

PRUSSIAN-ALLIED VICTORY POINTS

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|---|
|---|---|---|---|---|---|---|---|---|---|

Coalition Losses & Prisoners

| Leaders | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|---|---|---|---|---|---|---|---|---|---|
|---------|---|---|---|---|---|---|---|---|---|---|

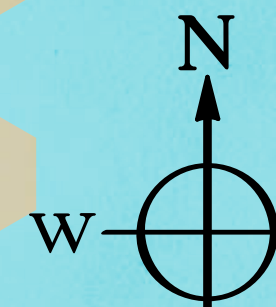
COALITION VICTORY POINTS

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|---|
|---|---|---|---|---|---|---|---|---|---|

Friedrich der Große

CAMPAIGNS OF
THE SOLDIER KING
1756-1759

A game of
Frank Davis & Edward Curran
Originally published in 1975 by
SPI inc. New York, N.Y.



MOVEMENT & SUPPLY

Movement in initiative order from lowest to higher rank number, one nation at a time

March Phase
Roll a die for ALL Leaders; add the Initiative Value of the moving Leader

Forced March Phase
Roll a die for EACH Leader; add his Initiative Value: a result of 6 or more causes the loss of 1 SP

Movement Limitations:
Initiative Value of 0:
- Cannot move of his initiative in an Out of Supply hex;
- If at the begin of a March or Forced March Phase he is out of supply must try to be in supply at the end of the Movement Phase

Initiative Value of 1:
- Can move of his initiative in an Out of Supply hex;
- If at the begin of a March or Forced March Phase he is out of supply must try to be in supply at the end of the Movement Phase

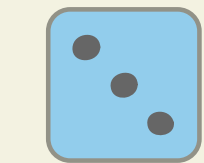
Initiative Value of 2 or 3:
No limitations

Supply Path Length:
Prussian-Allied 5 Hexes; Coalition 4 Hexes

A supply path can be traced into but not out of an enemy occupied hex

DIE ROLL

Prussian-Allied



Coalition



SEQUENCE of PLAY

| | -1- | -2- | -3- | -4- | -5- | -6- | -7- | -8- | -9- |
|---|-------------------------------------|---------------------------------------|--------------------------------------|-----------------------------|------------------------------------|--|--|---------------------------------|------------------------------------|
| A | Prussian-Allied Reinforcement Phase | Prussian-Allied Morale Recovery Phase | Prussian-Allied Depot Creation Phase | Prussian-Allied March Phase | Coalition Forced March phase | Coalition Combat phase (Prussian-Allied Declare First) | Coalition Siege Resolution Phase | Coalition Attrition Phase | Coalition Prisoner Exchange Phase |
| B | Coalition Reinforcement Phase | Coalition Morale Recovery Phase | Coalition Depot Creation Phase | Coalition March Phase | Prussian-Allied Forced March phase | Prussian-Allied Combat phase (Coalition Declare First) | Prussian-Allied Siege Resolution Phase | Prussian-Allied Attrition Phase | Prussian-Allied Advance Turn Phase |

TABLE of terrain EFFECTS

| Terrain | Movement point costs | Supply and combat effects |
|--|-------------------------------------|--|
| Clear | 1 MP | No Effect |
| Fortress | 1 MP empty 2 MP enemy occupied | See [12.2] |
| River hexside Lake, sea | +1 MP All water hexside imp. | No Effect No Effect |
| Mountain Crest hexside Mountain Pass | 1 MP Impassable 2 MP to cross | -2 to combat die roll No Effect Must stop in enemy occupied hex; normal mountain effects See: [5.54] |
| Enemy occ. hex | +1 MP | See [9.0] e [10.31] |
| Austrian ZOC | None | Blocks supply: See [6.0] |

TABLE of LOSSES

| Total Strength of Suffering Force | Combat Results Percentage and Strength Point Equivalents | 5% | 10% | 15% | 20% | 25% | 40% |
|-----------------------------------|--|----|-----|-----|-----|-----|-----|
| 1-5 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 6-10 | 1 | 1 | 1 | 2 | 2 | 3 | 3 |
| 11-15 | 1 | 1 | 2 | 3 | 3 | 5 | 7 |
| 16-20 | 1 | 2 | 3 | 3 | 5 | 7 | 9 |
| 21-25 | 1 | 2 | 3 | 5 | 6 | 9 | 11 |
| 26-30 | 1 | 3 | 4 | 6 | 7 | 11 | 13 |
| 31-35 | 2 | 3 | 5 | 7 | 8 | 13 | 15 |
| 36-40 | 2 | 4 | 6 | 8 | 10 | 15 | 17 |
| 41-45 | 2 | 4 | 6 | 9 | 11 | 17 | 19 |
| 46-50 | 2 | 5 | 7 | 10 | 12 | 19 | |

RESOLUTION of SIEGES

| Attacker | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
|-----------|---|---|---|---|---|---|---|
| Defender | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| No effect | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Breach | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Breach Procedure:

Request of Honors of war:
- Honors of War granted:
garrison transfer to nearest fortress
- Honors of War denied:
- Surrender (garrison go to Prisoners);
- Refuse to surrender (Compare forces, the smaller is destroyed and leaders captured; opposing force lose equal number of SP)

COMBAT results TABLE

| Adj. Die Roll | 33% | 65% | 99% | 100% | 149% | 150% | 200% | 299% | 399% | 400% or more | Adj. Die Roll |
|---------------|-----|-----|-----|------|------|------|------|------|------|--------------|---------------|
| -2 | 25 | 5 | 20 | 5 | 25 | 10 | 15 | 10 | 10 | 25 | -2 |
| -1 | 25L | 5 | 20 | 5L | 25L | 10 | 15 | 10L | 10 | 25L | -1 |
| 0 | 25 | 5L | 25L | 10 | 25 | 10L | 10L | 10 | 20L | 25 | 0 |
| 1 | 25L | 5 | 25 | 10L | 20L | 10 | 10L | 10L | 20 | 25L | 1 |
| 2 | 25 | 5L | 25L | 10 | 15 | 10L | 15L | 20 | 10 | 20L | 2 |
| 3 | 25 | 5 | 25 | 10 | 20 | 10 | 20 | 10 | 25 | 10 | 3 |
| 4 | 20 | 5 | 20 | 10 | 15 | 20 | 10 | 20 | 10 | 25 | 4 |
| 5 | 20L | 5 | 20 | 10L | 15L | 20 | 10 | 20L | 10L | 25 | 5 |
| 6 | 20 | 10L | 20L | 20 | 10 | 20L | 10L | 25 | 10 | 40L | 6 |
| 7 | 20L | 10 | 20 | 25L | 10L | 20 | 10 | 25L | 10L | 40 | 7 |
| 8 | 20 | 20L | 10L | 10 | 10 | 25L | 10L | 25 | 10 | 40L | 8 |
| 9 | 5 | 10 | 5 | 10 | 10 | 25 | 5 | 20 | - | P | 9 |

Original map by Redmond A. Simonsen - Revised by Luca Marcolungo

Turn Record Track

1 April

2 May

3 Prisoner Exchange

4 June

5 Prisoner Exchange

6 July

7 Prisoner Exchange

8 August

9 Prisoner Exchange

10 September

11 Prisoner Exchange

12 October

13 Prisoner Exchange

14 November

15 Prisoner Exchange

16 December

WINTER

17 Prisoner Exchange

WINTER

18 January

WINTER

Prisoner Exchange