

DIPLOMACY AND GRAND STRATEGY IN FREDERICK THE GREAT

Or, How to Prevent the Lights from Going Out All Over Europe

By Joseph Balkoski

King Frederick II of Prussia was a man far ahead of his times. Many historians view the famous "Soldier-King" as the first of the European despots who adroitly exploited nationalism in conjunction with coldly-efficient militarism to achieve their diplomatic aims. Without question, Frederick not only brought European respect to his beloved Prussia but also made it greatly feared. After the successful Silesian Wars of the 1740s, Frederick wrote, "A brilliant achievement like our Silesian campaign is like an original book which is successful, but the imitations of which may fall very flat. The capture of Silesia has aroused jealousy all over Europe and we have frightened all our neighbors. My life is too short to lull them again into a feeling of safety towards me." The furious pace of 18th Century European diplomacy quickened to an even greater rate as the major powers reacted to the dramatic rise of Prussian prominence. "Things are coming to a head," Frederick wrote to his brother Henry in mid-1750's. "There will be no way out but to be quicker than our enemy in attack."

The result was the Seven Years War—really the first of the "world" wars, waged across the scope of the globe. Avalon Hill's new boardgame, *FREDERICK THE GREAT*, is a magnificent strategic representation of the Seven Years War in central Europe, reflecting the intricacies of the 18th Century military maneuver, battle and siege. However, when viewed by itself, the game does not allow the players to truly comprehend the diplomatic maneuvering that triggered the Seven Years War, as well as the dealing that went on during the course of the war itself; nor does the game give the players the feel of the grand strategic objectives of the conflict - which, in very simple terms, were either the retention or dispossession of Silesia as Prussian territory, depending on the point of view.

This article attempts to fill that void. Its general aim is to give *FREDERICK THE GREAT* gamers the opportunity to utilize diplomatic options and grand strategic choices which hope to make the game both more interesting and challenging. With their use, the Seven Years War could turn out far differently than it did in reality.

When studying 18th Century European politics, it must be remembered that any so-called international "alliances" were by no means the rigid, long-term pacts that they are today. Rather, they were loose agreements of monetary convenience with alarming and passionless "gives" and "takes", replete with back-stabbing and frequent failures to meet treaty commitments. In the Silesian Wars, for example, France sided with Prussia against an Anglo-Austrian alliance. By 1756 (the year of the outbreak of the Seven Years War), the roles were reversed: France sided with Austria against an Anglo-Prussian alliance!

The following variant assumes that *FREDERICK THE GREAT* will be a two-player game. One player

plays the Prussians and the other plays the Austrians. Then, as alliances are made (or broken), the various European powers will either: 1) side with Prussia; 2) side with Austria; 3) remain neutral. In addition, their commitment to the war effort may vary. This "Campaign Game" begins on Turn 9 (August 1756) with Prussia and Austria at war with one another. All other countries are neutral. Forces from a given country may freely cross the borders of powers with which they are allied or at war. However, unless stated otherwise by the rules, a force that crosses the border of a country that is neutral immediately throws that neutral country into an automatic alliance with the opponents. It remains hostile to the power of the force that crossed its border unless and until the rules state otherwise.

This *FREDERICK THE GREAT* Campaign Game variant begins in the late summer of 1756 with the European powers poised for war but very much in the dark about the shape this conflict will take. Each nation's army begins the game on a semi-peacetime footing, a far cry from the huge mobs that would soon be marching across the length and breadth of Europe. Set up forces according to the following instructions (Prussian and Austrian deployments should be *secret*):

PRUSSIA

43 SP, Frederick, Schwerin, Ferdinand, Brunswick, Keith, Maurice, 1 DP. The Prussian player secretly deploys these forces on any fortress hex within Brandenburg-Prussia or Silesia, or on the depot marker (which may be placed anywhere).

AUSTRIA

32 SP Browne, Piccolomini, Serbelloni, Lascy, Nadasy. The Austrian player secretly deploys these forces on any fortress hex within Austria.

SAXONY

8 SP, Rutowski: 1623; 1 SP: 1821. (Note: In the commercial version of *FREDERICK THE GREAT* Saxon forces are represented by Empire counters. Normally, this does not present a problem, as Saxon and Empire forces are never together in a scenario. In the Campaign Game, however, they will appear together in a scenario. As such, it is highly recommended that players coin their own Saxon forces and reserve the black-colored counters solely for the Empire.)

SWEDEN

6 SP, Hamilton: 3321.

FRANCE

18 SP d'Estrees, de Broglie, Chevert: 0703; 12 SP Contades, St. Germaine: 0406.

RUSSIA

20 SP, Apraxin. Fermor, 1 DP: 3742. (Note: Consider this depot to be a hypothetical Russian fortress hex with no Victory Point Value.)

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HANOVER

10 SP, Cumberland: 2413; 4 SP, Karl, 1 DP: 2411; 1 SP, Zastrow: 3011.

EMPIRE

5 SP, Zweibrucken: 0816.

1756: THE CAMPAIGN BEGINS

The game begins on Turn 9 of the Year 1756 and proceeds according to the normal sequence of play for the remainder of the year. All basic rules of the game are adhered to, although players are to ignore the Special Rules for the 1756 scenario. At the beginning of The Campaign Game, Austria and Prussia are at war with one another. All other nations are neutral and their forces are not controlled by either player. Prussian forces may freely operate within the borders of Prussia/Silesia and Austrian forces may freely operate within the borders of Austria. In addition, forces of either may cross the adjacent borders of their opponent(s) without penalty. However, should any forces ever cross the border of a neutral country, the forces of that neutral nation immediately pass to control of the opposing player and remain under his control until the rules state otherwise. During The Game Turns of 1756, it is not mandatory for one player to invade the other, or for any military action to take place at all for that matter. In reality, Frederick initiated the 1756 campaign by invading Saxony and capturing Torgau and Dresden.

1757: THE LIGHTS BEGIN TO DIM

At the end of Turn 18 of the Year 1756, a special Grand Strategic sequence of play is initiated. This sequence must be completed before proceeding with Turn 1 of the following Year 1757. Moreover, The Grand Strategic sequence of play is repeated at the end of EVERY Year - before the beginning of the following yearly campaign.

1. DIPLOMACY PHASE: (IMPORTANT, this phase is performed ONLY at the end of the Year 1756 and never again for the remainder of the Campaign Game.) To undertake diplomacy, each player secretly allocates "Diplomacy Points" to various countries and then rolls a single die while consulting the "Diplomacy Table" in order to determine the allegiance of each nation.

2. FORCE INCREMENT PHASE: Each player secretly allocates "Resource Points" for the purpose of augmenting their forces currently on the mapboard. When these allocations are revealed, deduct the expended Resource Points from the respective player's total and obtain the appropriate "Reinforcement" counters from those not currently being used.

3. COMMITMENT PHASE: The die is rolled once for each country other than Prussia and Austria (Exception: if a country has surrendered, do not roll a die for it), and consult the "Commitment Table." The result will indicate the force commitment of each

country (other than Prussia and Austria) to the war effort for The upcoming year. Where appropriate, "reinforcement" counters are obtained from those not currently being used.

4. RE-DEPLOYMENT PHASE: Each player may adjust the deployment of their forces (including those of their allies) in preparation for the upcoming campaign. These re-deployments are performed openly, but the opposing player may never examine unit-stacks. In addition, new leaders may be chosen and deployed by both players.

5. BRITISH SUBSIDY PHASE: The player who has an alliance with Hanover rolls a single die and consults The "British Subsidy Table" (if neither player has an alliance with Hanover, skip this phase). The result may call for an increment increase in that player's Resource Point total.

6. INITIATION PHASE: Turn 1 of the next yearly campaign begins. All normal rules are adhered to. This year automatically ends when all forces have entered Winter Quarters or at the end of Turn 18, whichever comes first.

Diplomacy

Diplomacy takes place once - at the end of the 1756 campaign. (*Exception:* certain neutral countries may be asked to consult the table again during the course of the game.) At the beginning of the first Grand Strategic sequence, Prussia has TWO (2) Diplomacy Points (DP) at its disposal and Austria has FOUR (4) DP. During this phase, both players secretly allocate their DPs to any of the following countries: France, Hanover, Russia, Sweden, Saxony, or the Empire. DPs may be allocated to one country entirely or they may be split among more than one nation. When the allocations have been revealed, the Diplomacy Table is consulted. The die is rolled once for each of the six listed countries in the order they appear on the table. *For each Austrian DP allocated to a given country, add one (+1) to that nation's Diplomacy die roll; for each Prussian DP, subtract one (-1).* All modifiers are cumulative (EXAMPLE: if Austria allocated two DPs and Prussia one, the die roll result would have +1 added to it for that nation). The result will state whether the country forms an alliance with Prussia or Austria, or if the power remains neutral. (Note: If the country has already been invaded during 1756, do not roll for it on this table - it is considered an opponent of the power that invaded it.) Forces of a given country immediately come under the control of the player with which they have formed an alliance. Neutral country forces remain uncontrolled by either player. Note that there may be other modifiers that influence each country's die roll - these are listed directly on the Diplomacy Table.

If a power is determined to be neutral during the first Grand Strategy sequence, there is a possibility that it will be forced to consult the Diplomacy Table again during the course of the game. This may occur under the following circumstances: if Austria or

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Prussia (or the forces under their control) invade a neutral country during any Game Turn from 1757 onward, *all* other neutral countries immediately (as soon as the "invasion" takes place) consult the Diplomacy Table and have a single die rolled for each. (Note: Of course, the neutral country invaded automatically goes over to the side of the player who did not invade.) The following modifiers are applied to these die rolls; ignore the modifiers normally applied to Diplomacy die rolls:

1) If Prussia (or forces under her control) was the power violating a neutral border, add two (+2) to the die roll.

2) If Austria (or forces under her control) was the power violating neutral border, subtract two (- 2) from the die roll.

EXAMPLE: It is Turn 4 of the Year 1757. France and Saxony are neutral - every other power is a belligerent. During this turn, Prussian forces cross the Saxon border. As soon as the Prussian player finishes his movement, the players roll one die to determine the reaction of France to this unwarranted invasion. Two is added to the die roll since the Prussian player violated the border. The die is rolled and a "2" results, which is converted into a "4" due to the modifier. Checking the Diplomacy Table under the column "France", the result indicates that France has allied itself with Austria and her forces immediately come under the control of the Austrian player.

The German States

The counters labeled "Empire" are used to represent a myriad of small German principalities from the area of the game map indicated as "German States." If France or Hanover is a belligerent at any time during the course of the campaign, then the forces of both players may freely enter the area of the German States without disturbing the neutrality of any power, including the Empire itself. However, the Victory Point values of the fortresses within the German States are only taken into account if France and Hanover *are on different sides* during the Campaign Game. If they are on the same side or one or both are neutral, then no Victory Points are awarded for the possession of any fortress hex within the German States.

Miscellaneous Powers

The Duchies of Scheswig, Holstein, Mecklenberg, and the Kingdom of Poland may be entered by the forces of either player without disturbing the neutrality of any country. Consider the area of the map labeled "East Prussia" to be an integral part of the Prussian nation in every way; similarly, the fortress of Königsberg (hex 3741) should be considered Prussian territory throughout the Campaign Game.

Force Increments

In the Force Increment Phase of the Grand Strategic sequence immediately following the 1756 campaign, the Austrian player receives 30 Resource Points (RP) and the Prussian player receives 22 RPs. An RP is an abstract indicator of a power's ability to withstand long-term war. RPs are used to raise new troops at the start of each yearly campaign - but once used, they may never be employed again. Each power must keep track of its RP expenditure and current total on a piece of paper. (Alternatively, construct a home-made "Resource Point Track".) Aside from a possible British subsidy, RPs are never awarded to a player during the course of the game - those that the Prussian and Austrian players receive after 1756 are all that they ever get.

During each Force Increment Phase throughout the campaign, the Prussian and the Austrian players add up the Strength Points (SP) that they currently possess on the mapboard. Then, each player secretly writes down on a piece of scrap paper a percentage figure by which they wish to increment their current forces. This is performed by allocating a number of RPs to this incrementation - each RP representing an increase of 10% of the player's current SP level. Both players then reveal their RP allocations and subsequently obtain the proper number of new SP from the unused counters. These new SP are considered "reinforcements" that will be available to the player for the upcoming campaign, but they are not yet deployed on the map - this will occur in the upcoming Re-deployment Phase. If a player does not have any RPs currently available, he may not increase his forces. (Note: Round all fractions of SP up when incrementing a player's forces.) EXAMPLE: At the end of 1759, the Prussian player has 49 SP on the map. He secretly allocates five RP to force incrementation. Since each RP equals a 10% troop increase, the five-RP allocation equals a 50% increment. And 50% of 49 SP is 24.5, or 25 SP when rounded up. Thus, the Prussian player has 25 new SP available for the 1760 campaign. Five RPs are then deducted from the Prussian Resource Point Track.

British Subsidy

The player whose country has an alliance with Hanover (which also represents Great Britain) may be entitled to a British Subsidy, which is simply a bonus of RPs awarded [during] the British Subsidy Phase. At this time, the player having an alliance with Hanover rolls a single die and consults the British Subsidy Table. The result may call for special RPs to be awarded to this player. Note that the British Subsidy Phase takes place after the Force Increment Phase, so any bonus RPs awarded to a player may not be used until the following Grand Strategic sequence.

Non-Prussian/Austrian Commitment

During the Commitment Phase of each Grand Strategic sequence, each belligerent country other than Prussia and Austria must have a single die

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rolled for it while the Belligerent Commitment Table is consulted. Do not roll the die for neutral powers or powers that have surrendered. The Commitment Table is like the Diplomacy Table - simply cross-reference the die roll (which may be modified; follow the instructions on the table) with the appropriate power. The result will indicate a percentage figure preceded by a plus or minus sign. This figure is the percentage by which the given power's current SP level is incrementally increased or decreased - exactly in the same manner as the Prussian and Austrian players incremented their forces through RP allocation in the Force Increment Phase. If SP are to be removed, the controlling player immediately chooses which ones to eliminate and does so. If SP are to be added, they are chosen from among the unused SP counters and are deployed during the Re-deployment Phase. **EXAMPLE:** At the end of the 1759 campaign, France (allied with Austria) has 22 SP on the map. The result on The Commitment Table calls for a 40% force increment for France. And 40% of 22 is 8.8, Or nine rounding up. Thus nine SP are made available to France for the 1760 Campaign.

Leaders

At the beginning of the Grand Campaign Game, each power possesses a certain number of leaders on the map. These groups of leaders may be augmented by new leaders chosen by the Austrian or Prussian players during the course of the campaign. (*Note:* Neutral powers and countries that have surrendered may never choose new leaders.) The leaders that are not on the map at the beginning of the game should be separated by country and placed aside. These groups are known as each power's "Leader Pool." Then, during the Re-deployment Phase of each Grand Strategic sequence, a single die is rolled for each belligerent power while consulting the Leader Table. The result may call for new leaders to be chosen from the appropriate power's Leader Pool. If this occurs, the proper number of new leader counters is *randomly* chosen from the Leader Pool by the player controlling this country's forces. Once picked, a new leader must be put into play - it may never be "rejected" because it is a poor counter. Then, new leaders are deployed on the map along with reinforcing SP just created in the immediately preceding Force Increment or Commitment Phases. The Rank Values of new leaders are always in effect - a new leader with a Rank Value of "2", for example, would be superior to any leader with a Rank Value of "3" already in play. However, there will be occasions when leaders from the same power will have the same Rank Value. In these instances, the leader who has been on the map the longest (or was chosen first) has seniority.

Note: If a country has lost all its leaders in battle, it automatically gets to choose a new leader to lead its troops, even if the Leader Table does not call for new leaders to be picked. However, Sweden and the Empire may have a maximum of one leader. Moreover, even if this leader is killed, he automatically comes back into play during the next Re-deployment Phase. If there are no more leaders

available in a power's Leader Pool, then it may not receive a new leader - even if the Leader Table calls for one. If a power has no leaders on the mapboard and none left in the Leader Pool, it automatically receives a leader with zero Initiative Value and zero Attack and Defense Bonuses.

Sometimes, the Leader Table may call for a player to "sack" one of his leaders. If this occurs, the owning player must immediately remove one leader of his choice from the mapboard. This leader may never be brought back into play again. The "sacked" leader may be of any Rank Value. (Exception: If a country has only one leader in play, he may never be sacked; disregard this result.)

Re-Deployment

During the Re-deployment Phase, both the Prussian and the Austrian players may adjust the deployment of all units under their control. Re-deployment is performed openly, but once any SP have been shifted from one stack to another, the opposing player may never examine any stacks as per the normal rules. The Austrian player performs re-deployment first, followed by the Prussian player. To re-deploy SP, simply pick up the desired number (plus any number of leaders) and shift them to any fortress hex that is currently occupied by at least one SP of the same *nationality*. Redeployment is not mandatory - any or all of a nation's SP may be shifted at the owning player's wish. Depots may never be re-deployed.

After the Prussian and Austrian players have re-deployed their forces, new SP (e.g., those created by Force Incrementation) and new leaders (e.g., those chosen from the Leader Pool) are placed on the map. The Austrian player deploys his reinforcements and new leaders first, followed by the Prussian player. New SP and leaders may be placed on any fortress hex that is currently occupied by at least one SP of the same *nationality*.

Campaign Initiation

After the Re-deployment Phase, the new yearly campaign is ready to begin. Start the new year with Turn 1 and adhere to all normal rules.

Prisoners

All normal prisoner-of-war rules are adhered to (ignore the Special Rules concerning prisoners in the individual scenarios). Prisoner exchanges which are mandatory - take place each even numbered turn. Nationality makes no difference in prisoner exchanges; instead, all POWs of nationalities friendly to Prussia are automatically exchanged with POWs belonging to nationalities that are friendly to Austria. Returning prisoners-of-war return to play on any non-besieged fortress occupied by SP of the same nationality.

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Surrender

A country surrenders at the moment all of the fortresses that were under its control at the beginning of the Campaign Game fall into enemy hands (*exception*: Russia and the Empire never surrender). For example: Saxony surrenders immediately upon the fall of both Torgau and Dresden to an enemy power. If a country surrenders, all of its forces are immediately removed from the mapboard, regardless of their position. They may never return to play and no further Commitment die rolls are made for that country.

Note: If France is allied with Austria, it would only surrender if Venlo, Roermond and Wesel fall to the enemy in addition to Metz and Strasburg. If Hanover is allied with Prussia, it would only surrender if Minden and Munster fall to the enemy in addition to Hanover and Stade.

Winning the Game

There are two ways for the Prussian player or The Austrian player to win the game. First, if Prussia surrenders, Austria automatically wins; if Austria surrenders, Prussia automatically wins regardless of the activities of either power's allies.

The second method by which either power may win the Campaign Game is by fortress possession and Victory Points. (*Note*: There is no need to keep track of SP losses when playing the Campaign Game - these have no effect on victory determination; instead, they are reflected through Resource Point allocations by the two major powers.) Immediately upon the conclusion of the 1757 campaign - and every year thereafter that the game continues - the players should follow this procedure in order to determine if one side or the other has won the game:

1) Calculate the total number of Victory Points currently possessed in fortress hexes by the Prussian

player (and his allies) and the Austrian player (and his allies). In order to receive Victory Points for a fortress, it must be occupied by at least one SP of a friendly nation.

2) Compare these totals. If one side's total exceeds the other by MORE THAN 200%, proceed immediately to Step 3. Otherwise, the Campaign Game continues and neither player is yet victorious. *EXAMPLE*: If the Prussian player has 90 Victory Points and the Austrian 40, proceed to Step 3 - the Prussian player may have a chance at victory. However, if the Prussian player had 90 Victory Points and the Austrian 45, the war would continue with no victor as of yet. (*Note*: Neutral country fortress hexes are never taken into account.)

3) If one side possesses more than 200% in Victory Points than the other, it automatically wins the game if it currently possesses *four of the following five fortresses*: Breslau, Prague, Vienna, Magdeburg and Dresden. Otherwise, the war continues with no victor as of yet.

1763: THE LIGHTS GO BACK ON

If, at the end of the 1762 campaign there is still no victor in the conflict, the war automatically ends. In this instance, there is no decisive winner in the war, but if players care to calculate a victor - a marginal one at best - adhere to the following procedure:

1) The Prussian player wins if he has more Victory Points at this time than the Austrian player AND has control of every fortress hex in Silesia.

2) The Austrian player wins if he has more Victory Points at this time than the Prussian player AND has control of at least two fortress hexes in Silesia.

3) If neither of the above Victory Conditions are fulfilled, then neither player wins and the game must be declared a draw. ●



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DIPLOMACY TABLE						
Die Roll	FRANCE	HANOVER	RUSSIA	SWEDEN	SAXONY	EMPIRE
-1	Prussia	Prussia**	Prussia	Prussia	Prussia	Prussia
0	Prussia	Prussia**	Prussia	Prussia	Prussia	Prussia
1	Prussia	Prussia**	Prussia	Neutral	Neutral	Neutral
2	Prussia	Prussia	Prussia	Neutral	Neutral	Neutral
3	Neutral	Prussia	Neutral	Neutral	Neutral	Neutral
4	Austria*	Neutral	Neutral	Austria	Austria	Neutral
5	Austria*	Austria	Austria	Austria	Austria	Austria
6	Austria*	Austria	Austria	Austria	Austria	Austria
7+	Austria*	Austria	Austria	Austria	Austria	Austria
Note:	No die roll may ever be increased above 7. No die roll may ever be decreased below -1.					
*	If France makes an alliance with Austria, French forces may be re-deployed to the following fortresses in addition to the ones in which they start the game: Venlo, Roermond, Wesel. In addition, the forces of both players may enter the area of the German States without disturbing the neutrality of any power.					
**	If Hanover makes an alliance with Prussia, Hanoverian Forces may be re-deployed to the following fortresses in addition to the ones in which they start the game: Minden, Munster. In addition, forces of both players may enter the area of the German States without disturbing the neutrality of any power.					
DIPLOMACY TABLE MODIFIERS						
FRANCE						
Add 1 to the die roll if Saxony was invaded by Prussia in 1756. Subtract 2 if Saxony was invaded by Austria in 1756.						
HANOVER						
Subtract 2 from the die roll if France has allied itself with Austria. Add 2 if France has allied itself with Prussia.						
RUSSIA						
Add 1 to the die roll if Saxony was invaded by Prussia in 1756. Subtract 1 if Saxony was invaded by Austria in 1756.						
SWEDEN						
Add 1 to the die roll if Saxony was invaded by Prussia in 1756.						
SAXONY/EMPIRE						
No modifiers.						

BELLIGERENT COMMITMENT TABLE						
Die Roll	FRANCE(80)	HANOVER(60)	RUSSIA(45)	SWEDEN(7)	SAXONY(11)	EMPIRE(16)
-1	-10%	-10%	-20%*	0%	0%	-30%
0	0%	0%	-10%*	0%	0%	-20%
1	+10%	0%	0%*	0%	0%	-10%
2	+20%	0%	0%	0%	0%	0%
3	+30%	+10%	+10%	+10%	+10%	+10%
4	+40%	+20%	+20%	+10%	+10%	+20%
5	+50%	+40%	+30%	+10%	+10%	+30%
6	+60%	+60%	+40%	+10%	+20%	+40%
The numbers in parentheses following each power is the maximum numbers of SPs that may be on the map at any given time for that power.						
* Russia switches sides! The Russian force is affected by the indicated percentage figure and immediately comes under the control of the opposing player.						
MODIFIERS						
1.	Subtract 1 from the die roll in the Grand Strategic sequence immediately preceding the 1761 yearly campaign.					
2.	Subtract 2 from the die roll in the Grand Strategic sequence immediately preceding the 1762 yearly campaign.					
3.	If Hanover is neutral, subtract 1 from all French die rolls.					
4.	If France is neutral, subtract 1 from all Hanoverian die rolls.					

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BRITISH SUBSIDY TABLE	
Die Roll	RESOURCE POINTS
1 (-)	0
2	0
3	1
4	1
5	2
6	3
MODIFIERS	
1. Subtract 1 from the die roll in the British Subsidy die roll immediately following the 1758 and 1759 campaigns.	
2. Subtract 2 from the die roll in the British Subsidy die roll immediately following the 1760 and 1761 campaigns.	
3. No die roll may ever be reduced below 1.	
4. Never perform this die roll if Hanover is neutral.	

LEADER TABLE	
Die Roll	LEADERS
1	0
2	0
3	1
4	1*
5	2*
6	2*
<p>* The owning player must "sack" one leader (exception: if a power only has one leader on the map, he is not "sacked").</p>	