frederick's aid.*

From the Kolin game Prussian unit mix, use any 4 units from the Moritz infantry wing plus the Moritz Leader unit, 1 7-3-1 arty, and the Krosigk cav wing and Krosigk Leader unit to represent Keith's Corps for this variant.

Before play, the Prussian player takes the P1 Option chits and draws one at random, with result as follows:

**P1-Frederick.** Frederick keeps most of Keith's corps with him; deploy the variant Keith Wing leader and listed units with the main army at start (3 VPs to the Austrian Player). The additional "A1"

alternate start hexes are used to expand initial Prussian set up. Prussian AM starts at 17 instead of 14.

**P1-Reinforce.** Frederick sends messengers to Keith the night before the battle, asking him to reinforce. Bring the same units listed above onto the map as reinforcements. Units enter from the Seltz Entry zone as follows: (2 VPs to the Austrian Player). The instant a unit enters, increase Prussian AM by 3.

turn 2 dr 1  
turns 3 to 6 dr 1-5  
turn 7 — automatic

On turn of entry, the force may enter IC, and is considered In Command. The Moritz Wing uses the Basic Infantry/Artillery Group command rating, and the Krosigk Wing uses the Basic Cavalry Group command rating.

*NOTE: If the Moritz' Bridge option P2 below is successful, the reinforcements may enter via the Wischehrad entry zone instead of the Seltz zone, using the same schedule shown above.*

If the reinforcement area is blocked by enemy units or EZOC, the group may enter north along the west or north map edges on the first unblocked hex.

**P2. The Bridge Over Troubled Waters—Prince Moritz' Detachment:** *Historical Note—A small force under Prince Moritz was sent south of Prague to build a bridge across the Moldau for additional Prussian maneuver flexibility; the pontoon train got bogged down, when it arrived, Moritz found it was too short to span the river. This variant assumes Moritz might have fared better in his mission.*

From the Kolin game Prussian unit mix, use any available infantry brigade from Moritz Wing, any Prussian 6 MA Replacement Leader unit, and Hussar regiments 1, 4, and 6 from Zieten's wing for this variant (1 VP to the Austrian Player).

- All units of Moritz' Detachment function as a single Wing despite the fact that the component units bear two different wing color stripes.
- The Replacement Leader unit serves as Wing Leader for the Moritz Detachment.
- The Moritz Detachment may enter the map either Deployed or IC, and is in command for the turn of entry.
- Once on map, the Moritz Wing uses the Basic Infantry/Artillery Group command rating (unless, or until the infantry unit is eliminated/fails to enter—then the Basic Cavalry Group Command Rating applies).

Before play, the Prussian player takes the three P2 Option chits and draws one at random. Only if the P2-Success chit is drawn, may Keith's corps (P1. Variant Option Chit - Reinforce) also enter via the Wischehrad entry area.

**P2-Success.** Moritz is successful. The units enter the map from the Wischehrad entry area on turn 2.

**P2-Opposed.** Moritz is opposed. Roll one die. On die roll of 1-4, Moritz fails to bridge the Moldau; on a 5-6, he is successful, but suffers losses from his group. The cavalry units only enter the map at the Wischehrad entry area on turn 3. If the Austrian player is using the Prague Garrison (A2 Variant Option), Moritz fails on a 1-2 and succeeds with losses on a 3-6.

**P2-Ford.** Moritz fails to bridge the Moldau, but rashly tries to ford/raft across. On turn 5, for each wing unit, roll one die:

- DR1—the unit is eliminated (counts for Austrian VP)
- DR2—the unit loses 2 steps (counts for Austrian VP), and does not enter the Wischehrad Entry Area.
- DR3—the unit loses 1 step and enters the Wischehrad entry area successfully.
- DR4-6—the unit loses no steps and enters the Wischehrad entry area successfully.

## 3.0 THE GOLDEN SUN OF KOLIN

—For my daughter Julia, who fears no uphill battles.

*HISTORICAL NOTE: Kolin, fought on June 18, 1757, just weeks after Prague, was an adroitly managed defensive battle by Marshal Leopold Daun, who engineered Frederick's first defeat. The Prussians made a tiring march attempting to flank Daun's superior force, then launched a literally uphill attack that achieved fleeting successes but ultimately ground down against Daun's strong defensive position, calmly repositioned reserves, and well-timed cavalry countercharges. The victory prompted Maria Theresa to coin and issue the first "Order of Theresa" to her champion Daun.*

### 3.1 Victory Conditions

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

- **Prussian Decisive Victory:** The Austrian Army is Demoralized, the Prussian Army is not, and the victory point differential is +20 or more.
- **Prussian Substantive Victory:** The Austrian Army is Demoralized, the Prussian Army is not, and the victory point differential is +6 or more.
- **Prussian Marginal Victory:** The Austrian Army morale is 6 or less, and the Prussian Army morale is higher than the Austrian Army morale.
- **Austrian Marginal Victory:** The Prussian Army morale is 6 or less, and Austrian Army morale is higher than the Prussian Army morale, OR, no other victory conditions have been met.
- **Austrian Substantive Victory:** The Prussian Army is Demoralized, Austrian Army morale is higher than Prussian army morale, and the victory point differential is -4 or less (historical).
- **Austrian Decisive Victory:** The Prussian Army is Demoralized, the Austrian Army is not, and the victory point differential is -16 or less.

### 3.2 Main Scenario

The scenario lasts from 6 a.m. to 7 p.m. (14 turns).

#### Prussian Army Information:

Morale	41
Army Activation Cost	1 pt. first try, free thereafter
<b>Command Ratings</b>	
Basic Inf/art'y	4

Basic Cavalry	2
Specific Group Krosigk 2nd Line Cav	5
Friendly Map Edges	North and West

**Austrian Army Information:**

Morale	40
Army Activation Cost	2 pts. First try, free thereafter
<b>Command Ratings:</b>	
Basic Inf/art	3
<i>Note: Treat the Beck/Stampach mixed cavalry and infantry wing as an infantry wing when rolling for effectiveness.</i>	
Basic Cavalry	4
Special Leader Daun	4
Friendly Map Edge	South and East

**3.2.1 Set Up**

Use the Kolin/Kaurzim Map

Austrian player sets up first—Deployed. Wing Leaders and their units are set up within listed distances of their gray lettered set up hexes (choice of hexes—do not need to use all). Note: On map set up hexes are used only for this scenario—not the following Kaurzim scenario.

*Note:* The Nadasdy Wing includes units with two differing wing color bands (see below).

- **Any Hussar cav (either from the Nadasdy or Beck/Stampach wings):** On or within 1 hex of the “Hus” hex, stacking limit of one hussar unit per hex.
- **Any Croat inf:** On or within 1 hex of a “cr” hex, stacking limit of one Croat unit per hex (there are more “cr” hexes than Croat inf units. Austrian player chooses the placement hexes)
- **Wied, Marschall, Colleredo inf wings, with 1 arty unit to each wing:** On or within 2 hexes of “W, M, C” hexes respectively
- **Beck/Stampach West Adv Gd:** On or within 2 hexes of “B/S”
- **Nadasdy Adv Guard Hussars (lavender wing designation stripe):** On or within 3 hexes of “Nh” hex
- **Nadasdy Saxon A/B cav units, LCD cav unit (magenta wing designation stripe):** On or within 3 hexes of “Sx/Lcd” hex
- **Serbelloni cav units 31/39 and 23/38:** On or within 2 hexes of “Sd” hex
- **Serbelloni Cav wing:** On or within 3 hexes of “S” hex
- **Daun:** With any Infantry Leader or infantry units

The Prussian player sets up second—IC or Deployed

- All Prussian Leaders and Units: North and West behind the black line. The gold line is used for the Kaurzim scenario.

**3.2.2 Special Rules**

**A. Austrian Hussar Command:** Austrian Hussar cavalry may also trace command to Wing Leader Beck. These units have a partial stripe matching Beck’s wing to note this.

**B. Additional Army Morale Changes—Fatigue:** Fatigue rules (rules section 12.3) are in Effect for both battle and Main scenarios.

**C.** The Prussian Player goes first.

**3.3 Battle Scenario**

**3.3.1** This scenario begins at 1 p.m. and ends at 7 p.m. (7 game-turns). The Prussian Player goes first.

**3.3.2** Use the setup hexes printed on the counters.

**3.3.3** The Prussian Army uses all values from 3.2, except that Morale starts at 30.

**3.3.4** The Austrian Army uses all values from 3.2, except that Morale starts at 28.

**3.3.5 Special Rules:** All special rules from the Main scenario apply.

**3.4 Main Scenario Variant: Daring All Before, Risking All Behind—Maximum Prussian Effort**

*HISTORICAL NOTE: Frederick ordered Moritz to bring up “all disposable reinforcements” to the Kolin area on 16 June. He could have stripped the Prague siege forces further, at greater risk of a damaging or crippling sortie from the 40,000 Austrian troops in Prague, who had drafted extensive sortie plans should an opportunity arise. This variant explores a Prussian gamble to maximize chances at the front, while risking bad news behind.*

From the Prague game Prussian unit mix, use all units from the Ferdinand/Henry infantry wing, and artillery unit 3 for this variant. Set up with the Prussian army at start, and increase Prussian start AM to 45.

At the end of the scenario, the Prussian player rolls one die, with results as follows:

**DR Result**

1	No sortie; No effect.
2	Austrian sortie fails, but with heavy Prussian loss –3 VP
3-4	Austrian sortie fails; siege works damaged, very heavy Prussian losses. –6 VP.
5	Austrian sortie; siege broken; extremely heavy Austrian and Prussian losses. Prussian supply line tenuous but open. –9 VP.
6	Austrian sortie; siege broken; catastrophic Prussian losses. Prussian supply cut. –12 VP.

**3A. ALTERNATE HISTORY: THE BATTLE OF KAURZIM**  
**22 JUNE 1757**

*HISTORICAL NOTE: Frederick’s attack at Kolin was one of his worst errors, and highly ironic. Daun had received orders to relieve Prague at all costs, including waging a battle as an implied imperative. Frederick’s advance, attacking Daun’s superior force in its strong defensive position, was a Godsend for Austria (and of the same order as the disastrous French/Empire advance from a strong defensive position that enabled Frederick to triumph at Rossbach four months later). But what if Frederick had been a bit less arrogant, and heeded Zieten and Bevern’s advice not to attack on the 18th? Let us suppose he has Zieten’s Advanced guard rejoin the main army, and maintains his blocking position between Daun*

and Prague. Then, a few days later, spurred on by Theresan Imperative, Daun instead is forced to attack.

### 3A.1 Kaurzim Main Scenario (Only)

**3A.1.1** The victor and victory level are determined after the completion of the last turn of the scenario. Use the victory conditions from the Kolin scenario.

**Additional Victory Points:** The Austrian player may get VPs at the end of the game for exiting line infantry units (ma 3), cuirassier (ma 5) and dragoon cav units (ma 6) and leaders off the west edge of the map, within four hexes of the Kaiserstrasse road. Units pay 1 mp to move off the map. Once exited, they may not return. Combat units do not count for VPs unless the appropriate number of leaders also exit. VPs as follows:

5-9 combat units and 1 leader	2 VP
Or	
10 combat units and 2 leaders	7 VP
and	
11th combat unit and each additional	1 VP per unit

The scenario lasts from 8 a.m. to 7 p.m. (12 turns).

#### Prussian Army Information

All wings unchanged from Kolin scenario.

Morale	41
Army Activation Cost	1 pt. first try, free thereafter
<b>Command Ratings</b>	
Basic Inf/art	4
Basic Cavalry	2
Specific Group Krosigk 2nd Line Cav	5
** Special Leader Frederick	4
Friendly Map Edges	North and West

#### Austrian Army Information

All wings unchanged from Kolin scenario.

Morale	35
Army Activation Cost	2 pts. First try, free thereafter
<b>Command Ratings:</b>	
Basic Inf/art	3
(Including the Beck/Stampach mixed infantry and cavalry wing)	
Basic Cavalry	4
Special Leader SDaun	4
Friendly Map Edge	South and East

#### 3A.1.2 Set Up

Use the Kolin/Kaurzim Map

Note: The Austrian set-up hexes on map apply only to the Kolin scenario. They do not apply to this scenario. For Prussian set-up, use the gold line on map.

**Prussian:** Prussian player sets up first—All wings Deployed.

- All Prussian Leaders and Units: On or west of the gold on-map start line

**Austrian:** Austrian player sets up second—Wings may be either IC or Deployed.

- All Austrian Leaders and Units: Set up a minimum of five (or more) hexes east of the gold on-map start line.

**3A.1.3 Special Rules:** Frederick is considered a Special Leader with an Initiative of 4 for the Kaurzim scenario.

**3A.1.4 Additional Army Morale Changes:** The Fatigue rules from rules section 12.3 are used for this battle.

**3A.1.5 Turn Order:** The AUSTRIAN player is the first player in this scenario.

## 4.0 FERDINAND ASCENDANT: THE BATTLE OF KREFELD

—For the unborn child we lost; may we ascend to meet you.

*HISTORICAL NOTE: At Krefeld, 23 June 1758, Prince Ferdinand of Brunswick, at the head of a Hanoveran-Allied army of 34000, made a difficult flank march through close country around the western flank of Clermont's 47,000 French, who occupied a strong defensive position fronted by a medieval wall and ditch, and backed by water courses. Though slow to react, the French put up stiff resistance, and the battle remained in doubt until evening, when Hanoveran cavalry pressure and superior artillery wore down the French counterattack, and induced a disordered retreat. The French suffered 8,000 casualties to 2,000 allied. The victory made Ferdinand a hero in England, and induced George II to send the first British troop contingent to the continent to join Ferdinand's army.*

### 4.1 Victory Conditions

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

- **Hanoveran Decisive Victory:** The French Army is Demoralized, the Hanoveran Army is not Demoralized, and the victory point differential is +30 or more.
- **Hanoveran Substantive Victory:** The French Army is Demoralized, the Hanoveran Army is not, and the victory point differential is +14 or more (historical).
- **Hanoveran Marginal Victory:** The French Army morale is 6 or less, and the Hanoveran Army morale is higher than the French Army morale.
- **French Marginal Victory:** The Hanoveran Army morale is 6 or less, and French Army morale is higher than the Hanoveran Army morale, OR, no other victory conditions have been met.
- **French Substantive Victory:** The Hanoveran Army is Demoralized, French Army morale is higher than Hanoveran army morale, and the victory point differential is -4 or less.
- **French Decisive Victory:** The Hanoveran Army is Demoralized, the French Army is not, and the victory point differential is -16 or less.



## 4.2 Main Scenario

The scenario lasts from 8:30 a.m. to 6:30 p.m. (11 turns).

The Hanoveran player goes first.

### Hanoveran Army Information:

Morale	12
Army Activation Cost	1 pt. first try, free thereafter
<b>Command Ratings:</b>	
Basic Inf/arty	3
Basic Cavalry	4
Sporcken Mixed Wing Specific Group	1
Luckner Lt Specific Group	5
Special Leader Ferdinand	4
Friendly Map Edges	North and West

### French Army Information:

Morale	14
Army Activation Cost	4 pts. First try, free thereafter
<b>Command Ratings:</b>	
Basic Inf/arty	2
Basic Cavalry	2
Reserve Inf/Cav Specific Group	2
Chabot Specific Group and Detachments	4
Friendly Map Edge	South and East

- Contades and Nicolay wings roll for effectiveness as Infantry.
- Du Muy and Fitz James wings roll for effectiveness as Cavalry.
- De St Pern and Peronne wings roll for effectiveness as Reserve.
- The Chabot Specific Group (including the Detachments) rolls separately for effectiveness.

#### 4.2.1 Set Up

Use the Krefeld map

French player sets up first. Place French Wings within as indicated. Clermont is the French Army commander for the Krefeld scenario.

- Contades: Within one hex of I1 line
- Nicolay: Within one hex of I2 line
- De St. Pern (Reserve): Within one hex of RI line
- Du Muy, Fitz James: Within one hex of C line
- Peronne (Reserve): Within one hex of RC line
- Krefeld, Anrad (misspelled Aurad on the map) Det inf units: In those named towns
- S Tonis Det inf unit (St Anton Detachment): Within 3 hexes of Am Stock
- Chabot—one remaining Lt unit (Vol Fldres): Within 2 hexes of hex 4915

Hanoveran player sets up second. Place Allied wings within one hex of the dotted red set up lines as indicated.

Wing	Line
Holstein, Erprinz, Oberg wings, 2 arty units	Either W line
Sporcken, Luckner, 1 arty unit	Either E line

## 4.3 Special Rules

**4.3.1 French Dets and CDOA:** The French get three infantry Dets. At the start of the Main scenario, the St. Tonis and Krefeld Det units are already Activated. Since Clermont's Initiative is a 1, French CDOA attempts cannot succeed.

### 4.3.2 Landwehr Wall and Ditches

**Movement:** Deployed Infantry units pay +1 mp to cross Landwehr or Ditch hexsides, or +2 Hexes if IC. Cavalry and Artillery are prohibited from crossing these hexsides unless via a bridge, which costs the same extra +1 MP or +2 Hexes.

Cavalry ZOCs do not extend across these hexsides, including those with bridges (as a result, in their Close Combat phase, Units do not have to attack enemy cavalry across LW/ditch hexsides). However, cavalry adjacent to enemy infantry units across LW/ditch hexsides in its own Close Combat phase IS obligated to attack these units.

**LOS:** The Landwehr wall blocks LOS, but LW hexsides with bridges do not block it.

**Bombardment:** Units being bombarded through a Landwehr wall hexside get a -2 drm benefit, but not at bridge hexsides.

**Close Combat:** Infantry units attacking from the north (water line) side of LW hexsides, and both sides of ditches, suffer a -2 drm. Units attacking south to north across LW hexsides do not suffer the -2 drm. Cavalry attacking across LW/ditch hexsides suffers a -4 drm and may not use shock points. Cavalry may never advance after combat across LW/ditch hexsides.

**4.3.3—Ferdinand's Reconnaissance:** When the Hanoveran Army successfully Activates, roll one additional die. The Hanoverans may only make use of the Reinerts bridge crossing the Great Ditch for the rest of the game on a dr of 1.

*HISTORICAL NOTE: Ferdinand either deemed this route impractical for crossing, or, more likely, was simply unaware it was available.*

### 4.3.4 Hanoveran Tactical Doctrine:

#### Cavalry:

- Engaged Non-Prussian cavalry must expend 2 mp to leave a non-fast unit's zone of control, like Coalition cavalry. Prussian cavalry units still only expend 1mp to leave a non-fast unit's zone of control.
- HA cav wings (including those wings with Prussian cav units) are NOT eligible for the +4 drm for non-moving Prussian cav wings during Forced Deployment in 7.6.3.

**Artillery:** Hanoveran artillery can enter EZOC on top of a stack just like Prussian artillery.

### 4.3.5 Command Additions:

- All Hanoveran/allied cav units can trace command to Wing Leader Holstein as well as their parent Wing leaders.
- French Hussars may trace to either Peronne Cav Res or Chabot Lt Inf Wing leaders.

## 4.4 Battle Scenario

**4.4.1** This scenario begins at 2:30 p.m. and ends at 6:30 p.m. (5 game-turns). The Hanoveran player goes first.

**4.4.2** Use the setup hexes printed on the counters.

**4.4.3** The Hanoverian Army uses all values from 4.2. However, place a spare counter beneath its Current AM marker in the 12 box, to reflect the Army has paid its Activation cost.

**4.4.4** The French Army uses all values from 4.2.

**4.4.5** All special rules from the Main scenario apply.

## 4A. ALTERNATE HISTORY: THE BATTLE OF KEMPEN; THE FRENCH OFFENSIVE

### 20 JUNE 1758

*HISTORICAL NOTE: About a week before Krefeld, the French had the feisty St. Germain advance a wing north of the town toward the Allied position between Kempen and Hulsen; Ferdinand fully expected a French attack, from which Clermont shied away. This variant assumes France's best Army commander in the war, Marshal Broglie, had not yet fallen out of favor, and was still in command. With the able St. Germain and Chevert given free rein with the infantry, Broglie attacks.*

#### Hanoveran Army Information:

Morale	12
Army Activation Cost	1 pt. first try, free thereafter
<b>Command Ratings:</b>	
Basic Inf/arty	3
Basic Cavalry	4
Sporcken Mixed Wing Specific Group	1
Luckner Lt Specific Group	4
Special Leader Ferdinand	4
Friendly Map Edges	North and West

#### French Army Information:

Morale	16
Army Activation Cost	2 pts. first try, free thereafter
<b>Command Ratings:</b>	
Basic Inf/arty	3
Basic Cavalry	3
Reserve Inf and Cav	4
Chabot Lt Specific Group (all units)	4
Friendly Map Edge	South and East

#### 4A.1 Victory Conditions

Same as main scenario.

#### 4A.2 Set Up

The Hanoveran player sets up first within one hex of the indicated setup lines:

- Holstein, Erprinz, Oberg wings, 2 arty units: either HAW line
- Sporcken, Luckner, 1 arty unit: Either HAE line

The French player sets up second. The Broglie counter is the French army commander for this scenario.

- Contades, Chabot (all his units), 1 arty unit: Within 1 hex of gray "FA" line
- Remaining French units/leaders: On any of the I1, I2, C, RC, or R lines

#### 4A.3 Special Rules

**4A3.1** All special rules from the main scenario apply.

**4A3.2** The French player is the first player in this scenario.

**4A3.3. Broglie:** Use the variant Broglie Army Commander Init 4, +1 6 counter in place of Clermont.

**4A3.4 French Command:** If a successful Voluntary Activation is made, all French Wings are considered In Command for that turn and the following turn. No command rolls are needed. Place the Variant marker "Fr Auto IC 1st/2nd marker on the game turn box they activate, and move/flip it to its 2nd side on the following turn. After these two turns, roll for French command normally.

**4A3.5 Increased Command Ratings:** Note the each French group has increased Command ratings; use the Variant Group rating counters.

**4A3.6 Automatic French Activation:** The French army is automatically activated on its third Activation attempt (if necessary), without need to roll the die.

## 5.0 INFERNO: KUNERSDORF, 1759

—For my son Nick, a brilliant inferno.

*HISTORICAL NOTE: Kunersdorf, fought on 12 August 1759, began in blistering heat around the burned, still-smoldering village, and ended amid lightning storms as the Prussians' most decisive defeat in the Seven Years War; a defensive triumph for Russian Marshal Saltikov and Austrian Lt General Loudon.*

#### 5.1 Victory Conditions

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

- **Prussian Decisive Victory:** The Russo-Austrian army is Broken, the Prussian army is not Demoralized, and the victory point differential is +20 or more.
- **Prussian Substantive Victory:** The Russo-Austrian army is Demoralized, the Prussian army is not, and the victory point differential is +10 or more.
- **Prussian Marginal Victory:** Russo-Austrian Army morale is 6 or less, and the victory point differential is greater than 0.
- **Russo-Austrian Marginal Victory:** No other victory conditions met.
- **Russian Substantive Victory:** The Prussian Army is Demoralized, and the Russo-Austrian army is not.
- **Russian Decisive Victory:** The Prussian Army is Demoralized,

the Russo-Austrian Army is not, and the victory point differential is –12 or lower (historical result)

## 5.2 Main Scenario

The scenario lasts from 2:30 a.m. to 7:30 p.m. (18 turns).

### Prussian Army Information:

Morale	53
Army Activation Cost	1 pt. first try, free thereafter
<b>Command Ratings</b>	
Basic Inf/arty	3
Basic Cavalry	4
Finck Inf Specific Group	2
Special Leader Frederick	4I
Special Leader Seydlitz	4C
Friendly Map Edges	See 23.2.3.1

### Russo-Austrian Army Information:

Morale	56
Army Activation Cost	4 pts. first try, 1 thereafter
<b>Command Ratings</b>	
Basic Inf/arty	3
Basic Cavalry	3
Golitzn Ob Korps Specific Group	2
Austrian Corps Specific Group	4
Special Leader Loudon	4
Friendly Map Edges	See 23.2.3.1

## 5.3 Set Up

Use the Kunersdorf Map

**Prussian:** Prussian player sets up first—Deployed. The Prussian player goes first.

- Finck Inf wing, Schorleymer Cav wing, 1 arty unit: within 1 hex of FS set up line
- Lindstedt, Wedel/Kanitz, Hulsen inf wings, Wurttemberg, Seydlitz Cav wings, all other arty, Frederick: on any of the four M lines

**Russo-Austrian:** Russian player sets up second—Deployed.

- Golitzn, Rumantsev, Fermor, Morbinow, Totleben wings: within two hexes of any “W” or “E” set up letters
- Loudon Austrian Corps: within two hexes of “W” set up letters

## 5.4 Special Rules

### 5.4.1 Friendly Map Edges

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

**5.4.2 Fatigue:** Fatigue (rules section 12.3) are in Effect for both battle and Main scenarios. *Historical Note—as at the prior battles of Kolin and Zorndorf, Kunersdorf was a day of intense heat.*

**5.4.3 Russo-Austrian Command Integration:** All Russian cavalry units may trace command to Austrian Wing Leader Loudon; all Austrian infantry units can trace command to Russian Wing Leader Rumantsev (note dual wing stripes on these units).

**5.4.4 Kunersdorf Heavy Woods:** The darker green woods to the southeast are heavy woods, and cost 2 IC Hexes each. In these woods, artillery may only cross the Huhner Fleisse stream at bridges.

**5.4.5 Kunersdorf Razed:** The Kunersdorf town hexes do not block LOS, and do not provide a –1 defensive drm. *Historical Note—the Russians burned Kunersdorf to the ground shortly before the battle.*

**5.4.6 Prussian Unit Exhaustion:** Many Prussian infantry and cavalry units have parenthesized combat strengths on their last step. These units may not attack. *Historical Note—after 17 exhausting hours, and staggering losses, the Prussian army broke in a mass Rout.*

**5.4.7 Horse Artillery:** Each army has one horse artillery unit. These units may move up to 5 mp of their 6 ma each turn, and still fire in the Offensive bombardment segment. They are otherwise treated as normal artillery units.

**5.4.8 Cossack stacking:** Remember that Cossack units count double for stacking per series rule 5.3.

## 5.5 Battle Scenario

**5.5.1** This scenario begins at 11:30 am. and ends at 7:30 p.m. (9 game-turns). The Prussian player goes first.

**5.5.2** Use the setup hexes printed on the counters.

**5.5.3** The Prussian player uses the values from 5.2, except Morale begins at 34 and the south and east map edges are considered friendly.

**5.5.4** The Russian player uses the values from 5.2, except Morale begins at 48 and the north and west map edges are considered friendly.

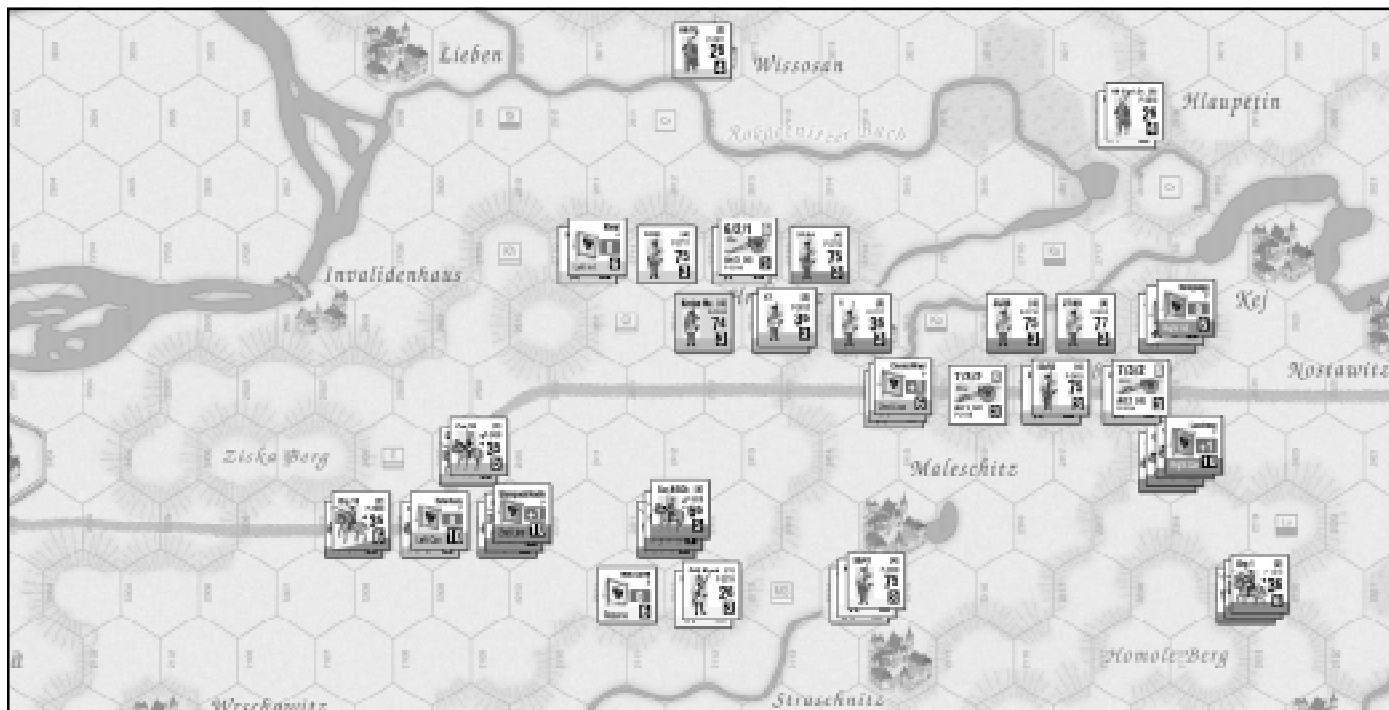
**5.5.5** All Special Rules from 5.4 still apply.

### 5.5 Main Scenario Variant: An All Green Inferno

*HISTORICAL NOTE: The Coalition finally achieved a measure of concerted action in 1759; plans called for significant Austro-Russian combined operations in East Prussia/Silesia; Loudon and Hadik’s Austrian corps were to join Saltikov and create an Austro-Russian army of 80,000 men. In August, Loudon’s corps reached Saltikov, but Hadik’s was intercepted and turned back. This variant assumes that the tenuous Austro-Russian agreements broke down at the outset, combined ops were scrapped, and Austrian forces never marched to join Saltikov.*

Omit all Austrian units from the Main Scenario set up. Russian AM starts at 50. All other rules remain in force.

## Prussia's Glory II Example of Play



Austrian set up.

**Here's a walk-through** of the first four turns of the Prague Main scenario that will demonstrate most PG system aspects, and provide some game play tips. The strategies and moves enacted by both sides aren't always optimal, but have been chosen to illustrate game rules and concepts. Similarly, several combat results have been orchestrated to ensure we work through most of the possible outcomes, such as Disordered retreats, Routs, Advances after combat, Momentum Attacks and Advances). Our Prussian player, in particular, may have been a little too anxious, as we'll see...

### Abbreviations used throughout this example:

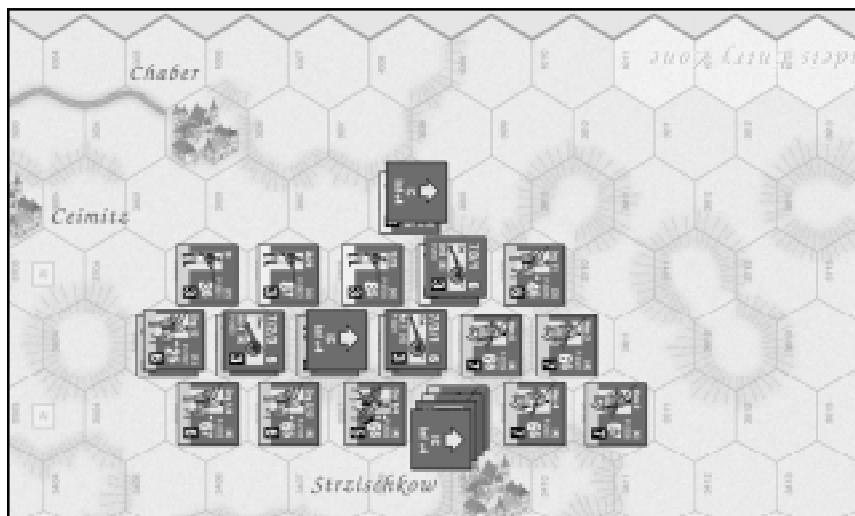
AM = Army Morale	CRT = Combat Results Table
CS = Combat Success	DIS = Disordered dr = die roll
drm = die roll modifier	IC = In Column
LP = Loss Point	sp = strength point

The Austrian player sets up first, per the scenario instructions (see visual), then the Prussian player sets up.

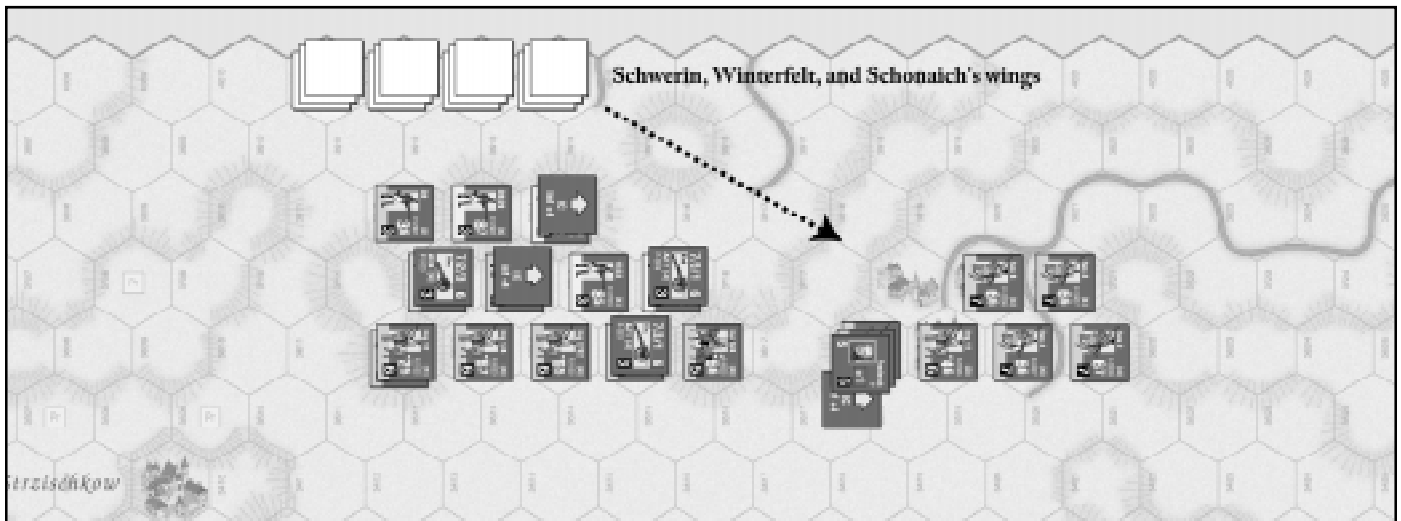
The Austrian must set up with his units deployed. The Prussian has the choice to set up Deployed, or IC for faster movement, and the Prussian player chooses IC by rotating IC units 90 degrees clockwise, and flipping all Wing leaders to their IC sides (for illustration purposes later on in this example, we've left the Zieten leader on his upper side, stacked with the Frederick leader, and the inverted Penavaire wing leader; see below).

### Game start, Turn 1—Prussian 6 a.m. turn

The game turn marker is placed in the 6 a.m. box, and the Prussian player begins the game with the Army Activation phase. He decides on a normal activation, and so pays his Army Activation cost of 1 AM point, Placing a spare counter beneath his current AM marker in the 14 box on the Prussian AM track from 14 to 13. He then rolls one die, and gets a 4; this is added to Frederick's Initiative of 5, for a result of 9. This is greater than the required dr 7, so the Prussian army successfully activates and



Prussian units at start.



*Prussian 6 a.m. move; the army strikes out In Column. Schwerin, Winterfelt, and Schonaich's wings enter from the Brandeis entry zone.*

gets on the march. Per the scenario rules 2.2.2.E, he rolls for Schwerin's corps as reinforcements, and gets a dr 3—success. Schwerin, Winterfelt, and Schonaich's wings can enter this turn from the Brandeis entry zone.

**Command Determination**—the Prussian player decides to leave all his units IC, and so skips the Deploy from Column segment. He proceeds to his Command Determination segment, and rolls one die for his command groups to determine if they are Effective or Degraded; he rolls a 1 for his basic infantry/artillery group (less than or equal to its rating of 5), a 4 for his basic Cavalry group (rating 5), and a 5 for his Right Flank cavalry Specific group (rating 2). Thus, his inf/arty and basic cavalry are Effective, and the Right Flank cavalry is Degraded. However, the Prussian player has anticipated this, and stacked Zieten, who is a Special leader, with Penavaire, the leader of the Degraded wing. This allows the Prussian player to reroll for Penavaire's wing, using Zieten's rating of 4C; note, Zieten's 4C rating allows him to reroll for cavalry wings only, for which Penavaire qualifies. This die roll is a 3, so Zieten has successfully "clarified orders" for Penavaire, and this allows him to move at Effective rate as well. The Prussian player places his Command markers on map near his units as a reminder of who is Effective and who is Degraded each turn.

The Prussian player moves Fredericks' wings first, and strikes out on a long flank march to the east, bypassing the steep slopes at the front of the Austrian position. Since the wings are IC, and all Effective, each unit gets to move its movement allowance +4 hexes (as noted on the back of the wing leaders)—each infantry and artillery unit gets to move seven hexes, the Hussar cavalry 11 hexes, Dragoons 10 hexes, and Cuirassier cavalry units 9 hexes. The Prussian player is careful to keep his units at least seven hexes away, and/or out of clear Line of Sight from any Austrian unit. Although

the scenario rules prohibit the Austrian from attempting a Coup D'Oeul activation this turn, the Prussian doesn't want to get sloppy, and have anyone starting next turn within seven hexes, or moving within four hexes, so he will avoid allowing an Automatic Activation for the Austrian army.

The Prussian now brings Schwerin's reinforcements onto the map; per SCENARIO rule 2.2.2.E, they can enter IC, and do so. Note by the same rules, this immediately raises Prussian Army Morale by 5. So the current Morale marker is moved up to 19, and the spare counter for the Activation Cost is moved to the 19 box as well.



*Prussian end positions, 7 a.m.*

### Austrian 6 a.m.

By the scenario rules, the Austrian player cannot attempt Army Activation this turn, and since the Prussians didn't move close enough to Auto Activate it, the Austrian turn is done.

### Turn 2—Prussian 7 a.m.

The Prussian player's army is already activated, so he skips his Army Activation Phase. In his Command Determination phase, he decides to leave all his wings In Column, and so skips the Deploy from Column segment, and does his Group Command Rolls. He rolls a 3 for his inf/arty basic group, a 4 for his cavalry basic group, and a lucky 1 for Penavaire, so all his wings are Effective. He does not need to try to reroll for any wings using Special leaders Zieten or Schwerin. He keeps moving around the Austrian right flank.

### Austrian 7 a.m.

The Austrian player can attempt a Normal Army Activation this turn, but he will have to pay 2 AM points to try it, and since Charles only has a 2 Initiative rating, the Austrian will have to roll a 5 or 6 to succeed (need a 7 or higher). The Austrian decides not to risk the AM loss, in hopes the Prussians will move within 4 hexes and automatically activate the Austrians next turn, or that he can use Marshal Browne's 4 rating to try for a Coup D'Oeul activation. Unfortunately, this turn, the Prussian player has carefully kept all his units eight hexes away from any Austrian units, or if they are within seven hexes, has kept them out of a clear Line of Sight. So the Austrian player isn't eligible to try a CDOA activation.

### Turn 3—Prussian 8 a.m.

The Prussian continues his flank march, and keeps all wings IC. Command rolls—he rolls an unlucky 6 for the inf/arty basic group, a 4 for the cavalry basic group, and a 5 for Penavaire. So only the cavalry is Effective right now. But Schwerin is a special leader who can reroll for any one inf wing to try to regain Effective status. He can always roll for his own wing, or any other infantry wing if he's stacked with that wing's leader. Since he's stacked with wing leader Winterfelt, he can reroll for Winterfelt or himself. The Prussian chooses for Schwerin to reroll for himself, and rolls a 3, less than or equal to Schwerin's 4 initiative rating, and is successful. So while the rest of the infantry wings are Degraded, and reduced to four IC hexes movement rate a turn, Schwerin's wing can still move at full IC inf/arty rate of seven hexes.

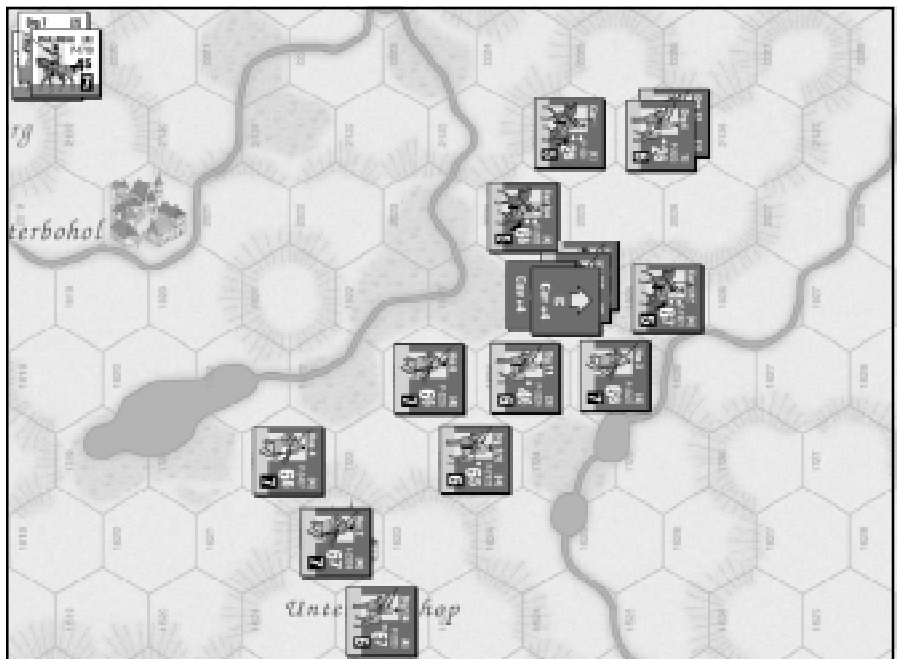
*PLAY NOTE: The Prussian player must now decide if he's going to maintain a wide 8 hex distance from the Austrians, or close on them, and allow them the chance for a CDOA activation. Since the Austrians can now try a normal activation using Browne's better initiative rating of 4, the Prussian decides to close. If he keeps his*

*troops too far away as the Austrians activate, it may give them too much time to readjust their line facing east, and negate the Prussians' flanking movement. So the Prussian player moves Zieten and Schonaich's massed cavalry wings first, closing within seven hexes and clear line of sight of Lucchese's Austrian cavalry units, thus allowing the Austrians a chance to attempt CDOA activation.*

The Austrian player is happy to take the "free" extra chance to get his army moving—and does so right after the first Prussian unit moves within 7 hexes. The Austrian can try for a normal activation anyway in his player turn, but has to pay the 2 AM points before the die roll, whether it is successful or not. On a CDOA attempt, the player gets to roll first, and only has to pay the AM points if the roll succeeds, and he decides to activate. So the Austrian player rolls one die, using Browne's initiative of 4 now, as allowed by the sce-



*Frederick's inf/arty and Penavaire wing position at end of his 8 a.m. move*



*Prussian cav end of 8 a.m. move.*

nario rules; a dr 4 means success—the Austrians are now activated, and can move during the Austrian player turn. The Austrian player places spare counters in his 18 and 17 boxes to pay this activation cost (the current Morale marker stays in the 18 box).

**PLAY NOTE:** *With the Austrians now activated, the Prussian player decides it's best for his infantry to take a more direct route to the Austrian flank, especially since most of it can only move at Degraded rate. He wants to reach those eastern slope hexes before the Austrian can form a strong line there, or he'll have tough going.*

### Austrian 8 a.m.

The Austrian rolls for Command, and gets a 3 for his basic inf/arty group (Degraded), a 3 for his cavalry (Effective). He can also have Browne form his own specific Flank Infantry group, and decides to do so, stating every eligible unit within command range of Browne (5 hexes) will be under Browne's command this turn. He rolls and gets a 3—Effective. To help him keep track of which troops can move at which movement rate, he moves his command effectiveness markers on map for reference. He moves his infantry and artillery to the east. Because his cavalry is Effective, he can put it In Column, and does so for Esterhazy's and Stampach's wings on the left flank. They can move at IC rate to reach the Prussian horse more quickly.

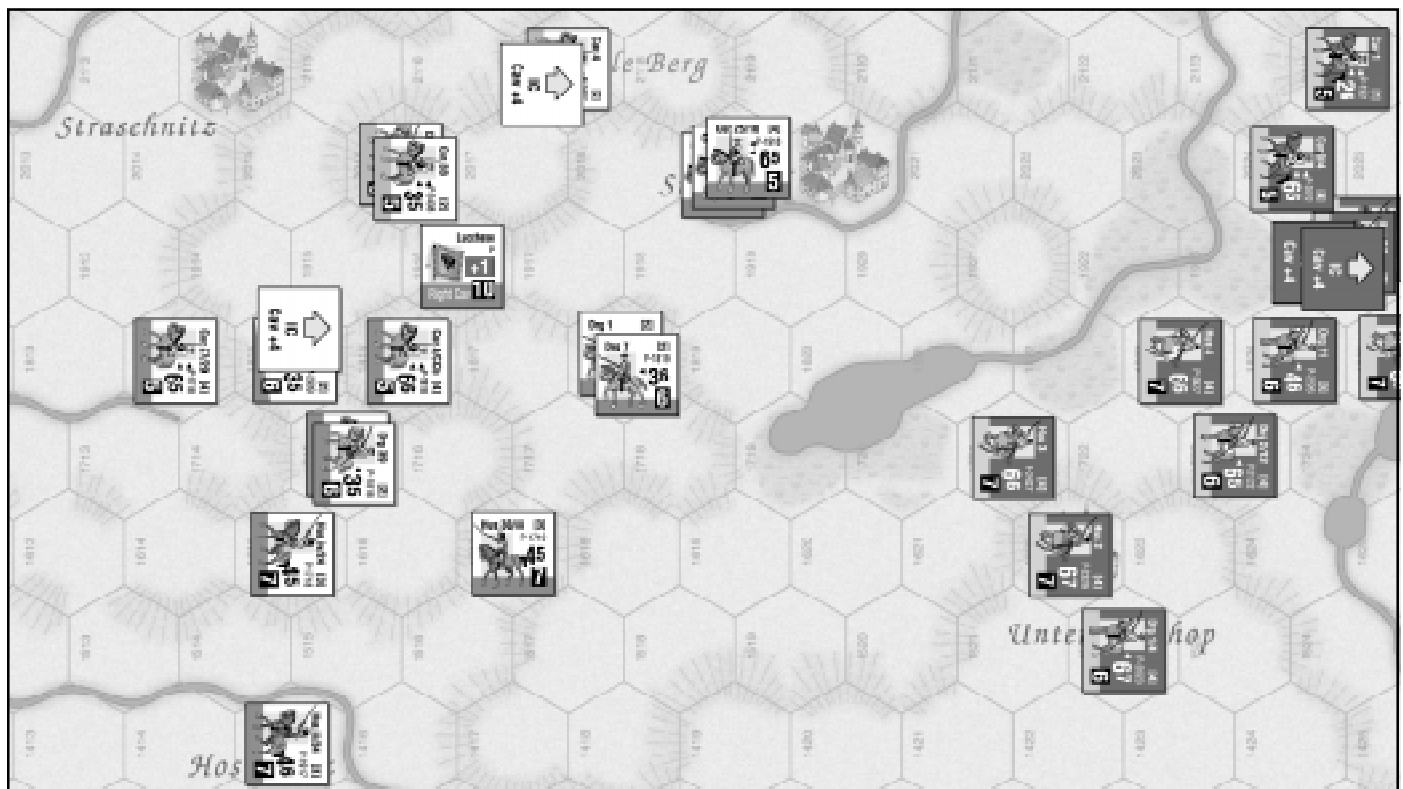
The Austrian moves them southeast, but he doesn't want to move them close enough so the Prussian cavalry can "jump" them when they're still IC. So he stays 8 MPs away from the closest Prussian units. That way, the Prussian can't attack them with a +3 drm advantage for being deployed and attacking IC units—because the Prussian can't reach them at deployed movement allowances. The

Austrian player feels he has to protect his infantry flank, and so strings out Luccchese's already deployed wing more than he'd like.

**Joint Army Morale Adjustment Phase:** The Austrian moves his current morale marker down to the lowest filled box—17.

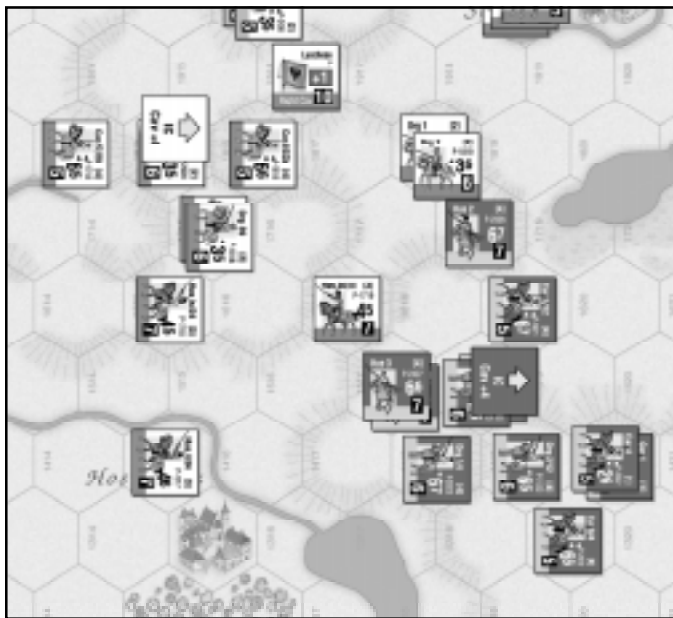
### Turn 4—Prussian 9 a.m.

In the Deploy from Column segment, the Prussian decides to deploy Zieten's and Penavaire's wings, but will keep Schonaich's wing and all the infantry wings IC. So he flips back the Zieten and Penavaire counters to their normal sides, and rotates his units 90 degrees back to normal orientation. He rolls for command, and rolls a 5 for his basic inf/arty, a 2 for his basic cavalry, and a 4 for Penavaire's wing. All but Penavaire are Effective. The Prussian decides to have Zieten attack Luccchese's cavalry, which will also serve to screen Schonaich's and the infantry's continued IC advance. As the Schonaich 14th Dragoons unit advances within 3 hexes of the IC Austrian Stampach cav wing, the Austrian player gets a chance to make a Forced Deployment (7.6.3). The Austrian and Prussian players both roll a die, and add it to their wings' command ratings. The Prussian rolls a 4, added to the basic cavalry rating of 5, for a 9. But the Austrian rolls a lucky 6, and added to his basic cavalry rating of 4, gets a 10. The higher die roll wins, and the Austrian can choose to Deploy his wing right now if desired. Since the 14th and a few more of Schonaich's advancing IC units could indeed continue moving and attack him while IC, he decides to play it safe, and has Stampach's wing Deploy at this time. He flips Stampach back from his IC side, and rotates that wing's units back to normal orientation. So the Prussian player too, plays it safe, and doesn't move Schonaich's IC units adjacent.



Austrian 8 a.m. move end - IC cav screened by deployed cav.

To the north, the Prussian player plays a dangerous game, moving many of his IC infantry and artillery units within 3 hexes of the deployed Austrians. If attacked, the artillery can't fire, and the enemy attackers would gain a +3 drm. However, to do so, the Austrians would have to advance the lead units of their as yet un-formed, scrambling eastern line to attack, out of the good defensive slope positions. So, is this movement a dangerous error, or a temptation to make the Austrians forego setting up their defensive line for a rash attack? (We'll let you decide).

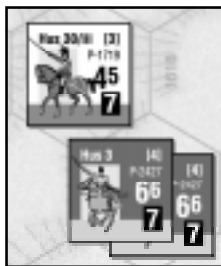


### 9 a.m.

Zieten's deployed units attack, Schonaich's stay IC, but Austrian Stampach wing units deploy.

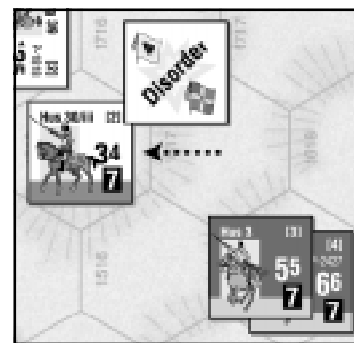
**Offensive bombardment segment**—the Prussian player has some artillery units within range of the Austrians now, but they're all still IC, and so can't fire. No Prussian units are adjacent to any Austrian artillery, so there is no Defensive fire segment.

The Prussian now executes his two Close Combats with the Austrian cavalry. The first attack pits the Prussian 3rd Hussars, with the 4th Hussars beneath them as a Supporting unit, against the Austrian 30th/iii Hussars (remember, per the stacking and Engaged units rules (6.2.b), only the top four steps in each hex attack/defend). Since both sides have only one Engaged unit involved, both these units are the Lead units in the attacks, so their morales are used for morale comparison, and they must take the first Loss Points (LPs) as they occur. It's 6 strength points (sp) to 4, for a 3 to 2 odds ratio. The Prussian will also get a +1 die roll modifier, because the Prussian morale of 6 is one higher than the Austrian morale of 5. No terrain modifiers are in effect (the Prussians are attacking down the slope, not up a slope, so the Austrians don't get a defensive slope drm). The Prussian rolls a 3, adjusted to 4, and consults this row on the CRT in the 3 to 2 column, and finds an Ex/Ex(+1) result—an Exchange result. The Austrians have three steps involved, divided by 4 and rounded up, which inflicts 1 LP on the

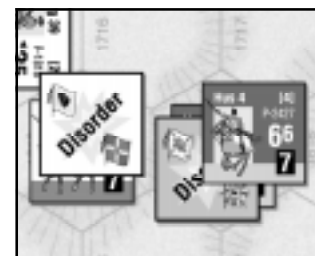


Prussians. The Prussian 3rd Hussars must take one LP, and this first one must always be a step loss, so the 3rd is flipped from its 4-step to its 3-step side. The Austrians took an Ex(+1), which means they lose 1 LP for the four Prussian steps attacking, and an additional LP on the +1 result. Note that if the Austrians had had another unit beneath the 30th Hussars in Support, the parentheses mean that the +1 result could have been ignored. But in this case, it has to apply so the Austrian must take 2 LP.

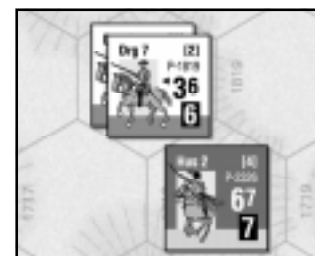
So the Austrian flips the 30th to its 2-step side, to satisfy the first LP requirement of step loss. This reduces the 30th's morale to 4, which, by 10.8.1.3 means it must make a Disordered retreat of one hex, which satisfies the second LP. The Austrian places a Disorder marker on the unit, and retreats it west one hex.



The Prussians can now advance, and will do so. But all formed, engaged cavalry is Disordered at the end of combat (10.13.3), and this will make the 3rd Hussars vulnerable to counter-attack by all those Austrian cavalry nearby. Fortunately for the Prussian player, he can also advance his Supporting 4th Hussar unit, and stacking order can be changed freely on an advance after combat (10.10.1). So he moves the fresh 4th Hussars to the top of the stack, shielding the now Disordered 3rd. The Prussian can now try for a Sweeping Charge (10.13.1 and 2). It looks like a promising attack—his 4th Hussars could attack the Disordered 30th/iii at 6 sp to 3 for a 2 to 1 odds, with a +2 drm for morale advantage, and a further +2 drm for cavalry attacking a Disordered enemy unit (see CRT drm list). However, the Austrians would benefit from the up slope position, which would cause a -2 drm. So he goes for it. He rolls one die and adds it to his unit's morale (10.13.2); the die roll is a 4; added to 6, it equals 10—too bad! He needed an 11 or higher to attempt the charge. So the 4th Hussars can't pursue the retreating enemy, and the combat is over.



The second attack has the Prussian 2nd Hussars fighting the Austrian 7th and 1st Dragoons (these units are both 2-step regiments, adding up to four steps, and so both are Engaged, and must defend). The Prussian gets a +1 drm for Morale (7 higher than either Austrian unit's morales of 6), but the Austrians get a drm for having the Shock point advantage (10.5.2)—both of them have one shock pip, for an average of 1, while the Hussars have no shock pips. This means that as defenders, the shock advantage becomes a -1 drm for the defending Austrians. Again, no terrain modifiers are in effect, so it will be 6 sp to 6 sp, with an 0 drm roll. The Austrian chooses the 7th to be lead unit, though in this

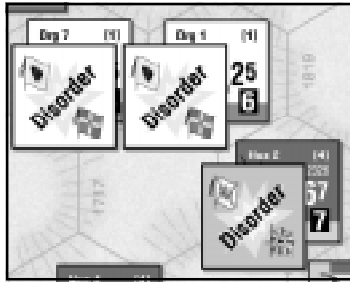




case it doesn't affect anything, as both Austrian units have the same morale.

The Prussian rolls a 6, for a 1/3 result. So the Prussian 2nd Hussars is flipped to its 3-step side to satisfy the 1 LP. The Austrian 7th is flipped to its 1-step side for 1 LP, and now the Austrian has a choice. Since the 7th's morale is still above 4, it could either absorb the 2nd LP as a step loss, which would eliminate it, or he could have it make a voluntary Disordered Retreat (10.8.1.4), and so save the unit, while still satisfying the 2nd LP. Since the cavalry will be Disordered at the end of combat anyway, this choice is easy to make—he retreats the 7th, and prevents its elimination!

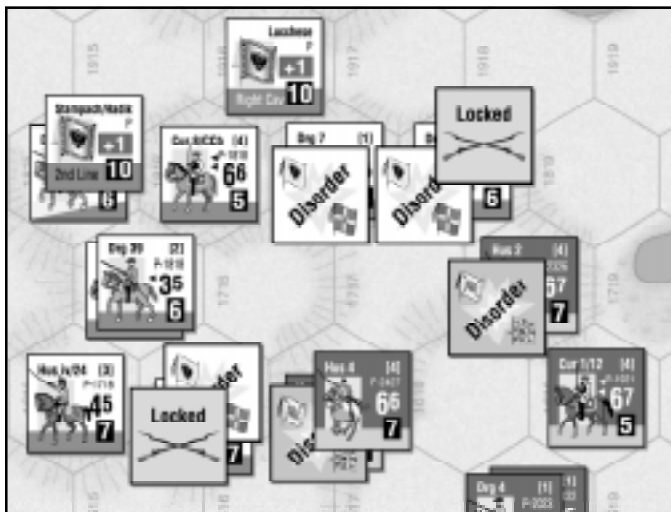
But the Austrian still has 1 further LP to absorb. The 1st Dragoon is still in the hex, and must take this LP. Since the 1st LP a unit takes must always be a step loss, the 1st must be flipped to its reduced side. The Prussian does not attempt a Sweeping Charge (but probably should have), so this combat is over, and both sides place Disordered markers on their units. No one lost any counters, or had any units rout, so there are no adjustments to the Army Morale track.



**Remove Locked Markers Segment:** The Prussian didn't have to place any Locked markers at the start of the turn, so he has none to remove. This ends the Prussian player turn.

### Austrian 9 a.m.

**Deploy from Column Segment:** the Austrian player decides to deploy Esterhazy's left wing cav from IC, now that they're close to the action. He flips Esterhazy and rotates all those wing units accordingly. Group Command rolls: Basic infantry/arty—dr 2, Degraded. Basic cavalry—dr 4, Effective. Browne Flank Infantry group, dr 3, Effective. *Play Note—Browne is stacked with both the Clerici and Maguire Wing leaders, both of whom have Degraded command status; however, since he can already control their units due to his Specific Group leader status, he has no need to try to reroll for*



*Locked markers are placed on each Austrian unit that starts the turn in an enemy zone of control.*

*them. However, the Austrian player would be smart to get the other two basic Inf Wing leaders, Konigsegg and Kheul, in the same hex as Browne, so he could try to reroll for them, and get that infantry moving better each turn.*

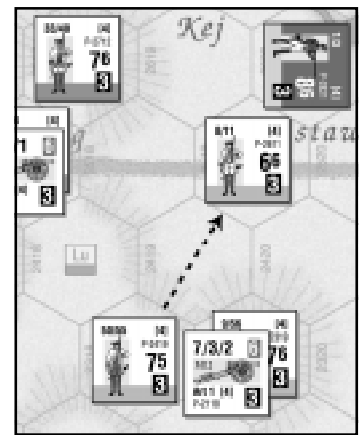
**Movement Phase:** the Austrian has no Routed units, so skips this segment.

**Place Locked Markers Segment:** The Austrian places Locked markers on each of his units that starts the turn in enemy zone of control (EZOC).

**Normal Movement:** The Austrian player sees enough opportunity in the Prussians' hurried advance to favor boldness, and take a good whack at them before they are fully consolidated. Zieten's exposed units and Schonaich's IC ranks seem fair game for Stampach's and Lucchese's formed cavalry, and the Austrian advances to make some powerful counter-attacks. The Prussian player sees this too, and calls for a Forced Deployment check for Schonaich's wing, which qualifies, as it has enemy units starting the turn within 3 hexes of it, per 7.6.3. The Prussian rolls 1 die, and gets a 4, to which he adds the Prussian cavalry +4 bonus for Deployment duels (7.6.3) as well as the Prussian basic cavalry rating of 5, for a total of 13. The Austrian rolls a 3, adding his cavalry rating of 4, and it's not even close—the Prussians get to Deploy. (We presume Schonaich easily discerned the Austrian cavalry intentions, and had his regiments quickly deploy into line).

The Austrian player continues, and with no chance to hit Schonaich at good advantage, decides to concentrate some crushing blows on Zieten's units. First, he moves his Locked cavalry units away from the Disordered Prussian horse; this is allowed per (7.5.3, third bullet), and the Locked markers are removed. Each unit pays +2 MPs to leave the Prussian EZOC (see player aid card), and 1 MP for the hex entered; since they're Disordered, their movement allowances are halved to only 3, but it's enough to get them clear of the enemy, and allow their formed brethren to move in on three heavy attacks for the upcoming Close Combat phase as shown in combats marked 1 through 5 in the visuals (details will be discussed when Close Combat occurs):

To the north, the Austrian starts moving his 8/11 inf brigade towards Ferdinand's IC Prussian infantry wing, and the Prussian player again announces he wants to try for a Forced Deployment. He uses his Basic inf/artly group rating of 5 and rolls one die, result dr1, for a 6. The Austrian player rolls against Browne's Special Group rating of 3, with a dr4, for a 7. Good news for the Austrians, bad for the Prussians—Ferdinand's wing is caught IC, and must stay IC this entire player turn. The Austrian moves his 8/11 inf adjacent to the Prussian 1/3 infantry, which makes both units Engaged—they'll have to fight in the upcoming Close Combat phase.





Austrian 9 a.m. The Austrian continues to move his infantry and artillery towards Ferdinand's IC.

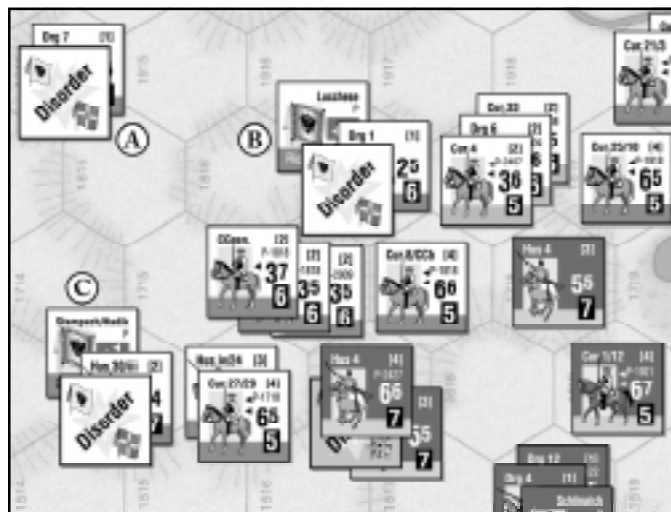
Then the Austrian moves his 9/56 inf into the hex as well. Because these infantry units didn't start this turn under a Locked marker, he can still change stacking order freely in the enemy hex, and so 9/56 moves in on top of 8/11, and thus becomes the Engaged unit, and will lead the attack, while 8/11 will now be in Support (NOTE, this illustrates the last instance in the 6.3 Change Stacking Order example in the rules).

The Austrian continues to move his infantry and artillery units per their Effective (3 MPs) or Degraded (2 MPs) movement allowances, also minding that it costs +1 MP to move upslope across a slope hexside. He also moves wing leader Konigsegg into the same stack as Browne, so he can benefit from a Command reroll opportunity next turn if he needs it. He will make two relatively advantageous attacks against Ferdinand's troops this turn (4 and 5 on the visual). Note, with the enemy armies close together now, the Austrian will mark any artillery units that moved with a Moved marker, showing that they can't fire in the upcoming Offensive Bombardment phase.

**Offensive Bombardment:** Austrian arty unit 1 did not move, and so can fire this turn, and it has several targets. The Austrian decides he'll fire on the IC Prussian 6/46 IC infantry, currently crossing the stream to the east, at 3 hex maximum range (NOTE: optional rule 16.3.1. allows artillery units on hilltop hexes to fire at up to 4 hexes at units at lower elevations). He uses his arty's 3 hex strength rating

of 2. *Play Note*—since the 6/46 has started the player phase within 3 hexes of an Austrian unit, the Prussian player could also have called for a Forced Deployment attempt, but since no Austrian units are adjacent for close combat, and being IC or Deployed won't offer any advantage against this bombardment, the Prussian chooses to remain IC, since he may want to keep that increased movement allowance for next turn; he can always decide to deploy his infantry in the Deploy from Column segment of his upcoming turn as well. The Austrian checks the Terrain effects chart, and sees that firing into a stream hex causes no drm, and then rolls on the Bombardment table using the 2 BS column. He gets a dr5—nice shot! The result is a 1 LP; the Prussian 6/46 must lose a step, and is flipped from its 4-step side to its 3-step side.

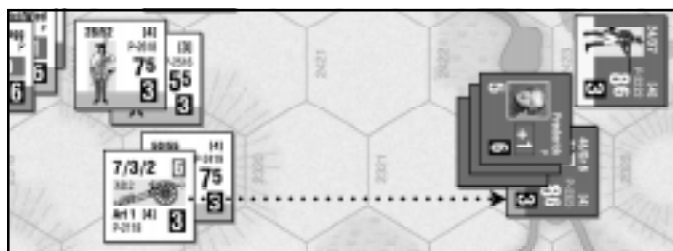
**Rally Phase**—the Austrian has several units to try to rally. The 7th Dragoon regiment (marked "A" below) is four hexes away from any enemy units, and so per the Rally modifier table, will get a +1 benefit added to its current morale rating of 5; the Austrian rolls a 5. Since this is equal or less to the 7th's morale of 6, the 7th rallies, and the Dis marker is removed. Austrian cav units marked by B and C are only two hexes away from enemy units, and so can't benefit as above. However, they are both stacked with leaders Lucchese and Stampach, both of whom have +1 Morale modifier ratings. So each of these units will get a +1 modifier. The Austrian rolls a dr2 for Lucchese's men, well below their modified rating of 6, and they rally as well. But he rolls a 6 for the 30/iii Hussars stacked with Stampach; since their current morale is only 4, modified to 5 by Stampach, the result is still higher than their modified rating of 5, and they stay Disordered.

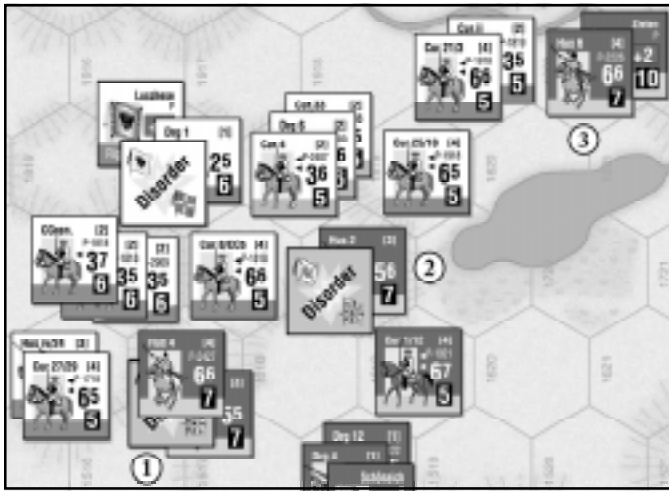


**Defensive Bombardment Phase**—although Prussian artillery unit 4 is adjacent to Austrian units, it is still IC, and thus not allowed to do Defensive Bombardment (*Playnote*—this is a big advantage of getting to jump the enemy infantry/artillery wing IC!)

**Close Combat Phase**—The Austrian now has his troops waded into the Prussians on five Close Combats:

1. The 4-step 27/29 Curiassiers (6"-5-5, with Hus iv in Support) and 2-step Combined Grenadiers (3'-7-6) with 2-step 39 Dragoons beneath (3"-5-6, and McGuire's 13 Dragoon beneath them in Support as well), and 8/CCB Curiassiers (6"-6-5) all attack the Prussian 4th Hussars (6-6-7). The 4th has the Disordered 3rd Hussars be-





Austrian (9 a.m.) Close Combats

neath in Support; sp are 18 to 6, for odds of 3 to 1. The Austrian chooses the Cur 8 as Lead unit, so morales are equal. The Austrian cav has a total of 4 units attacking, with 6 shock pips, for an average of 1.5, vs. the Prussians with none, so the Austrians will get a +2 shock drm. *NOTE, even though the Prussian 3rd Hussar is Disordered, it is not Engaged in the combat, so the Prussian does not suffer any penalty for having a Disordered unit being attacked.*

The Austrian rolls a 5, with a net drm of +2, for a net result of 7. This is a 0/(4)R\* result. The Austrians take 0 LP. The Prussians would suffer 4 LP, but since the result is parenthesized, they can reduce it to 3 since they have the 3rd Hussars beneath in support. The 4th Hussars take one step loss, flipping to their 3-step side, for 1 LP. Their current morale is now 5, and since this is not 4 or less, they choose to remain in the fight, and must lose another step (the Prussian player is taking losses in an otherwise good unit, hoping by some miracle to save the Disordered 3rd Hussars in Support); the Prussian player replaces this counter with its reduced counter on its 2-step side. He places the removed 4th Hus counter on his Army Morale track to note this loss. This is the first combat loss and it's placed inside the first empty box below the spare counter (and current morale marker) which is 18.

The Austrian player claims one Combat Success chit for eliminating an enemy counter.

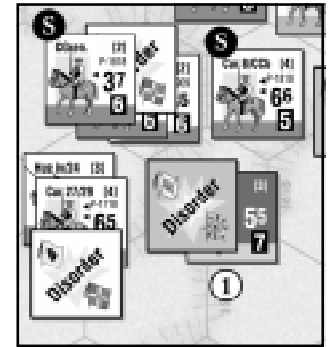
The Prussian 4th Hussars are now at values of 3-4-7; with morale at 4, they would normally have to make a Disordered retreat. However, the R result means any retreats taken due to this combat must be Routed retreats. The Prussian places a Rout marker on the 4th, and retreats three hexes southeast, avoiding all Austrian ZOC, but forced to retreat through the Prussian 2/12 Dragoons. The 2/12 must therefore take a morale check after the 4th ends its retreat. The 4th finishes, and the Prussian player rolls one die for the 2/12; the dr 3 result is less than the



2/12's morale of 5, so it passes its morale check with no ill effects. The Austrian has Routed an enemy unit, and also claims a 2nd CS chit from this combat.

The Routed retreat fulfills the 3rd LP, but the Prussian must still absorb one more. With the 4th retreated, the Disordered 3rd Hussars, in Support, now becomes an Engaged unit. It must take the 4th LP, per 10.8.1, so it too is reduced from 3 steps to 2; the Prussian player swaps counters, and puts the dead one in the next empty box on his AM track (17) and the Austrian gains a 3rd CS chit. This fulfills all the LP called for, and the normal part of this close combat is ended. If the Austrian player wanted to stop here, all his Engaged cavalry units would become Disordered.

However, the Austrian wants to take advantage of this great initial success, and tries for a Sweeping Charge. He'll throw all his Engaged units into the Sweep attempt, and rolls one die; the dr 5 is added to each units' morale rating and a total of 11 or higher is needed to participate in the Sweeping Charge. This means that Cur 8 and the C. Gr can Sweep, but the 39th and 27/29 can't. The Austrian player places Dis markers on these two units, then calculates another close combat on the Dis Prussian 3rd Hussars. He chooses C Gr. as Lead again for its great morale 7; odds are 3 to 1, with a +3 morale advantage, a +2 advantage for cavalry attacking Disordered enemy units, and the same 1.5 shock pip average, rounding to a +2 for shock, for a net +7 drm! (see visual showing combat, with Austrian participating cavs marked with S). The Austrian rolls a 2, for a net 9; it's a 1/(4)RS result. The C Gr. lead unit takes a step loss, flipping to its 1-step side.

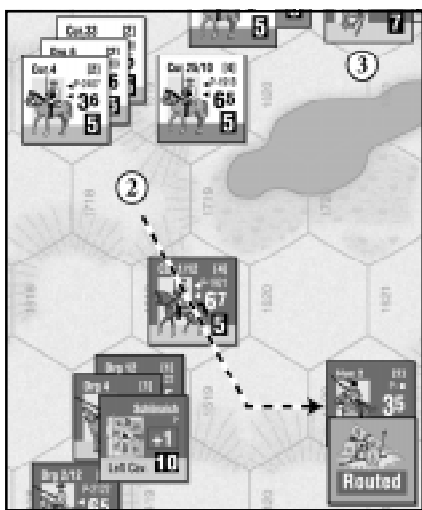


The Prussian 3rd Hus takes a step loss for 1 LP, flipping to its 1-step, 2-3-6 side. Since this combat has an S result, and the 3rd Hus morale is now dropped to 3, it must immediately Surrender, which satisfies the 2nd LP. The reduced 3rd counter is moved to the Prussian AM track, into box 16, and rotated upside down 180 degrees, to indicate it was captured (and will thus earn the Austrians extra Victory points). The Austrian also gets a 4th CS chit for another enemy counter removed.

The two Austrian cavs can now advance after combat into the empty hex. And since the entire LP result was not fulfilled, they are eligible for a Momentum Attack or Momentum Advance (10.11). Since no Prussian units are adjacent, the Austrian can only take a Momentum Advance if desired. And he does! He can advance in any direction, and this MA will let him get his victorious cavalry onto better defensive ground, before they must go Disordered at the end of this combat. He moves both units west one hex, back upslope, and since stacking order can be changed on an advance, he moves both units beneath the iv/24 Hussar unit, and moves that unit to the top of the stack. He then places Dis markers on both victorious units. (Note that the hex now has reached the maximum allowed total of 12 inf/cav steps).

Thus ends the Austrian first Close Combat, with great success! The Austrian has eliminated two Prussian counters, routed a 3rd, and captured a 4th!

2. Esterhazy's two 2-step regiments, the 4th and 33rd (3"-6-6 and 3"-5-6), with Support beneath, as well as Lucchesse's 4-step 25/10 Cur (6"-5-5), attack the Disordered Prussian 2nd Hussars (5-6-3). The 12 to 5 sp will resolve as 2 to 1 odds. The Austrian player will use the 4th as Lead, so there will be no morale difference again, while the Austrians (3 units, 6 shock points) again get a +2 shock drm, and +2 for Dis enemy unit. A dr1 yields a net 5, for an Ex/Ex+1\* result. The Austrian 4th is flipped for their 1 LP. The Prussian 2nd loses one step and swaps counters (dead counter goes in the Prussian 15 AM box, and the Austrian gets a 5th CS chit) for the 1st LP. Now at morale 5, the Prussian can take a voluntary Disordered retreat to save another step—but since it was already Disordered, this retreat must instead be a Rout (and the Austrian gains a 6th CS chit). The Prussian 12/1 Cuirassiers have to make a morale check, but with morale 7, they will pass automatically. The Austrian chooses not to advance, or attempt a sweep against the crack Prussian 12/1, and so the Austrian ends the combat by placing Dis markers on these cavs.



3. Lucchesse's 4-step 21/3 Cur (6"-6-5) with support battles the 6th Hussars, headed by Zieten himself. Odds will be 1 to 1, even morale, but +2 Austrian shock. (*Play note—getting your heavy cavalry into attacks against enemy light cavalry is a good thing*). The Austrian rolls a dr1, for a net 3, and gets an Exr/Ex result. Both players take one LP each as step losses. The 21/3 still has a morale of 5, and so does not have to retreat due to the "r" result. This combat is over, and Dis markers are placed.

Up north, the Austrian continues with his infantry combats. He'll do attack 5 first, since he's really hopeful he can inflict damage on those IC Prussian guns. He chooses the crack 27/49 inf as lead unit so morale is even against the crack Prussian 13/17 inf. Odds are 14 to 8, so he will use the 3 to 2 CRT column. The Prussians get a -1 drm for being in the town, but the Austrians get a +3 drm for catching the enemy IC. Net drm will be +2. The dr5 yields a net 7, for a

1/(4)R\*. Success! The 27/49 is flipped for the 1 Austrian LP. The Prussian 13/17 brigade is in a bad situation. They are not supported by any other Prussian infantry or cavalry unit. Though their morale qualifies them to voluntarily retreat (10.8.1.4), they alone must fulfill the entire four LPs (10.8.1). This sole Prussian unit must trade its strength for time in hopes that the limbered Prussian artillery behind it has a chance to escape. The Prussian 13/17 takes a step loss, and still at morale 6, must take a second step loss for the 2nd LP, and swap counters. The dead counter goes in the Prussian 14 AM box, and the Austrian earns a 7th CS chit. The 2-step 13/17 is now at morale 5. The Prussian still can't take a voluntary Dis retreat, as he must try to fulfill all LP, and this isn't the last LP of the result. So the 13/17 must take a 3rd step loss, flipping to its 1-step side of 3-4-3; now at morale 4, it fulfills the last LP with a Disordered retreat. As the remnants of the proud 13/17 stream to the rear, the Prussian guns are left undefended!

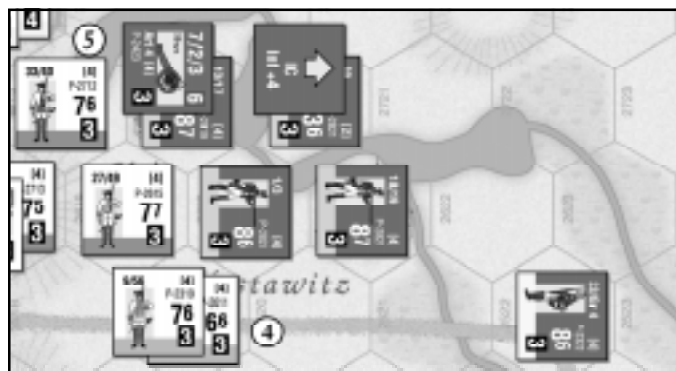
The Austrian advances the 27/49 into the artillery's hex, and makes a capture attempt. He rolls 1 die and checks the Artillery Capture table. Both units have equal morale, and the Austrians are not Disordered, so no table DRMs apply. The dr1 yields more success—the on map counter is captured! The Prussian must swap counters, placing the full strength counter rotated (to indicate captured) in his 13 AM box (earning the Austrian an 8th CS chit), and the reduced replacement must make a Disordered retreat one hex northeast, atop the retreated infantry.

The last Austrian attack, no. 4, is 7 sp to 8 sp, for 1 to 2 odds, and even morale. The Prussians are on a stream/pond hex, so the Austrians incur a -1 terrain drm, but still get that juicy +3 enemy IC bonus. The Austrian duds with a dr1, for an Exr/Ex result. Since both sides have four steps Engaged, they each lose one step, flipping counters to the reduced sides. The Austrians are still at morale 5, and so ignore the r result.

The Austrian Close Combat phase is over, and was a smashing success. The Prussian player should be lamenting his rushed approach to contact and weak opening attacks, which were savaged by the much stronger Austrian reposit.

**Remove Locked Markers Segment:** The Locked markers have already been removed, but if any were remaining on map now, they too would be removed.

**Joint Army Morale Adjustment:** The Prussian player checks for CS chits, and has none, and then for Routed units on map. He has two. So he moves his AM marker down to the lowest filled box, 13. He then moves it two boxes lower to account for his two Routed units on map. Prussian Current Army Morale has plummeted to 11 due to the excellent Austrian counter-attack. On the other side, the Austrian player cashes in his 8 CS chits, and at 1 AM bonus per three chits, has earned a 2 AM point boost (the remainder two CS chits don't count and are lost). He checks the board and confirms he has no Routed units. So he moves his spare counter in the 17 box up to the 18 box (the 1st AM boost). Then moves both counters from the 18 box up to the 19 box (the 2nd AM boost). He then adjusts his current Morale marker up to the lowest filled box—19. Thus ends the 9 a.m. turn—the Austrian army is exuberant after its smashing counter-attack on the over-extended Prussians, and the Prussian player will have his work cut out for him to retrieve the situation!



**PRUSSIA'S GLORY 2** SHEET 1 of 4 (Front Side)

Kunersdorf

0607-1


### PRUSSIA'S GLORY 2

SHEET 2 of 4 (Front Side)

### Prague

0607-2

### PRUSSIA'S GLORY 2

SHEET 2 of 4 (Back Side)

### Prague

0607-2

**PRUSSIA'S GLORY 2** SHEET 3 of 4 (Front Side)

**PRUSSIA'S GLORY 2** SHEET 3 of 4 (Back Side)

**Koln** 0607-3

**PRUSSIA'S GLORY 2** SHEET 3 of 4 (Front Side)

























































































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**PRUSSIA'S GLORY 2** SHEET 3 of 4 (Back Side)

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## PRUSSIA'S GLORY II — Play Book

**PRUSSIA'S GLORY 2** SHEET 4 of 4 (Front Side) **Krefeld** 0907-4

 57 0	 58 0	 59 0	 60 0	 61 0	 62 0	 63 0	 64 0	 65 0	 66 0	 67 0	 68 0	 69 0	 70 0	 71 0	 72 0	 73 0	 74 0	 75 0	 76 0	77 0	78 0	79 0	80 0	81 0	82 0	83 0	84 0	85 0	86 0	87 0	88 0	89 0	90 0	91 0	92 0	93 0	94 0	95 0	96 0	97 0	98 0	99 0	100 0							
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 52 0	 53 0	 54 0	 55 0	 56 0	 57 0	 58 0	 59 0	 60 0	 61 0	 62 0	 63 0	 64 0	 65 0	 66 0	 67 0	 68 0	 69 0	 70 0	 71 0	72 0	73 0	74 0	75 0	76 0	77 0	78 0	79 0	80 0	81 0	82 0	83 0	84 0	85 0	86 0	87 0	88 0	89 0	90 0	91 0	92 0	93 0	94 0	95 0	96 0	97 0	98 0	99 0	100 0		
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 50 0	 51 0	 52 0	 53 0	 54 0	 55 0	 56 0	 57 0	 58 0	 59 0	 60 0	 61 0	 62 0	 63 0	 64 0	 65 0	 66 0	 67 0	 68 0	 69 0	70 0	71 0	72 0	73 0	74 0	75 0	76 0	77 0	78 0	79 0	80 0	81 0	82 0	83 0	84 0	85 0	86 0	87 0	88 0	89 0	90 0	91 0	92 0	93 0	94 0	95 0	96 0	97 0	98 0	99 0	100 0