

# **Dragoon™**

## **The Battles of Frederick the Great**

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# 1.0 INTRODUCTION

*Dragoon* is an historical strategy game intended to recreate the feel of the 18th-century battlefield in an authentic manner. The battle maps are based on the most accurate maps and narrative descriptions available, and the orders of battle are as complete and historically accurate as possible.

If you are new to historical wargaming, or have played only computer wargames in the past, some elements of this game may take you by surprise. Probably the first thing you'll notice is that the game doesn't operate in a strict "first me, then you" sequence of play where each player moves and fights his entire army at once. Instead, the game is played on a leader-by-leader basis. That is, first one leader and all of his attached units take a turn, followed by another leader (which may belong to the other player), and so on until all leaders and units have taken a turn. We do this not just to be clever, but to recreate *in a playable, enjoyable format* the dynamic flow of a battle of this period. This system also, and perhaps more importantly, emphasizes the abilities and efforts of the various individual leaders, making *Dragoon* primarily a game about leadership.

These rules are organized to follow the Sequence of Play. Since the game is very phase-oriented, this makes it easy for you to use the rules while you play. If you're unsure of the interface used to conduct the 1st Fire Phase, for example, you can easily look up "1st Fire Phase" under "Action Phase" (Section 4.4, the heart of the rules) and find out with a minimum of fuss.

Finally, thank you for purchasing this installment of *Dragoon*. We hope it provides you with many hours of enjoyment.

## 1.1 GAME SCALE

Each hex on the map equals 150 yards. Each Infantry unit is a Battalion. Each Cavalry unit is 2-3 squadrons. Each artillery unit is a battery of up to 15 guns. Each turn equals 15 minutes.

## 1.2 GRAPHICS AND GENERAL INTERFACE

In addition to the large map window occupying the right two-thirds of the screen, the *Dragoon* play screen provides two columns of buttons along the left-hand side of the screen. The left-most of these are informational in nature, while the right-hand buttons are for performing actions during a movement phase. (For a description of the "File Menu" see the "Quick Start and Installation Guide" that came with your *Dragoon* disks.)

### The Info Buttons (from top to bottom)

- 1) Show Active Leader's Radius: Highlights the Command Radius of the active leader. Leaders can only command units that are within this range.
- 2) Show Active Leader's Units: Highlights every combat unit attached to the active leader. Leaders can only command units that are attached to them (with a few exceptions).
- 3) Show Deferred Leaders: Highlights friendly deferred leaders.
- 4) Show Disrupted Units: Highlights every friendly unit that has a Disruption level greater than 5.
- 5) Show Shaken Units: Highlights every friendly unit that has a Morale level of 5 or less.
- 6) Show Finished Units: Highlights every friendly unit that has undertaken an Action Phase this turn. Units can only undertake an Action Phase once per turn.
- 7) 25: Zoom Out to view the map at 25% of its normal size.
- 8) 100: View the map at 100% of its normal size.
- 9) 400: View the map at 400% of its normal size.

### The Action Buttons (from top to bottom)

- 1) Turn Left: The selected unit will turn to its left (not your left, necessarily).
- 2) Turn Right: The selected unit will turn to its right.
- 3) Make Top Unit: The selected unit will become the Top unit in a stack.
- 4) Recover Disruption (Drum): The selected unit will attempt to lose Disruption Levels. The cost is Movement Points.
- 5) Change Formation (Row of Soldiers): The selected unit will change formation.
- 6) Rally (Flag): The selected leader can attempt to rally his sub units within his range.

- 7) Charge (Crossed Swords): The selected cavalry unit will launch a charge.
- 8) Disengage: The selected unit will move out of an enemy's Zone of Control.
- 9) Prussian Assault Move: The selected Prussian infantry unit (not light infantry) will launch an Assault Move.

## Menus

Battle Stats: Shows scenario information.

- 1) Name of Scenario
- 2) Current turn
- 3) Withdrawal Level for each side: The battle ends when either side reaches this % of casualties.
- 4) % of army remaining for each side.
- 5) Charge Disruption Modifier for each side: Extra disruption modifier per hex for cavalry units conducting a charge. The modifier may be different for each side.
- 6) Objective Points: How many points each side currently possesses for the control of Victory Objectives.

Controls: Allows you to set preferences, as follows.

- 1) Animation Speed. This ranges from None to Super Fast.
- 2) Scrolling Speed: This ranges from None to Super Fast.
- 3) Show Dead Guys: When units take losses, battle carnage will appear in the hex.
- 4) Sound and Music: Turn sound and/or music on or off.
- 5) Auto-Rally: When the Rally action is selected, Auto-Rally gives you the option to have the highlighted leader automatically attempt to Rally all eligible units up to the selected level. For example, if you set Auto-Rally to 6, the leader will Rally all eligible units that have a morale level below 6. An additional option allows you to select only units not in an enemy zone of control for auto-rallying (since these units require 2 Rally Points to rally).
- 6) Facing Changes: Normally when you select an adjacent hex during movement, the highlighted unit will automatically change its facing *and* move into the selected hex. Using this option you can make it so that a click on an adjacent hex will only change the unit's facing. The unit will face the selected hex but will not enter it unless it is already facing it.
- 7) Fog of War: Gives you less information about enemy units.

Help: Allows you access to these "Rules."

## Messages

The message box (in the top-center of the screen) keeps you abreast of the action. It shows casualties, disruption recovery and rally attempt results, etc. It will also tell you why certain actions won't work, such as "Not Enough Movement Points." The "Prev" button allows you to go back and look at previous messages, in case you missed something.

## Units, Terrain and Objectives

Objectives: A Victory Objective is a large red or blue flag. Red Flags are controlled by Army B (Austria in most battles) while Blue Flags are controlled by Army A (Prussia). Right-click on an objective to view its details.

Units: Left-click on a unit to select it. A selected unit's stats are shown in the upper-right corner of the

screen. To view a unit's stats in more detail, right click on the unit. From this unit stats screen, you can select "Terrain and Objectives" to view the terrain this unit occupies and any victory objectives therein. If the hex you select is a stacked hex (there is more than 1 unit in the hex), a dialogue box will appear asking you to select which unit for viewing/selecting.

Terrain: Right-clicking on an empty hex brings up information regarding the terrain type in the hex along with any Victory Objectives therein. Terrain/Objectives can also be viewed from any unit stats screen by clicking on "Terrain and Objectives."

### **Animation and Unit Graphics**

You can quickly judge the size of a unit by the number of figures used to represent it on the map. The largest unit size for infantry is 8 figures aligned in two rows. The largest unit size for cavalry is 4 figures. These units represent greater than 700 men for infantry and 400 men/horses for cavalry. The largest unit size for light infantry is 4 figures. As any of these units take casualties, the number of figures used to represent them grows smaller. This way, you can tell at a glance the relative sizes of all the units on the map.

Also note that an undisrupted infantry unit's firing animation appears as a massed volley of fire. That is, all the muskets are firing at once. A heavily disrupted unit's firing animation, however, will be more sporadic, indicating a unit that is out of sync and firing at will in the heat of battle.

Any unit that is the target of fire will have its hex marked with "smoke." The size of the smoke cloud increases with the number of units targeting that hex. Clicking on a smoke hex during a Review Phase, shows the result of the attack on that hex.

When there is more than one unit in a hex, that hex is additionally marked with a "battle flag." You will note that different stacking combinations (leader with infantry, infantry with artillery) produce different styles of flags.

## **1.3 GENERAL GAME CONCEPTS**

### **Disruption Check**

Whenever a Disruption Check is called for, a 1-10 die roll is compared to the checking unit's Quality Rating. A modified roll less than or equal to the unit's Quality results in a successful check and no further action is taken. A modified roll greater than the unit's Quality causes the unit to gain Disruption equal to the amount by which the unit failed the check. (*Example: The unit needs a 6 to pass. It rolls a 10. The unit gains 4 Disruption Points.*)

### **Morale Check**

A Morale Check is exactly like a Disruption Check except that a failed check results in the unit losing Morale points instead of gaining Disruption.

### **Hits**

Damage to units from fire combat and assault is taken in "hits." Each hit is equal to at most about 25 men. Very often Morale and Disruption Checks are negatively modified by the number of hits taken by a unit.

### **Sub Units**

The term "Sub" refers to subordinate. All units (except artillery) are attached to a specific leader. Those units are said to be "sub units" of (subordinate to) that leader.

### **Side A and Side B**

In the scenarios that came with your copy of *Dragoon*, the Prussians are always "Side A" while the non-Prussian side is always "Side B."

## **2.0 SEQUENCE OF PLAY**

**Note:** Each phase in which combat takes place (Bombardment Phase, 1st Fire Phase, etc.) is followed by

a "Review Phase" in which the player can review the results of combat. Every attacked hex is marked by a smoke cloud. Click on the smoke to view combat results. Select "Review" to see a list of combat messages for the phase. The Review Phase ends immediately after viewing or skipping the combat messages.

#### **A) Bombardment Phase**

Players of both sides conduct artillery fire. Any Artillery unit that fires may not move this turn.

#### **B) Command Turn Phase (once per hour: Turns 1, 5, 9, 13, etc.)**

Both players parcel out their Overall Leader's (OA) Subordinate Points to any friendly leaders within their OAs' radii. The effects of these points remain in effect until the next Command Turn Phase.

#### **C) Command Phase**

Deferred Leaders are activated and Leader Initiative is determined.

#### **D) Activation Phase**

The Leader with the Initiative (determined in C) takes an Activation Check. If successful, conduct an Action Phase (E) for this Leader. If unsuccessful, the Leader is finished for the turn and is taken out of the pool of leaders still eligible to undertake Initiative/Activation Checks this turn. Go to C to find the next Initiative Leader, if any are left. If no Leaders remain to be Activated the turn is over.

#### **E) Action Phase**

Each Action Phase is subdivided into the following steps, which are followed in sequence.

##### **1) 1st Fire Phase**

Active Units may fire at adjacent enemy units. Any units that fire may not move this turn.

1) Plot Fire.

2) Review Phase: Each fired on hex is marked with a "Smoke" symbol. Click on the smoke to see the results of fire.

3) Withdrawal Phase: Any units that must Retreat or Rout due to fire do so. This is automatic and is handled by computer. There is no Advance during 1st Fire Phase.

##### **2) Movement Phase**

Active units may move and perform actions.

##### **3) Defensive Fire Phase**

Inactive enemy units may fire at adjacent **ACTIVE** units. This follows the same procedure as "1st Fire Phase."

##### **4) 2nd Fire Phase**

Active units that moved may fire.

1) Plot Fire

2) Review Phase

3) Withdrawal Phase

4) Advance Phase: Any Active units that have enemy units retreat or rout from their ZOCs may advance into the vacated hex.

##### **5) Assault Phase**

Any Active units adjacent to an enemy unit may attack. Any Cav unit that Charged in the movement phase must attack.

1) Plot Attacks

2) Review Phase

3) Withdrawal Phase

4) Advance Phase: Any Active units that have enemy units retreat or rout from their ZOCs may advance into the vacated hex. Cavalry Pursuit occurs here.

##### **F) End of Action Phase**

If any leaders remain who have not checked for Initiative/Activation, go to Step C and conduct an Action Phase for each Leader who passes his Activation Check. If there are no leaders left, go to G.

##### **G) Pursuit/Rout Phase**

Pursuing and fleeing cavalry and all routed units move.

## **3.0 UNITS**

Each army in the game is made up of a number of units. These units are of several basic types:

**Infantry:** Line Infantry and Grenadiers

**Light Infantry:** There is only one type of Light Infantry.

**Cavalry:** Cuirassiers, Dragoons, Hussars and Cossacks.

**Artillery** Light, Medium and Heavy.

**Leaders** Overall (OA) Commanders, and Corps Commanders.

The rules governing the behaviors of the various unit types and sub types differ, i.e., Line Infantry uses slightly different fire modifiers than Grenadiers, etc.

**INFANTRY** units have the following attributes:

**Name**

**Nationality** Prussian, Austrian, Saxon

**Type** Line or Grenadiers

**Attachment** The Leader this unit is attached to.

**Strength** The number of men in a unit

**Morale** A number from 0-10. 10 is the highest morale level.

**Disruption** A number from 0-10. 10 is the highest level of Disruption.

**Quality** Green (4), Trained (5), Veteran (6), or Elite (7). Each Quality Level relates to a number as shown. Used for Morale and Disruption Checks.

**Regimental Guns** A number from 0-2. The number of light cannon attached to this unit. Each gun increases the firepower of a unit. These represent 1-3 pdr cannon.

**Formations:** Line, Column, Square and Rout. Infantry may fire and assault.

**Graphic Icons:** A two-tiered line of soldiers with muskets in firing position (line formation) ; or a two-tiered column of soldiers with shouldered muskets (column formation). Grenadiers are similar except that they have pointy hats (as opposed to line infantry's tri-corns). There are also Square Formation and Rout icons.

**LIGHT INFANTRY** units have the following attributes:

**Name**

**Nationality** Prussian, Austrian, Saxon

**Strength** The number of men in a unit

**Morale** A number from 0-10

**Disruption** A number from 0-10

**Quality** Green, Trained, Veteran, or Elite

**Regimental Guns** A number from 0-2

**Formations:** Normal and Rout

**Graphic Icons:** Kneeling soldiers.

**CAVALRY** units have the following attributes:

**Name**

**Nationality** Prussian, Austrian, Saxon

**Type** Cuirassier (heavy), Hussar (light), Dragoon (medium)

**Current Attachment** The Leader this unit is attached to.

**Strength** The number of men in a unit

**Morale** A number from 0-10

**Disruption** A number from 0-10

**Quality** Green, Trained, Veteran, or Elite

**Formations:** Line, Column, Rout. Cavalry may Charge (assault) and may not fire.

**Graphic Icons:** A line of mounted soldiers (line formation) ; or a column of mounted soldiers (column formation). Cuirassiers and Dragoons use the same icons. Hussars have a completely different look, distinguished by the tall, fuzzy hats. There is also a Charge icon for all Cavalry types. This is used for

both Charging and Countercharging.

**ARTILLERY** units have the following attributes:

**Name**

**Nationality** Prussian, Austrian, Saxon, Russian

**Type** Light (6pdr), Medium (12pdr), Heavy (24pdr)

**Number of Guns** The number of guns in a unit

**Morale** A number from 0-10

**Quality** Green, Trained, Veteran, or Elite

**Formations:** Limbered, Unlimbered and Rout.

**Graphic Icons:** A cannon ready for firing (unlimbered); or a horse-drawn cannon (limbered). Light, medium and heavy artillery differ from one another in both size and color.

**OVERALL LEADERS** have the following attributes:

**Name**

**Nationality**

**Command Rating** This is used to determine Initiative and Activation.

**Command Radius** This is used to determine which subordinate (sub) units and Leaders are within this Leader's Range.

**Sub Rating** This is used during Command Turns to add to a Leader's (or more than one Leader's) Command Rating.

**Graphic Icon:** A single mounted figure.

**LEADERS** have the following attributes:

**Name**

**Nationality**

**Command Rating** This is used to determine Initiative and Activation.

**Command Radius** This is used to determine which sub units and Leaders are within this Leader's Range.

**Graphic Icon:** A single standing figure.

All Leaders and Overall leaders have no formations.

### 3.1 ZOCs (Zones of Control)

**OVERVIEW:** Every sub unit in the game exerts a Zone of Control. This ZOC extends into the sub units' *front* hexes only.

1) Ldrs, Routed Units, Limbered Artillery and INF in Column and CAV in Column have no ZOC. Pursuing and Fleeing Cavalry have no ZOC.

2) Units must cease movement immediately upon entering an enemy ZOC.

3) Cav units may not initiate Pursuit if in an enemy ZOC. Pursuing Cavalry may not enter an enemy ZOC. (See Pursuit Rules.)

4) Units may voluntarily leave an enemy ZOC only by "backing" out of it. (Exception: Advance) This is called Disengagement.

5) Artillery may never exit an enemy ZOC.

6) Ldrs may not enter an enemy ZOC alone. They may enter an enemy ZOC if a friendly sub unit currently occupies the hex within the ZOC. Ldrs may exit an enemy ZOC freely.

7) Non-artillery units may only fire at enemy units that currently occupy their ZOCs during a Fire Phase.

### 3.2 LOS (Line of Sight)

This mainly applies to artillery units and who they can fire at. Basically, artillery cannot fire at units that are behind blocking terrain (hills, woods, towns) or other units. These units are said to be out of the artillery unit's line of sight. Artillery at an elevation higher than intervening obstacles can fire over those obstacles. Artillery at lower elevations can only fire into the first hex of a higher elevation, and vice versa.

## 4.0 RULES OF PLAY

### 4.1 BOMBARDMENT PHASE

During this phase, artillery units of both sides may fire at enemy units. Any artillery unit that fires in this phase may not move this turn. A target of artillery fire takes a Morale Check and a Disruption Check in addition to taking casualties.

#### Interface

Select the artillery unit to fire, then select its target. A cloud of smoke will appear on the target hex. When **BOTH** players are done, select "Finished Targeting" to view the results.

### 4.2 THE COMMAND TURN PHASE

Each Leader in the game has a Command Rating (CR) and a Command Radius (Radius). During the Command Phase, the CR is used for both Initiative Determination and leader Activation. Overall (OA) Leaders have an additional Rating: Subordinate Rating (SR).

There are two types of Leaders: Corps Leaders and Overall Leaders (referred to as OA). Each Corps leader commands a number of subordinate battalions called Sub Units. **When a Corps leader is Activated, only the Sub Units he currently commands may perform actions.** All units, including Corps Leaders, are subordinated to OA.

#### THE COMMAND TURN

Every fourth turn (i.e. every one hour) is known as a Command Turn. Each Command turn has a special Command Phase in which OA parcels out additional command points to his subordinate commanders. The Command Turn occurs on Turns 1, 5, 9, 13 etc.

Each OA in the game has three Ratings: His Command Rating which he uses for his own Initiative determination and Activation; a Subordinate Rating, which he uses to parcel out command points to subordinate Commanders during a Command Turn; and a Command Radius.

#### The Subordinate Rating

As the first action of the Command Phase of a Command Turn, each player's OA uses his full Subordinate Rating to confer additional Command Points to his subordinate commanders within OA's Radius. The player can split the Sub Rating however he likes (A sub rating of 3 may be given to a single leader taking all 3 command Points, or to up to 3 leaders each taking one additional Command Point). Sub Points may only be given to leaders within the OA's radius.

Sub Points are used to increase the CR's of the Leaders receiving them. (A CR leader of 3 receiving from OA 2 Sub Points is now a CR leader of 5 until the next Command Turn). Once Sub points are allotted, the beneficiaries of the points use their new Command Ratings for all purposes until the next Command Turn.

Any OA who begins a Command Turn adjacent to an enemy unit may not issue Sub Points.

If 75% or more of a Corps Leader's sub units are adjacent to enemy units, then that Corps Leader is not eligible to receive Sub points. Additionally, that Corps leader is automatically Activated, although he uses his CR normally for the purposes of Initiative Determination.

When a Corps Leader's entire command is in column formation, he has a 100% chance of Activation

during the Activation Phase. He may still receive Sub Points to be used for Initiative determination, but there will be no effect on his Activation.

## THE COMMAND TURN INTERFACE

The Command Turn Phase is a "joint" phase. That is, both players participate in it. When one player is finished parceling out his OA's sub points, the second player then does likewise.

A side's OA Leader is highlighted in red. Every friendly Corps capable of receiving Sub Points is highlighted in yellow. If the Corps Leader is outside of OA's Command Radius, his yellow highlight appears dashed. Such a Leader cannot receive Sub Points this turn.

To issue Sub Points to a Corps Leader, first click on your OA (he's the leader on the horse) to highlight your leaders as above. Then click on an eligible Corps Leader. A dialogue box will appear. Type in the number of Sub Points you wish to give to this leader, then press Okay.

In 2-player games, make sure your opponent has an opportunity to issue Sub Points before selecting "End Phase." Selecting "End Phase" ends the Command Turn.

## 4.3 COMMAND PHASE AND LEADER ACTIVATION

### THE COMMAND PHASE

**Initiative Determination:** The Leader with the highest Command Rating on the board (as modified by the receipt of Sub Points) is selected by the computer for an Activation Check based on the leader's CR. (In the case of ties, the Prussian leader is activated first. In the case of a Prussian-to-Prussian tie, the leader closest to the Prussian OA goes first.)

**Deferment:** Any leader who is determined to have the Initiative (the currently highest CR on the board among all leaders who have not yet been activated) may defer his Activation Check until later in the turn.

Anytime a side has a deferred leader, the message "Activate Deferred Leader?" appears for that player, or for both players if both side have deferred leaders.

- 1) If a player answers yes, then he may select one of his Deferred leaders. The other player does the same. The Deferred Leaders will be highlighted in purple. Click on one to select him.
- 2) If both player chose to activate a deferred leader, then the selected Deferred leader of each side is compared one to the other for the purposes of Initiative Determination, and the leader with the highest CR then undergoes an Activation Check.
- 3) If only one player chooses to select a deferred leader for Activation, then that leader automatically has the Initiative and undergoes an immediate Activation Check.

### ACTIVATION PHASE

Once a Leader is determined to have the Initiative, it undergoes an Activation Check. Each point of a Leader's CR is equal to a 10% chance of Activation. (A CR of 4 = 40%).

If the unit being checked is a Corps Leader who received Sub Points from OA during the last Command Turn Phase, then this bonus CR is applied to this Activation Check also.

- 1) If 75% or more of a Corps Leader's sub units are adjacent to enemy units, then that Corps leader will be automatically Activated.
- 2) When a Corps Leader's entire command is in column formation, then that Corps Leader will be automatically Activated.

### ACTIVATION ATTEMPT RESULTS

**Failure:** If a leader fails an Activation Check, he is done for the turn and can take no further action in the Command Phase or for the rest of the turn.

**Passage:** If a leader passes his activation check, then each of that leader's sub units within the Leader's Radius *at the instant of the Activation Check* may engage in that Leader's Action Phase. No

other units may take part in this Leader's Action Phase.

## OA ACTIVATION

The OA is activated normally using his CR for Initiative Determination and Activation. All units are considered Sub Units of OA. Sub Units are not attached to OA's command, however. Instead, he may automatically command any unit within his Radius - **if** the unit in question has not already undertaken an Action Phase. Sub Units and Leaders may only be Activated once per turn.

## END OF TURN

When an Active leader and all of his sub units have finished a complete Action Phase, then Initiative is once again determined and Activation Checks made for any leaders who have not yet attempted an activation.

**DESIGN NOTE:** A Leader's Command Rating represents the leader's energy and willingness to act. His Radius represents the number of subordinate leaders under his command (most leaders in the game would be considered "Division" leaders; each would have a several brigade leaders below him). It also represents the efficiency of the Overall Leader's staff. The OA's ability to issue Sub Points represents planning and the Corps Leader's use of them his added incentive to act under direct orders.

*Proper use of OA is critical to the player's success in the game. OA's ability to command any previously unactivated unit within his Radius, as well as his ability to Rally any unit, previously activated or not, means that OA should normally be Deferred early in the turn for use at a critical juncture. For example, a player could leave a Corps Leader's second line units unactivated for OA to command later in the turn. Or, if a battle goes particularly poorly, OA can intervene to Rally shaken units before the enemy can get put them to flight. It is also nice to have OA pick up the slack for any Corps Leaders that fail their Activation.*

## 4.4 ACTION PHASE

Every unit in the game is subordinated to a leader (exception: Artillery). When a Leader is Activated all of his sub units are also activated provided they are within the leader's Command Radius. These units, and only these units, may perform actions during the Action Phase. A unit may only participate in one Action Phase per turn.

**Artillery** units are never attached to leaders. Any leader may command an artillery unit within his radius. An Artillery unit outside the radius of a leader may not move. It may fire normally. Artillery may only move once per turn, just like any other unit.

Each Action Phase for each Leader follows the sequence outlined below (1-5).

### 1) 1st Fire Phase

Infantry and Light Infantry may fire at adjacent enemy units. Any unit that fires in this phase may not move in the ensuing Movement Phase.

#### 1st Fire Phase Sequence

- 1) All firing units and targets are selected.
- 2) All fire is executed. Hits are applied.
- 3) Targets of fire take a Morale Check  
(+1 per hit taken. +3 if fired on through a flank hex. +4 if fired on through a rear hex.)
- 5) Retreats and Routs are carried out.

#### Interface

To conduct 1st fire, left-click on an eligible friendly unit. Then, with that unit highlighted, left-click on an eligible enemy unit. A smoke cloud will appear in the target's hex, indicating that that unit is the target

of fire. When finished select "Finished Targeting" to view the results.

*TIP: Before firing, check all of your units that are adjacent to the enemy for high Disruption ratings. Units with very high Disruption don't inflict much damage and are very vulnerable to the enemy. Since Disruption cannot be lost in an enemy ZOC, don't fire these units. Save their movement so they can "Disengage" in the following Movement Phase.*

## 2) Movement

During the Movement Phase, each eligible unit can perform a number of actions. Each of these actions (A-I) is described in detail.

### 2A) Rally

Overview: Once a Ldr has been Activated, he is eligible to Rally his Sub Units. OA can Rally any unit.

Eligibility: Any Sub Unit within the Active Ldr's Radius may be Rallied. Note that a leader can move to put a unit within his radius and make him eligible for rally. This is different from activating a unit when the unit has to be within the leader's radius at the time of activation.

Corps Leader: May Rally any Sub unit within his Radius.

OA Leader: May Rally *any* unit within his Radius.

#### Rally Interface

Once a Leader has been activated he is eligible to Rally his sub units. Click on the Leader, and choose "Rally" from the screen (the "Flag" button). Then select an eligible sub unit from the map. Each click on the sub unit is one chance that the unit's morale will increase by 1. The message box at the top of the screen will inform you of the Rally attempt's success or failure.

Each Rally attempt consumes one leader Rally Point. A leader may attempt to Rally as many units as possible only so long as he has Rally Points remaining.

#### Auto-Rally

If Auto-Rally is in effect (see the "Controls" item in the "Show" Menu), then the selected leader will attempt to Rally all eligible units up to the selected level. For example, if you set Auto-Rally to 6, the leader will Rally all eligible units that have a morale level below 6. He will Rally a unit only until its morale level equals 6, then he will attempt to Rally the next unit. (You can change the level in "Controls" *at any time*.) An additional option in "Controls" allows you to specify whether or not to include units in EZOCs for Auto-Rally. You might want to exclude such units because they require 2 Rally Points for each rally attempt instead of just 1. You may want to rally them manually.

#### Rally Points

The number of Rally Points a leader has available is dictated by the following formulas:

Corps Leader:  $CR \times (\% \text{ of total sub unit strength remaining of all attached units}) \times 2 = \text{Rally Pts.}$  (The CR includes any Sub Rating bonus from the OA Leader.)

Overall Leader:  $(CR \times \% \text{ of total army strength remaining}) \times 2$

The result is the number of Rally Points the Active Leader may issue to his sub units during this Action Phase. Each Rally Point represents 1 chance that the receiving unit may gain 1 Morale Point. (Exception: Units in EZOCs require 2 Rally Points per rally attempt, unless stacked with the leader issuing the points.)

#### Rally Point Distribution

Each time a unit attempts to Rally, one leader Rally Point is consumed. (*Exception: A unit attempting to Rally while in an EZOC requires 2 Rally Points per attempt.*) For each Rally attempt, the unit takes a standard Quality Check. If the check is less than or equal to the unit's Quality (e.g. "4" for a Green unit, out of 10), the unit's morale goes up by 1. If the check is higher than the unit's Quality, there is no effect.

## Repercussions and Restrictions

- 1) Sub Units receiving Rally Points must be within the Active Leader's Radius to whom they are subordinated or within the OA's Radius if the points are being issued by OA.
- 2) No Sub Unit may ever exceed a Morale Level of 10.
- 3) Normally, 1 Rally Point equals 1 chance to increase the Morale Level of the receiving unit. If the Unit is in an enemy ZOC, however, it costs 2 Rally Points to give the unit 1 chance. If the Leader is stacked with the unit in the EZOC, the cost remains 1.

**DESIGN NOTE:** *Once again, a Leader's Radius represents the area of that Leader's influence, taking into account the number of subordinate leaders and the Leader's own energy level. The Command Rating influences how eager a Leader's troops and his subordinate commanders are to observe his petitions., especially when they seem to run contrary to their own best interests. Note that as casualties mount, fewer and fewer Rally Points will be available. Frederick sweeping up a fallen battle flag at Kolin with the cry of "Dogs, would you live forever?" is an example of a Rally attempt at this late stage of a battle. The act, for all its dramatic impact, had no practical effect.*

## 2B) Move

This is the default action. There is no specific command for moving a unit. To move a unit, click on the unit, then click on one of its adjacent front hexes. The unit will move there.

## Procedure

The movement of a unit is traced hex-by-hex by the player left-clicking on either of the two hexes that comprise the unit's front facing (see **FACING** below). The unit immediately moves to that hex, expending the number of movement points (MP) indicated on the terrain chart. Normally a unit may only voluntarily move into one of its **FRONT** hexes. (*Exception: Disengagement.*)

If an adjacent hex is selected that is not a Front hex, the unit will either turn to face the hex (paying the facing movement cost), or face the hex and automatically enter it, depending on your "Controls" setting.

Once a unit has expended all of its MPs, it may move no further. It may still charge, fire, rally and engage in Assault.

An Active unit that enters an enemy ZOC must stop movement. It can move no further for the remainder of the turn.

## Movement Disruption

For each hex entered during Movement in *Line Formation*, the unit takes a Disruption Check. If the unit fails the Check, it will gain Disruption by the amount that it failed. Some terrain types entail a negative modifier to this check. For instance, Prussian infantry entering Brush terrain take a Disruption Check at a +1 disadvantage. The Terrain Chart lists the die roll modifiers. Facing and Formation changes also entail a Disruption Check.

Light Infantry and artillery never gain Disruption Points due to movement. (*Exception: Disengagement.*)

**DESIGN NOTE:** *You will find out after playing the game that Green troops aren't your best bet for moving around in line formation. Basically, these units are for planting in one spot and defending. In real life, low quality troops had an extremely difficult time maintaining any kind of organizational integrity whatsoever after marching only a few steps.*

## Movement Restrictions

- 1) A unit who fires in the 1st Fire Phase may not move.
- 2) Artillery units that fire in the Bombardment Phase may not move.
- 3) Routed Units may not move during the Movement Phase. Routed units move only during the Pursuit/Rout Phase, and when initially Routed.

## 2C) Formation Change

Cavalry, artillery and infantry are the only unit types that may voluntarily change formation. Light Infantry and Leaders may never voluntarily change formation.

- 1) Each change of Formation costs Movement Points (MP).
- 2) INF may never enter Square Formation voluntarily.
- 3) Formation may never be changed voluntarily in an enemy ZOC.

### Interface

Anytime a unit changes formation, it is also, in effect, changing its facing. Changing from column to line not only changes your formation, but alters your facing by 90-degrees. The same is true when changing from line to column.

To change a unit's formation, select the unit on the map, then click the "Formation" button on the screen (a picture of soldiers standing in a line). A dialogue box will appear asking you which direction you would like to face in relation to your current facing, left or right. Make your selection, and the unit will change formation and will face in the direction you selected.

***DESIGN NOTE:** This is one of the most critical aspects of the game and where it gets much of its period flavor and feel. The practice of the day was to march in column parallel to the enemy battle line, then after covering enough ground change to line formation to create a battle line parallel to the enemy. The last 1000 yards or so would be covered by troops in line formation marching directly at the enemy. The hard part is forming the parallel line. You'll just have to practice. Even Frederick had trouble. At Mollwitz, he misjudged the distance he'd need to accommodate his entire army and tried to squeeze them in too little space resulting in the right flank jumble of cavalry and infantry and the left flank getting caught up in the streams to the south. Just keep in mind that you should always strive to march your columns parallel to an enemy and not directly at them.*

### Infantry Formations

Changing from one formation to another costs MPs and entails a Disruption Check.

**Line Formation:** INF in Line may move and/or fire. INF in Line may enter an enemy ZOC. INF in Line always faces a hexpoint (as opposed to a hexside).

**Column Formation:** INF in Column may only move, they may not fire. INF in Column may never enter an enemy ZOC. Columns always face a hexside (as opposed to a hexpoint).

1) Column INF in an enemy INF or LI ZOC automatically assume LINE Formation at the conclusion of any Fire Phase. They then perform as any other unit in Line Formation.

2) Column INF in an enemy CAV ZOC automatically assume LINE Formation at the conclusion of any Assault Phase.

3) Column INF (and all Light Infantry) on roads may change facing at no cost.

**Square Formation:** INF in Square Formation may not move. INF may never voluntarily form Square. It is an automatic function precipitated by a cavalry attack. The procedure for forming Square takes place in the Assault Phase.

1) Whenever an enemy cavalry unit enters an enemy INF unit's Flank hex, that infantry unit undergoes a Quality Check. If successful, the unit enters Square Formation.

2) A unit in an enemy INF or LI ZOC may not form Square.

The Square Check entails a standard Quality Check. The modifiers to this check are listed below.

Modifiers (subtracted/added to the QC Random #):

Enemy Cavalry are Hussars or Cossacks: +3

# of MP's greater than 1 expended by Cavalry to enter its current hex: -n

# of MP's greater than 1 that would be expended by Cav to enter INF's current hex: -n

+1/2 Disruption of Infantry unit

If the final number is less than or equal to the unit's Quality, the unit will form Square.

If the final number is greater than Quality, the unit gains Disruption equal to the amount by which it failed its Check and must accept the Charge in its current formation.

- 1) If the infantry is forced to retreat during Charge resolution, it will Rout instead.
- 2) Artillery stacked with a unit in Square Formation may not fire.
- 3) A unit in Square Formation exerts a ZOC into every adjacent hex. A Square unit may fire into any adjacent hex. Infantry in Square fires at .25 of their normal strength.

**DESIGN NOTE:** *In Frederick's day, square formation, while very impressive on the parade ground, was rarely used in combat. Therefore, in Dragoon, only units with exposed flanks will form square.*

## Cavalry Formations

Changing from one formation to another costs MPs and entails a possible Disruption Gain.

**Line Formation:** Cavalry in Line may move and charge. Cavalry in Line may enter an enemy ZOC. Cavalry in Line always faces a hexpoint. Some hexes are prohibited to Cavalry in Line formation.

**Column Formation:** When in Column formation, cavalry faces a hexside (just like Infantry). Cavalry in Column may never enter an enemy ZOC. Cavalry in Column on roads may change facing at no cost.

## ARTILLERY FORMATIONS

**Limbered:** Artillery may only move when it is Limbered. It may not fire.

**Unlimbered:** Unlimbered Artillery may not move. It may fire. It may change facing.

- 1) An Arty unit that fires during the Bombardment Phase may not move or change facing in the same turn.
- 2) An Arty unit may never exit an enemy ZOC. It may never Retreat, Rout or Advance.
- 3) Limbered artillery on roads may change facing at no cost.

## 2D) Facing Change

Every unit in the game has a facing. Generally speaking, units can only move, fire and charge toward the front of the unit.

- 1) INF in LINE, LI, CAV in Line, and Unlimbered Artillery always face a hexpoint. The two hexes adjacent to the facing hexpoint forms the unit's Front. A unit in line formation has 2 front hexes, 2 flank (side) hexes and 2 rear hexes.
- 2) INF and CAV in COLUMN and Limbered Artillery always face a hexside. Units in column formation have 1 front hex, 4 flank hexes and 1 rear hex.
- 3) INF in SQUARE is considered to be Facing in all directions (i.e., every adjacent hex is a front hex).
- 4) Leaders and Routed Units have no facing.
- 5) A unit may only move into one of the adjacent hexes that comprise its front. (Except for a few special cases. See Disengagement, Retreat and Rout.) Leaders can move into any adjacent hex at no penalty.
- 6) It costs 1 MP for a unit to change its facing for each hexpoint/hexside changed. (Exception: Units in Column or Limbered formation on a road may change facing freely.)
- 7) Facing may not be changed while in an enemy ZOC.
- 8) A change of Facing requires a Disruption Check.
- 9) An unlimbered artillery unit may change facing while unlimbered.
- 10) A unit in Limbered or Column formation and all Light Infantry on a road may change facing at no cost.

## Interface

To change a unit's facing, click on the "left turn" or "right turn" buttons on the screen (these buttons

look like arrows). The selected unit will turn to face that direction. Directions are in relation to the unit. So a right turn would be to the unit's right, not necessarily the player's right.

Additionally, you can select a hex adjacent to a unit and it will either turn to face the hex, or turn to face the hex and enter it, depending on the setting you selected in "Controls."

## 2E) Stacking/Top Unit

Stacking is the occupation of the same hex by 2 units of the same side. Friendly units may never stack with enemy units. Whenever units are stacked, one of the units is always considered to be the top unit. A stacked hex is represented on the map by a flag. Any unit with a flag attached to it is the top unit of a stack. (The flag will be different depending on nationality and the types of units in the stack.) A top unit has a (T) next to its name in the stacked hex dialogue box. Its icon will also appear on the map.

1) Cavalry may only stack with Cavalry. Infantry may only stack with Infantry and Artillery. Light Infantry may only stack with Light Infantry and Artillery. Leaders may stack with any unit.

2) Only two units may ever occupy the same hex at the same time. Any number of Leaders can stack in a hex; they do not count against the 2 unit limit for any unit type.

3) Whenever units are stacked, 1 non-leader unit is considered the TOP UNIT. (1 arty unit may be TOP in addition to 1 INF or LI unit.) Only the TOP unit in a stack may fire/attack and be fired at/attacked. Only Top units defend against cavalry charges and Assault Fire. When an artillery unit is stacked with an infantry unit, both units may fire during any phase in which they would otherwise be eligible to fire. (See "Combat Against Artillery Units.") Non-Top units take Morale Checks when their hex is fired at even though they are not directly involved in combat.

4) Changing the TOP unit causes a Disruption Check for every unit in the hex. When a non-TOP unit moves (and is not Disengaging), every unit in the hex takes a Disruption Check. All Disruption Checks are conducted at a +1 disadvantage when in a stacked hex.

5) Routing units may move through any other unit, regardless of type and stacking limitations. The non-routed stationary unit takes a Disruption check. Routed units may not remain stacked with any other unit however. They continue Rout movement until they find an empty hex.

## Interface

To change the Top unit in a hex, select the "Make Top Unit" button (an arrow pointing up) from the screen while a stacked unit is selected. Then choose which unit to make the new Top unit.

***DESIGN NOTE:** In their original form, the stacking rules were the most complicated in the game. The rules, as finally presented here, represent the culmination of an ever-simplifying evolutionary process. These rules have been developed primarily for simplicity.*

## 2F) Charge (Cavalry Only)

Only Cavalry units may charge. Any Cavalry units that are charged/assaulted in a front will "countercharge." No actual movement takes place, but the cavalry unit is assumed to be charging within the 150-yard limit of the hex it occupies. A Cavalry unit charged/assaulted in a hex other than a front hex does not countercharge. Even though Charge movement takes place during the Movement Phase, Charge resolution does not occur until the Assault Phase.

Charge Range: The maximum Charge Range for all Cav units is 4 hexes. When the "Charge" button (crossed swords) is pushed, every hex in the front facing of the Cav unit is highlighted out to a range of 4. No facing changes are allowed. The Cav unit must end its Charge in one of the **yellow** highlighted hexes. Cavalry units may charge adjacent enemy units as if they were charging at a 1-hex range. No movement is required.

Charge Movement: A Charge move consists of only forward movement through highlighted Charge hexes. No facing changes are allowed, and no other action may be performed. A Charge move ends whenever the Cav unit enters an enemy ZOC (that is, an enemy FRONT hex; it does not have to end a

charge simply because it moves adjacent to an enemy unit in a flank or rear hex).

For each hex of Charge movement, the charging unit must undergo a Disruption Check. This is like a regular Disruption check except the check is further modified by the scenario's "Charge Disruption Modifier." This number is added to each Disruption check in each hex. This number is per side, per scenario, and is set individually for each scenario during its creation. "Battle Stats" (in the Show menu) states each side's Charge Modifier.

**The Charge Button:** Pressing the Charge Button signals a Cavalry unit's intention to launch a charge. This costs 0 MPs, but once pressed a Cavalry unit must move into one of the highlighted hexes as described above. If none of the highlighted hexes is adjacent to an enemy unit, the Charge is canceled; the cav unit is free to move normally if it has any MPs remaining. That is, a unit must be within 4 hexes of an enemy unit in order to launch a charge.

When a charging cavalry unit enters the Front hex of an enemy cavalry unit, the enemy cavalry unit takes a Disruption check just as if it were performing a charge of 1 hex range, including the application of that side's Charge Modifier. This represents the defending cavalry launching a countercharge.

## Interface

To launch a cavalry charge, move a cavalry unit to within 4 hexes of an enemy unit, then push the Charge Button (crossed swords). Then move the cavalry unit just as you would during regular movement, except that the unit must move into one of the red or yellow highlighted hexes. The charge does not end until the cavalry unit enters a red highlighted hex at which time it ends automatically. The Charge will take place during the Assault Phase.

***DESIGN NOTE:** Be very careful of launching charges over great distances. Ideally, you shouldn't charge until you are adjacent to the target, thereby lessening the impact of disruption. The Scenario Charge Modifiers are designed to reflect the doctrine of the time period in which the battle takes place. I try to limit my own charges to 2 hexes max.*

## 2G) Recover Disruption

Instead of actually moving, a unit may expend MPs during a movement phase to recover from Disruption. In order to do this, a unit must be eligible to move (it cannot have fired in the First Fire Phase). The unit must NOT be in an EZOC.

For each MP expended (for each click of the Recover Button), the unit takes a standard Quality Check. If the die roll is higher than the Quality of the unit, there is no effect. If the die roll is less than or equal to the unit's Quality, the unit loses 1 level of Disruption. If the die roll is less than or equal to 1/2 of the unit's Quality, the unit loses 2 levels of Disruption. The die roll modifier for all cavalry units is +1.

Units can use MPs for any combination of Movement and Disruption Recovery. Disruption Recovery is considered movement for all purposes.

## Interface

To recover from Disruption, push the Recover Button (the drum button) while a disrupted unit is selected. Each push of this button costs the selected unit 1 MP. A unit can attempt to recover from disruption up to the limit of its movement allowance.

## 2H) Disengagement

1) LI, INF and CAV can all use Disengagement. The only way a unit can voluntarily exit an EZOC is through Disengagement. When a unit disengages, it will exit the EZOC which usually (but not always) entails moving into the one of its REAR hexes while retaining its current facing. This costs ALL of the unit's MPs. INF and CAV must be in Line Formation to Disengage. A unit can only Disengage if it is currently in an enemy ZOC.

2) A unit cannot use Disengagement if that movement would take it into an enemy ZOC. A unit must have its full MP allotment remaining at the time it conducts Disengagement. A non-LI unit can back up into clear terrain of the same or lower elevation only - it may not back up into any other terrain type or to a hex

of a higher elevation. LI may back up into any terrain type.

3) Disengaging units are subject to possible Disruption.

4) A Leader stacked with a Disengaging unit moves with the unit, unless the stack includes another unit not Disengaging. In this case, the Leader has a choice of moving with the Disengaging unit, or remaining with the stationary unit.

## Interface

To Disengage, select an eligible unit, then push the Disengage Button (an arrow pointing downward [back]). The unit will automatically disengage. If a choice of hexes is available, the player will be given the option of which hex to disengage into. Follow the instructions.

## 2) Assault Move (Prussian Only)

*Prussian* Infantry (not Light Infantry) in Line Formation may claim an Assault Move at the beginning of its Movement Phase. The Prussian player may designate an Assault Move at the beginning of any such unit's move. An Assault move gives Prussian Infantry 2 additional movement points.

1) An Assault Move must end adjacent to an enemy unit.

2) A unit performing an Assault Move may not fire during the 2nd Fire Phase. It may initiate Assault normally

## 3) Defensive Fire Phase

The Defensive Fire Phase gives the Inactive player an opportunity to fire at ACTIVE enemy units. The following explains who can fire at whom during the Defensive Fire Phase.

1) Inactive infantry and light infantry can fire at any enemy unit that just moved or fired in the 1st Fire Phase.

2) Inactive artillery can fire at any adjacent enemy that just moved or fired in the 1st Fire Phase.

These units can fire once during each Defensive Fire Phase.

## Defensive Fire Phase Sequence

1) All firing units and targets are selected.

2) All fire is executed. Hits are applied.

3) Targets of fire take a Disruption Check  
(+1 per hit taken. +2 for Cavalry.)

4) Targets of fire take a Morale Check

(+1 per hit taken. +3 if fired on through a flank hex. +4 if fired on through a rear hex.)

5) Retreats and Routs are carried out.

## Interface

To conduct defensive fire, left-click on an eligible friendly unit. Then, with that unit highlighted, left-click on an eligible enemy unit. A smoke cloud will appear in the target's hex, indicating that that unit is the target of fire. When finished select "Finished Targeting" to view the results.

## 4) 2nd Fire Phase

The 2nd Fire Phase gives moving units an opportunity to fire. Only units that have moved during this Action Phase may fire.

## 2nd Fire Phase Sequence

- 1) All firing units and targets are selected.
- 2) All fire is executed. Hits are applied.
- 3) Targets of fire take a Morale Check  
(+1 per hit taken. +3 if fired on through a flank hex. +4 if fired on through a rear hex.)
- 5) Retreats and Routs are carried out.

## Interface

To conduct 2nd fire, left-click on an eligible friendly unit. Then, with that unit highlighted, left-click on an eligible enemy unit. A smoke cloud will appear in the target's hex, indicating that that unit is the target of fire. When finished select "Finished Targeting" to view the results.

***DESIGN NOTE:** Most games inflict a penalty on units moving and firing in the same turn. In Dragoon, there is no direct penalty. However, a unit firing in the 2nd Fire Phase is very likely to have sustained Disruption from having just moved. Potentially, units moving long distances will be penalized more than units moving short distances.*

## 5) Assault Phase

The Assault Phase gives active units the opportunity to engage the enemy more closely than a standard fire phase. Cavalry charges, designated during the Movement Phase, are also carried out here. The following explains who can attack whom during the Assault Phase.

- 1) Active Infantry (not light infantry) can fire at any adjacent enemy that occupies its front hex. The unit will attack all enemy-occupied front hexes unless that hex is also being Assaulted this phase.
- 2) Charging cavalry will attack every enemy-occupied front hex unless that hex is also being Charged.

### Assault Special Rules

- 1) All Assaults are considered to occur simultaneously. The Assault formula uses both defender's and attacker's pre-Assault status to determine the results of fire. Both Attackers and Defenders conduct Assault Fire. Defenders automatically fire at any units that fired at it.
- 2) The Attacker gets NO Terrain modifiers when fired at.
- 3) Artillery plays no part in an Assault, unless it begins the Phase alone in a hex or finds itself alone in a hex due to retreat or rout. In both cases the defending artillery is eliminated. (See "Fire Combat" for more information regarding artillery as a target of fire/assault.)
- 4) Infantry may not initiate an Assault against any unit that is being charged. (This means that there will be no combination infantry/cavalry assaults.)

### Assault Fire Phase Sequence

- 1) All attacking units are selected. (The computer automatically selects targets when the attacking unit is selected.)
- 2) Attacking and defending units take a Morale Check ("MC1").  
(Modifiers include size differential and attack orientation.)  
2A) Retreats, Routs and Advances are carried out.
- 3) All attacks are executed. Hits are applied.
- 4) Every unit takes a Disruption Check  
(Attacker: +1 per hit taken. Defender: +1/2 number of hits taken.)
- 4) Every unit takes a Morale Check ("MC2").  
(+1 per current Disruption Level. +5 for Light Infantry.)
- 5) Retreats, Routs and Advances are carried out.

### Cavalry Charge Sequence

- 1) Attackers and targets are selected during the Movement Phase.
- 2) If the target is infantry, then the infantry Assault Fires at the charging cavalry if otherwise capable (it is facing the cav unit).
- 3) Attacking and defending units take a Morale Check ("MC1").  
(Modifiers include size differential, attack orientation, target formation, and current Disruption.)  
3A) Retreat, Rout, Advance and Pursuit are carried out.
- 4) Execute the charge. Hits are applied.
- 5) Every unit takes a Disruption Check  
(+1 per hit taken.)
- 6) Every unit takes a Morale Check ("MC2").  
(+1 per current Disruption Level.)
- 7) Retreat, Rout, Advance and Pursuit is carried out.

## Interface

To conduct an Assault, left-click on an eligible friendly unit. A smoke cloud will appear in the target's hex, indicating that that unit is the target of Assault. When finished select "Finished Targeting" to view the results.

***DESIGN NOTE:** One thing players will notice is a tendency of units to occasionally retreat prior to an assault actually being executed. Assault combat in this era, including cavalry assaults (charges), were basically contests of nerve, like a game of chicken. So don't be surprised by cavalry charges that inflict no casualties. The attack never actually came to grips with the enemy, but lost its nerve at the last minute. Infantry assault mainly represents fire combat at ranges of around 20 paces (we're talking about 40 feet here!). Actual hand-to-hand combat with bayonets and musket butts was extremely rare in Frederick's day, with only a handful of incidents ever authentically documented. By Frederick's own reckoning, a combat unit was good for about 15 minutes of sustained close-range combat, or one of our turns. Keep in mind, though, that a lot can happen in a 15 minute period (an embattled cavalry unit can reform towards the front and shaken units can rally) and that an assault may be occurring at the end of a turn as well as at the beginning.*

## 4.5 END OF ACTION PHASE

This is not really a Phase of the game, but merely a time when the end of a turn is checked. Once a leader's Action Phase is over, if any other leaders remain to be activated, then the turn continues with the Command Phase. If all leaders have taken a turn, or have failed Activation, then play goes to the Pursuit/Rout Phase.

## 4.6 WITHDRAWAL PHASE

This phase is handled entirely by the computer. Any routed units will flee and Cavalry Pursuit is carried out. Once this phase ends, play moves to the Bombardment Phase of the next turn.

### 4.61 RETREAT, ROUT and ADVANCE AFTER COMBAT

#### Effects of Morale and Disruption

Morale Level:

- 0: Unit will **Rout** no matter what.
- 1: Unit will **Retreat** if in EZOC, 100%
- 2: Unit will **Retreat** if in EZOC, 80%

Disruption Level:

10: Unit cannot move (it may "Recover" and "Disengage"). The unit will not charge or countercharge.  
5-10: Unit cannot change Formation. (Exception: Square)

### **Assault Phase Conclusion**

- 1) If ALL defenders retreat or rout, and at least one Attacker remains unretreated, then the Attacker immediately occupies the hex the defender vacated. If more than one hex was vacated, the attacker may choose which hex to advance into. If this is a Cavalry unit that advances, then a Pursuit check is made.
- 2) If ALL attackers retreat or rout and at least one defender remains unretreated, no further action is taken.
- 3) If ALL OF BOTH SIDES would retreat or rout, then the unit(s) with the highest Morale (judged on a unit-by-unit basis) remains where it is, and the unit(s) with the lowest Morale retreats or routs normally. There is no Advance.
- 4) If ALL units stacked with ARTILLERY retreats or routs, the artillery is immediately eliminated. (See Artillery Rules for artillery alone in a hex during Assault.)

### **RETREAT**

Any unit forced to retreat retreats **one hex** if in an enemy ZOC. A unit can only retreat if it occupies an enemy ZOC. If it does not occupy an enemy ZOC, it does not retreat. A unit retreats into one of its Rear hexes. It retains its current facing. The unit takes the Disengagement Disruption check during its retreat. Artillery units never retreat or rout.

Retreat Restrictions:

- 1) A unit may not retreat into an enemy ZOC.
- 2) If a unit cannot retreat due to Stacking or Enemy ZOCs, the unit routs instead.

### **ROUT**

A routed unit is moved automatically by the computer away from enemy. A routed unit has no facing, no ZOC and can move in any direction. It will continue to rout until its morale level is greater than 0. A routed unit automatically assumes a Disruption level of 10. When the unit is rallied (its morale is greater than 0), it assumes a Disruption level of from 0 to 3.

### **Rout Restrictions**

- 1) If a unit cannot rout due to enemy ZOCs, it is eliminated. (It surrenders.)
- 2) Routed units may not fire or initiate Assault.
- 3) A routed unit loses a Random 10%-20% of its total strength each **turn** it routs.
- 4) A Routed unit cannot move voluntarily. Routed unit are completely outside the player's control.

## **5.0 ARTILLERY**

- 1) There are three types of artillery: Light (6 pdrs.), Medium (12 pdrs.) and Heavy (24 pdrs.).
- 2) Artillery may only fire when unlimbered.
- 3) Artillery may only move when limbered. Artillery may change facing while unlimbered, but a facing change is considered movement.

### **When Artillery Fire Takes Place**

- 1) Bombardment Phase. It may fire at any eligible target.
- 2) As Defensive fire. It may only fire at active units in its ZOC.
- 3) Each arty unit may fire once per each of the above.

4) An Arty unit does not have to be in Command to fire.

### **Combat Against Artillery Units**

- 1) An artillery unit will never take casualties when it is stacked. The unit it is stacked with takes all the damage.
- 2) When an artillery unit is alone in a hex it is subject to damage due to fire combat and artillery fire.
- 3) If an assault of any type (Fire Assault, Cav Charge) is designated vs. an arty unit alone in a hex, the arty unit is eliminated without return fire. No actual combat takes place. (The unit would have had a chance to fire during Def fire and at a greater range during Bombardment.) An arty unit is eliminated whenever a unit designates an Assault against an arty unit alone in a hex, or when a stacked arty unit is left alone in a hex due to the retreat or rout of stacked units during Assault Combat.
- 4) Artillery units never retreat or rout.

## **6.0 LEADER CASUALTIES**

- 1) Leaders may never be specifically targeted for any type of combat.
- 2) Whenever a unit(s) stacked with a Leader is targeted for any type of combat, there is a chance the Leader will be eliminated.
- 3) When a Leader is alone in a hex, he is immediately eliminated when an enemy unit moves into his hex.

### **Leader Elimination**

- 1) When any Leader is eliminated, all of his sub-units at the time of his elimination have their Quality Ratings reduced by 1 level.
- 2) Loss of the OA causes the same reduced Quality of 1) above, except the loss affects the entire army. The loss of OA also decreases the Army Withdrawal Level by  $OA\ CR \times .1$ . (*Example: The Prussian Withdrawal Level is 25%. Frederick goes down, new Prussian Withdrawal Level is 18% - Fred CR of 7 x .1 = -7%.*)
- 3) When a Corps Leader is eliminated, a new Leader takes his place. The new Leader is given a Random CR value and a Random Radius. The ratings of the new Leader may never be higher than the ratings of the Leader he is replacing.
- 4) When an OA is eliminated, the best Corps Leader on that side becomes the new OA - he is given half the Sub Rating of the OA he is replacing. A random Leader takes the place of this Corps Leader.
- 5) All Replacement Leaders appear during the next Command Phase. An eliminated Leader's sub units have no Leader other than OA until a Replacement appears.
- 6) A Replacement Leader has attached to him all of the sub units that were attached to the eliminated Leader at the time of his demise. The Replacement Leader will appear in the hex of any sub unit - preferably, but not necessarily, outside of all enemy ZOCs.
- 7) If a Deferred Leader is eliminated, his deferment is lost.

## **7.0 VICTORY CONDITIONS**

- 1) Each side is awarded points for the possession of Victory Objectives. The points awarded are per side, per objective. (The same objective may be worth a different number of points to each side; an objective may be worth 0 to one side, etc.) Victory Objectives and points are set during Scenario creation.
- 2) The battle ends when the last turn has been played. The points are added up and a winner is declared. A side may win a "Decisive Victory", a "Tactical Victory" or a "Draw." These levels of victory are based the point differential of each side.
- 3) A battle will end prior to the last turn whenever one side reaches its Army Withdrawal Level.

### **Army Withdrawal Level**

- 1) Each Scenario lists each side's Army Withdrawal Level expressed as a percentage of the entire Army.

When the total losses of the Army equal or exceed the Withdrawal Level, the battle is over. One man lost (INF, LI, or Cav) equals 1 man.

2) Gun losses are never counted when calculating the Army Withdrawal Level.

3) The side that reaches its Withdrawal Level is considered to have abandoned all Victory Objectives. The other side gets all the points.

## **8.0 TERRAIN EFFECTS AND COMBAT MODIFIERS**

### **8.1 Terrain Effects Chart**

TYPE	Prussian Inf		Other Inf		Cavalry		LI	Art	Ldr	Def	Charge?	
	Line	Col	Line	Col	Line	Col						
Clear	2/-1	1	2/0	1	2/-1	1	1	1	1	-	Y	
Woods	NA	2	NA	2	NA	3	2	3	1	++	N	
Brush	3/+1	1	3/+2	1	2/+2	1	1	3	1	+	N	
Buildings	2/+1	1	2/+2	1	3/+2	1	1	2	1	+	N	
Town	3/+2	2	3/+3	2	NA	2	2	2	1	++	N	
Marsh	3/+3	2	3/+3	2	4/+3	3	1	NA	1	+	N	
Sunken Road		2/+2	2	2/+2	2	4/+3	4	1	NA	1	++	N
Slope	+1/0	+1	+1/+1	+1	+1/0	+1	+1	+1	+1	+	Y	
Stream	+1/+3	+1	+1/+3	+1	+2/+3	+1	+1	+3	+1	-	Y	
Road	OTIH	.5	OTIH	.5	OTIH	.5	1	.5	.5	-	Y	
Facing Change	1/-1	1	1/0	1	1/-1	1	1	0	1	-	-	-
Formation Change	2/+1	2/+1	3/+2	3/+2	2/+1	2/+1	2/+1	NA	3	-	-	-
Disengage		All/+2	-	All/+2	-	All/+2	-	2	-	-	-	-

###: MPs/Disruption Check Modifier

OTIH: Other Terrain In Hex

Def: Defensive value of the hex: (-) no benefit; (+) slight benefit; (++) major benefit

Chg?: Can cavalry charge into or through this hex?

NA: Not Allowed

+: Terrain provides some defensive benefit

++: Terrain provides much defensive benefit

Facing changes are made by units in column/limbered formation at no cost on roads.

A Road negates the movement effects of other terrain in the hex for units in column/limbered formation moving along the road.

### **8.2 Combat Strength Modifiers**

Fire Strength (base = the number of men in the unit)

Non-Prussian unit: .75

Grenadier: 1.15

Quality of unit:

Green: .75

Trained: 1.0

Veteran: 1.25

Elite: 1.5

Morale:

Effect ranges from .5 at Morale 1, to 1.4 at Morale 10

Disruption:

Effect ranges from .1 at D10 to 1.0 at D0

Target is LI: .5

Charge Strength (base = number of men in the unit)

Cuirassier: 1.25

Dragoon: 1.0

Non-Prussian Hussar: .75

Prussian Hussar: .9

Disruption:

Effect ranges from .0 at D10 to 1.0 at D0

Morale:

If morale is 5 or less, multiply by .10 and apply this modifier (M4 = .40)

Disruption of Target:

Effect ranges from 1.0 at D4 or less, to 1.7 at D10.

\*Charge Strength is also increased for attacking a unit in flank or rear, and may be decreased for attacking a unit in front, especially if infantry.

Artillery Strength (base strength based on number and size of guns, range and nationality. Prussian cannon are less effective than those of other nationalities.) (Modifiers given in increases in strength (+) and decreases in strength (-).)

Target has > 700 men (+)

Target is LI (-)

Target is Artillery (-)

Target is Cavalry (+)

Target in Flank (+)

Artillery Ranges

Light: 9

Medium: 10

Heavy: 10

+1 for each level higher than the target hex

## **9.0 SCENARIOS: Dragoon Battle Pack 1**

In all scenarios, we recommend that players playing against the computer choose to be Side A (Prussia). The "Tips for Getting Started" section of each scenario description assumes that this is the case.

### **THE BATTLE OF MOLLWITZ, April 10, 1741**

**File Name:** Mollwitz.drg

**Size of Battle:** Medium

**Type of Battle:** Prussian Attack

**Side A:** Prussia (3 Corps Leaders)

**Side B:** Austria (3 Corps Leaders)

**Description:** The First Silesian War started as a result of the disputed Austrian succession of 1740. Frederick offered to defend the rightful heir to the throne, Maria Theresa, in return for the province of Silesia. Maria Theresa refused, and in December, 1740, Frederick invaded Silesia.

Investing Glogau and Neisse, Frederick quickly gained possession of the province. Meanwhile, however, Count Adam Neipperg was raising an army in Bohemia. Crossing the still snow-covered mountain passes, a move which took Frederick unawares, Neipperg quickly overran the country, cutting Frederick's line of communications in the process. The battle that resulted from these maneuvers occurred outside the little town of Mollwitz on April 10, 1741.

The Austrians opened the battle by attacking Frederick's right wing, a confused jumble of infantry and cavalry, with General Romer's cavalry. In the ensuing fray both Romer and the Prussian general Schulenberg were killed (a blow to Austria since Romer was a very capable commander), and the weak Prussian cavalry was put to flight. Frederick, accompanying the right wing, was nearly captured. So close a call was this that Frederick, on Marshal Count Kurt von Schwerin's urging, fled the field to safety.

Schwerin remained, however, and led the magnificent Prussian infantry, fighting off cavalry and infantry attacks, to a victorious conclusion to the battle.

But, despite the outmatched Austrian infantry, it was by no means a cakewalk. Had the Austrian cavalry been more intent on destroying Prussians than gathering booty, the result could have been quite different.

**Scenario Notes:** This battle offers an interesting contrast between the two armies. The Austrian cavalry far out-classes the Prussian (something Frederick will dedicate himself to remedying after the battle), while the Prussian infantry can out-march and out-fight anything the Austrians can put in front of them. Mollwitz is important because it is Frederick's first battle, even though Schwerin mainly conducted it.

**Tips for Getting Started:** As the Prussian player, the idea is simple: send your infantry against the green troops of the Austrian center while keeping the superior Austrian cavalry at bay. Executing this plan is a different matter. Unfortunately, your right wing cavalry will not last long and Posadowsky's command on the left is practically worthless - low quality and badly placed. So your infantry is largely on its own. Keep some high quality troops (grenadiers) ready on the flanks to fend off cavalry attacks.

## **THE BATTLE OF HOHENFRIEDBERG, June 4, 1745**

**File Name:** Hohnfdbg.drg

**Size of Battle:** Large numbers of units, Medium map

**Type of Battle:** Prussian Attack

**Side A:** Prussia (8 Corps Leaders)

**Side B:** Austria (8 Corps Leaders)

**Description:** During the Second Silesian War (1744-1745), Frederick invaded Bohemia with 60,000 men and caught the Austrian army under Prince Charles (80,000 strong) camped near the town of Hohenfriedberg.

Frederick struck at dawn and routed the Saxon contingent of the army in about an hour. Before Charles' Austrians could intervene, Frederick had already directed newly arrived reinforcements toward them. The Austrian right wing cavalry was first defeated by the Prussian cavalry while the infantry came to grips with the enemy, giving rise to a frightful din of opposing artillery. It was then that the ten-squadron strong regiment of Beyreuth Dragoons, noticing the shaken Austrian infantry to their front, launched a charge that effectively ended the battle by destroying or putting to flight all but 3 Austrian regiments who remained to cover the retreat. It was 9 a.m. Prussian cavalry had come a long way from Mollwitz, and their infantry was the envy of the world.

**Scenario Notes:** This is a tough battle to simulate. At the time of Hohenfriedberg, Austrian infantry regiments were made up of 3 battalions each. Due to our simplified stacking rules, we have combined the 3 undersized battalions into 2 big ones. This allows for realistic regimental frontages without sacrificing Austrian firepower. This battle is also a tough nut to crack in determining the leaders involved on both sides. The extent of Gessler's command on the Prussian side and the presence of all of the Austrian "corps" leaders are based on several narrative descriptions of the battle and nothing more concrete than that (i.e., their names come up). The same is true of the Austrian left wing cavalry, fighting with the Saxons. They were there, but the actual regiments are unknown. We have also increased the capabilities of the Austrians and Saxons to make the battle less of a one-sided massacre. Historically, Austrian casualties were 9,000 killed and wounded and another 7,000 taken prisoner. Prussia lost barely 1,000 men. We hope our Austrians fare better.

**Tips for Getting Started:** If you've played "No Quarter," then you already know how to handle the Saxons. You'll have to clear out "The Gule" (the swamp the Saxon infantry is standing in) as quickly as possible to make room to deploy your army against the Austrian infantry. While Leopold is busy in the swamp, send Gessler and Ferdinand to Gunthersdorf and Polentz's grenadiers to Thomaswaldau. Zieten's and Nassau's cavalry should be used to take on the Austrian right wing cavalry. But don't get too far out ahead of the infantry. Wait for the infantry attack to get underway before committing too strongly. Lots of options for the Frederick piece in this one. As always, Frederick should be where the action is hottest. And try to accomplish something with the Beyreuth Dragoons (Gessler's only cavalry). After all, the name of this game series is inspired by them.

## **NO QUARTER: First Blood at Hohenfriedberg, June 4, 1745**

**File Name:** NoQuatr.drg

**Size of Battle:** Medium

**Type of Battle:** Prussian Attack

**Side A:** Prussia (3 Corps Leaders)

**Side B:** Austria (4 Corps Leaders)

**Description:** This is the opening Saxon portion of the Battle of Hohenfriedberg. Frederick put the Saxon's out of action in about an hour.

**Scenario Notes:** This scenario gets its name from Frederick's "no quarter" order at the outset of the battle. A bloodbath ensued. Twelve years later at the Battle of Kolin, Saxon troops would seek to avenge their losses with cries of "*This is for Hohenfriedberg!*"

**Tips for Getting Started:** This is a nice intro into large scale cavalry actions. The first hour of the battle is crucial. Give Frederick's Sub Points to Du Moulin and Rothenberg. (*TIP: All of Leopold's command begins the game in column formation. This means that his activation is guaranteed, so don't waste any Sub Points on him. See Rules Section 4.2.*) Du Moulin should try to flank the Saxon left with his Hussars, and Rothenberg should go straight at the enemy cuirassiers and dragoons. Once the Saxon cavalry is out of the reckoning, Leopold should have an easy time with the infantry. This is a good scenario for practicing forming a line of battle from marching columns. You'll need it when you're ready to tackle the full battle.

## **THE BATTLE OF KOLIN, June 18, 1757**

**File Name:** Kolin.drg

**Size of Battle:** Large

**Type of Battle:** Prussian Attack

**Side A:** Prussia (6 Corps Leaders)

**Side B:** Austria (8 Corps Leaders)

**Description:** After the Battle of Prague during the Seven Years' War (1756-1763), Austrian Marshal Leopold J. von Daun moves with 60,000 troops in an attempt to lift the siege of the city. Frederick, with 34,000 men, attacks Daun's camp near Kolin. Originally planning to flank Daun's battle line, Frederick inexplicably orders a frontal assault. The battle that follows becomes a contest for two prominences upon which the Austrians have concentrated their defense. Repeated assaults on Przerovsky Hill yield no results, and a savagely contested, confused infantry-cavalry battle atop Krzeczhorz Hill ends with an Austrian victory. Frederick's losses amount to more than 12,000 men while the Austrians sustained 8,000 casualties. It is Frederick's first ever defeat in battle.

**Scenario Notes:** Some liberties were taken in the initial setup of forces for this battle. We have jump-started the Austrians to accommodate an AI that is good at reacting to enemy moves, but somewhat inept at anticipating them. Thus, the Austrian deployments are roughly as they would have been at around 4 p.m. For example, Sincere's command (defending Krzeczhorz Hill) actually started the battle with Colloredo's command on the far (*far*) left flank of the Austrian line. It would be all but impossible for the AI to get this command all the way from the left to the right before the Prussians already controlled the position. It is also highly improbable that any player, human or computer, will wait until 4 p.m. or later to launch an attack in this area, as happened historically. For these reasons, we have accelerated Austrian counter-moves to prevent the battle from becoming an Austrian *attack*.

**Tips for Getting Started:** You should play the 3 small Kolin scenarios before tackling the big one. These cover the 3 main engagements during the battle and will prepare you well in getting started in the right direction. The Prussians are going nowhere without Frederick. Zieten and Hulsén can handle left flank on their own, but Frederick will have to personally command the rest of the battle. Keep him where the stakes seem to be highest. Since Frederick can't be everywhere at once, you might consider staggering your attacks so he is always at the crucial place at the crucial time.

## **ADVANCE GUARD: Nadasdy vs. Zieten, June 18, 1757**

**File Name:** AdvGd.drg

**Size of Battle:** Small

**Type of Battle:** Prussian Attack

**Side A:** Prussia (2 Corps Leaders)

**Side B:** Austria (4 Corps Leaders)

**Description:** The opening salvoes of the Battle of Kolin. Historically, Wied's command contained the Prussians at the Oak Wood. The cavalry battle was indecisive.

**Scenario Notes:** The chain of command for each side is slightly different than in the overall battle scenario. First of all, the two famous hussar leaders, Nadasdy and Zieten, are the overall commanders for their respective sides. Also, for the Prussians, Zieten's command includes Generalmajor Puttkammer.

**Tips for Getting Started:** To win, you need to either push beyond Krzeczhorz to the Oak Wood or turn the Austrian cavalry flank in addition to taking the two Krzeczhorz objectives. Launch all-out attacks -- Hulsen's boys to Krzeczhorz and Puttkammer's cavalry into the midst of the Austrian hussars. Your major obstacle is Wied's command coming up from the south. His arrival, though, is variable due to a relatively low command rating and starting out of range of Nadasdy. (*TIP: On the first turn move Zieten to bring both the hussars and the grenadier battalions on the extreme east of the map within his command radius. On the second turn, Zieten can move these troops to within range of their corps leaders, Puttkammer and Hulsen.*) Hulsen is the important command early. Give him 2 of Zieten's 3 sub points to get him moving.

### **DOGS OF WAR: The Battle for Przerovsky Hill, June 18, 1757**

**File Name:** Dogs.drg

**Size of Battle:** Small

**Type of Battle:** Prussian Attack

**Side A:** Prussia (2 Corps Leaders)

**Side B:** Austria (3 Corps Leaders)

**Description:** The western end of the Battle of Kolin. Frederick placed much importance -- maybe *too* much importance -- in the outcome of this almost separate battle at Kolin. It was here, late in the fight, that he probably attempted to rally his troops with the famous line, "*Dogs, would you live forever?*"

**Scenario Notes:** This is an excellent learning scenario. Lots of fun, fast action, and a little of everything. It also makes for a fast-playing, intense game for when you don't have much time.

**Tips for Getting Started:** Get your forward battalions into action immediately by taking out the Austrian light infantry at Chozenitz (the town at the base of the hill). Once in close proximity to the powerful Austrian batteries on the ridge, though, there's no time to wait around. Launch an immediate assault on the hill. Bring the rest of your infantry forward in column formation (use Frederick for this, since Bevern should accompany the assault), deploy into line and follow on the heels of the initial assault. Your cavalry's job is to protect the infantry's flank. You're outnumbered but your troopers are of higher quality and more ably led. Still, you should exercise caution here. (*Tip: Consider using "Prussian Assault" to get your battalions to the top of the hill as quickly as possible. You don't want to spend too many Bombardment Phases in close proximity to the Austrian cannon. The carnage will be bad enough as it is!*)

### **THE CAULDRON: The Battle for Krzeczhorz Hill, June 18, 1757**

**File Name:** Cauldron.drg

**Size of Battle:** Small

**Type of Battle:** Prussian Attack

**Side A:** Prussia (3 Corps Leaders)

**Side B:** Austria (5 Corps Leaders)

**Description:** This scenario snap-shots one of the most decisive moments during the Battle of Kolin. It begins right in the midst of the action following a successful cavalry charge by Generalmajor Krosigk that opened the gap you see in the Austrian hilltop position. When Krosigk was killed ("*Lads, I can do no more. The rest is up to you!*"), his command was passed to a young (36) colonel of the Rochow Cuirassiers, Friedrich Wilhelm von Seydlitz, soon to become famous as one of the great cavalry leaders of the age. The gap Seydlitz charged into became known as "The Cauldron," for reasons you'll soon discover.

**Tips for Getting Started:** For all its carnage, Przerovsky Hill was at least neat. The Cauldron is a wild melee of a battle. You have little choice but to try and replicate history in this one. Get Seydlitz into the gap and hit the flanks of the infantry whenever possible. But watch your own flanks, especially from Serbelloni's cavalry. Tresckow should make for the left wing of the Austrian line (Tresckow's right), and Penavaire should be used to renew the cavalry attack after Seydlitz runs out of steam. Set yourself the challenge of taking both objectives.

<b><u>Action</u></b>	<b>Short Cut Key</b>
Show Previous Messages	V
Button 1	1
Button 2	2
Show Active Leader's Radius	A
Show Active Leader's Units	U
Show Deferred Leaders	F
Show Disrupted Units	P
Show Shaken Units	S
Show Finished Units	N
Zoom 25	Z
Zoom 100	X
Zoom 400	C
Turn Left	L
Turn Right	; (Semi-colon)
Make Top Unit	T
Recover Disruption	D
Change Formation	H
Rally	R
Charge	G
Disengage	E
Prussian Assault Move	M
Battle Stats	Alt-B
Controls	Alt-C
Players Manual	F1

