Spring 2000

Campaign Supplement

BEYOND THE SAALE

RUSSIANS CRUSHED AT ZORNDORF

The titanic battle of Zorndorf has ended in a decisive victory for the Prussian army under King Frederick II. In a bold move General Seydlitz led his cuirassier brigades in a flank attack that broke the back of the Russian army. The remains of the army were run to ground by Prussian hussars a few hours later as they tried to escape.

It was then announced that the Russian army requested terms just 48 hours later, which were accepted by the king. The Russian army, shattered and demoralized, has completely vacated all captured territory in East Prussia.

Under terms of the agree-ment the Russian army was allowed to keep its weapons, flags and horses if they gave back all captured territory. Russia is now essentially out of the war and can turn her attention to Sweden and the growing Ottoman Empire.

The Prussian army, although bloody and battered, can now turn its full attention to the Western theater of operations. Already orders have gone out from the king to assemble the army and prepare for a force march.

All cavalry units have been remounted and supplies have been brought in to sustain the army over the next few weeks. Hanoverian troops have already

taken up new positions based on the king's orders and are await-

King Frederick II of Prussia

ing the arrival of the first Prussian forces.

The war in Europe will possibly be decided in the next few weeks in the Saale river valley and will shape the continent for the next generation.

Special points of interest:

- Uses AGE OF REASON rules
- Uses campaign rules from AOR supplement
- Special rules for the army lists
- Limited campaign
- Flexible system

ALLIES STORM INTO WEST PRUSSIA

Large French forces have crossed the border into West Prussia and appear heading for the Saale river valley. Reports of Saxon troops and Austrian units moving into the area suggest that the Allies have a new strategic plan.

With the collapse of Russia the Allies have decide to combine their might and strike now before the opportunity is lost.
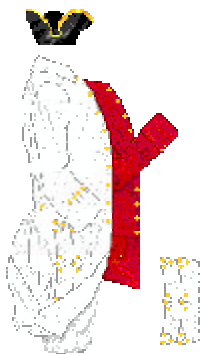
Even with the defeats at the hands of the Prussians earlier in the war, the Allies are confident that they have the numbers to

hammer the Prussians into submission.

Possession of Halle and Leipzig appear to be the goal as they would block access into Northern Prussia and seal the fate of Frederick's allies for the duration of the war.

OPERATIONAL SITUATION: ALLIED FORCES
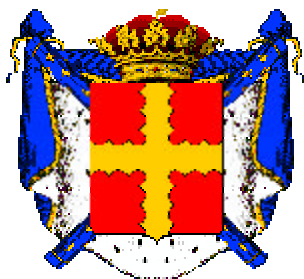
Coat of arms for one of the French Generals

Picard Regiment

Despite suffering several reverses in the last year, your forces have conquered many outlying areas of West Prussia. With Frederick victorious in the East, he will certainly turn his attention to recapturing his lost territories. All countries in t his alliance have pledged troops, weapons, and supplies to the French to carry out this operation. The Saale river valley must be denied to Prussia and force concessions in other areas upon Frederick.

AUSTRIAN/SAXON FORCES

When creating an army for use on the tabletop both Saxon and Austrian units may be selected to bolster the French strength. Except where Austrian and Saxon forces are listed separately as a distinct force, they may be used in any percentage. Where a force is listed as having only Austrians/Saxons, they must make up at least 60% of the strength points.

AOR RULES

Except where listed here or by the referee, all rules governing the campaign will be taken from the AOR supplement. The army lists will be taken from the original rules and all special rules apply.

The pre-battle maneuver rules from the supplement will be used to set up the battle. There will be no hidden movement .

ALLIED ORDER of BATTLE

Austrian infantry units count 3 strength points for every 2 units

TURN 1 ENTER at F1	TURN 2 ENTER at A1	TURN 5 ENTER at F1
15SP Richelieu, Chevert	10SP Picolomini	10SP Chevert
TURN 1 ENTER at A1	(Austrian/Saxon)	TURN 6 ENTER at A1
15SP Browne, Lacy	TURN 3 ENTER at F1	10Sp Daun, Laudon
(Austrian/Saxon)	10SP Clermont	French/Austrian/Saxon forces move 1 dot per turn and on a 4,5, or 6 on 1D6 move an extra dot that turn(per force).
TURN 2 ENTER AT F1	TURN 4 ENTER at F1	
10SP D'Estrees	10SP Soubise, Contades	

ALLIED LEADERS
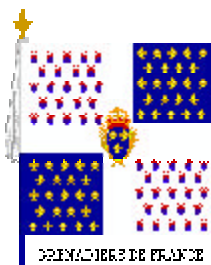
Flag of the Grenadiers of France during the Seven Year's War

FRENCH	R	I	T
D'Estrees	1	4	2
Richelieu	2	2	1
Clermont	3	2	1
Soubise	4	1	1
Contades	5	3	2

FRENCH9cont.)			
Broglie	6	3	2
Chevert	7	3	2

AUSTRIAN			
Daun	1	4	2

AUSTRIAN(cont.)			
Browne	2	4	2
Picolomini	3	2	1
Lacy	4	3	2
Laudon	5	4	2

OPERATIONAL SITUATION: PRUSSIAN FORCES

With the Russian army having sued for peace your forces can now deal with the Western theatre. Already your units have force marched into the area around Leipzig while the Hanoverians are moving to link up with you.

The French and Austrians have combined their might for one last push to gain the upper hand when peace negotiations begin.

If your forces are able to defeat the Allies Prussia will be the dominant power in Central Europe for the next 50 years.

HANOVERIANS

The Hanoverians are allies of the Prussians and will be serving under Prussian generals for the duration of the campaign. The Prussian players can freely choose between units of both forces to make up their army for tabletop encounters.

Hanoverians are to be treated the same way as Prussians except for the following:

No free Oblique movement

Change formation according to their morale grade.

No special firing rules.

Hanoverian line are grade 2 and grenadiers are grade 3. The cavalry follow the grades of the Prussian forces as well as the artillery.

Flag of Prussian Infantry regiment 33.

Prussian forces always move at 2 dots per turn. Guard units and rules apply if Frederick is present on the battlefield.

PRUSSIAN ORDER of BATTLE

INITIAL POSITIONS		
Naumberg	10SP	Keith
Lutsen	10SP	Wedel
Zeltz	10Sp	Moritz

TURN 1 Eastern Map Edge
10Sp   Henry, Lehwaldt

TURN 2   Eastern Map edge
15SP   Frederick, Bevern

TURN 2   Southeast Map edge
10SP   Schwerin

TURN 3   Eastern Map edge
10SP   Winterfeld

TURN 4 Southeast Map edge
5SP   August Wilhelm

PRUSSIAN LEADERS

PRUSSIA	R	I	T
Frederick	1	5	3
Schwerin	2	5	2
Keith	3	3	2
Bevern	4	4	2
Henry	5	4	2
Winterfeld	6	4	2
Aug. Wilhelm	7	1	1
Moritz	8	3	2
Lehwaldt	9	2	1
Wedel	10	3	2

R=Rank of individual leaders

I=Initiative of leader/# or less which must be rolled on 1D6 for the force under his command to move.

T=Tactical leadership on the battlefield which is used as a leader bonus.

You always get a +1 leader for each brigade in your force.
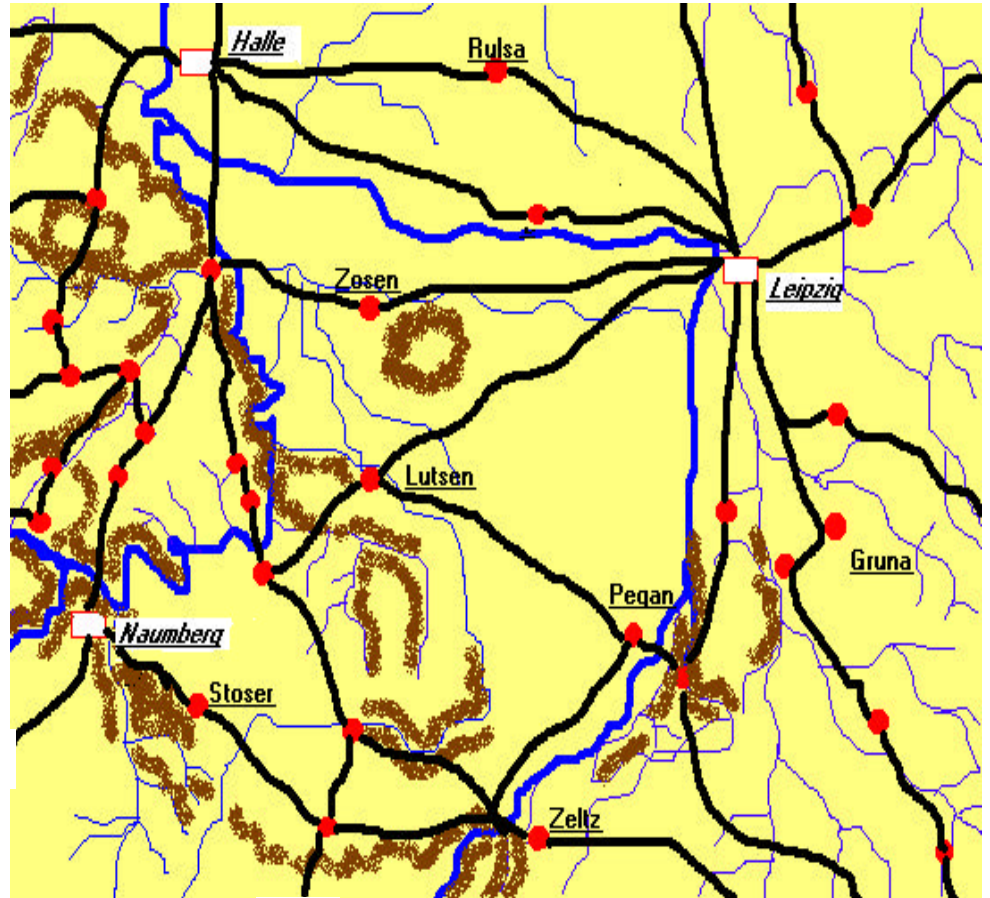

Flag of Prussian Infantry regiment 4.

Johnny Reb 3   Age of Reason
Command Decision 3 and more...

WFGS

F1

This is a campaign supple-
ment designed for use with
the Age of Reason rules.

A1

VICTORY CONDITIONS

Victory points will be awarded
for the following :

Capture of Terrain Objectives

Leipzig	50/15 points
Halle	35/10 points
Naumberg	10/20 points
Zeltz	5/5 points
Lutsen	10/10 points
Zosen	5/5 points

The first number is the value to
the Allied forces and the sec-
ond is for the Prussians.

Victory points will also be
awarded for the destruction of
enemy forces and the capture/
death of enemy leaders as fol-
lows:

1 victory point for each enemy
strength point destroyed(based
on 12 figure units).

The initiative value of each
leader killed or captured(does
not apply to brigade command-
ers).

If at any time Frederick is
killed or captured the game
ends as the Prussians will have
to sue for peace.

DRAW   0-20 points more

TACTICAL VICTORY

21-40 points more

CELEBRATED VICTORY

41-60 points more

TRIUMPHANT VICTORY

61-75 points more

HISTORIC VICTORY

75+ points more