

# *The Craft of the Soldier-King*

## **The Winning Edge in FREDERICK THE GREAT**

By Deane Spurdakos

*FREDERICK THE GREAT* simulates the campaigns of Frederick II of Prussia in the central European theater during the Seven Years' Wars. Originally published in 1975, this classic game is a simple but accurate simulation of 18th Century warfare, with the emphasis on maneuver rather than on combat. *FREDERICK* has a reputation for being a bit of a "coterie" game with limited appeal for the majority of gamers - the period is obscure to many; the units lack variety; it isn't exactly a slug fest. Victory generally goes to the player who carefully husbands his forces and rarely risks battle. Very little territory changes hands during a typical game, often no more than two or three fortresses. Yet there is a lot happening beneath the surface that keeps the game exciting. The upgraded components and wide distribution provided by Avalon Hill will win new fans for this undeservedly neglected masterpiece.

Components for the new *FREDERICK* are standard-issue Avalon Hill, from the McGowan painting on the box cover to the unit counters. Potential buyers should not be confused by the full title of the game: *FREDERICK THE GREAT: Campaigns of the Soldier-King, 1756-1759*. While this describes the original version, which included scenarios for only the first four years of the Seven Years' War, it does a disservice to the Avalon Hill re-issue, which contains an additional three scenarios covering the last three years of the conflict. Presumably, there is some legal reason for the retention of the old title [*just an oversight actually*], but it can mislead the buyer into thinking that the game is less comprehensive than it is.

One of the major criticisms of the elder edition was that the map was exceptionally drab. Avalon Hill's artists have improved things somewhat, brightening the colors and printing the fortress symbols in vermilion and the mountains in dark brown. It still won't win any prizes in the rainbow department, but at least it isn't painful to look at and is quite elegantly functional. One corner of the board contains a summary of the Sequence of Play; all necessary charts and tables are printed on the eastern quarter. The map itself covers an area from Alsace-Lorraine to East Prussia and Silesia, from the Baltic to Vienna. The only terrain features are rivers, mountains and fortresses. In addition to the 35 fortresses shown, there are several "open" cities marked on the mapboard, but these play no part in the game.

About the counters, I have mixed feelings. The one indisputable improvement is the printing of names on the leader counters. This is a minor point perhaps, but it improves the ambiance of the game; and it is certainly superior to the tactic of printing only rank numbers on the leaders and then "recycling" them from scenario to scenario. Now each leader has his own counters and players are able to think in terms of the incompetent Duke of Cumberland instead of the vague "Hanoverian Leader No. 1".

On the negative side, there are some problems with the colors chosen for the new *FREDERICK*

counters I feel. Granted, the old colors were as drab as possible - pale blue, white, grey, black - but they were perfectly clear and presented no problem with readability. Now the Prussians are dark blue, so dark that it can be a real strain to see the factors on them, especially since they're printed in black on blue instead of white on blue. Russians are now black on green and can be equally obscure. Empire units are black (they used to be a very pale grey); Hanoverians and Austrians remain unchanged, powder blue and white respectively. The French, however, used to be a darker shade of grey than they now are. As is, their units can be difficult to distinguish from the white Austrians; although it helps to have the nationalities printed on the troop units, leader counters lack this distinction. Fortunately, French and Austrian units rarely operate in the same areas, but giving the French a little better definition would have been better.

A brief word on the rules folder suffices. As they have done in some of the other recycled titles (*CONQUISTADOR* is a pleasing exception to this), AH has basically reproduced the original. Since the older version was well-written and fairly complete, this is certainly a justifiable shortcut. And, Joe Balkoski has made some nice additions. A brief introductory paragraph and a set of historical pictures enhance the pages. He has added a short historical summary to each scenario description, which is a nice touch; but they've deleted the Designer's Notes, which were quite helpful in familiarizing players with this unusual game. A really welcome addition is the inclusion of the three new scenarios covering the campaigns of 1760, 1761 and 1762. My only wish is that they had developed a grand campaign game linking the seven years of the war *FREDERICK* covers. [No sooner said than. . . see Mr. Balkoski's article in this issue.] It would also be nice if some *FREDERICK* enthusiast with greater design skills than I, came up with a campaign or two from Frederick's previous major conflict - the War of the Austrian Succession-which established his reputation. [*Again. . . see Mr. Blumberg's piece herein.*]

The only rules changes from the first version is that the Allies must subtract two victory points for each eliminated friendly strength point in excess of twenty instead of in excess of fifteen. This simple change dramatically improves the Allies' chances and successfully balances some of the scenarios which otherwise were weighed against them.

*FREDERICK THE GREAT* is simply a great game. The rules are elegant and reflect quite well the warfare of the period. The game, like the campaigns it simulates, is about supply lines and sieges. Battle is the *last* result, a specific weapon used for specific purposes which vary with the situation, not an end in itself as it was to become in later centuries. According to the doctrine of the times, men were expensive to raise and train and were not risked casually. War was conducted in a "civilized" fashion, compared to previous and subsequent times. Armies were encouraged to sustain themselves through supply lines and depots rather than by devastating

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the countryside in search of forage. Objectives were as limited as the means. Frederick wanted to secure his possession of Silesia, not to conquer Austria or any of his other enemies. The Coalition, in turn, sought to delimit the power of Prussia by preventing it from expanding. In the end, Frederick succeeded in holding the province he coveted but the price was high. The game accurately simulates all these considerations.

In most scenarios, the Allied situation is grave. Heavily outnumbered, they are surrounded by hostile forces. Their advantages are superior leadership and interior lines. But they cannot sit still; Frederick must be constantly on the move, parrying threats all over the map. The Coalition, conversely, must be aggressive in all sectors; the more places Frederick must rush to defend, the less he will be able to accomplish.

Players should guard their supply lines very carefully, making an effort to construct their depots in the most advantageous positions. Investing enemy fortresses should be their main concern.

The longevity of any game is determined by its "depth". The more strategic decisions the players are forced to, the deeper the game. *FREDERICK* is a classic precisely because, despite the seemingly static nature of the game, strategic choices are manifold. There are very few units of maneuver on the mapboard at any given time. Rarely will any nationality field more than three armies at once, often only one or two. In a typical scenario, the Allies might have three or four Prussian armies: one in Silesia, one in Saxony/Bohemia and one mobile force under Frederick dashing from theater to theater. If things are going well, they might be able to send forth a fourth army to deal with the Swedes and try to hamper the Russian advance. In addition, the Hanoverians may be split into two armies but they often are better off staying concentrated. In an average game, therefore, the Allies may have six basic units of maneuver to worry about, not counting small temporary detachments or reinforcements moving to the front. The Coalition might have two or three Austrian armies, one or two French, one Swedish, one Russian and one Imperial - for a probable maximum of seven units of maneuver. This lack of unit density makes the game very interesting and intense. It is not enough to push a lot of cardboard around and hope for a lucky die roll. The utilization of each force must be carefully thought out and each SP is important, especially for the Allies who will suffer double losses if they are too profligate with their men.

The question of SP preservation also plays an interesting part in sieges. Knowing when to grant the honors of war and when to refuse them, when to surrender and when to resist, is almost a game unto itself. The Prussians, for example, will usually choose to surrender in the hope of exchanging prisoners later in the game and thus preventing the loss of VPs. But, if they've already lost many more SPs to capture than the Austrians, then they may be better off to weather the assault; since excess prisoners

count as losses for VP purposes at the end of the game, they will lose less in the finish by dying now and taking a few Austrians with them. For example, assuming that the Allies are already over the 20 SP limit, that the Austrians already hold 10 Prussian SP prisoner, and that a garrison of 2 Prussian SP in Breslau is denied the "honors of war" by Austrian besiegers, if the Prussians surrender, they will lose an additional four VPs at the conclusion of play; but if they refuse, they will still lose four but the Austrians will lose two, for a net Prussian loss of only two VP.

Each scenario presents a slightly different situation with slightly different problems and slightly different solutions, despite a surface resemblance. The following analyses of the various campaigns and alternate strategies for both sides in each will, I hope, give readers some indication of the subtleties involved in this fascinating game. (Numbers in parentheses following leaders' names indicate initiative value, attack bonus and defense bonus, in that order.) These subtleties are the craft and art of the Soldier-Kings, both then and now.

## **The Campaign of 1756**

This is the shortest scenario in the game, with only ten game turns (the others all have eighteen), and the smallest, with only fifteen fortresses (those in Saxony, Silesia and Austria, plus Magdeburg) in play. There are no reinforcements and prisoners may not be exchanged. Only Prussian, Austrian and Empire troops are used. Empire units (Saxons in this case) may not move out of Saxony. However, players should not dismiss this scenario as trivial merely because it is compact. Despite the limitations, there is a lot of room for strategic decision making, and the restricted scope makes it a good place for beginners to learn the game. The Allies begin the campaign with 39 Prussian SP, versus 32 Austrian and nine Saxon - so total strength is essentially balanced. The Prussian leadership advantage is telling, however, and the Austrians must use their supply-blocking zones of control to maximum advantage if they are to prevail.

There are two distinct theaters of operations in this campaign. The Prussians begin the game with Frederick (3-3-2) and two subordinate leaders in command of 18 SP in Magdeburg poised to invade Saxony, Prussian fortresses in Silesia are defended by 10 SPs under Schwerin (1-1-2). An additional force of 6 SP sits on a depot near the Saxon-Silesian frontier under the command of Brunswick (1-1-1) and Maurice (0-1-1). The Austrians begin with 12 SP under Browne (2-2-2) near Koniggratz, 10 SP under Piccolomini (0-1-1) in Olmutz, 4 SP under Prague with Serbeloni (0-1-1), and 2 SP garrisoning each of Koniggratz, Brunn and Vienna. The 8 SP Saxon army under Rutowski (0-1-0) begins the game in Dresden.

The basic strategy of each player is straightforward. The Prussians must attack in Saxony and be defensive in Silesia, while the Coalition takes the offensive in Silesia and tries to impede or prevent the fall of Dresden.

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The Prussians have two basic questions to deal with: 1) where to build their first depot (the first Saxon fortress, Torgau, is six hexes from Magdeburg, forcing Frederick to build a depot along his line of march to support the siege), and 2) how large a force, if any, to detach from Frederick to aid in the defense of Silesia. Both questions are easily resolved. 1) *The best hex for the Prussian depot is 2122*, which threatens both Torgau and Dresden, giving the Prussians a little more flexibility (although they will rarely, if ever, go for Dresden first); and more important, 2122 is out of the way of the Saxon army and cannot be raided by a force based in Dresden, Coalition supply lines being one hex shorter than Prussian. This is clearly better than placing the depot in central Saxony along the most direct route from Magdeburg, in 1820 or 1920 for example. 2) *Whether Frederick detaches any SP depends entirely on what the Austrians do.*

It is an interesting twist that, while Prussia has the strategic initiative in this campaign, Austria must make the decision that ultimately decides the flow of the game. There are really only three viable Coalition options: 1) leave the Saxons 10 fens for themselves and move all available Austrian SP to attack Silesia; 2) send a token force of Austrians - say, Serbeloni and 3 SP from Prague - to beef up Saxon resistance; or 3) send a sizable force, say 10 SP, to seriously contest the possession of Dresden.

Whatever strategy he adopts, the Austrian player should send a leader (Nadasy is closest) to pick up the two extra SP in Brunn and Vienna to reinforce the Silesian offensive (in this game, every little SP helps). If the Austrian selects the first option, the game will be decided in Silesia. By themselves, the Saxons are almost completely useless, being unable to even construct a depot. Furthermore, if successfully besieged, they *must* surrender. The Prussians will snatch both Torgau and Dresden in short order but, due to the shortness of the game, will probably not have time to invade Bohemia.

Prussian starts the game with 45 Victory Points worth of fortress; the Coalition, with 50. If the Prussians capture Torgau and Dresden, as they surely will without Austrian intervention, the VP ratio becomes 60 to 35. In order to counterbalance this, the Austrians must take 15 VPs worth of fortresses in Silesia - three five point fortresses or one five-pointer and Breslau. They will have 24 SP in the Silesian theater against 15 Prussian SP (not counting the garrisons). In addition, Browne is a better leader than Schwerin, so there's a fair chance of success. Their best bet is to go for Neisse first, with a depot in hex 1034 or 1135 tracing a line to Olmutz. For greater flexibility, they might consider splitting their army into two commands, presenting a double threat, although this will leave each force vulnerable to a concentrated Prussian attack. The thing to remember is that not only is it much more difficult for them to gain 15 VPs in Silesia than it is for Frederick to get them in Saxony, but even if they manage it, they will still have to ensure that the

Prussians suffer more casualties than they do in the process.

The Prussians should move Brunswick and his 6 SP to join with Schwerin no matter what the Austrians do - destroying the depot in hex 1729 as they leave it. This depot is utterly useless to the Prussian, as it fails either to link the two main theaters or to threaten Koniggratz; on the other hand, it might be of some utility to the enemy. Since Frederick will now have a preponderance of troops in Saxony, he might consider detaching a few to fight in Silesia. But how many can he afford to part with? He begins in Magdeburg with 18. He will need to garrison Magdeburg and Torgau, once it falls, as well as leave one SP to control the depot in hex 2122. That leaves him with fifteen, of which at least ten are needed to invest Dresden. But can Frederick really spare the extra five SP? If Dresden falls before winter, he will be all right; but if it holds out, Frederick's force will be exposed to winter attrition and a loss of one SP per turn. It should fall before then, given the weakness of the opposition - but there is no guarantee. And the Saxons do have one trick up their sleeve.

Since the Saxon army must surrender if caught in a breached fortress, there is no point in keeping it inside. It may seem that their best bet is simply to avoid battle, since they have no prayer whatsoever of winning one. But, if they do that, the entire Saxon army will still be eliminated by the end of the game, victim of attrition! Consider: once Torgau and Dresden are occupied (not even besieged, necessarily) the Saxons will have no supply source. The Prussians could have both fortresses masked by a fifth move. The Saxons will lose five SP to supply attrition alone, with winter taking care of the rest. So the best thing for the valiant Saxons to do is to play aggressively and fight a suicidal battle against Frederick himself. Even attacking at 33%, they are sure to inflict at least a one SP loss. They will still be eliminated eventually; but by attacking, they take at least one Prussian SP with them. That leaves Frederick with only a surplus of four SP to send into Silesia - and he should probably keep at least one of those with him in case of emergency. Of course, if Dresden falls early, the whole army is free to transfer across the mapboard, but it won't have time to do much to affect the situation there. So the best the Prussians can do in this case is to send three SP to reinforce Schwerin, barely making up for the two SP that Nadasy will be bringing up from Vienna and Brunn, and the extra SP Browne can pick up in Koniggratz. Since the Allies are bound to lose nine SP in Saxony no matter what, they are at a considerable disadvantage even if they equalize the fortress situation. Five extra Coalition VPs in fortress points, minus nine for the Saxons, leaves the Prussians with a four VP advantage, minus one if the Saxons attack Frederick - for a net surplus of three. That represents the minimum *net* loss Browne must inflict on Schwerin just to stay ahead. If he takes three fortresses and wins a battle, the Coalition will win the scenario - but it's a very BIG "if".

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The second option involves sending Serbeloni into Saxony with three Austrian SP to link up with Rutowski's 7-SP Saxon field army. This move changes things considerably. With ten SP, the Coalition force will be able to construct a depot, temporarily extending their range of operations. They still won't have nearly enough power to take on Frederick in battle but the suicide attack is still a good idea, although it should be now postponed until all three Austrian SP are eliminated. The objective of the combined Coalition force should not be to try to save Dresden directly - a thing it is unlikely to accomplish in any ease - but to delay the siege for as long as possible. Serbeloni's token force of Austrians is chiefly useful for the zones of control that only Austrian units possess. Judicious maneuvering can slow Frederick down considerably. By the time he deals with the various threats to his lines, it may be too late for him to take Dresden. Frederick should not, therefore, detach any troops at all in this option; it may be winter before he gets a chance to sit on Dresden, in which case he will need the extra SP to expend on attrition. (Incidentally, once Torgau falls it becomes a Prussian supply source, rendering the depot in 2122 superfluous. A leader should be dispatched to pick up the SP from this depot and bring it to safety; otherwise, it will be eliminated in December, a pointless waste. As long as there are still Austrians in Saxony, however, that depot can be useful for it gives Frederick two supply lines to Dresden and makes it more difficult for the Coalition to interrupt the siege - another good reason for placing it in 2122 in the first place.)

This Coalition strategy leaves the Austrians with three fewer SP in Silesia, but it's worth the expenditure. If the Prussians can be delayed, they will lose more SP to attrition and it's just possible that with fewer turns to besiege Dresden, they may roll badly on the table and never take the accursed place at all. The Coalition will almost certainly win if Dresden remains under Saxon control.

The third Austrian option is to send a force of ten or more SP into Saxony in a serious bid to save Dresden. The problem here is that it really isn't much better than sending only three SP. There still won't be enough strength to challenge Frederick on the battlefield or to reduce him below the necessary army size for building a siege depot. Meanwhile, the Silesian theater will be weakened to the point that the Prussian and Austrian forces in Silesia are roughly equal, not a favorable situation for the capture of even one fortress, marginally superior leadership notwithstanding, let alone two or three.

One must conclude, therefore, that the third strategy offers the least hope of victory, that the first is possible but difficult, and that the second is probably the best - although the Coalition will still be at a disadvantage no matter what course they follow.

### **The Campaign of 1757**

Here the spur is on the other boot. The Allies will have a tough time winning this scenario, especially if the Coalition refuses to be intimidated by its own had

leadership. The area of operations expands to five distinct theaters, with the Allies enjoying interior lines but constrained to defend themselves all over the map. Schwerin is in Silesia with only 12 mobile SP, facing at least 30 scattered Austrians. In Saxony, mobile Prussian forces total 31 SP, 15 of those starting with Frederick in Dresden, against 23 poorly led Austrians. The basic Prussian strategy in these sectors is to defend Silesia and invade Bohemia, with Frederick marching on Prague as he did historically. Meanwhile, in the northwest, some 17 Hanoverians under the inept Cumberland (0-1-1) must hold off 29 French SP under the equally incompetent d'Estrees (0-1-1); ten more French SP are garrison forces. To make matters worse, the French are reinforced on Turn 8 by 10 SP commanded by Soubise, giving the French a superiority of more than two-to-one. In addition, a small force of six Swedes starts in Stralsund, nine Empire SP appear in Nuremberg on Turn 8 and 22 Russian SP show up outside Königsberg on the same turn. The situation is difficult for the Allies, with proper use of Frederick himself presenting their only hope.

It is always a good idea when beginning a campaign to calculate the fortress VPs that each side starts with, in order to determine what one can afford to lose and what one must gain to compensate. The Allies begin the 1757 scenario with 105 fortress point, versus 90 for the Coalition (the fortress of Münster begins the game unoccupied). Losses in the northwest will be serious. Although the Hanoverians can reach Münster first, they cannot hold it for long. The Allies can expect to see the French advance as far as Hanover (making the Allied-Coalition ratio 105-95) and, if they're not careful, the *fleur-de-lys* will be flying over Magdeburg - an event that will almost always guarantee a Coalition victory. To make up for this, the capture of Prague is a must. Furthermore, the Allies will have to capture Königgrätz to make up for the loss of Königsberg to the Russians, and that doesn't even take into account the war in Silesia where the Austrians have a nice advantage. It's "nip and tuck" all the way.

On the Hanover front, staying out or the way is the order of the day. The Hanoverians could possibly risk a battle before the French have a chance to concentrate - but if they lose it, they are finished. If they do choose to fight (and even if they don't), Cumberland should be sent into the fray unseconded in that hopes that he can get himself killed! With Cumberland lost, Zastrow (1-1-1) becomes Hanoverian commander, giving the Hanoverians a slight leadership edge. There isn't much they can do once the French get together, but they can maximize their chances by using their 1-initiative leaders as garrison commanders, slowing down the French advance, possibly to the extent that Magdeburg becomes unreachable before the game ends.

On the Baltic, Lehwaldt (1-1-1) begins the game in Stettin with ten SP. This is not enough to take Stralsund, as one SP must be left to garrison Stettin. If the Allies want to take Stralsund, they must reinforce Lehwaldt with at least 3 SP: one for the



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garrison, one to control the depot they will have to build, and one to lose in battle if the Swedes make a suicide attack. A Pomeranian offensive, therefore, will require the Allies to tie up 13 SP for at least half the game. Optimum Swedish play involves the aforementioned suicide attack, *if* this will reduce the Allies to below the required 10 SP, the rest of the army, or the whole army if they don't attack, should sit in Stralsund and refuse to surrender if denied the honors of war. The exchange of five or six SP is very much to the Coalition advantage, since it pushes the Allies casualty level closer to the 20-SP-loss doubling point and also deprives the Allies of much needed manpower. The worst that can happen is that the Prussians grant the honors and the Swedes retire to the fiords with nothing lost but the town itself. The point is, however, that the Allies ought not to go for Stralsund at all. The five VPs they will win for capturing it (a net of four if they suffer a loss) aren't worth putting 13 SP effectively out of play for most of the game. Those SP will be much more useful elsewhere: defending Hanover against the French, helping the war effort in Bohemia or saving a fortress in Silesia. It is recommended, therefore, that Lehwaldt march to Berlin posthaste, ignore the Pomeranian front which is, after all, no threat and await developments elsewhere to determine where he can be the most useful.

A second possible distraction for the allies is the large Russian force that will arrive. Even more than the Swedes, this army should be completely ignored, forming an army large enough to take On 22 SP and then marching it to the antipodes of the map will strip the Allies completely, probably resulting in Silesia being overrun. It simply isn't worth trying to hold onto five VPs in Königsberg. Both players should keep firmly in mind that Königsberg is about as far as the Russians are going to get. With maximum luck, it is just barely possible that they could reach Colberg and even take the place for another five VPs. This involves building a supply line of three depots along the way. Since they won't be able to begin the siege before winter, they will lose *at least* three SP garrisoning the depots and probably more, plus a loss from the besieging army, plus whatever they lose in force-marching. Essentially, there is no way for them to take Colberg without losing more VPs in casualties than they will gain for the fortress. So they should just sit out the game in Königsberg and the Prussian should resign themselves to losing that fortress.

In the Saxony/Bohemia theater, it may look like the Prussians have it all over the Austrians. But Charles' forces can be a tremendous nuisance. The Austrians have the option, as they did in the previous campaign, of marching those 23 SP over to Silesia. This is not a terrible idea, as it will give them overwhelming numbers in that sector and surely lead to the capture or several fortresses, other things being equal. But other things are *never* equal in this game. Against no opposition, Frederick will march into Prague and then proceed along toward the rear of the Austrian front in Silesia, picking up Königgratz and probably recovering whatever gains the Austrians have made in Silesia. He might even be

able to detach a force to strike at Vienna which, at ten VPs, will almost certainly ensure Coalition defeat. Charles' best bet, it seems, is to hang around in the mountains near Eger with the intention of delaying the siege of Prague for as long as possible. The longer it takes Frederick to take Prague, the less time he will have to march to the defense of Magdeburg and/or Silesia. If the Austrian player is really careful, he may even save the Bohemian capital altogether. This presents a grave threat to Frederick's communications. Although Prague is only five hexes from Dresden, a single Austrian SP can block both passes through the mountains with its ZOC and force Frederick back. If Charles stays on mountain hexes, he will even have a good chance of surviving a battle, nor it is impossible for him to invade Saxony at some point and threaten Torgau. And if the Austrians really want to get fancy - and they should want to - they can build a depot in 1322, which will enable the French and Imperial Turn 8 reinforcements, which are otherwise pretty useless, to march into Bohemia without having to waste precious time building a depot for themselves. If Prague is still standing at that point, this reinforcement could save it for the whole game; if not, the Franco-Imperialists have a good chance to retake it. This one depot can be a real thorn in the Allied side.

The onus in this campaign is entirely on Frederick himself. In addition to defeating Charles and taking Prague, he should at some point venture north to fight the French. A demoralized French army led by d'Estrees can never recover, thus enabling the Hanoverians to gain considerable ground. If this happens, the French must always be granted the honors of war, shuttling uselessly from fortress to fortress while the Hanoverians grab Münster, Wesel and possibly Venlo. This sounds like a game winner, but don't forget that with Frederick away in the north, resistance in Silesia will crumble. As soon as the French are taken care of, Frederick must force march back to the defense of Silesia. The Silesian situation is more complex and will take longer to resolve. Therefore, I recommend that he head for Hanover first. Once the French leave Magdeburg, it will be very hard for even Frederick to push them back very far, since he will have to construct a depot in northern Saxony to establish a supply line between Torgau and Magdeburg. Meanwhile, all this forced marching to and fro will be very expensive for Frederick, who will probably lose a SP half the time. The key for the Coalition to win is to compel Frederick to move as much as possible.

### **The Campaign of 1758**

The situation in 1758 is a bit more balanced, and both sides will have to work hard to win. This scenario illustrates perfectly the basic strategic dilemma that characterizes *FREDERICK THE GREAT*: when you are strong in one critical theater, you will be weak in another. Knowing whether to defend a threatened area or to counter-attack in another sector is the problem that both players must constantly address. The answer, of course, depends on whether potential gains in one place can offset

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expected losses in another; but the vagaries of the die ensure that nothing is certain, and so the game remains an interesting strategic challenge throughout.

Despite a marked inferiority in numbers (22 SP versus 43, counting garrisons and reinforcements), the Hanoverians should be able to hold their own, due to the replacement of Cumberland (0-1-1) by Ferdinand (2-2-2) as commander. Soubise (0-1-1) and ten mobile SP start the game in Strasbourg, too far from the front to be of any use. The only chance the French have is to avoid battle and concentrate on hampering the Hanoverian lines, although that will not be easy; fortresses in this theater are quite close together and there is no need for an advancing army to construct depots in the open. If the French are brought to battle, they are unlikely to survive, and once demoralized they will never recover. One tactic they can utilize to optimize resistance is to use their 1-1-1 rated leaders as garrison commanders, leaving Clermont unseconded with the army. Thus, if a battle should occur and a leader loss result comes up on the CRT, they will be well rid of a liability. One of the 1-1-1 leaders could then take over the demoralized army with some hope or rallying it. In any case, garrison commanders with initiative ratings in four fortresses should slow down the Hanoverian advance considerably. Conversely, the Hanoverians should seek battle whenever possible, should invest every fortress they can reach and should always grant the honors of war. An additional blessing for the Allies is that it is unlikely that Frederick will have to march to this front at all, leaving him free to deal with problems elsewhere - and there are many.

One such problem is the Russians. They begin the campaign with 30 SP in Königsberg and can do a lot of damage in the north if Frederick neglects to intervene. The Russians should make a beeline for Colberg (insofar as one can make a beeline in this game); it may take them some time to get there, as they must build three depots along the way, but this is their only viable line of march. They should not try to march through Poland toward Silesia in the vague hope of aiding the Austrians; nor should they go for Kustrin as they did historically, resulting in their rout at Zorndorf. Clinging to the Baltic is much more advantageous; not only is it safer, but Frederick will have to march that much further to engage them, and consuming the opposition's *time* is as important in this game as consuming his *material*. A leader should be left behind with the first depot (hex 3339) to pick up the three depot controlling SP once a new base is established at Colberg. After Colberg, the next target should be Stettin; from there, they threaten Stralsund (if the Prussians have captured it) and Berlin, and may even reach Magdeburg.

Naturally, it is very much in the Allied interest to prevent this advance and Frederick must charge north at some point to demoralize the Russian army (in this scenario they can never recover). Furthermore, he should do so *before* Colberg falls. Once the Russians are established in Colberg, they will be difficult to dislodge: they will have an advanced supply source with no lines to threaten and they can

retire within the walls, forcing Frederick to open a time-consuming siege that he really cannot afford. Frederick will have to force march to the Baltic when he does undertake this venture and he will probably have to march out of supply to bring about the desired battle (he cannot waste time building a depot); this will be expensive in manpower, but he has no choice. As will become even more obvious, the Prussians have to do a lot of forced marching during this campaign and fight a lot of battles just to defend their initial holdings. Because of the large number of SP they will lose as a result, they should always grant the honors of war; they simply cannot afford a war of attrition.

Also in the north, the Prussians should do something about Stralsund - this time they can use the Victory Points. Dohna starts in Stettin with eight mobile SP. Reinforcements can be gathered from Berlin, Kustrin and Magdeburg. Once this army is assembled, there is nothing the Swedes can do to defend themselves. They could come out in the open in an attempt to harass the Prussian depot between Stettin and Stralsund, but if they do, they will simply lose men needlessly; eventually, the place must fall and a delay in this particular area will not hurt the Prussians significantly. Once Pomerania is secured and the Swedes sent packing, Dohna's force should either link up with Frederick, if he is in the Baltic area at that time, or head for Saxony where Prince Henry will surely be hanging on by his finger-nails.

The Austrians have some decent leaders this time: Daun (1-2-3) and Loudoun (2-2-2), plus a slew of lesser lights to absorb leader losses. Needless-to-say, neither of the top Austrian commanders should ever be left alone, no matter how large his army. Even victorious armies can lose leaders. The Prussians will be hard pressed to defend both Silesia and Saxony, especially when Frederick absents himself from the fight to chase the Russians. Before he goes, therefore, he should try to take something in Moravia - either Königgratz or Olmutz, or both if time permits. There's no time to go for Prague, since Frederick begins in Breslau, so he will probably have to be satisfied with five VPs. The Austrians should defend Moravia as well as they are able and take the offensive in Saxony, transferring a few SP to that front (they're not much use against Frederick anyway). Dresden could quite possibly fall; if Frederick rushes to defend it, the Russians will gain ground.

The scenario begins with each side in possession of 100 VPs worth of fortresses. The Allies can reasonably expect to take Stralsund, one fortress in Moravia and possibly three from the French - for a total of five. They could even snatch an additional one in Moravia and another in France as well for a maximum of seven. The Prussian player should remember, however, that gains against the French are subject to victory in battle which, while probable, is by no means certain. So the range of Allied gains will be between three and seven fortresses.

The Coalition situation, on the other hand, is even more chancy. They might take Colberg, and

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they might capture Dresden, and they might even get Stettin - possibly three or four, then (with Dresden counting as two). This leaves the Allies with an average net advantage of about 10-20 VPs, more or less. Since SP losses will be approximately equal, the Coalition will be able to make up this difference by pushing Allied casualties over the 20-SP plateau. There is a lot of uncertainty in this scenario, and neither side can afford to be complacent. The outcome is usually in doubt right to the end.

### **The Campaign of 1759**

Here things are again rough for the Allies, primarily due to an upgrade in French leadership. In the west, the Hanoverians are outnumbered two-to-one by the French (counting garrisons), as indeed they were in the previous campaign - but this time Clermont and Soubise (both 0-1-1), who were the top two leaders in 1758, are now replaced by Contades and de Broglie (both 1-1-1). This may seem a minor improvement, but it is a telling one. With the main French army now led by a man with some initiative, it can never be permanently demoralized. Furthermore, once the French concentrate, they will be almost impossible to defeat. An initiative difference of only one between opposing commanders (Ferdinand still leads the Hanoverians) virtually eliminates any possibility of victory for an army attacking at 33%, as the Hanoverians must inevitably do once the French forces combine. It is possible for them to hold their own, however, provided they don't try anything fancy. The French start fairly scattered and the Hanoverians can inflict a few casualties and demoralizations if they act fast, possibly even capturing a fortress. Once the French recover, Ferdinand should sit in the most forward fortress and stand siege. With his high Initiative value, he can hold out for a fairly long time, but the Allied player should remember that if the French get a lucky siege resolution roll, it's all over in the west.

Ferdinand begins this scenario in Cassel with 12 SP. He should resist the temptation to head due west toward Dusseldorf or south toward Frankfurt; neither of these adventures are likely to be profitable. Rather, he should march straight for Munster, link up with Sporcken's three mobile SP and attempt to invest Wesel, possibly encouraging a battle with Contades or Armentieres while their forces are still relatively weak. Similarly, the French force of 11 mobile SP under de Broglie in Frankfurt should strive to reach the Wesel area immediately, rather than attempt to march into Saxony. This latter strategy seems viable at first glance, especially since de Broglie can be reinforced with a detachment from the north, but it's a waste of time. As the campaign develops, de Broglie could eventually threaten Magdeburg and Torgau in this fashion, but he will be easily defeated by the Prussians and Contades will miss the troops.

The Prussian will have a hard time dealing with simultaneous threats in Saxony, Silesia and Brandenburg. Perhaps the key Coalition position is the initial depot in hex 1217, manned by seven Austrian SP under Harsch (0-1-1), which links

Nuremberg to the Saxon frontier and enables Zweibrucken's seven-SP field army to join Harsch and open a second front into Saxony. This force may be miserably led, but it is a formidable distraction and, if ignored, could take either Dresden or Torgau. Saxony is defended by Henry with ten mobile SP, while Frederick holds forth in Silesia with 19. Henry has two missions: demoralize Harsch/Zweibrucken and capture Prague. In order to achieve the latter, a second force must be active in Saxony to fend off the Austrian/Imperial incursion from the west. Dohna can bring ten SP down from Kustrin for this purpose. Note that it is futile for Dohna to march for Stettin, picking up an extra SP there, and then try to invest Stralsund. Without a single SP to spare, a Swedish suicide attack will put an immediate end to that misguided venture. In fact, Prussian resources should at no time during this campaign be diverted to Pomerania. There are too many places to defend elsewhere and Stralsund simply isn't worth the expense and time required to capture it.

Meanwhile, Frederick has the defense of Silesia to worry about. It is difficult to determine what the best strategy may be, but I recommend that he abandon that province for the moment, invade Moravia, possibly stop to besiege Koniggratz, or head straight for Prague to ensure its quick capitulation (in case Henry's supply line is harassed or he has been reduced below ten SP). Frederick's basic objectives should be the defeat of the Russians, the regaining of lost fortresses in Silesia and the capture of Prague and Koniggratz. The problem is that the Austrians are very strong in the Silesia area and decently led. Once Frederick takes off for the Baltic, several fortresses will fall. If he waits too long, as has been seen in the last campaign, the Russians will get Colberg and they're quite likely to make it to Berlin by game end with Frederick tied down in the south. Unfortunately, the Russians are tough to wipe out: Soltikov has a defense rating of "3" and commands nearly 30 SP (depending on where he is encountered along his line of march). Thus Frederick gets no combat advantage against him and could easily lose one or two battles before defeating him. Moreover, Soltikov can recover from demoralization, and with Frederick back in Silesia, the Russian march will continue. In this event, it is not a good idea for Frederick to march north a second time; he will lose too much in the south, and SP losses to forced march and battle will be prohibitively high. The Allied player can only hope that the Russians will be unlucky and not recover in time to get further than Colberg.

Overall Allied strategy in this scenario should be very defensive. The battles Frederick will be compelled to fight and the forced marches he will be forced to make will together ensure that Allied losses are well over 20 SP. Keeping that number as low as possible without giving away too much of the board must be the prime objective of the campaign. Both sides begin with an equal number of VPs. With luck, the Prussians should be able to take Prague and Koniggratz, as well as preserving their holdings in Silesia, giving them a 115-85 advantage *if* Hanoverians can hold off the French and *if* the

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Russians get nowhere. It is more likely, however, that the Russians will reach at least Colberg, making the Allied-Coalition VP ratio 110-90. That leaves a twenty point margin, which is not much given the losses the Allies will take, and a difference from this optimum result at the end of the game of even one fortress will almost invariably mean Allied defeat.

## **The Campaign of 1760**

Although this scenario may look tougher for the Allies than the previous one (the Coalition enjoys a greater total SP advantage than in 1759), it is in fact a bit easier. This is due primarily to the Russian removal rule, which allows a one-in-six chance on each turn, beginning with the seventh, that all Russian units will be permanently removed from the game. This relieves Frederick of a lot of pressure. Probability dictates that the Russians will be gone by Turn 12, and rarely will they survive until the end. It would be foolish for Frederick to waste time and troops marching to this front, as he usually must in previous scenarios. He is free to shuttle between Saxony and Silesia, where his resources will be severely tried by the beefed-up Austrians.

It is a good idea, for once, for the Prussians to attack Stralsund. For this purpose, perhaps the optimum strategy is to send Fouque north from Glogau with ten SP, linking up with Finck's three in Kustrin, for a mobile force of twelve. When preparing the Pomeranian campaign, the best place for the Prussian depot is in Hex 2924 where II is out of range of the Swedes. Once Stralsund is taken, this force can loiter by Stettin until the Russians disappear and then send a detachment along the Baltic to occupy Colberg (if it has fallen) and Königsberg, which will have been evacuated. For their part, the Russians should proceed normally; with no opposition and enough time they can take Colberg, Stettin and possibly Berlin. The idea is to force the Prussians to waste time re-occupying these places later in the game or, on the off-chance that the Russians are not removed, to reap the VPs.

There are apparently two errors in the initial set-up instructions. The players must assume that the Prussian SP listed as starting in 2532 (the middle of nowhere) should start in 2522 (Berlin). Also, the French SP listed for 1107 should presumably be in 1708 (Mainz) [*The author is perfectly correct; take these as errors to be instituted in your future games.*]

Frederick begins the campaign in Torgau in command of 18 SP. His first task should be to overwhelm Dresden, defended by Loudoun and 17 SP. There's no reason for Loudoun to encourage a battle at this point; his best move is to retire behind the border mountains and build a depot in 1322 to allow the Imperial army to march into Bohemia and support his operations. Loudoun and the Imperialists should devote themselves to maneuvers in this area, harassing Frederick if he tries to go for Prague. Frederick should strive to bring Loudoun to battle before heading off to Silesia, but if the quarry proves elusive, he must go anyway before it is too late.

Prussian forces in Silesia are tiny and their first operation should be to retire behind the Oder, linking up with Henry who should be coming down from Glogau with about five SP. This combined force should definitely slay out of the way, maneuvering, if possible, to overwhelm any Austrian depots and basically waiting for Frederick to arrive.

Even Frederick will have a tough time defeating the Austrian army in this scenario. The Austrians are 35-SP strong and led by Daun, whose defense bonus is "3". It is not unlikely that Frederick will lose a couple of battles himself before he manages to demoralize this force, if ever. If the Prussians are defeated badly in a battle, all of Silesia could fall to Daun before the end of the game; at best, they should lose at least two fortresses here.

The main hope of the Allies in this scenario is The Hanoverians, who still enjoy Ferdinand's expert services. French advantages are their vastly superior numbers, their ability to recover from demoralization, and their "1"-rated leaders who can effectively command garrisons. A French army of 18 SP under de Broglie begins in Venlo, facing squarely Ferdinand's 30 SP in Munster. However, The main French force of 35 SP under Contades (1-1-1) begins much further south in Frankfurt. Given the opening position, there are three basic French strategies to consider: 1) march Contades to the north to link with de Broglie and operate against Hanover or in defense of the Rhineland; 2) march Contades due east to The aid of Loudoun, operating in Saxony and Bohemia; 3) march Contades north-east, entering Saxony through hex 1815 to threaten Magdeburg and the Saxon fortresses.

It is difficult to dismiss the latter two strategies out-of-hand, as both have certain possibilities and potentialities; but the Coalition player should keep in mind that these are very speculative ventures. If the French are demoralized by Frederick (Contades does not enjoy The high defensive bonus that to some extent shelters Daun), they will be in pretty bad shape. More important, without a powerful force to face the Hanoverians, there is no hope for the Rhineland. For Ferdinand, de Broglie is an easy mark and should therefore strive to avoid battle. although Frederick's superior mobility makes this quite difficult. With no undemoralized French army in the field, the Hanoverians can easily clear the entire Rhine, picking up seven or eight fortresses. This will win the game even if the Austrians capture all of Silesia and Frederick fails to take Prague. The French should not be tempted, therefore, to embark on eastern expeditions; Contades must march north to engage Ferdinand.

It is well to remember, however, that Ferdinand is strong enough in both SP and leadership skills to defeat Contades in the field, especially if he already managed to demoralize de Broglie before a link-up could be, accomplished. Then the game depends on how lucky the French are in recovering their morale. In a sense, Contades may not make that much difference no matter what he does. The French should concentrate on getting



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their leaders into separate garrisons to prepare for the worse. Incidentally, the Hanoverians should send Sporcken up to Stade early to await the Turn 4 and Turn 6 reinforcements. This second army can then rush down to join Ferdinand on the Rhine, picking up superfluous units on the way. Ferdinand will be stretched a little thin by the time he reaches Mainz and Sporcken's reinforcements could give him enough to invade France itself, time and French die rolls permitting.

It is very difficult to predict the outcome of this scenario. The Prussians can take Dresden easily enough, evening out the fortress VP situation at 100-100. They could lose 30 VPs in Silesia and/or gain 35-40 VPs in the west. They should take Stralsund, but may or may not have time for Prague and Königsberg. There are too many variables to enable one to say that a particular side has an overall advantage - the Russians may or may not be removed; the French may or may not be demoralized, or may or may not recover; Frederick may or may not defeat Daun; and so forth. The only axiom for both sides is that with so much uncertainty regarding The final possession of fortresses, it is imperative to keep losses to an absolute minimum.

### **The Campaign or 1761**

This scenario is similar to the previous one, except that both sides enjoy certain additional advantages and liabilities. The French have been strengthened by the addition of seven SP and all extra leader (1-1-1); unfortunately for them, however, Soubise (0-1-1) is back in command. (Again, The French SP listed as starting in 1107 should probably start in 1108.) [Yes.] Soubise starts in Wesel with 40 SP, outnumbering Ferdinand in Münster by nearly two-to-one. He is seconded by Armentières, who should be immediately detached to lead the garrison in Venlo or Düsseldorf. The French should make every effort to get Soubise killed by forcing Ferdinand to attack him at bad odds. If demoralized, his army should not hide, but should continue to obstruct the Hanoverian advance - each new attack on his force has the double advantage of exposing the inept Soubise to elimination and of also depleting The Hanoverian army. Ferdinand's army is but 21 mobile SP strong and he receives no reinforcements; every battle weakens him and reduces the number of fortresses he will be able to besiege. It is worth it to The Coalition player to sacrifice a great many Frenchmen in a war of attrition in order to prevent the Hanoverians from advancing too far.

Contades should march his 19 SP up to Frankfurt, keeping this force as a separate command. He should be able to attack Ferdinand on the 100% column with some chance of success. If defeated, he has hopes of recovery, and two demoralized French armies can position themselves across Ferdinand's lines in such a way that he must attack one of them, thus forcing Hanoverian casualties up. In the event that Ferdinand loses a battle, a not completely unlikely occurrence, then

initiative passes to the French and it is the Hanoverians who must defend their fortresses. Later in the campaign, the situation may be such that Ferdinand is too weak to invest a fortress and the French are on the offensive. In that event, the remnants of The Hanoverian army should be moved away from the front to say, Stade, while the Hanoverian leaders are used for garrison duty. One possible disposition is to place Karl and Sporcken in Minden and Stade, while Ferdinand defends Hanover. The French will need be very lucky to take both Minden and Hanover, and it is unlikely that they will get any farther than that. In fact, gains and losses on this front are pretty much restricted to two fortresses for whichever side survives battle.

The Baltic situation is essentially unchanged from the previous scenario. The Russians may be removed any time beginning with Turn 7 and should advance as usual; the Prussians, meanwhile, should studiously ignore them. Unlike the situation in 1760, the Prussians can scarcely afford to send an army to take Stralsund; the Austrians are simply too strong for Frederick to risk detaching a dozen SP from the Silesian Theater. At some point, a few troops should be sent north to reoccupy any fortresses left empty by Russian removal. If the Russians last long enough, they will at least manage to grab Colberg and the Allies could really use the five easy VPs, even if they have no time to march all The way to Königsberg.

The Prussians have rather the advantage in Silesia. Frederick's 19 mobile SP (less one to garrison the empty Glatz) can be supplemented by Wedel's five for a total of 23. Loudoun and Gemigen together give the Austrians an equal number, and an additional three SP can be rounded up from Vienna and Prague and Brunn. Loudoun is a decent leader (2-2-2) and should not be overly intimidated by Frederick, although he is unlikely to capture anything and won't win any battles. A feint into Silesia may not be a bad idea, but basically Loudoun will be on the defensive and should try not to lose more than Königgrätz. The Prussians have an additional advantage in this theater in that Frederick can build an armed camp on one of the Silesian fortresses, giving a DRM of - 1 if the place is besieged. He really has no reason to do this, however - it takes as much time as building a depot - unless he sends a detachment north to Stralsund (which is not worth it) or unless Daun abandons Saxony and moves to reinforce Loudoun.

In Saxony, Henry commands 18 SP in Torgau versus Daun's 22 in Dresden. Finck in Kustrin (two mobile SP) and Wedel in Glogau (five mobile SP) can reinforce this theater, as Frederick probably won't require their services for awhile. This makes things pretty even in Saxony; Henry enjoys a higher initiative value but Daun's defense bonus exceeds Henry's attack bonus, and vice versa. Thus, whichever force elects to attack will be at a disadvantage, especially Daun. If Daun is demoralized, he may have a hard time recovering. He may instead decide to build a depot in 1322 to enable the Imperial army to come to his aid; he

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should do this even if he's demoralized. With this sector stalemated, however, the game will be decided in Silesia or Moravia, where the Allies have a large advantage. It may behoove The Austrians, therefore, to abandon Dresden and move Daun to the aid of Loudoun, keeping him separate since Loudoun can recover from demoralization with greater facility. This additional harassment could keep Frederick's gains to a minimum. although Daun may have to return to defend Prague. It's a good idea to slow Henry down as much as possible to delay his junction with Frederick's main army.

As usual, the chief bane of the Allies is the doubling of their losses over that magic level of twenty. Since the Coalition is bound to lose fortresses, they should consider an all-out war of attrition - especially in the Rhineland. Once The Allies lose more than 20 SP, each three-SP Allied loss is worth more to The Coalition than a standard fortress, so there's no point in letting the towns fall without a fight.

### **The Campaign of 1762**

Only the Baltic front changes much in this final scenario. The Swedes are automatically removed on Turn 4 and Stralsund may not be occupied by either side, remaining neutral at the end of the game. The Russians have withdrawn from the Coalition and a Russian force of eight SP appear near the northern border of Silesia on Turn 5 to fight for the Allies. This force is not especially useful, unless the Allies need to fight an immediate battle at this point, since it is withdrawn on Turn 8.

The fortresses of Konigsberg, Colberg and Kustrin begin the scenario unoccupied. Thus, although there is no threat in the north, the Prussians should dispatch a small force to take control of these places, making the Allied-Coalition fortress VP ratio 85-115. Three SP should be detached from Frederick's army for this purpose, led by Kliest, dropping off one SP to garrison Kustrin and joining up with Fouque's two mobile SP in Stettin. At least four SP are needed for the expedition to Konigsberg: two to garrison the two Baltic fortresses and two to meet the demands of supply attrition. It is much wiser to give up one or two SP to attrition along the route of march than to strip Frederick of a much-needed ten SP and try to build depots along the path.

In the western theater, the Hanoverians have it all over the French thanks to the abysmal French leadership (both Clermont and Soubise lead French armies; neither has an initiative rating value). The French can muster 37 mobile SP, however, so they are not completely helpless. Contades should be marched north to support Clermont, but the two armies should not be concentrated: in fact, the French may want to consider forming three distinct field armies, with de Broglie commanding the third. Although a strong French force might win a battle against Ferdinand, he will sooner or later defeat any force sent against him. Splitting up the French confers three benefits: 1) it forces Ferdinand to fight

more battles, reducing his numbers, raising the Allied casualty level, and slowing him down; 2) it increases the chances for some SP to recover morale, as both de Broglie and Contades have an initiative rating of "1"; 3) it provides the French with two or three units of maneuver, even if all are demoralized, which can be used to block Hanoverian lines of communication. This last point is important to remember. Demoralized French armies should not cravenly withdraw in the face of Ferdinand's advance; they should be aggressively flung across his supply lines to impede any siege he may undertake, thus forcing him to turn and drive them away. This forces him to take more casualties and can seriously restrict the number of sieges he has time to conduct. As in the previous campaign, a war of attrition is a must for the French, since they can do little else.

In Saxony, Henry (2-1-2) leads a 12 SP army against 15 SP under Harsch (0-1-1). Henry's force is just strong enough to capture Dresden; a march on Prague is out of the question. Harsch can choose between fighting (and losing) to kill one or two Prussian SP or retreating. If he retreats, he can either build a depot in Hex 1322 to allow the Imperial army to march east (a thing he should do for sure if he fights and is demoralized) or he can head for Silesia to support the main Austrian forces. While the retreat to Silesia looks like a good idea, it is probably better for him to fight; with a full contingent of 12 SP, Henry will have just enough to garrison Dresden and invest Prague.

The Austrians begin the scenario in possession of two Silesian fortresses: Glatz and Schweidnitz. Daun leads 34 mobile SP against Frederick's 31. It is risky for either side to accept battle; although Frederick's chances are better, he may do well to wait for the Russian reinforcements, unless Daun gets aggressive. Once Daun is defeated, as he eventually will be, even if he wins an initial battle or two, Frederick can sweep up in Silesia and invade Moravia. The Austrians should use their demoralized forces in the same manner as the French. They will probably have three armies in this theater by the middle of the game: Daun, Harsch and the Empire force. By effectively positioning the armies across Prussian supply lines, they can force Frederick to fight again and again, and prevent him from taking time to capture too much territory. The Prussians have a choice between going for Koniggratz or Olmutz first. The former will be much easier to take, since a siege can be supplied from Silesia, but against aggressive Austrian play it will probably be all Frederick gets. Olmutz looks attractive because it is within five hexes of Brunn, itself within five hexes of Vienna; but, the Austrians can harass any attempt on Olmutz with great facility and probably even prevent its fall. Frederick may opt to simply demoralize all Austrian armies and then head for Prague but, again, he will get no further and, if Daun recovers morale, Frederick will have to march back to defend Silesia.

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This last campaign will be very tense for both sides. Once the Prussians have captured Dresden and occupied vacant fortresses in the north, the VP ratio will be 95-110. In addition, Frederick can expect to take Koniggratz and Ferdinand can get Wesel, making it 105-100. But Allied losses will be very high if the Coalition plays with care, easily

making up for the five VP disadvantage. In order to win, the Allies must capture another fortress from the French or take Olmutz, preferably both though neither is easy. Whichever side wins, the victory is likely to be marginal at best. ●

### CHART I - STRENGTH POINT COMPARISONS

(Numbers following "+" signs are reinforcements)

	Prussia	Hanover	Allied Total	Austria	France	Empire	Russia	Sweden	Coalition Total
<b>1756</b>	39	-	39	32	-	9	-	-	41
<b>1757</b>	69	17	86	58	39+10	1+8	0+22	6	144
<b>1758</b>	67	14+8	89	52	31+12	11	30	5	141
<b>1759</b>	57	19+4	80	49+4	43+4	8	30	5	143
<b>1760</b>	52	35+6	93	60	61	8	30*	5	164
<b>1761</b>	54	36	89	53	68	7	30*	5	163
<b>1762</b>	53	28	89**	57	57	9	0+8***	5	125
*	<b>Possible removal before end of scenario</b>								
**	<b>Includes 8 SPs of possible Russian reinforcements</b>								
***	<b>Possible Allied reinforcements</b>								

### CHART II - SUMMARY OF LEADERSHIP RATINGS

Information for each leader is presented in the following order: rank number, name, initiative value, attack bonus, defense bonus.

Prussia			Austria			France		
1	Frederick	3-3-2	1	Charles	1-1-1	1	d'Estrees	0-1-1
2	Schwerin	1-1-2	2	Daun	1-2-3	1	Clermont	0-1-1
3	Henry	2-1-2	3	Browne	2-2-2	2	Soubise	0-1-1
4	Brunswick	1-1-1	3	Loudoun	0-1-1	3	Contades	1-1-1
5	Keith	1-1-1	4	Picolomini	0-1-1	4	Broglie	1-1-1
6	Maurice	0-1-1	5	Serbeloni	1-1-1	5	Chevert	1-1-1
8	Lehwaldt	1-1-1	6	Lascy	0-1-1	6	St. Germain	1-1-1
9	Dohna	1-1-2	7	Nadasy	0-1-1	7	Armentieres	1-1-1
10	Ziethen	1-1-1	8	Darenberg	0-1-1	Russia		
11	Wedel	1-1-1	9	Koenigsegg	0-1-1			
12	Fouque	1-1-1	11	Harsch	0-1-1	1	Apraxin	1-1-3
13	Finck	0-1-1	12	DeVille	0-1-1	1	Soltikov	1-1-3
14	Kliest	0-1-1	13	Hadik	0-1-1	2	Fermor	0-1-3
Hanover			14	Gemigen	0-1-1	3	Rumanjev	0-1-1
			Empire			4	Tottleben	0-1-1
1	Cumberland	0-1-1				Sweden		
2	Ferdinand	2-2-2	1	Zweibrucken	0-1-0			
3	Zastrow	1-1-1	1	Saxe	0-1-0	1	Hamilton	0-1-0
4	Karl	1-1-1	1	Rutowski	0-1-0			
5	Sackville	1-1-1						
6	Sporcken	1-1-1						

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<b>CHART III - INITIAL FORTRESS VICTORY POINTS AND SCENARIO BIAS</b>			
	<b>Allies</b>	<b>Coalition</b>	<b>Bias</b>
<b>1756</b>	45	50	Pro-Allies
<b>1757*</b>	105	90	Pro-Coalition
<b>1758</b>	100	100	Even
<b>1759</b>	100	100	Pro-Coalition
<b>1760</b>	90	110	Even
<b>1761**</b>	90	105	Even
<b>1762***</b>	70	115	Even
* One fortress (Munster) begins game unoccupied			
** One fortress (Glatz) begins game unoccupied			
*** Three fortresses (Kustrin, Colberg, Konigsberg) begins game unoccupied			