

Kabinettskrieg

Minor Scenarios



Four Scenarios for the Kabinettskrieg Module

BY DAVID HUGHES

You can use these orders of battle in two ways. In one way as a straightforward scenario – but be aware that they have not been tested for balance! Especially since sometimes starting turns, locations and even strengths have changed from the original – mainly because accurate orders of battle are only available for a few specific dates. But also as a guide by which the right mix of battalion scale units can be fitted by you to the existing scenarios. And this was the primary reason behind the selection of situations, hopefully giving a cross-section of armies that can be used for this purpose. This is not yet complete – others showing the Army of the Pragmatic Sanction in 1743, those of Bavaria, Pfaltz, Empire and expeditionary French in 1742 and a third covering all the armies that fought in Italy will follow.

The layouts each group with a formation all of its associated DP and auxiliary units. A player is free to assign DP types as units or auxiliary – but if the latter they must be part of that formation only. The instructions at the start of each scenario are a copy of the original with all changes underlined. Note that in some cases these are major, such as the Flanders one of 1744 in which the start date and starting location of all armies have changed.

Very often there is a difference between the SP total of the original scenario and the number of units in the new. Both are correct! The distinction is that the former reflects strength and the latter the battalions, even though in many cases they are gravely reduced in manpower. It would have been possible to match approximate strength by removing battalion and regiments to the dead pile, but then the idea of showing typical armies might be flawed. Instead the assumption was made that all armies started scenarios with approximately equal reductions in unit strength, especially since most armies had an efficient system of reducing rear-area units to preserve those at the front (the desertion riddled Prussian being a notable exception). As a result the only ‘dead’ units are those known to have been lost in capitulations or wrecked in relatively recent battles.

8.2 WIENER BLUT

Frederick's Invasion of Bohemia/Moravia February 1742-June 1742

"We are going to be flooded with Hungarians, and with the most cursed brood that God has created"

Frederick the Great during the Moravian campaign of 1742

USES MAP PANELS 4, 5, 6, 7.

Sides: Hohenzollern and Habsburg. The Hohenzollern player also Controls the Saxon and French Contingents.

Scenario Bounds. Only the following Territories are playable – the Duchy of Glatz, Moravia, plus Bohemia on Maps #4 and #7 (only) East of a line running North up the West edge as far as the third hex beyond Teŷn (SK/7/Schrattentaal/NW7), then diagonally Northeast to Kaurzen (SK/7/Schrattentaal/NW10), then North to Mlada Boleslaw (SK/4/Glogau/SW12), then diagonally Northeast to the Bohemian/Silesian border.

Conquests. Lower Silesia, Upper Silesia, Oppavia (1/2 of Glatz/Oppavia) to Prussia. Otherwise, all Territories hold their original allegiance (per the State Guide).

Scenario Dates. Starts January-February Turn of 1742, and ends May-June Turn of 1742, inclusive.

Weather. Starting weather is Snow.

Unassigned OPs:

- Habsburg: 7
- Hohenzollern: 2

Assigned OPs:

- Habsburg: 0
- Hohenzollern: 4

Campaign Plans.

- The Hohenzollern player's initial Assigned OPs must be allotted to one or more ACPs against targets in Moravia and/or Glatz.
- The French and Saxon forces (such as they are) are to be used to fulfill the Prussian CPs (good luck! – if Frederick couldn't get them to help, what makes you think you can?)
- The Habsburg player has a special CP for the "Clearing of Bohemia". This requires that there be no un-Blockaded Prussian forces in Bohemia by the end of the scenario. If this is the case, the Habsburgs gain FIVE (5) points of Prestige.
- Both Sides begin with an Active DCP.

Special Rules:

1: French and Saxon Forces. These forces are both Controlled by the Hohenzollern player. However all French forces are removed at the end of the first (1st) Turn. A Saxon formation may only undertake an Operation if their commander first passes a LC. At the end of each Turn, roll one (1) die. On a "7" or higher, permanently remove all Saxon forces from play.

2: The Fortress of Brunn. This has been rebuilt to its printed strength (See Rule 5.561) and is no longer regarded as a walled town (it is amazing what can be achieved when two senior and talented generals realize that they are cut off in a fortification!)

3: Saxon Unreliability

- Saxon Formations may only undertake an Operation if their commander first passes a Leadership Check.
- At the end of each turn, roll one (1) die. On a "7" or higher, permanently remove all Saxon forces from play.

4: Unit ratings are affected by Political Stance or Condition:

- France: *Dead Hand*: All CE's are minus ONE (-1)
- Prussia: 1742: All cavalry are minus ONE (-1)
- Saxony: *AHC Proxy*: All CE's are minus ONE (-1)
- Austrian: 1742: All CE's are minus ONE (-1)

Victory. To win, the Hohenzollern player must have achieved a higher Prestige than the Habsburg player by the end of the game. The Habsburg player wins by preventing this. The Hohenzollern player begins with Prestige TEN (10); the Habsburg player begins with PRESTIGE FIVE (5).

PRUSSIAN & PRUSSIAN-ALLIED START FORCES

At Wiskov (SK/7/Schrattentaal/NE7)

Armee des König von Preußen (Grand Army HQ)

2.-3. Bataillon IR No.15 Regiment-Garde
1.-2. Bataillon IR No.1 Glasenapp
1. Bataillon IR No.10 Anhalt-Deßau
1.-2. Bataillon IR No.12 Margraf Henrich
1.-2. Bataillon IR No.13 Trucheseß
1.-2. Bataillon IR No.17 La Motte
1.-2. Bataillon IR No.20 Graevenitz
1. Bataillon IR No.22 Alt-Borcke
1.-2. Bataillon IR No.23 Sydow
1. Bataillon IR No.24 Alt-Schwerin
1.-2. Bataillon IR No.37 Camas Füsilere
Grenadier-Bataillon Bolstern (DP)
Grenadier-Bataillon Kleist (DP)
Grenadier-Bataillon Pfuhl (DP)
Grenadier-Bataillon Winterfeldt (DP)
Grenadier-Bataillon Sydow (DP)
Leib-Carabiniers
Regiment Gensd'armes
Regiment zu Pferde Prinz Friedrich
Dragoner Regiment Alt-Möllendorff x2 counters
Dragoner Regiment Bißing
Dragoner Regiment Schulenburg
Dragoner Regiment Nassau
Preußisches Husaren-Corps (DP)
Weiße Husaren Hussar (DP)
Bandemer Hussar (DP)
1. Battalion Feld-Artillerie Regiment (1 unit - 2 SP)

Leaders

Friedrich II König im Preußen
FM Kurt Christoph Graf von Schwerin
(Both at Wiskov (7/Schrattentaal/NE7))

At Breslau (SK/4/Glogau/SE7)

1. Bataillon IR No.36 Münchow Füsilere
Regiment zu Pferde Bredow

At Glatz (SK/4/Glogau/SE11)

Besieging (Investment; 2 Impulses at this stage)

1. Bataillon IR No.7 Bredow
1.-2. Bataillon IR No.30 Jeetze
Grenadier-Bataillon Kanitz (DP)
Grenadier-Bataillon Puttkamer (DP)
Regiment zu Pferde Gebler
Regiment zu Pferde Prinz von Preußen

Leader

L. M. von Anhalt-Dessau (M) at Glatz (4/Glogau/SE11)

At Königgratz (7/Schrattentaal/N10)

In Garrison

- 1.-2. Bataillon IR No.18 Derschau
- 1.-2. Bataillon IR No.25 Kalckenstein
- Grenadier-Bataillon Stangen (DP)
- Grenadier-Bataillon Byla (DP)
- Grenadier-Bataillon Diersfort (DP)
- Dragone Regiment Bayreuth x2 counters

At Trebicz (7/Schrattentaal/N4)

The Saxon Contingent:

- 1. Bataillon Leibgrenadiere Garde Regiment
- 1.-2. Bataillon I Garde Regiment
- 1.-2. Bataillon II Garde Regiment
- 1.-2. Bataillon Fußregiment Königin
- 1.-2. Bataillon Fußregiment von Frankenburg
- 1.-2. Bataillon Fußregiment von Neise-Müschel
- 1.-2. Bataillon Fußregiment Sachsen-Weißenfels
- 1.-2. Bataillon Fußregiment von Kosel
- 1.-2. Bataillon Fußregiment von Schönburg
- Garde du Corps x2 counters
- Leib-Kürassier Regiment
- Kürassier-Regiment Königlicher-Prinz
- Kürassier-Regiment von Minckwitz
- Kürassier-Regiment von Nostitz
- Kürassier-Regiment von Promnitz
- Kürassier-Regiment von Maffey
- Kürassier-Regiment Sachsen-Gotha
- Dragoner Regiment von Schlichting
- Dragoner Regiment Arnstadt
- 1.-2. Sachsen Zusammengelaufenes Grenadier Bns (DP)

The French Contingent

- 1.-4. Bataillons du Régiment à Pied du Roi
- 1. Bataillon Convergé de Grenadier (DP)
- Régiment de Chevaux-Légère Royal
- Régiment de Chevaux-Légère Fouquet

Leader

Chevalier de Saxe (M) (Saxon)

Available Auxiliaries

Prussian

- Preußischer Ingenieur Korps
- Preußischer Pontonier Korps
- Feldjäger-Corps zu Pferde
- Guiden-Corps
- 1. & 2. Bns. Regiment Pionniers Walgrave (2 counters)
- Regiment von Pionniers Walgrave Bergmänner Kompanie

Available Leaders per 7.316, plus;

Specifically NOT available:

FM Erbprinz Leopold von Anhalt-Dessau
(enters as a Reinforcement – see below)

All remaining Saxon Leaders

PRUSSIAN REINFORCEMENTS

From Brandenburg

At the start of the February-March 1742 turn, place at Glatz (4/Glogau/SE11) or at Freudental (6/Trencsin/NW9)

- Leib-Garde Bataillon (1. Bataillon IR No.15)
- 1.-2. Bataillon IR No.2 Roeder
- 1.-3. Bataillon IR No.3 Alt-Anhalt
- 1.-2. Bataillon IR No.8 Anhalt-Zerbst
- 1.-2. Bataillon IR No.11 Holstein-Beck
- 1.-2. Bataillon IR No.14 Lehwaldt
- 1.-2. Bataillon IR No.29 Jung-Borcke
- 1.-2. Bataillon IR No.34 Prinz Ferdinand
- 1.-2. Bataillon IR No.35 Prinz Heinrich Füsilier
- Grenadier-Bataillon Reibnitz (DP)
- Grenadier-Bataillon Wedell (DP)
- Grenadier-Bataillon Düring (DP)
- Grenadier-Bataillon Saldern (DP)
- Garde du Corps (1/2)
- Regiment zu Pferde Geßler
- Dragoner Regiment Sonsfeld
- Dragoner Regiment Thümen
- Schwartz Husaren (DP)
- 2. Bataillon Feld-Artillerie Regiment (with 1 SP)
- Preußischer Belagerungartilleriezug (with 2 SPs)

Leader

FM Erbprinz Leopold von Anhalt-Dessau

Eliminated Prussian SPs:

- 2. Bataillon IR No.7 Bredow
- 2. Bataillon IR No.10 Anhalt-Deßau
- 2. Bataillon IR No.22 Alt-Borcke
- 2. Bataillon IR No.24 Alt-Schwerin
- 2. Bataillon IR No.36 Münchow Füsilier

Roll one (1) die in each Administrative Phase. On an “8” or higher the following forces enter the map in the same Administrative Phase, through the west edge of the play area, within Bohemia.

Saxon Units

- Sachsen Artillerie Regiment (with 2 SPs)
- Sachsen Siege Artillerie

Auxiliaries (placed in Available Box)

Sachsen Miners & Sappers

FRENCH WITHDRAWALS

All French forces are removed from play at the end of the first (1st) Turn.

AUSTRIAN STARTING FORCES

At Brünn (SK/7/Schrattentaal/NE5)

- 1.-2. Bataillon IR Ogilvie
- 1. Bataillon IR Andrassy (H)
- 1. Bataillon IR Ujváry (H)
- 1. Bataillon IR Forgach (H)
- 4. Kombinierte Grenadier-Bataillon (DP)

At Iglavia (SK/7/Schrattentaal/N5) &/or

At Budweis (SK/7/Schrattentaal/W6)

- 1.-2. Bataillon IR F. Lotharingen
- 1.-2. Bataillon IR Stahremberg
- 1.-2. Bataillon IR Seckendorff
- 1.-2. Bataillon IR Thüngen
- 1.-2. Bataillon IR Leopold Daun
- 5-6. Kombinierte Grenadier-Bataillon (DP)
- Cuirassier Regiment Hohenzollern-Hechingen
- Cuirassier Regiment Podstatzky
- Cuirassier Regiment Seher
- Cuirassier Regiment Cordua
- Cuirassier Regiment Lanthieri
- Cuirassier Regiment Saint-Ignon
- Cuirassier Regiment Lubomirski
- Dragoner Regiment Althann
- Dragoner Regiment Liechtenstein
- Dragoner Regiment Bathianý
- Husaren Regiment Pestvármegyey (DP)
- Husaren Regiment Károly (DP)
- 1-2. Battallion Warasdiner Grenz Rgt Creutzer (DP)
- (2 counters)

Available Auxiliaries

- Pandour Battalion von Trenck (2 counters)

Leader:

- FM Prinz Lobkowitz at Iglavia (SK/7/Schrattentaal/N5)

At Glatz (SK/4/Glogau/SE11)

Besieged

- 2. Bataillon IR Baaden-Baaden
- 3. Bataillon IR Grüne

In any fortification in Moravia except Brunne

- 1. Bataillon IR Alt-Wallis
- 2.-3. Bataillon IR Browne
- 1. Bataillon IR Botta d'Adorno
- 1. Bataillon IR Kollowrat-Krakowsky

Available Leaders per 7.415

At the players choice one eligible leader may be randomly chosen and placed at Glatz.

AUSTRIAN REINFORCEMENTS

1: Hungarian Insurrection Forces:

In the Administrative Phase of the February 1742 turn in the Ready Box. Note that although all are DP units they can only be used as Auxiliaries (they represent the raiding parties used with great effect against Prussian supplies and depots):

- Husaren Regiment P. Esterházy
- Husaren Regiment Beleznay
- 1.-2. Slavonisches Grenz-Husaren
- 1.-2. Battallione Carlstädt Grenz Rgt Szulner (2 counters)
- 1.-2. Battallion Warasdiner Grenz Rgt St. Georger
- (2 counters)

2: Charles of Lorraine's Army

At the start of the February-March 1742 turn, at Waidhofen (SK7/Schrattentaal/W3)

- 1.-3. Bataillon IR Waldeck
- 1.-2. Bataillon IR Grüne
- 1.-3. Bataillon IR Moltke
- 1.-3. Bataillon IR K. Lotharingen
- 1.-2. Bataillon IR Harrach
- 1.-2. Bataillon IR Königsegge-Rothenfels
- 1.-3. Bataillon IR L. Pálffy (H)
- 1.-2. Bataillon IR Seckendorff
- 1.-3. Kombinierte Grenadier-Bataillon (DP)
- Cuirassier Regiment Carl Pálffy
- Cuirassier Regiment Diemar
- Cuirassier Regiment Birkenfeld
- Cuirassier Regiment Hohenembs
- Cuirassier Regiment Lubomirski
- Cuirassier Regiment Carl Pálffy
- Dragoner Regiment Römer
- Dragoner Regiment D'Ollone
- Dragoner Regiment Württemberg
- Husaren Regiment Nádasdy (DP)
- Hälfte-Brigade Deutsches-Feldartillerie Nr. 1 (2 SP)
- Hälfte-Brigade Deutsches-Feldartillerie Nr. 2 (2 SP)
- 1.-2. Battallione Carlstädt Grenz Rgt Ottocaner (DP)
- (2 counters)
- 1.-2. Battallione Carlstädt Grenz Rgt Oguliner (DP)
- (2 counters)

Available Auxiliaries

- Frei-Companie von Bischof (2 counters)
- Brussels Ingenieur Brigade

Leaders:

- Grossherzog Karl von Lotharingen (C)
- Any one (1) available Marshal

3: Insurrection Support Forces

At the start of the March-April Turn through the east edge of the play are in any Hapsburg controlled hex:

- 1.-3. Bataillon IR Alt-Wolfenbüttel
- 2. Bataillon IR Andrassy (H)
- 2. Bataillon IR Ujváry (H)
- 2. Bataillon IR Forgach (H)

Eliminated Austrian SPs:

- 2.-3. Bataillon IR Alt-Wallis
- 1. Bataillon IR Browne
- 2.-3. Bataillon IR Botta d'Adorno
- 2. Bataillon IR Kollowrat-Krakowsky

Optional Rule: By mutual consent the Prussian player may be given some choice in creating grenadier battalions but in doing so governed by the rule in the Prussian Handbook (reprinted here for convenience):

P.4.32 Having large numbers of DP Grenadier Units in play has a negative effect on Prussian Line Infantry Class Unit CE:

- If over TEN (>10) such Units are currently Formed (in either role) or currently eliminated (not merely Unformed), all Prussian Line Infantry Class Units have their CE reduced by ONE (-1) to a minimum of E. This is in addition to any other modifier(s).
- If over TWENTY (>20) such Units are Formed (in either role) or currently eliminated (not merely Unformed), all Prussian

Line Infantry Class Units have their CE reduced by TWO (-2) to a minimum of E. This is in addition to any other modifier(s).

The actual number active during the campaign was eight (8), with two (2) added to bring the number (as any player would) to ten, the maximum without penalty. *However* the Prussian player does have the following choices:

- Keep in play the existing number with no penalty
- Add up to FIVE (5) additional grenadier battalions but with the -1 penalty (*at least five battalions were in East Prussia or Wesel and could not be used*).

Comment: Two factors of equal importance make this version of the scenario a little easier for the Hapsburg player than the original in ‘Sport of Kings’. Brünn is now a fortress and one garrisoned by a well-led (which is how it was improved) and frisky garrison (its variegated composition is listed below). It was too large for the Prussians to just blockade and thereby simply force a surrender, while massing the force needed to invest it would be a major distraction to the King of Prussia (who in any case was already proving notably lacking in the art of siege-craft).

The other factor was the unexpected arrival of the newly raised Hungarian infantry. Most authors assume that their formation was tardy and slowed by the parsimonious attitude of the Hungarian nobility. This proved not to be the case and the leading elements of three regiments were already in action by the end of 1741, eventually forming part of the garrison of Brünn. Additional battalions arrived in 1742 and helped to back up the horde of *grenzer* and hussars that were wrecking the supplies and morale of the Prussian army.

There will be some discrepancies in strength between this and the earlier version of the scenario – inevitable when one is based on total strength and the other on units. The most difficult part was in deciding which battalions of both armies should be considered “eliminated” as both kept remnants in service (and ‘on the books’) long after they had been reduced to irrelevance. In the end it was decided to pick Austrian units that had lost isolated companies in the early months of 1741 and Prussian ones that had taken dreadful losses in the battle of Mollwitz in the same year.

Note that the only significant (of sorts) change from the original is the placement of two Prussian units at Breslau rather than Olmutz. A pedantic correction that you can happily ignore!

Two main sources were used

OESTERREICHISCHER ERBFOLGE-KREIG Volume III

(Austro-Hungarian Official History)

For those interested in further information this can be read online (or downloaded) from the Internet Archive.

DER ERSTE SCHLESCHISCHE KREIG 1740-1742

(Prussian Official History)

This unfortunately is not available online – and is also written in ponderous German Gothic script!

Designer's Note: well done David!

As an example of how even a battalion level game is often ‘simplified’ in terms of OB’s here is the Garrison of Brünn during this scenario. Excluded are about one-half of the *Beleznay Hussars* and some of the *Karlovi Hussars*. For much of the time these 700 horsemen and the Croat *Grenzer* maintained communications with the main army. As can be seen the Hapsburgs habitually left small detachments of their regiments scattered across Europe.

IR Franz Lothringen	95 men
IR Carl Lothringen	52
IR Harrach	97
IR Max Hessen	18
IR Wurmbbrand	66
IR Thüngen	94
IR Leopold Daun	72
IR Baden	119
IR Botta	72
IR Browne	80
IR Mercy-Argenteau	84
IR Grünne	120
IR Kolowrat	50
IR Starhemberg	136
2 battalions of IR O’Gilvy	440
1 battalion of Andrassy	516
1 battalion of Forgách	685
1 battalion of Ujváry	547
elements of Warasdiner Croats	210

8.5 BUMMELLING ON THE MAIN

The Dettingen Campaign April 1743-October 1743

*"All Europe was saying the French do not want to fight...
Now one must say: they fight like fools".*

The Spanish Ambassador to the Emperor, after Dettingen

USES MAP PANELS 1, 2, 9, 10.

Sides: Bourbon and Habsburg. The Habsburgs Control all Maritime Powers forces as a separate Side. The Bourbon player also Controls the Saxon and Bavarian/Pfalz Contingents. The Allied Side includes the Austrians, Hanoverians, British, Danes, and Dutch. Either Side may gain Control of various Hessian forces, per rule 5.64; the Allied player begins with some Hessians on his Side.

Scenario Bounds: all of map panels 1 and 10, excluding the UP, plus all of map panels 2 and 9 west of the Territories (from south to north) of Bavaria, Thuringia, Halberstadt, Magdeburg, and Brandenburg.

Conquests. All Territories hold their original allegiance (per the State Guide). *(There are Bourbon Conquests off map to the east, but they are in the process of being lost during this scenario).*

Scenario Dates: the scenario begins on the March-April Turn of 1743, and ends on the October Turn of 1743.

Weather. Starting weather is Wet.

Unassigned OPs:

- Habsburg: 0
- Maritime Powers: 4
- Bourbon: 0

Assigned OPs:

- Habsburg: 9
- Maritime Powers: 7
- Bourbon: 5

Campaign Plans.

- The Allied player's initial Assigned OPs must be allotted to one or more ACPs against targets in Pfalz, Alsace, Treves, Mainz, and/or Metz, prior to commencing play.
- The Bourbon player may only initiate ACPs against Fortifications Captured by the Habsburg Side.
- Both Sides begin with an Active DCP.

Special Rules:

The Allied Side. The Habsburg player Controls both the Habsburg and Maritime Powers Sides without restriction (beyond the deployment limits of the scenario and "King George" below). Track Habsburg and Maritime OPs separately, but all Prestige accrues to the player without having to be averaged.

Victory. To win, the Allied player must have a higher Prestige than the Bourbon player by the end of the game. The Bourbon player wins by preventing this. Both Sides start with EIGHT (8) points of Prestige.

FRENCH STARTING FORCES

At Strasbourg (SK/10/Bitche/SW4)

Armée de la Moselle (Army HQ)

Régiment de Chevaux-Légère Royal Pologne
Régiment de Dragons l'Hopital St. Mesmé
Régiment de Dragons Beauffremont
1.-3. Bataillons du Régiment à Pied Rohan-Chabot
1.-3. Bataillons du Régiment à Pied Touraine
1.-2. Bataillons du Régiment à Pied d'Eu
1.-2. Bataillons du Régiment à Pied Bourbon
1.-2. Bataillons du Régiment à Pied Royal-Vaisseaux
1. Bataillon du Régiment à Pied La Sarre
Régiment à Pied Beaujolais
Régiment à Pied Bigorre
Régiment de Milice Barrois
2. Bataillon Convergé de Grenadier (DP)
Bataillon d'Artillerie Fontenay x3 Batteries

Auxiliaries:

Sapeurs: Fontenay x2
Pioniers: Fontenay

Leader:

Comte de Saxe (MA)

At Nancy (SK/10/Biche/W5)

1. Bataillon du Gardes Lorraine
1.-2. Bataillons du Régiment à Pied Perche
Régiment de Milice Lorraine

At Neu Brisach (SK/10/Biche/S7)

1.-4. Bataillons du Régiment à Pied Navarre
1.-2. Bataillons du Régiment à Pied Monconseil
1.-2. Bataillons du Régiment à Pied Nice
1.-3. Bataillon Régiment de Milice Béarn

At Metz (SK/10/Bitche/W6)

Armée du Roi (Grand Army HQ)

1.-4. Co. Garde du Corps (1/2 each)
Compagnie Gris à Mousquetaire de la Garde
Compagnie Noir à Mousquetaire de la Garde
Gens'd'armes du Roi
Chevaux-Légère du Roi
Grenadiers à Cheval
Régiment de Chevaux-Légère Royal
Régiment de Chevaux-Légère Anjou
Régiment de Chevaux-Légère Royal Cravattes
Régiment de Chevaux-Légère Brancas
Régiment de Chevaux-Légère Clérmont-Tonnerre
Régiment de Chevaux-Légère Grammont
Régiment de Dragons Mestre de Camp Général
1.-6. Bataillons du Gardes Françaises
1.-3. Bataillons du Gardes Suisses
Régiment d'Irlandais Bulkeley
Régiment d'Irlandais Rooth
Régiment d'Irlandais Clare
Régiment d'Irlandais Berwick
Régiment d'Irlandais Dillon
1.-2. Bataillons du Régiment à Pied Condé
1.-2. Bataillons du Régiment à Pied Dauphin
1. Bataillon du Régiment à Pied Royal-Marine
1. Bataillon du Régiment à Pied Hainault
1. Bataillons du Régiment à Pied Béarn
Régiment à Pied Bassigny

>>more

Régiment à Pied Nivernais
 1.-2. Gardes-Françaises Bns Convergé de Grenadier (DP)
 1. Bataillon Convergé de Grenadier
 Bataillon d'Artillerie Breande x3 Batteries

Auxiliaries:

Chasseurs de Fischer Guides
 1.-2. Bataillons Arquebusiers de Grassin
 Sapeurs: Breande x2
 Pioniers: Breande

Leader:

Duc de Noailles (M)

Available Leaders

All French leaders should be placed in the Officer's Mess except *Duc de Noailles*, *Comte de Saxe* and *Duc de Broglie* who start on map or appear with reinforcements. Note that *Le Roi* can never appear in this scenario even though the *Armée du Roi* is in play.

Eliminated SPs:

Régiment des Hussars de Rattsky (DP)
 1.-2. Bataillon. du Régiment à Pied Languedoc
 1.-2. Bataillons du Régiment à Pied La Fère
 2. Bataillon du Gardes Lorraine (*Forming at Nancy*)
 Régiment à Pied Rosnyvinien
 Régiment à Pied Foix
 3.-4. Bataillons Convergé de Grenadier (DP)

FRENCH REINFORCEMENTS

A: April-May Turn

At Donauwörth (SK/9/Ellwangen/E5)

Régiment de Chevaux-Légère du Roi
 Régiment de Chevaux-Légère La Réine
 Régiment de Chevaux-Légère des Allemands Rosen
 1.-3. Bataillons du Régiment à Pied Piémont
 1. Bataillons du Régiment à Pied Penthievre
 Régiment des Hussars de Berchény (DP)

Add to Eliminated SP's:

Régiment de Chevaux-Légère Grammont
 4. Bataillon du Régiment à Pied Piémont
 2. Bataillon du Régiment à Pied Penthievre

B: May Turn

At Thionville (SK/10/Bitche/NW6)

Régiment de Chevaux-Légère Rosen
 Régiment de Chevaux-Légère Vintimille
 Régiment de Chevaux-Légère Ferronaye
 Régiment de Chevaux-Légère Noailles
 Régiment de Dragons Mailly
 1.-2. Bataillons du Régiment à Pied Chartres
 1.-2. Bataillons du Régiment à Pied Conti
 1. Bataillon du Régiment à Pied Royal-Roussillon
 1. Bataillon du Régiment à Pied Mortemart
 Régiment à Pied Dauphiné
 Régiment à Pied Vexin
 Régiment à Pied Forez
 Régiment des Hussars de Esterhazy (DP)
 5. Bataillons Convergé de Grenadier (DP)

Auxiliaries:

1. Bataillon Volontaires de Hainault

C: June-July Turn

At the start of the June-July Turn

At Donauwörth (9/Ellwangen/E5)

Armée de la Bavière (Army HQ)

1. Compagnie Écossais du Roi
de Gendarmerie du France (1/2)
2. Compagnie Anglais du Roi
de Gendarmerie du France (1/2)
3. Compagnie Duc de Bourgogne
de Gendarmerie du France (1/2)
4. Compagnie Duc de Flandres
de Gendarmerie du France (1/2)
5. Compagnie La Réine
de Gendarmerie du France (1/2)
6. Compagnie Duc de Brétagne
de Gendarmerie du France (1/2)
11. Compagnie La Réine de Chevaux-Légère (1/2)
12. Compagnie Duc de Brétagne de Chevaux-Légère (1/2)
13. Compagnie Le Dauphin de Chevaux-Légère (1/2)
14. Compagnie Duc de Berri de Chevaux-Légère (1/2)
15. Compagnie Duc de Provence de Chevaux-Légère (1/2)
16. Compagnie Duc d'Orléans de Chevaux-Légère (1/2)
1. Brigade Brassac des Carabiniers du Roi
2. Brigade Guiry des Carabiniers du Roi
3. Brigade du Roi des Carabiniers du Roi
- Régiment de Chevaux-Légère Colonel-Général
- Régiment de Chevaux-Légère Mestre-de-Camp
- Régiment de Chevaux-Légère Royal Allemand
- Régiment de Chevaux-Légère Châteaubillant
- Régiment de Chevaux-Légère Andlau
- Régiment de Chevaux-Légère Vogué
- Régiment de Chevaux-Légère Sabran
- Régiment de Dragons Royal
- Régiment de Dragons Beaufremont
- Régiment des Hussars de Ferrari (DP)
- 1.-4. Bataillons du Régiment à Pied du Roi
- 1.-3. Bataillons du Régiment à Pied Navarre
- 1.-3. Bataillons du Régiment à Pied La Marine
- 1.-2. Bataillons du Régiment à Pied Noailles
- 1.-2. Bataillons du Régiment à Pied Orléans
- 1.-2. Bataillons du Régiment à Pied Auvergne
1. Bataillon du Régiment à Pied Biron
1. Bataillon du Régiment à Pied Nice
1. Bataillon du Régiment à Pied Artois
- 6.-8. Bataillons Convergé de Grenadier
- Artillery Battalion Valenceau (1 SP)

Auxiliaries:

Pioniers: Valenceau
 Sapeurs: Valenceau x1

Leader:

Duc de Broglie (M)

Add to Eliminated SP's:

7. Compagnie Le Dauphin
de Gendarmerie du France (1/2)
8. Compagnie Duc de Berri
de Gendarmerie du France (1/2)
9. Compagnie Duc de Provence
de Gendarmerie du France (1/2)
10. Compagnie Duc d'Orléans
de Gendarmerie du France (1/2)
15. Compagnie Duc de Provence de Chevaux-Légère (1/2)
16. Compagnie Duc d'Orléans de Chevaux-Légère (1/2)
4. Brigade Crequi des Carabiniers du Roi

- 5. Brigade Montmorency des Carabiniers du Roi
- Régiment de Chevaux-Légère Orléans
- Régiment de Chevaux-Légère Penthievre
- Régiment de Chevaux-Légère d'Aumont
- Régiment de Chevaux-Légère Fleury
- Régiment de Dragons d'Argence
- 4. Bataillon du Régiment à Pied Navarre
- 4. Bataillon du Régiment à Pied La Marine
- 3. Bataillon du Régiment à Pied Noailles
- 3. Bataillon du Régiment à Pied Auvergne
- 2. Bataillon du Régiment à Pied Biron
- 2. Bataillon du Régiment à Pied Nice
- 2. Bataillon du Régiment à Pied Artois
- Régiment à Pied La Marche
- 9. Bataillon Convergé de Grenadier (DP)

ALLIED STARTING FORCES

1: Hanoverian Forces

At Hannover (SK/2/Göttingen/N6)

Armee von Hannover (Army HQ)

- Garde du Corps
- Leib Regiment zu Pferde (1/2)
- Reiterregiment von Platen-Hallermund
- Reiterregiment von Montigny
- Reiterregiment von Wintzer
- Reiterregiment von Schultze
- Reiterregiment von Bremer
- Reiterregiment von Hammerstein
- Reiterregiment von Wrede
- Dragoner Regiment von Adeleben
- Dragoner Regiment von Wendt
- Dragoner Regiment von de Bußche
- Dragoner Regiment du Pontpietin
- 1.-2. Bataillon Garde-Regiment
- 1. Bataillon Fußregiment von der Schulenburg
- 1. Bataillon Fußregiment von Sommerfeld
- 1. Bataillon Fußregiment von Böselager
- Fußregiment Caupé
- Fußregiment de Soubiron
- Fußregiment von Zastrow
- Fußregiment von Monroy
- Fußregiment von Grote
- Fußregiment von Diepenbroick
- Fußregiment de Mailleville
- Fußregiment de Maider
- 1.-3. Hannoveraner Konvergente
- Grenadier-Bataillon (DP)
- Hannoveraner Artillerie Regiment (3 Batteries)

Auxiliaries:

- 1.-2. Hannoveraner Kvg. Lief Pferd Grenadierschwadron
- Hannoveraner Artillerie Regiment Pioniere
- Grenadiere zu Pferde (1/2) (DP)

Leader:

Feldzugmeister Sommerfeld (M)

Remaining Hanoverian Units

- 1.-2. Bataillon Fußregiment von Klinkerström
- 1. Bataillon Fußregiment von Rhöden
- 1. Bataillon Fußregiment von Druchtleben
- Fußregiment von Maydell
- Fußregiment von Bothmer
- Fußregiment von Krough

The remaining Hanoverian units are kept off-map. In the (unlikely) event that a French force moves within three (3) hexes of the border with Territories of Braunschweig, Lüneberg, Hildesheim, Osnabrück, Münster, and/or Minden up to one-half of them may be placed in any of their fortifications. The remainder are placed in the next Administrative Phase.

2: Danish Forces

In any Hanoverian Core or Influenced Territories (per State Guide)

Column A (Column HQ)

- Livregiment-ryttre
- Neubergs Rytterregiment
- Første Jyske Rytterregiment
- Bataljon Garden til Fods
- 1.-2. Bataljon Grenadierkorpset
- 1.-2. Bataljon Sjælandske Regiment
- 1.-2. Bataljon Bornholmske Regiment
- 1.-2. Bataljon Laalanske Regiment
- 1.-2. Bataljon Fynske Regiment
- 1.-2. Bataljon Slesvigske Regiment
- 1.-2. Bataljon Oldenburgske Regiment
- 1.-2. Konvergerede Grenadier Bataljon (DP)
- Danske Artilleri Batteri

Auxiliaries

Dansk Ingeniererne

Leader

Generalløjtnant von der Schulenburg (G)

Important: the Danish Contingent has not been Released and cannot leave Hanoverian Core & Influenced Territories. The Allied player may attempt to Release this Contingent during the scenario, per *Ex. Rule 5.55*.

3: Hessian Forces

At Hanau (SK/2/Göttingen/SW13)

Abteilung A (Column HQ)

- Heßen-Caßel Leib-Reiter-Regiment
- Heßen-Caßel Leib-Dragoner Regiment
- Heßen-Caßel Dragoner Regiment von Lillenbracht
- 1.-2. Bataillon Heßen-Caßel Garde Regiment
- 1.-2. Bataillon Heßen-Caßel Fußregiment
- Prinz Maximillian
- 1.-2. Bataillon Heßen-Caßel Fußregiment Prinz Ferdinand
- 1. kombinierte Grenadier-Bataillon (DP)

Leader

Prinz George von Heßen-Darmstadt (M)

Note: Having such a senior officer for such a small force may seem absurd – but one of the reasons for ‘renting Hesse’ was to get the services of Prinz George who was respected enough to be given the command of the Left Wing of the Army of the Pragmatic Sanction for much of the campaign. So much so that he was appointed even before any Hessian troops had joined the army.

Anywhere in the Hessian States Territories

All remaining Hessian units and leaders

Assume that these forces (Abteilung A) have already been purchased in accordance with MI.5.2 Hessian Deployment Notes (found in the Minor Powers Notebook of KK). To be specific a roll of six (6) generating Hesse-Darmstadt SP's, with the result modified by -1 as the Elector of Bavaria is now the Holy Roman Emperor.

3: Hapsburg Forces

Placed at Valkenburg (SK/1/Dusseldorf/SW5) at the start of the game. Must enter the play area during the turn, but may do so in either the operations phase or Administrative Phase.

Korps der Maas (Army HQ)

- Dragoner Regiment Ligne
- Dragoner Regiment Limburg-Styrum
- 1.-2. Bataillon IR Jung-Wolfenbüttel
- 1.-2. Bataillon IR Onelli
- 1.-2. Bn 2. Niederländisches National-Regiment
- 1.-2. Bataillon IR Los Rios
- 1.-2. Bataillon IR Arenberg
- 1. Bataillon IR Salm-Salm
- 1. Bataillon IR Heister
- 1. Bataillon IR Prié-Turinetti
- 1. Bataillon IR Ligne
- Husaren Regiment Károly (DP)
- Husaren Regiment Belezny (DP)
- 1.-2. kombinierte Grenadier-Bataillon (DP)
- 1. Hälfte-Brigade Niederländische Artillerie (3 Batt)

Auxiliaries:

- Niederländische Frei-Compagnie Bethune
- Niederländische Frei-Compagnie Boucevier
- Niederländische Frei-Compagnie Dieudonne
- Menzel's Husaren
- Brussels Ingenieur Brigade

Leader:

Feldmarshal Herzog zu Arenberg (M)

4: British Forces

Placed at Roermond (1/Dusseldorf/W5) at the start of the game. Must enter the play area during the turn, but may do so in either the operations phase or Administrative Phase.

Army of Flanders (Army HQ)

- Albemarle's 3rd Troop of Life Guards (1/2)
- Shannon's 4th (Scotch) Troop of Life Guards (1/2)
- Effingham's 2nd (Scotch) Troop of HGG (1/2)
- Argyle's Royal Horse Guards
- Pembroke's 2nd Regiment of Horse
- Montague's 3rd Regiment of Horse
- Marlborough's 1st Royal Regiment of Dragoons
- Stair's 2nd Royal North British Regiment of Dragoons
- Rich's 4th Regiment of Dragoons
- Rothe's 6th Inniskilling Regiment of Dragoons
- Cope's 7th Queen's Regiment of Dragoons
- 1. Battalion Will's 1st Foot Guards
- 1. Battalion Folliott's 2nd Coldstream Guards Huske's
- 1. Battalion Dunmore's 3rd Scots Guards
- Howard's 3rd Regiment of Foot (Old Buffs)
- Barrel's 4th King's Regiment of Foot
- Soule's 11th Regiment of Foot
- Skelton's 12th Regiment of Foot
- Pulteney's 13th Regiment of Foot
- Bligh's 20th Regiment of Foot

- Campbell's 21st Royal North British Fuzileer Regiment
- 23rd Royal Welch Fuzileer Regiment
- Beuclerk's 31st Regiment of Foot
- Doyle's 32nd Regiment of Marines
- Johnson's 33rd Regiment of Foot
- Munro's 37th Regiment of Foot
- 1. Battalion Royal Artillery Regiment (2 Batteries)
- Royal Siege Train (2 SPs)

Auxiliaries: None

1.-2. Converged Foot Grenadier Companies

Leader:

Field Marshal Lord Stair (M)

Available Leaders

All Allied leaders, except Field Marshal Lord Stair, Feldmarshal Herzog zu Arenberg, Prinz George von Heßen-Darmstadt, Generalmajor von der Schulenburg and Feldzugmeister Sommerfeld, who are already in play should be placed in the Officer's Mess

ALLIED REINFORCEMENTS

1: Leaders

May:

With any British or Hanoverian Formation in the Administrative Phase of the 1743 turn

King George II (R)

As soon as he is placed that Formation becomes:

Army of the Pragmatic Sanction (Grand Army HQ)

2: Dutch

June-July or after:

Enter the map across the Low Countries Boundary in the Operations or the Administrative Phase. Any eligible hex or hexes may be used for entry; these forces may enter in the same or different turns and/or phases, as desired.

- Gardes te Paarde
- Gardes Dragoner
- Garde du Corps (1/2)
- Karabinier Regiment Hoeuft van Oyen
- Cavalerie Regiment Oranje-Vrieslandt
- Cavalerie Regiment Hessen-Homburg
- Cavalerie Regiment Oranje-Vrieslandt D r a g o n d e r
- Regiment Schlippenbach
- Gardes te Voet
- Grenadier Regiment Pallandt
- Grenadier Regiment Berchem
- Regiment Marjyne
- Schots Regiment Colyear
- 1. Bataljon Schots Regiment Lamy
- Voet Regiment Aylva
- Voet Regiment Doys
- Voet Regiment Blansac
- Voet Regiment Oranje-Gelderland
- Voet Regiment Oranje-Drenthe
- Voet Regiment 1. Waldeck
- 1. Composiet Grenadier Bataljons (DP)
- 1. Nederlandse Feld-Artillerie Bataljon (3 SP)
- 1. Nederlandse Belegering-Artillerie Bataljon (1 SP)

Auxiliaries

- 1.-2. Nederlandse Pontoniers
- 1. Nederlandse Pioniers
- 1. Nederlandse Sappeurs

Leader

Prinz Moritz von Nassau (G)

3: Hapsburg

June-July:

Placed at **Donauwörth (9/Ellwangen/E5)** on or after the June-July turn of 1743. If placed in the June-July turn, this must be done during the Administrative Phase.

Armee der Königin von Ungarn (Grand Army HQ)

- Cuirassier Regiment Birkenfeld
- Cuirassier Regiment Hohenzollern-Hechingen
- Cuirassier Regiment Saint-Ignon
- Cuirassier Regiment Hohenembs
- Cuirassier Regiment Lanthieri
- Cuirassier Regiment Cordua
- Cuirassier Regiment Podstatzky
- Cuirassier Regiment Carl Pálffy
- Cuirassier Regiment Portugal
- Cuirassier Regiment Lobkowitz
- Cuirassier Regiment Bernes
- Cuirassier Regiment Caraffa
- Cuirassier Regiment Diemar
- Dragoner Regiment Althann
- Dragoner Regiment Römer
- Dragoner Regiment Liechtenstein
- Dragoner Regiment Sachsen-Gotha
- Dragoner Regiment Preysing
- Dragoner Regiment Württemberg
- Dragoner Regiment Bathianý
- Dragoner Regiment Khevenhüller
- 1.-3. Bataillon IR Gyulay
- 1.-3. Bataillon IR K. Lotharingen
- 1.-3. Bataillon IR F. Lotharingen
- 1.-3. Bataillon IR Neipperg
- 1.-2. Bataillon IR Browne
- 1.-2. Bataillon IR Hessen-Cassel
- 1.-2. Bataillon IR Waldeck
- 1.-2. Bataillon IR Leopold Daun
- 1.-2. Bataillon IR Jung-Daun
- 1.-2. Bataillon IR Seckendorff
- 1.-2. Bataillon IR Grüne
- 1.-2. Bataillon IR Königsegg-Rothenfels
- 1.-2. Bataillon IR Sachsen-Hilburghausen
- 1.-2. Bataillon IR Botta d'Adorno
- 1.-2. Bataillon IR Pallavicini
- 1.-2. Bataillon IR Stahremberg
- 1.-2. Bataillon IR Kollowrat-Krakowsky
- 1.-2. Bataillon IR Livingstein
- 1.-2. Bataillon IR Moltke
- 1.-2. Bataillon IR Harrach
- Husaren Regiment Ghilány (DP)
- Husaren Regiment Kálnoky (DP)
- Husaren Regiment Nádasdy (DP)
- Husaren Regiment Baranyay (DP)
- Husaren Regiment Pestvármegyey (DP)
- Siebenbürgisches Székler Regiment (DP)
- 3.-8. kombinierte Grenadier-Bataillon (DP)
- 1.-2. Bn Slavonian Pandour Gradiscaner Grenz (DP)
- 1.-2. Bn Slavonian Pandour Peterwardeiner Grenz (DP)
- 1.-2. Bn Warasdiner Pandour Creutzer Grenz (DP)
- 1. Bn Carlstädter Pandour Liccaner (DP)

- 1.-2. Hälfte-Brigade Deutsches-Feldartillerie
(2 Batteries each)

Auxiliaries:

- Frei-Compagnie von Bischof (2 counters)
- Mechelin Ingenieur Brigade (pioneer/sapper)
- Montiert Dalmatians (irregular horse)
- Slavoner Grenz-Husaren Frei-Compagnie
- 1. Abteilung Sappeur Korps (pioneer)
- 1. Abteilung Ingenieur Korps (sapper)
- Tschaikister (Danube Boatmen)

Leader:

Großherzog Karl von Lotharingen (C)

Comments:

This is the most complex scenario in *Sport of Kings* when measured in terms of armies (ten) and nationalities (seven). Of course that also means that it allows for more examples of armies shown at the new 'battalion' scale.

1: Players may decide to remove from play all three battalions of the *Gardes Suisses*. Although they were part of the *Armée du Roi* they did not participate in any of its battles and were the first to return home. It seems that the King (who had initially intended to march with the army) grew concerned on eventually noting that *all* of his Household and Guard had left Paris and Versailles and appears to have given orders that some be placed in reserve in case they were needed at home. Already of course it was realised that the mercenary Swiss Guard were more devoted protectors of the King than the French Guard, raised in turbulent Paris.

2: The French Army had suffered serious, almost catastrophic losses in the previous two years during its failed campaign to secure the throne of the Elector of Bavaria and his status as Holy Roman Emperor. In large part these losses were hidden since battalions and companies were kept 'on the books' even if reduced to a handful, as disbandment could mean financial ruin for the officers who owned them. It is therefore exceedingly difficult to decide which units should be shown as eliminated – indeed it would be fair to call the result nothing more than educated guesses! Especially since almost 100,000 recruits were being sent to these shattered units – although those that lacked the cadre to train them were moved to the Mediterranean front to reinforce the troops aiding the Spanish Bourbons.

3: Two of the French reinforcements are defined by events taking place outside the bounds of the scenario: One (B) being the recognition that the only troops left in Flanders were the ineffectual Dutch, the other (C) the headlong retreat from Bavaria when it became apparent that the position there was hopeless. Note that the latter brings with it another mass of eliminated units, including the cream of the French Guard cavalry and the Carabiniers. And of course behind the French arrive the victorious Hapsburgs from Bavaria and from Flanders the timid Dutch. Players may wish to experiment with random die rolls so that these four arrivals become variable rather than fixed. Note that when doing this that there should be a minimum of one Turn between each pair (French B and Allied 2; French C and Allied 3).

4: Players should feel free to choose between the original *Sport of Kings* and the new *Kabinettkreig* rules when deciding how the Allied Danish and Hesse forces can be released – of course by mutual consent before play begins!

9.1 À BAS LES ROSBIFS!

The Campaign of 1744 in Flanders

USES BOTH MAP PANELS

Sides: Bourbon & Allied.

Scenario Bounds. The entire map is in play.

Conquests. None. All Territories hold their original allegiance (per the State Guide).

Scenario Dates. Starts May Turn of 1744 and ends October Turn of 1744, inclusive.

Weather. Starting weather is Dry. The Spring Floods have already occurred and are finished.

Unassigned OPs:

- Bourbon: 1
- Allied: 0

Assigned OPs:

- Bourbon: 9
- Allied: 5

Campaign Plans.

- The Bourbon player's Assigned OPs must be allotted to a CCP against Flanders and divided between the two armies commanded by *Saxe* and *Noailles*.
- The Allied player's Assigned OPs must be allotted to the *Drive on Paris* CCP. Conquering France is not possible. However, the Allied player may initiate this CCP in order to Capture Fortifications within France. Fortifications within France may not otherwise be Captured, *even if empty*. Each Fortification taken is worth its regular Prestige value (see above). IF Paris is taken (highly unlikely), it is worth five (5) points of Prestige.
- In addition, during the scenario the Allied player may initiate a CCP against Flanders (to Reconquer lost Fortifications).

Note – it is of course implausible that the divided Allies could even enter France, let alone take its major fortifications. And of course players may mutually agree at the start to eliminate both the five assigned OPs and the Plan. But regardless it does mean that no points of Prestige can be gained by retaking lost Fortifications until new OP's are assigned.

- Both Sides have an Active DCP at start.

Special Rules

1: Strategic Events:

In this version of the scenario the Strategic Event *Descent on England* is **not** used. Instead the scenario begins with the historic diversions that were made to counter the 'Descent on England' already made (they return as reinforcements). But the *Croats Over the Rhine* Strategic Event may occur. The Allied player begins checking for it on the second (2nd) Turn of the scenario, and every Turn thereafter (the assumption being the Event *will* occur, with some uncertainty as to timing). Chance of occurrence is a roll of FOUR or more (4+). The Bourbon OOB lists the Units that must be removed. Note that unlike the original version of this scenario the force that is removed may vary in size.

2: Unit ratings affected by Political Stance or Condition:

- Dutch: *Oligarchic* – all CE minus TWO (-2) until July/August Turn start. When *British Influence* – all CE minus ONE (-1).
- All others – no effect

3: *Le Roi observé*: In each Turn in which the King is present (i.e. before leaving due to the *Croats over the Rhine* Special Event) he must be present (in the hex) when an Enemy Fortification surrenders or no the Prestige points are received.

Yes – it is very silly and a pain for a French player and likely to mean that only some of the French captures will result in Prestige. But that is what senior French leaders had to deal with – so just accept the reality of honour! Note that in practice this means that the Armée du Roi becomes a small force largely used to escort the King as he moves with great solemnity from one Fortification at the point of surrender to another. Its cavalry was the 'Inner Maison' (the cavalry that start the game with the King), its infantry the Irish Brigade and elements of the French Guard Grenadiers and the Swiss Guards – enough to both escort and provide assault troops.

Victory. To win, the Bourbon player must have a higher Prestige than the Allied player by the end of the game. The Allied player wins by preventing this. Both Sides begin with EIGHT (8) Prestige.

THE ARMIES OF THE KING OF FRANCE

When the scenario starts the French have grouped into two armies facing the Austrian Netherlands. To the west one led by Saxe, originally the Invasion Corps against England, but now reorganized and heavily reinforced. Further east a larger force commanded by Noailles that is built around the army that was stationed in Lorraine and fought at Dettingen the previous year, reinforced and still with its two elite cavalry groups – the 'Outer' Maison du Roi and the Gendarmerie. But of course no city or fortification can be attacked until the King arrives to assume the glory of success – and he only leaves Versailles on the 3rd of May. But since he wishes to be present at the fall, not at the turgid start of a siege, the armies are free to advance.

Corps de Frontière (Army HQ):

Within 2 hexes of Saint-Omer (CE/1/Antwerp/SW11)

Régiment de Chevaux-Légère Colonel-Général
 Régiment de Chevaux-Légère du Roi
 Régiment de Chevaux-Légère Royal Étranger
 Régiment de Chevaux-Légère Royal Roussillon
 Régiment de Chevaux-Légère Brancas
 Régiment de Chevaux-Légère Châteaubillant
 Régiment de Chevaux-Légère Clérmont-Tonnerre
 Régiment de Chevaux-Légère Grammont
 Régiment de Chevaux-Légère Fiennes
 Régiment de Chevaux-Légère Pons
 Régiment de Chevaux-Légère d'Asfeld
 Régiment de Chevaux-Légère Sabran
 Régiment de Dragons Beauffremont
 Régiment de Dragons La Suze
 1.-4. Bataillons du Régiment à Pied Normandie
 1.-3. Bataillons du Régiment à Pied Touraine
 1.-3. Bataillons du Régiment à Pied Royal-Vaisseaux
 1.-2. Bataillons du Régiment à Pied d'Eu
 1.-2. Bataillons du Régiment à Pied Dauphin
 1.-2. Bataillons du Régiment à Pied Auvergne
 1. Bataillon du Régiment à Pied Rochechouart
 1. Bataillons du Régiment à Pied Monconseil
 1. Bataillon du Régiment à Pied Languedoc
 Régiment à Pied Bresse
 Régiment à Pied Soissonnois

Régiment à Pied Vexin
 Régiment à Pied Aunis
 Régiment à Pied Beauffremont
 1.-2. Bataillons du Régiment Suisses Cour-au-Chantre
 1.-2. Bataillons du Régiment Suisses Seedorf
 1.-2. Bataillons du Régiment Suisses Wittemer
 1.-2. Bataillons du Régiment Suisses Courten
 Bataillon d'Artillerie Breande x3 Batteries
 Régiment des Hussars de Beausobré (DP)
 1.-2. Bataillons Convergé de Grenadier (DP)
 1. Artillerie de Position (3 SP)

Auxiliaries

Sapeurs: Breande x2
 Pioniers: Breande

Leader

Comte de Saxe (M)

Corps de Pays-Bas (Army HQ)

At Valenciennes (CE/2/Laon/N5)

1. Compagnie Écossais du Roi
de Gendarmerie du France (1/2)
2. Compagnie Anglais du Roi
de Gendarmerie du France (1/2)
3. Compagnie Duc de Bourgogne
de Gendarmerie du France (1/2)
4. Compagnie Duc de Flandres
de Gendarmerie du France (1/2)
5. Compagnie La Réine
de Gendarmerie du France (1/2)
6. Compagnie Duc de Brétagne
de Gendarmerie du France (1/2)
7. Compagnie Le Dauphin
de Gendarmerie du France (1/2)
8. Compagnie Duc de Berri
de Gendarmerie du France (1/2)
9. Compagnie Duc de Provence
de Gendarmerie du France (1/2)
10. Compagnie Duc d'Orléans
de Gendarmerie du France (1/2)
11. Compagnie La Réine de Chevaux-Légère (1/2)
12. Compagnie Duc de Brétagne de Chevaux-Légère (1/2)
13. Compagnie Le Dauphin de Chevaux-Légère (1/2)
14. Compagnie Duc de Berri de Chevaux-Légère (1/2)
15. Compagnie Duc de Provence de Chevaux-Légère (1/2)
16. Compagnie Duc d'Orléans de Chevaux-Légère (1/2)
1. Brigade Brassac des Carabiniers du Roi
2. Brigade Guiry des Carabiniers du Roi
3. Brigade du Roi des Carabiniers du Roi
4. Brigade Crequi des Carabiniers du Roi
5. Brigade Montmorency des Carabiniers du Roi
- Régiment de Chevaux-Légère Royal
- Régiment de Chevaux-Légère Cuirassiers du Roi
- Régiment de Chevaux-Légère Penthievre
- Régiment de Chevaux-Légère Royal Cravattes
- Régiment de Chevaux-Légère Orléans
- Régiment de Chevaux-Légère Vogué
- Régiment de Chevaux-Légère Noailles
- Régiment de Chevaux-Légère Berri
- Régiment de Chevaux-Légère Fleury
- Régiment de Chevaux-Légère Lévy-Aurais
- Régiment de Chevaux-Légère d'Aumont
- Régiment de C-L des Allemands Nassau-Saarbruck
- Régiment de Chevaux-Légère des Allemands Rosen
- Régiment de Dragons Mestre de Camp Général

Régiment de Dragons Royal
 Régiment de Dragons Dauphin
 Régiment de Dragons Mailly
 1.-6. Bataillons du Gardes Françaises
 1.-2. Bataillons du Gardes Suisses
 1.-4. Bataillons du Régiment à Pied Navarre
 1.-4. Bataillons du Régiment à Pied Piémont
 1.-4. Bataillons du Régiment à Pied du Roi
 1.-3. Bataillons du Régiment à Pied Bourbonnais
 1.-3. Bataillons du Régiment à Pied Rohan-Chabot
 1.-3. Bataillons du Régiment à Pied Monaco
 1.-3. Bataillons du Régiment à Pied Royal
 1.-3. Bataillons du Régiment à Pied Noailles
 1.-3. Bataillons du Régiment à Pied La Couronne
 1.-2. Bataillons du Régiment à Pied Orléans
 1.-2. Bataillons du Régiment à Pied d'Antin
 1.-2. Bataillons du Régiment à Pied Penthievre
 1.-2. Bataillons du Régiment à Pied Chartres
 1.-2. Bataillons du Régiment Suisses Bettens
 1.-2. Bataillons du Régiment Suisses Diélsbach
 1. Bataillon du Régiment à Pied Beauvoisis
 1. Bataillon du Régiment à Pied Royal-Marine
 1. Bataillon du Régiment à Pied Artois
 1. Bataillon du Régiment à Pied La Fère
 1. Bataillon du Régiment à Pied Hainault
 1. Bataillon du Régiment à Pied Angoumois
 Régiment à Pied La Marche
 Régiment à Pied Royal-Corse
 Régiment à Pied Nivernais
 Régiment à Pied La Marche
 Régiment à Pied Bigorre
 Régiment à Pied Rosnyvinien
 Régiment des Hussars de Berchény (DP)
 Wallon Régiment des Hussars de Raugrave (DP)
 1.-2. Gardes-Françaises Bns Convergé de Grenadier (DP)
 3.-6. Bataillons Convergé de Grenadier (DP)
 Bataillon d'Artillerie Valenceau x3 Batteries
 2. Artillerie de Position (3 SPs)

Auxiliaries

1.-2. Bataillons Arquebusiers de Grassin
 Chasseurs de Fischer Guides
 Sapeurs: Valenceau x2
 Pioniers: Valenceau

Leader

Duc de Noailles (M)

Armée du Roi (Grand Army HQ)

At Senlis – 2 hexes north of Paris (CE/2/Laon/SW6)

1.-4. Co. Garde du Corps (1/2 each)
 Compagnie Gris à Mousquetaire de la Garde
 Compagnie Noir à Mousquetaire de la Garde
 Gens'd'armes du Roi
 Chevaux-Légère du Roi
 Grenadiers à Cheval

Leader

Le Roi, Louis XV (R)
 Duc de Luxembourg (M) serving as 'advisor'

FRENCH REINFORCEMENTS

Turn 1 (Administrative Phase) at Lille (CE/2/Laon/NW8)

Régiment d'Irlandais Bulkeley
Régiment d'Irlandais Rooth
Régiment d'Irlandais Clare
Régiment d'Irlandais Berwick
Régiment d'Irlandais Dillon
Bataillon d'Artillerie Fontenay x3 Batteries
3. Artillerie de Position (3 SPs)

Auxiliaries

Sapeurs: Fontenay x2
Pioniers: Fontenay

Note: The Irish Brigade moved from the coast to serve with the King when the invasion was cancelled.

FRENCH WITHDRAWALS

Croats over the Rhine

The *Croats Over the Rhine* Strategic Event (6.31) may occur.

The Allied player may begin checking for it on the second (2nd) Turn of the scenario, and every Turn thereafter (the assumption being the Event *will* occur, with some uncertainty as to timing). Chance of occurrence is per the SEC (4+).

When this happens the Bourbon player must randomly select ONE (1) Leader from his Officers Mess. If the Leader selected is a General then both Groups A and B shown below are permanently removed from the game at the start of the next French Impulse (treat this as a special Reorganisation, allowing forces to be freely moved from and between Formations or a substitute Formation placed). If the Leader is a Marshal then only those in Group A must be removed.

Note: Louis XV seemed to have had a profound aversion to the far eastern part of his kingdom. Twice (once in the Dettingen Campaign of 1743 and then again in 1744) he had 'led' the main army east and in both cases declined to remain for the entire campaign. In this case he was persuaded to slowly move (it took almost a month) his entourage only as far as Burgundy and then even more ponderously to Metz where, as in the previous year, he was taken ill (though in this case seriously with smallpox) and returned to Versailles. The selection process recognizes the chance - one that the Allied leaders were well aware of - that the King could indeed choose to remain in civilized Flanders while still sending heavy reinforcements to the Rhine.

Group A: Corps de Pays-Bas (Army HQ)

1. Compagnie Écossais du Roi
de Gendarmerie du France (1/2)
2. Compagnie Anglais du Roi
de Gendarmerie du France (1/2)
3. Compagnie Duc de Bourgogne
de Gendarmerie du France (1/2)
4. Compagnie Duc de Flandres
de Gendarmerie du France (1/2)
5. Compagnie La Réine
de Gendarmerie du France (1/2)
6. Compagnie Duc de Bretagne
de Gendarmerie du France (1/2)
7. Compagnie Le Dauphin
de Gendarmerie du France (1/2)
8. Compagnie Duc de Berri
de Gendarmerie du France (1/2)

9. Compagnie Duc de Provence
de Gendarmerie du France (1/2)
10. Compagnie Duc d'Orléans
de Gendarmerie du France (1/2)
11. Compagnie La Réine de Chevaux-Légère (1/2)
12. Compagnie Duc de Bretagne de Chevaux-Légère (1/2)
13. Compagnie Le Dauphin de Chevaux-Légère (1/2)
14. Compagnie Duc de Berri de Chevaux-Légère (1/2)
15. Compagnie Duc de Provence de Chevaux-Légère (1/2)
16. Compagnie Duc d'Orléans de Chevaux-Légère (1/2)
- Régiment de Chevaux-Légère Royal
- Régiment de Chevaux-Légère Noailles
- Régiment de Chevaux-Légère Berri
- Régiment de Dragons Mailly
- 1.-6. Bataillons du Gardes Françaises
- 1.-4. Bataillons du Régiment à Pied du Roi
- 1.-4. Bataillons du Régiment à Pied Navarre
- 1.-3. Bataillons du Régiment à Pied Noailles
- 1.-2. Bataillons du Régiment à Pied d'Antin
- 1.-2. Bataillons du Régiment à Pied Chartres
1. Bataillon du Régiment à Pied Artois
- Régiment à Pied La Marche
- Régiment à Pied Rosnyvinien
- Régiment des Hussars de Berchény (DP)
- 1.-2. Gardes-Françaises Bns Convergé de Grenadier (DP)
- 3.-4. Bataillons Convergé de Grenadier (DP)
- Bataillon d'Artillerie Valenceau x3 Batteries

Auxiliaries:

Sapeurs: Valenceau x2
Pioniers: Valenceau

Leader

Duc de Noailles (M)

Group B: Armée du Roi (Grand Army HQ)

- 1.-4. Co. Garde du Corps (1/2 each)
- Compagnie Gris à Mousquetaire de la Garde
- Compagnie Noir à Mousquetaire de la Garde
- Gens'd'armes du Roi
- Chevaux-Légère du Roi
- Grenadiers à Cheval
- 1.-2. Bataillons du Gardes Suisses

Leader

Le Roi, Louis XV (R)
Duc de Luxembourg (M) serving as 'advisor'

The League of the Pragmatic Sanction:

This OB is divided into three sections. The first lists the garrisons in the Austrian Netherlands, the second the composition of the four national armies and the third the reinforcements that arrive during the scenario. Of these, one (the 1st Dutch Hilf-Korps) shows the return of the treaty troops originally sent to England in response to the threat of invasion and another the British reinforcements sent after the French attacked. The final group (the 2nd Dutch Hilf-Korps) reflects the shift in political stance – in KK terms from Oligarchic Paralysis to British Influence.

A: Barrier Fort & Other Garrisons

Important: All of these units are in Garrison and cannot be moved until the Administrative Phase after French troops have entered the Austrian Netherlands.

At Ypres (COE/1/Antwerp/SW8)

Zwitzer Regiment Constant-Rebeque
Voet Regiment Brækel

At Menin (COE/1/Antwerp/SW7)

Voet Regiment Wolterus
Voet Regiment Gadelierre
Cavalerie Regiment Hessen-Phillipstahl

At Furnes (COE/1/Antwerp/SW9)

Voet Regiment Schwartzberg-Rudolstaad

At Namur (COE/2/Laon/NE9)

Voet Regiment Broekhoorst
Voet Regiment Crommelin
Voet Regiment Rheede van Ooudshorn
Voet Regiment Van Leyden

At Tournai (COE/1/Antwerp/SW8)

1.-2. Bataljon Voet Regiment Holstein-Gottorp
Voet Regiment Villattes
Voet Regiment Heyder

At Mons (CE/2/Laon/N6) all Hapsburg

1. Bataillon IR Heister
1. Bn 2. Niederländisches National-Regiment

At Oostende (CE/1/Antwerp/W7) (all British)

Huske's 23rd Royal Welch Fuzileer Regiment
Otway's 35th Regiment of Foot

At Nieuport (CE/1/Antwerp/W8) (all Hapsburg)

1.-3. Bataillon IR Prié-Turinetti
3. Bataillon IR Gaisruck

At Ghent (CE/1/Antwerp/SW3) (all Hapsburg)

4. Bataillon IR Prié-Turinetti

At Brussels (CE/1/Antwerp/S3) (all Hapsburg)

3. Bataillon IR Alt-Arenberg
3. Bataillon IR Los Rios

At Antwerp (all Hapsburg)

1. Bataillon IR Salm-Salm
2.-4. Bn 2. Niederländisches National-Regiment

At St. Hubert (CE/2/Laon/NE9) or Luxembourg (CE/2/Laon/E12) (all Hapsburg)

1.-4. Bataillon IR Ligne
1.-4. Bataillon 1st Niederländisches National-Regiment
2.-3. Bataillon IR Heister
2.-3 Bataillon IR Salm-Salm
3. Bataillon IR Wolfenbüttel
3. kombinierte Grenadier-Bataillon (DP)
1. Hälfte-Brigade Niederländische Artillerie (3 Batteries)

Auxiliaries (in the 1st Turn tasked from Luxembourg only)

Niederländische Frei-Compagnie Dieudonne
Niederländische Frei-Compagnie Jamar
Niederländische Frei-Compagnie Le Pourcelet
Niederländische Frei-Compagnie Pertuisseau
Niederländische Frei-Compagnie Jemeaux
Niederländische Frei-Compagnie Humbert
Niederländische Frei-Compagnie Boucevier
Niederländische Frei-Compagnie Gauthoye
Niederländische Frei-Compagnie zu Pferd Dragoner
Frei-Regiment Graf de la Certa

Note: The LPS player may move up to EIGHT (8) SPs of these to the Austrian Netherlands (each Auxiliary counting as HALF (1/2) an SP). The French forces facing the area were notably ineffectual – being largely made up of militia battalions.

B: LPS Field Armies in the Austrian Netherlands:

1: British Units

At Aalst – two hexes west of Brussels (CE/1/Antwerp/SW3)

Albemarle's 3rd Troop of Life Guards (1/2)
Shannon's 4th (Scotch) Troop of Life Guards (1/2)
Effingham's 2nd (Scotch) Troop of HGG (1/2)
Argyle's Royal Horse Guards
Pembroke's 2nd Regiment of Horse
Wade's 4th Regiment of Horse
Marlborough's 1st Royal Regiment of Dragoons
2nd Royal North British Regiment of Dragoons
Bland's 3rd King's Own Regiment of Dragoons
Rich's 4th Regiment of Dragoons
Cope's 7th Queen's Regiment of Dragoons
1.-2. Battalions Will's 1st Foot Guards
1. Battalion Folliott's 2nd Coldstream Guards
1. Battalion Dunmore's 3rd Scots Guards
1.-2. Converged Grenadiers
2. Battalion St Clair's 1st Royal Regiment of Foot
Howard's 3rd Regiment of Foot (Old Buffs)
Soule's 11th Regiment of Foot
Skelton's 12th Regiment of Foot
Pulteney's 13th Regiment of Foot
Handasyde's 16th Regiment of Foot
Howard's 19th Regiment of Foot (Green Howards)
Bligh's 20th Regiment of Foot
Campbell's 21st Royal North British Fuzileer Regiment
Houghton's 24th Regiment of Foot
Blakeney's 27th Inniskilling Regiment of Foot
Bragg's 28th Regiment of Foot
Beuclerk's 31st Regiment of Foot
Johnson's 33rd Regiment of Foot
1. Battalion Royal Artillery Regiment (2 Batteries)

Auxiliaries: None

Leader:

Field Marshal Sir George Wade (M)

2: Hanoverian Units

One hex west of Brussels (CE/1/Antwerp/S3)

Garde du Corps
Leib Regiment zu Pferde (1/2)
Reiterregiment von Montigny
Reiterregiment von Hammerstein
Reiterregiment von Wrede
Reiterregiment von Wintzer
Reiterregiment von Schultze
Reiterregiment von Bremer
Dragoner Regiment von Wendt
Dragoner Regiment von Adeleben
Dragoner Regiment von de Buße
Dragoner Regiment du Pontpietin
1.-2. Bataillon Garde-Regiment
1. Bataillon Fußregiment von der Schulenburg
1. Bataillon Fußregiment von Druchtleben
1. Bataillon Fußregiment von Böselager
1. Bataillon Fußregiment von Sommerfeld
1. Bataillon Fußregiment von Rhöden
Fußregiment von Zastrow
Fußregiment de Mailleville
Fußregiment de Soubiron
Fußregiment Caupé
Fußregiment von Diepenbroick
Fußregiment von Monroy
1.-2. Hannoveraner Konvergente Grendier-Bataillon (DP)
Hannoveraner Artillerie Regiment (2 Batteries)

Auxiliaries:

1.-2. Hannoveraner Kvg. Lief Pferd Grenadierschwadron
Grenadiere zu Pferde
Hannoveraner Artillerie Regiment Pioniere

Leader:

General der Kavallerie Wendt (M)

3: Hapsburg Units

At Gembloux – two hexes southwest of Brussels (CE/1/Antwerp/S3)

Dragoner Regiment Ligne
Dragoner Regiment Limburg-Styrum
1.- 2. Bataillon IR Wolfenbüttel
1.- 2. Bataillon IR Los Rios
1.- 2. Bataillon IR Gaisruck
1.- 2. Bataillon IR Alt-Arenberg
Husaren Regiment Beleznay (DP)
Husaren Regiment Károly (DP)
1.-2. kombinierte Grenadier-Bataillon (DP)

Auxiliaries

Niederländische Frei-Compagnie Bethune
Niederländische Frei-Compagnie Boucevier
Niederländische Frei-Compagnie Lebrunn

Leader

Feldmarshal Herzog zu Arenberg (M)

4: Dutch Units

At Ath – one hex north of Mons (CE/2/Laon/N6)

Gardes te Paarde
Gardes Dragonder
Garde du Corps (1/2)
Karabinier Regiment Hoeuft van Oyen
Cavalerie Regiment Van Rechteren
Cavalerie Regiment Oranje-Vrieslandt
Dragonder Regiment Schlippenbach
Gardes te Voet
Schots Regiment Colyear
1. Bataljon Schots Regiment Lamy
Zwitzer Regiment Hirtzel
Zwitzer Regiment Salis
Zwitzer Regiment B.C. Stürler
Voet Regiment Aylva
Voet Regiment Blansac
Voet Regiment 1. Waldeck
1. Composiet Grenadier Bataljons (DP)
1. Nederlandse Belegering-Artillerie Bataljon (2 SP)

Auxiliaries

1.-2. Nederlandse Pontoniers
1. Nederlandse Pioniers
1. Nederlandse Sappeurs

Leader

Prinz Moritz von Nassau (G)

C: Reserves and Reinforcements:

1: June 1744 Administrative Phase at Ostend or Antwerp:

The 1st Dutch Hilfe-Korps

Note: These are troops that the Dutch sent to England under treaty obligations when invasion was threatened. They appear already formed into a column.

Voet Regiment Eck van Pantheleon
Voet Regiment Bendarides
Voet Regiment Mullært
Voet Regiment Schaumberg-Lippe
Voet Regiment Glinstra
Voet Regiment Vinck

Leader

Luitenant-Generaal Smissært (G)

2: June 1744 Administrative Phase at Ostend:

Barrel's 4th King's Regiment of Foot
Chomondeley's 34th Regiment of Foot
Fleming's 36th Regiment of Foot
Murray's 57th Regiment of Foot

3: July/August Administrative Phase at any fortification in Holland:

The 2nd Dutch Hilfe-Korps

These units appear already formed into a column (randomly select a Dutch general).

Cavalerie Regiment Rheede van Ginkel
Cavalerie Regiment Schultz van Hagen
Cavalerie Regiment Van Lijnden
Cavalerie Regiment Buys
Dragonder Regiment De Mattha
Grenadier Regiment Pallandt
Regiment Walen Jonge-Smissaert
1.-2. Bataljon Voet Regiment Oranje-Vrieslandt
Voet Regiment Broekhuysen
Voet Regiment Buddenbrock
Voet Regiment Elias
Voet Regiment Bentinck
Voet Regiment Guy
Voet Regiment Tilly
Voet Regiment Veldtmann
Voet Regiment Doys
2.-3. Composiet Grenadier Bataljons (DP)
2. Nederlandse Belegering-Artillerie Bataljon (2 SP)

Auxiliaries:

2.-3. Nederlandse Pioniers
3.-4. Nederlandse Pontoniers
2. Nederlandse Sappeurs

Comments:

This version starts one Turn later than that in *Cockpit of Europe*, largely because accurate information at battalion level is only available for all sides at that date. The only other significant changes are the possibility that the King may remain on the Flanders front instead of going to Lorraine and the requirement that he be present when some surrenders take place.

Note that the number of battalions in each regiment may differ from those given in the various national Notebooks. This is because *KK*, for simplicity, lists changes as of the beginning of a Year while in reality extra battalions might be formed at any time. The French were particularly prone to this – indeed at least ten battalions were added to regiments serving in Flanders *during* the campaign. If there is a discrepancy simply add an unused battalion with the same number from another regiment.

How this will play is unknown (obviously since the counters and new maps were unavailable at time of writing) but the following notes may help:

The Bourbon Army is exceedingly powerful and capable. In particular its cavalry is initially far more formidable, both in numbers and quality, than that of the members of the League. They should be easily capable of gaining at least 8 Points of Prestige in the first two turns (and it is plausible that the Bourbon player should be handicapped by starting with two, not three Prestige). However the bulk of the Bourbon troops that make their way east to counter the Hapsburg advance are elite cavalry units and with their departure the two sides are matched in quality if not numbers.

The Allied forces have one huge disadvantage and one edge. Obviously the greatest problem is that they must handle multi-nation Contingents (the British and Hanoverians being the sole exception). The edge is that the French will usually need to rely upon the Isolated Garrison Rule (2.65 in the new rule set) to force a quick surrender and therefore will have to split their troops into besieging formations and others that drive away nearby Allies. Since to match

history the French need to take two fortifications in each of the first two turns at least one of their multiple formations may be weak enough to risk an attack upon them.

Once the French are reduced by withdrawal and the Allies boosted by the three reinforcements the two sides are close to equality. Both sides will then need to weigh the options of taking (or retaking for the Allies) fortifications or going on the strategic defensive.

The two primary sources used were:

LES GUERRES sous LOUIS XV by LE COMTE PAJOL Volume III

OESTERREICHISCHER ERBFOLGE-KREIG Volume VI
(the Austro-Hungarian Official History)

For those interested in even more detail (or in making corrections to this OB!) on the campaign, both books can be read online, or downloaded, from the Internet Archive.

8.7 ICH HATT' EINEN KAMERADEN

Frederick's Bohemian Gambit August 1744 – December 1744

"In truth I believe that God has blinded him, for his movements are those of a fool".

Charles of Lorraine on Frederick's shoestring attempt to conquer Bohemia

USES MAP PANELS 3, 4, 5, 6, 7, 8.

Sides: Hohenzollern and Habsburg. The Habsburg player also Controls the Saxons when they enter play.

Scenario Bounds: Bohemia, Moravia, Silesia (all), Duchies of Glatz, Oppavia, and Crossen, Lusatia, Meissen Saxony, Brandenburg, Magdeburg, Anhalt, Halle, Cottbus, Calbe, Mansfeld.

Conquests. Upper/Central Silesia and the Duchies of Glatz and Oppavia to Prussia. Lower Silesia is Ceded to Prussia. Otherwise, all Territories hold their original allegiance (per the State Guide).

Scenario Dates: the scenario begins on the August Turn of 1744 and ends on the November-December Turn of 1744.

Weather. Starting weather is Hot.

Unassigned OPs:

- Habsburg: 9
- Hohenzollern: 5

Assigned OPs:

- Habsburg: 0
- Hohenzollern: 7

Campaign Plans.

- The Hohenzollern player's initial Assigned OPs must be allotted to one or more ACPs against targets in Bohemia and/or Lusatia, prior to commencing play.
- Both Sides have an Active DCP at start.

Special Rules:

1: Habsburg Fortifications: Vienna, Prague, Olmutz and Brünn have been 'repaired' (H.4.7) – i.e. are at their printed value. All others are treated as Walled Towns. Neither side may repair any other fortifications during the scenario.

2: Saxony. Saxony begins the game Neutral. The Habsburg player may roll one die during each Administrative Phase. If he rolls a "6" or higher, Saxony joins the Habsburg Side and its expeditionary forces (the Hilf-Korps) may be immediately deployed as directed in the setup instructions for this scenario - Reinforcements section. Saxony automatically joins the Habsburg Side in the Administrative Phase of the turn *after* a Prussian Formation.

In addition, should a Prussian unit *enter* Saxon Core Territory after it has joined the Habsburg side an additional force – Saxon Reinforcement #2 – appears at any Saxon Core fortification. *Note: this in effect forces any Prussian withdrawal towards Silesia rather than Saxony.*

3: Unit ratings are affected by Political Stance or Condition:

Saxony: *LPS Proxy*: All CE's are minus ONE (-1)

Victory. To win, the Habsburg player must have a higher Prestige than the Hohenzollern player by the end of the game. The Hohenzollern player wins by preventing this. Both Sides start with EIGHT (8) points of Prestige.

AUSTRIAN STARTING FORCES

At Prague (SK/7/Schrattentaal/NW12)

In Garrison

- 2.-3. Bataillon IR Ogilvie

At Olmutz (SK/6/Tribitz/NW9)

In Garrison

1. Bataillon IR Ogilvie
- 2.-3. Bataillon IR Baaden-Baaden
3. Bataillon IR Thüngen

At Brunn (7/Schrattentaal/NE5)

In Garrison

1. Bataillon IR Baaden-Baaden
- 1.-2. Bataillon IR Thüngen

At Vienna (SK/7/Schrattentaal/SE7)

In Garrison

- 2.-3. Bataillon IR Alt-Wolfenbüttel
- 3.-4. Bataillon IR Forgach
3. Bataillon IR Schulemburg

At Koniggratz (SK/ 7/Schrattentaal/N10)

In Garrison

1. Bataillon IR Schulemburg

Available Auxiliaries

- 1.-2. Bataillon Carlstädt Pandour Ottocaner (DP)

Marshal Bathiany's "Observation Corps"

To carry out its task of observing the Empire and the Pfalz allies of the Bavarians, this force was far from concentrated. A player may, before starting to play, assign the forces at Egra, Pilsen and Amberg to Garrison or mobile Formation or leave them as independent Units. In practice it will take the player at least one administrative phase to group them with the Armee von Böhmen. In the event only the infantry in Pilsen was able to reach Prague before the Prussians: hint – make sure they are in a column!

At Egra (SK/8/Landau/ N11)

- 2.-3. Bataillon IR Schulemburg
3. Bataillon IR Königsegg-Rothenfels

At Pilsen (SK/8/Landau/ N8)

- 1.-2. Bataillon IR Plat
- 1.-2. Bataillon IR Ujváry

At Amberg (SK/8/Landau/ NW8)

Cuirassier Regiment Portugal
Cuirassier Regiment Johann Pálffy
Cuirassier Regiment Podstatzky
Cuirassier Regiment Caraffa
Dragoner Regiment Preysing
Dragoner Regiment Bathianý
Husaren Regiment Baranyay (DP)

At Bayreuth (SK/8/Landau/ NW12)

Armee von Böhmen (Army HQ)

Cuirassier Regiment Birkenfeld
Cuirassier Regiment Hohenzollern-Hechingen
1.-3. Bataillon IR Waldeck
1.-3. Bataillon IR Wurmbrand
1.-3. Bataillon IR Köpkényesdy de Vettes
1.-2. Bataillon IR Bethlén
1.-2. Bataillon IR Haller von Hallerstein
1.-2. Bataillon IR Jung-Daun
1.-2. Bataillon IR Göldy
1.-2. kombinierte Grenadier-Bataillon (DP)
1.-2. Bn Carlstädt Pandour Oguliner Grenz (DP)
1.-2. Bn Carlstädt Pandour Szluiner Grenz (DP)
1.-2. Bn Slavonian Pandour Brooder (DP)
4. Hälfte-Brigade Deutsches-Feldartillerie
(2 Batteries)

Auxiliaries:

Frei-Companie von Bischof (2 counters)

Leader:

Feldmarschal Fürst von Batthyany (M)

AUSTRIAN REINFORCEMENTS

1: August: At Vienna (SK/7/Schrattentaal/SE7)

Cuirassier Regiment Cordua
1. Bataillon IR Alt-Wolfenbüttel
3. Bataillon IR Göldy
3.-4. Bataillon IR Ujváry

Note: These were stationed further west along the Danube – but shown here as all were initially sent to Vienna rather than north-east towards Bohemia.

2: September-October: Placed in any one (1) hex in the Administrative Phase of the September-October turn of 1744 anywhere on the Bohemian/Bavarian and/or Bohemian/Passau borders, on the Bohemian side of the border:

Armee der Königin von Ungarn (Grand Army HQ)

Cuirassier Regiment Lobkowitz
Cuirassier Regiment Carl Pálffy
Cuirassier Regiment Hohenembs
Cuirassier Regiment Saint-Ignon
Cuirassier Regiment Diemar
Cuirassier Regiment Hohenzollern-Hechingen
Cuirassier Regiment Bernes
Cuirassier Regiment Lanthieri
Dragoner Regiment D'Ollone
Dragoner Regiment Württemberg
Dragoner Regiment Liechtenstein
Dragoner Regiment Khevenhüller
Dragoner Regiment Sachsen-Gotha

Dragoner Regiment Römer
Dragoner Regiment Althann
Dragoner Regiment Bathianý
1.-3. Bataillon IR K. Lotharingen
1.-3. Bataillon IR Botta d'Adorno
1.-3. Bataillon IR Alt-Daun
1.-3. Bataillon IR Walsegg
1.-3. Bataillon IR Grünne
1.-3. Bataillon IR Szirmay
1.-3. Bataillon IR Forgach
1.-3. Bataillon IR Stahremberg
1.-3. Bataillon IR Gyulay
1.-3. Bataillon IR F. Lotharingen
1.-2. Bataillon IR Kollowrat-Krakowsky
1.-2. Bataillon IR Hessen-Cassel
1.-2. Bataillon IR Sachsen-Hildeburghausen
1.-2. Bataillon IR Königsegg-Rothenfels
1.-2. Bataillon IR Neipperg
1.-2. Bataillon IR Harrach
1.-2. Bataillon IR Seckendorff
1.-2. Bataillon IR Browne
Husaren Regiment Deßewffy (DP)
Husaren Regiment Kálnoky (DP)
Husaren Regiment Nádasdy (DP)
Husaren Regiment Ghilány (DP)
Husaren Regiment P. Esterházy (DP)
Husaren Regiment Havór (DP)
3.-6. kombinierte Grenadier-Bataillon (DP)
1.-2. Bn Slavonian Pandour Gradiscaner Grenz (DP)
1.-2. Bn Slavonian Pandour Peterwardeiner Grenz (DP)
1.-2. Bn Warasdiner Pandour Creutzer Grenz (DP)
1. Bn Carlstädter Pandour Liccaner (DP)
1.-2. Hälfte-Brigade Deutsches-Feldartillerie
(2 Batteries each)

Auxiliaries:

Montiert Dalmatians (irregular horse)
Slavoner Grenz-Husaren Frei-Compagnie
1. Abteilung Sappeur Korps (pioneer)
1. Abteilung Ingenieur Korps (sapper)
Tschaikister (Danube Boatmen)

Leader:

Grossherzog Karl von Lotharingen (C)
Feldmarschal Graf von Traun (M)

Available Leaders

All Austrian Leaders per 7.415, EXCEPT already assigned or arriving as Reinforcements:

Großherzog Karl von Lotharingen (C)
Feldmarschal Fürst von Batthyany (M)
Feldmarschal Graf von Traun (M)

SAXON REINFORCEMENTS

1: Hilf-Korps: Received per special scenario instructions. May be placed anywhere in Saxon Core territory that does not contain a Prussian unit.

Karabinier Regiment
Kürassier-Regiment Königlicher-Prinz
Kürassier-Regiment von Nostitz
Kürassier-Regiment Sachsen-Gotha
Kürassier-Regiment von Promnitz
Kürassier-Regiment von Maffey
Dragoner Regiment Sonderhausen
Dragoner Regiment von Schlichting
Dragoner Regiment Sonderhausen
1.-2. Bataillon I Garde Regiment
2. Bataillon II Garde Regiment
1.-2. Bataillon Fußregiment Prinz Xavier
1.-2. Bataillon Fußregiment von Frankenburg
1. Bataillon Fußregiment Königin
1. Bataillon Fußregiment Sachsen-Weißenfels
1. Bataillon Füsiliere Regiment von Schönburg
1. Bataillon Fußregiment von Kosel
1. Bataillon Fußregiment von Allnpeck
2. Bataillon Fußregiment von Römer
2. Bataillon Fußregiment Sulkowski
2. Bataillon Fußregiment von Brühl
Ulhan Pulk Beldowsky (DP)
Ulhan Pulk Rudnicki (DP)
Ulhan Pulk Ulan Cossack (DP)
1.-3. kombinierte Grenadier-Bataillon (DP)
Sachse Artillerie Regiment (2 Batteries)

Auxiliaries:

Frei-Companie Sorauer
Sachse Pioniertruppe (pioneer/sapper)

Leader:

J.A. II Herzog zu Sachsen-Weißenfels (M)

2: Land-Korps: Received in the Administrative Phase of any Turn after the Saxon Hilf-Korps has been received, during which a Prussian unit entered Saxon Core territory. May not leave Saxony.

Abteilung A (Column HQ): Place at Dresden

Garde du Corps x2 counters
Kürassier-Regiment von Minckwitz
Chevaux-Léger Regiment Rutowski
1. Bataillon II Garde Regiment
1.-3. Bataillon Leibgrenadiere Regiment Garde
Schweizergarde Regiment
1. Bataillon Fußregiment Sulkowski
1. Bataillon Fußregiment von Brühl
2. Bataillon Fußregiment von Kosel
2. Bataillon Fußregiment Königin
4. kombinierte Grenadier-Bataillon (DP)

Auxiliaries

Frei-Companie Grenadier

Leader

General von Bose zu Wittenberg (G)

Abteilung B (Column HQ): Place at Leipzig

Leib-Kürassier Regiment
Dragoner Regiment von Pirch
Dragoner Regiment Arnstadt
1.-2. Bataillon Fußregiment Stolberg-Roßia
1.-2. Bataillon Fußregiment Bellegarde
1. Bataillon Fußregiment von Römer
1. Bataillon Fußregiment von Neise-Müschel
2. Bataillon Fußregiment Sachsen-Weißenfels
2. Bataillon Füsiliere Regiment von Schönburg
2. Bataillon Fußregiment von Allnpeck
5.-6. kombinierte Grenadier-Bataillon (DP)
Sachse Belagerungsartillerie (2 SPs)

Leader

Generallieutenant von Rochow (G)

Note: The existence of these troops was one of the reasons why Frederick never seriously considered retreating through Saxony.

3: September: Place in Garrison in any Saxon Core Fortification:

1.-2. Bataillon Kreis-Regiment Schlichting
1.-2. Bataillon Kreis-Regiment von Ragouski
1.-2. Bataillon Kreis-Regiment von Pflügk
1.-2. Bataillon Kreis-Regiment von Bruchting

Note: Militia finally called up

4: October: Add to Land-Korps

Chevaux-Léger Regiment Sybilisky
Chevaux-Léger Regiment Prinz Karl
Chevaux-Léger Regiment Prinz Albert

Note: Arrived (through Prussian territory!) from Poland.

Saxon Leader Reinforcements

When the Saxon Land-Korps is placed on the map also place at Dresden **(SK/3/Torgau/SE6):**

August III Prinz von Sachsen und König von Polen (R)

Remaining Leaders per 7.617 sent to the Officers' Mess

Note when adding to the Officers' Mess that the following should be kept out as needed elsewhere:

J.A. II Herzog zu Sachsen-Weißenfels (M)
General von Bose zu Wittenberg (G)
Generallieutenant von Rochow (G)

PRUSSIAN STARTING FORCES

These are divided into two groups:

A: The three armies engaged in the invasion of Bohemia, together with their artillery and auxiliaries.

B: The various garrison detachments. These cannot be used unless the Hapsburg player enters their region, in which case they may at once be placed in any fortification.

A: Invasion Armies

1: At Kuhnicht (SK/4/Glogau/SW8)

Armee des König von Preußen (Grand Army HQ)

Grenadier-Garde-Bataillon
 2.-3. Bataillon IR No.15 Regiment-Garde
 Ständig Grenadier Bataillon Byla
 1.-2. Bataillon IR No.1 Glasenapp
 1.-3. Bataillon IR No.3 Alt-Anhalt
 1.-2. Bataillon IR No.11 Holstein-Beck
 1.-2. Bataillon IR No.13 Trucheseß
 1.-2. Bataillon IR No.18 Derschau
 1.-2. Bataillon IR No.19 Margraf Karl
 1.-2. Bataillon IR No.20 Graevenitz
 1.-2. Bataillon IR No.21 Marwitz
 1.-2. Bataillon IR No.23 Sydow
 1.-2. Bataillon IR No.25 Kalckenstein
 1.-2. Bataillon IR No.26 Kleist
 1.-2. Bataillon IR No.35 Prinz Heinrich Füsilere
 1.-2. Bataillon IR No.36 Münchow Füsilere
 Garde du Corps (1/2)
 Leibregiment zu Pferde
 Leib-Carabiniers
 Regiment Gensd'armes
 Regiment zu Pferde Prinz Eugen
 Regiment zu Pferde Prinz von Preußen
 Regiment zu Pferde Bredow
 Bayreuth Dragoner x2 counters
 Dragoner Regiment Schulenburg
 Dragoner Regiment Posadowsky
 Grenadier-Bataillon Kleist (DP)
 Grenadier-Bataillon Pfuhl (DP)
 Grenadier-Bataillon Winterfeldt (DP)
 Grenadier-Bataillon Düring (DP)
 Grenadier-Bataillon Saldern (DP)
 Grenadier-Bataillon Sydow (DP)
 Grenadier-Bataillon Bolstern (DP)
 Grenadier-Bataillon Diersfort (DP)
 Grenadier-Bataillon Kanitz (DP)
 Grenadier-Bataillon Puttkamer (DP)
 Preußisches Husaren-Corps (Grüne Husaren) (DP)
 Leib-Husaren Regiment (Rote Husaren) (DP)
 Husaren Regiment Dieuri (DP)
 1. Bataillon Feld-Artillerie Regiment (3 Batteries)

Auxiliaries:

1.-2. Kompanie Jäger-Corps zu Fuß
 Feldjäger-Corps zu Pferde
 Preußischer Pontonier Korps
 Preußischer Ingenieur Korps

Leader:

Friedrich II König im Preußen (R)

2: At Bautzen (4/Glogau/SW7)

Armee von Böhmen (Army HQ)

1.-2. Bataillon IR No.7 Bredow
 1.-2. Bataillon IR No.8 Anhalt-Zerbst
 1.-2. Bataillon IR No.17 La Motte
 1.-2. Bataillon IR No.22 Alt-Borcke
 1.-2. Bataillon IR No.24 Alt-Schwerin
 1.-2. Bataillon IR No.30 Jeetze
 1.-2. Bataillon IR No.37 Camas Füsilere
 1.-2. Bataillon IR No.39 Braunschweig Füsilere
 Ständig Grenadier Bataillon Ingersleben
 Regiment zu Pferde Prinz Friedrich
 Dragoner Regiment Bißing
 Dragoner Regiment Nassau
 Dragoner Regiment Alt-Württemberg
 Grenadier-Bataillon Reibnitz (DP)
 Grenadier-Bataillon Wedell (DP)
 Grenadier-Bataillon Hauß (DP)
 Braune Husaren Hussar (DP)
 Husaren Regiment Hallasch (DP)

Auxiliaries: None

Leader:

FM Erbprinz Leopold von Anhalt-Dessau (M)

3: At Glatz (4/Glogau/SE11)

Armee der Schlesien (Army HQ)

1.-2. Bataillon IR No.2 Roeder
 1.-2. Bataillon IR No.4 Groeben
 1.-2. Bataillon IR No.31 Doßow
 1.-2. Bataillon IR No.40 Sachsen-Eisenach Füsilere
 1.-2. Bataillon IR No.41 Bevern Füsilere
 1.-2. Bataillon IR No.45 Doßow Füsilere
 Regiment zu Pferde Buddenbrock
 Regiment zu Pferde Geßler
 Regiment zu Pferde Jung-Waldow
 Regiment zu Pferde Alt-Waldow
 Dragoner Regiment Sonsfeld
 Grenadier-Bataillon Stangen (DP)
 Grenadier-Bataillon Byla (DP)
 Grenadier-Bataillon Trenck (DP)
 Weiße Husaren (DP)
 Husaren Regiment Bandemer (DP)
 Preußischer Belagerungartilleriezug (3 SPs)

Auxiliaries

1.-2. Battalion Regiment Pionniers Walgrave Regiment
 Pionniers Walgrave Sappeur Kompanie

Leader

FM Kurt Christoph Graf von Schwerin (M)

B: Garrison Area Forces

May not be placed until the Territory they are located in is invaded (immediate placement).

1: In any fortifications in Silesia

Abteilung A (Column HQ)

1.-2. Bataillon IR No.28 Alt-Dohna
1.-2. Bataillon IR No.29 Jung-Borcke
1.-2. Bataillon IR No.38 Jung-Dohna Füsilier
1.-2. Bataillon IR No.42 Margraf Heinrich Füsilier
1.-2. Bataillon IR No.46 Alt-Württemberg Füsilier
Garnison Regiment No.5 Thümen
Garnison Regiment No.6 Stechow
Dragoner Regiment Jung-Möllendorff
Grenadier-Bataillon La Motte (DP)

Leader:

Generallieutenant von Marwitz (G)

2: In any fortifications in Brandenburg, Magdeburg, Anhalt, or Crossen

1.-2. Bataillon IR No.9 Leps
1.-2. Bataillon IR No.10 Anhalt-Deßau
1.-2. Bataillon IR No.27 Prinz Leopold
1.-2. Bataillon IR No.34 Prinz Ferdinand
Garnison Regiment No.4 Weyher
Dragoner Regiment Alt-Möllendorff x2 counters
Dragoner Regiment Thümen
Grenadier-Bataillon Jäger (DP)

3: In Potsdam

Placed when enemy adjacent (a highly unlikely event!)

Leib-Garde Bataillon (1. Bataillon IR No.15)
1.-2. Bataillon IR No.47 Prinz Georg Füsilier

Available Leaders

All Prussian Leaders per 7.415, EXCEPT these (already assigned);

Friedrich II König im Preußen (R)
FM Erbprinz Leopold von Anhalt-Dessau (M)
FM Kurt Christoph Graf von Schwerin (M)
Generallieutenant von Marwitz (G)

Notes and Comments:

The only significant change in the initial forces was to place the Observation Corps on the map, rather than as an arrival. One reason was to allow it the choice of reinforcing Prague (as was the historic case) or to maintain its strength pending the arrival of the main Hapsburg army. The other was to give the Hapsburg player *something* to do as the 70,000 Prussians converged on Prague!

A number of small Hapsburg detachments have been added, these being forces that could be used to defend against early Prussian attacks south of Prague.

By mutual consent (but encouraged) the Prussian player is given some choice in creating grenadier battalions but is governed by the rule in the Prussian Handbook (reprinted here for convenience):

P.4.32 Having large numbers of DP Grenadier Units in play has a negative effect on Prussian Line Infantry Class Unit CE:

- If over TEN (>10) such Units are currently Formed (in either role) or currently eliminated (not merely Unformed), all Prussian Line Infantry Class Units have their CE reduced by ONE (-1) to a minimum of E. This is in addition to any other modifier(s).
- If over TWENTY (>20) such Units are Formed (in either role) or currently eliminated (not merely Unformed), all Prussian Line Infantry Class Units have their CE reduced by TWO (-2) to a minimum of E. This is in addition to any other modifier(s).

The actual number active during the campaign was 18 (some sources say 16) and at least two were active elsewhere. That means that the Prussian player is at the maximum possible without additional penalties. *However* the Prussian player does have the following choices:

- Keep in play the existing number with a penalty of -1, or;
- Eliminate any eight (8) and also the penalty, or;
- Add all of the remaining eight (8) battalion counters, increasing the penalty to -2 (note that this assumes the 1745 arrivals are present).

Order of battle purists should note that these battalions have been assigned at random. Frederick was already using them and their ambitious young commanders as assault troops, the inevitable result being that very few retained their original name!

The only useful detailed account is unfortunately written in ponderous German Gothic script and unavailable online.

DER ZWEITZER SCHLESCHISHE KREIG 1740-1742
(Prussian Official History)

Unfortunately the far more readable Austrian Official History stopped being produced when World War One broke out (and unlike the Prussian one, was not continued in this century) – this campaign was not covered.