

Frederick The Great Campaign Scenario

[The following scenarios were published on the Scenario in Volume 1, Number 2 and 3 of the Wargamer magazine. These articles were published prior to the Avalon Hill version of the game.]

Frederick the Great was the Game published in Strategy & Tactics number 49, some two years ago. It introduced the system of immobile combat units being transported by leader units and is excellent both as a game and as a historical simulation. However, as I played it I grew frustrated with two points: first there were no scenarios for the 1760, 1761 & 1762 campaigns (though the text pages 18-19 does deal with them); secondly and more importantly there was no mechanism whereby a player could continue in the next April from the position in which he went into winter quarters the previous year - one was always pulled back to the "historic" positions for the next year.

Finding this unsatisfactory and unsatisfying, some friends and I have evolved some house rules to make a campaign possible. The SPI scenarios give forces available as [in Chart I]. So we have introduced a "Feb-Mar Interphase" during which new units are deployed in any of their "home" fortresses (where there is a net loss, as with Prussia in the 1758 and 1759, this loss must be removed from any winter quarters: the Nuremberg force of 1757 is clearly a different force from the Saxons of 1756). Such Reinforcements are welcome, but not enough to keep the game alive. We have therefore taken the assumption in the victory points to mean that Prussia-Allies could raise 15 replacements points (distributed to any garrisoned fort) per interphase. Obviously, the Coalition player is not so constrained in replacements; but as they were under considerable financial pressure why not let theirs be similar?

What about 1760, 1761, and 1762 (in a campaign game)? As in 1760 Frederick had 100,000 men facing 223,000, a Prussian Reduction seemed called for; however as the French committed less troops in 1760 it would not be unrealistic to continue as before. In the next issue I will present detailed scenarios for 1760 - 1762 fought individually. Precise detail can be taken from there. The important point is that in May 1762 Russia makes peace and lends Prussia 10 SPs for the rest of 1762, Sweden also makes peace then.

However, our Campaign victory conditions are different, designed to enforce a peace not for monthly maneuvers. If a country has no undemoralized unit in its home country at the end of a game turn it make peace (N.B. all forces in winter quarters, become undemoralized in the interphase). Austria and the Allies can agree a drawn peace at any stage. If Prussia and Austria end 1762 at war, then they can chose to fight 1763 with all other armies neutral.

Generals: We never removed generals except through death or capture, brought in the new as named in rule 19 and still found we did not have quite enough to keep the campaign moving. (Where two Prussian generals rated, say, 5 were in play we rated the earlier arrival as the senior). So, we introduced "battlefield promotions". Several systems were suggested, the one currently in use gives additional new leaders (ranked lowest of their nationality) during the Feb-Mar interphase as [on Chart II].

These "new men" not only rank low but they have the attributes of the most junior original counter; I could attempt to give them names and variations in ability if this idea is well received.

Rules modifications etc: In order to preserve our valuable leaders for the campaigns we have modified Rule 9.44 so as to give the player suffering an "L" on the combat results table the choice as to which leader from the stack he will cause to be eliminated. (historically commanding officers were rarer casualties than subordinates.

Secondly, we argued that up to 2 combat points sitting on a supply unit would NOT suffer winter attrition: "that any force out of supply in the Feb-Mar interphase would suffer five casualties and be retreated to a friendly garrison; however, we allowed an in supply besieging force to retreat at the cost of two or remain in place at cost of four. We maintained the territorial limitations and prisoner exchange sequences of rule 18, adding that all forces became un-demoralized in the interphase.

So, we had a rough and ready "Campaign Frederick", and I'm hoping for suggested improvements to it. The combat system in Frederick can immobilize vast forces demoralized and I would urge that the Allied-Prussian player has a very real chance base on this fact. ●

CHART I - SCENARIO FORCES AVAILABLE

	1756	1757	Reinforcements	1758	Reinforcements	1759	Reinforcements
Prussia	39	69		67		58	
Hanover		17		14	8	19	4
Austria	32	58		52		49	4
France		44	10	31	12	43	4
Russia			20	30		30	
Empire	9	1	8	11		8	
Sweden		6		5		5	

Frederick The Great Campaign Scenario

CHART II - NEW LEADERS							
	1757	1758	1759	1760	1761	1762	1763
Prussia	1	2	2	2	2	2	2
Hanover		1	1	1	1	1	0
Austria	1	1	2	1	2	2	2
France		1	1	1	1	1	0
Russia		1	1	1	1	2*	0*
Coalition choice		1	1	1	1	0	0
* Changed sides							

Note on these scenarios: prisoner exchanges became rare and irregular in these years as the Austrians began to realize that they were not in their interest. I therefore suggest that they do not occur or else occur as the two players agree.

(18.5) The Campaign of 1760

Game Length 18 turns.

ALLIED INITIAL DEPLOYMENT:

Prussian Forces: 18SP, L1, L4 in 1821; 16SP, L2, L5 in 2030; 6SP, L3 in 1532; 3SP, L6 in 2426; 2SP, L7 in 1733; 1 SP each in 3330, 2925, [2522], 2217, 1631, 1634, [1434].

Hanoverian Forces: 30SP, L2, L3 in 2206; 3SP, L4 in 2310; 1SP each in 2413, 3011. Reinforcements: 3SP on turn 4 and on turn 6 in 3011.

COALITION INITIAL DEPLOYMENT:

Austrian Forces: 35SP, L2, L4, L6, L7 in 1230; 17SP, L3, L5 in 1623; 2 SP each in 1125, 0834, 0631, 0231.

French Forces: 35SP, L3, L5 in 1210; 18SP, L4, L6 in 1901; 1 SP each in 2104, 1804, 1702, 1604, 1306, 1107, 0703, 0406.

Russian Forces: 35SP, L1, L2, L3, L4 in 3741.

Empire Forces: 8SP, L1 in 0816.

Swedish Forces: 7SP, L1 in 3321.

(18.6) The Campaign of 1761

Game Length 18 turns.

ALLIED INITIAL DEPLOYMENT:

Prussian Forces: 20SP, L1, L3 in 1733; 18SP, L2, L7 in 1821; 6SP, L4, L5 in 2030; 3SP, L6 in 2426; 1 SP each in 3330, 2925, 2532, 2217, 1631, 1634, 1434.

Hanoverian Forces: 22SP, L2, L3 in 2206; 10SP, L4 and Depot on 1912; 1SP each in 2310, 2413, 3011.

COALITION INITIAL DEPLOYMENT:

Austrian Forces: 22SP, L2, L5, L6 in 1623; 22SP, L3, L4 in 1230; 3SP, L7 in 0834; 2 SP each in 1125, 0631, 0231.

French Forces: 38SP, L2, L6 in 2104; 22SP, L3, L4, L5 in 1210; 1SP each in 1901, 1804, 1702, 1604, 1306, 1107, 0703, 0406.

Russian Forces: 30SP, L1, L2, L3, in 3741.

Empire Forces: 7SP, L1 in 0816.

Swedish Forces: 6SP, L1 in 3321.

(18.7) The Campaign of 1762

Game Length 18 turns.

ALLIED INITIAL DEPLOYMENT:

Prussian Forces: 35SP, L1, L3, L7 in 1733; 15SP, L2, L4, L6 in 1821; 3SP, L5 in 2925; 1 SP each in 2522, 2217, 2030, 1634, 1434.

Hanoverian Forces: 27SP, L2, L3, L4 in 2206; 1SP each in 2310, 2413, 3011.

Russian Forces: 9SP, L3 enter on hex 1936 at start of turn 5, remove from map at end of turn 8.

COALITION INITIAL DEPLOYMENT:

Austrian Forces: 35SP, L2, L3, L4, L7 in 1532; 12SP, L5, L6 in 1623; 2SP in 1631; 1 SP each in 1230, 1125, 0834, 0631, 0231.

French Forces: 35SP, L1, L2, L4, L5 in 1210; 14SP, L3, L6 in 1804; 1SP each 2104, 1901, 1702, 1604, 1306, 1107, 0703, 0406.

Empire Forces: 6SP, L1 in 0816.

Swedish Forces: 5SP, L1 in 3321. Note: after turn 3 Sweden and Prussia are at peace and may not attack each other. ●