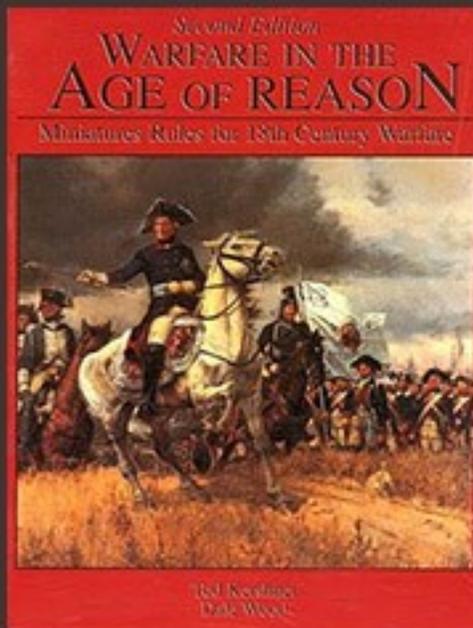


Beyond The Saale



A fictional Seven Years War Campaign for Warfare in the Age of Reason

Russians Crushed At Zorndorf

The titanic battle of Zorndorf has ended in a decisive victory for the Prussian army under King Frederick II. In a bold move General Seydlitz led his cuirassier brigades in a flank attack that broke the back of the Russian army and the remains of the army were run to ground by Prussian hussars a few hours later as they tried to escape. It was then announced that the Russian army requested terms just 48 hours later, which were accepted by Frederick. The Russian army, shattered and demoralized, has completely vacated all captured territory in East Prussia. Under terms of the agreement the Russian army was allowed to

keep its weapons, flags and horses if they gave back all captured territory. Russia is now essentially out of the war and can turn her efforts to Sweden and the growing Ottoman Empire.

The Prussian army, although bloody and battered, can now turn its full attention to the Western theater of operations. Already orders have gone out from the King to assemble the army and prepare for a force march. All cavalry units have been remounted and supplies have been brought in to sustain the army over the next few weeks. Hanoverian troops have already taken up new positions based on the King's orders and are awaiting the arrival of the first Prussian forces. The war in Europe will possibly be decided in the next few weeks in the Saale river

valley and will shape the continent for the next generation.

Large French forces have crossed the border into West Prussia and appear heading for the Saale river valley. Reports of Saxon and Austrian units moving into the area suggest that the Allies have a new strategic plan. With the collapse of Russia the Allies have decided to combine their might and strike now before the opportunity is lost. Even with the defeats at the hands of the Prussians earlier in the war, the Allies are confident that they have the numbers to hammer the Prussians into submission. Possession of Halle and Leipzig appear to be the goal as they would block access into Northern Prussia and seal the fate of Frederick's allies for the duration of the war.

Introduction

Beyond The Saale is a fictional Seven Years War campaign that depicts a drive into Prussia by Austrian and French forces in an effort to keep Prussia off balance after they knocked Russia out of the war. While fictional in nature, the commanders and force strengths represent what would have been available for a possible campaign.

Although designed to use the campaign system in the Warfare in the Age of Reason supplements, gamers could basically use any campaign system that they

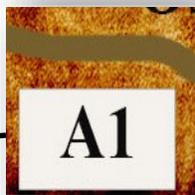
want. The forces are given in terms of strength points, which could be used to represent units for the set of rules that players choose to use. For those familiar with the Age of Reason army lists you simply convert the forces (given in strength points or SPs) into the percentages shown in the army lists.

This is a unique campaign in that both sides will know where the French and Austrian forces are entering from. At this time in the Seven Years War both of these armies were not exactly known for their rapid movements, but once on the campaign map they could strike in several different directions. The French and

Austrian armies will have the advantage in numbers during the early stages of the campaign, which is offset by the Prussian movement and tactical ratings of the commanders.

With multiple paths to victory the campaign has pretty good replay value and our gaming group has already played it twice over the years. In the end, it tries to do what most miniatures campaigns do and that is to provide unique and interesting battles that you would not ordinarily see on your regular gaming night.

The Map



All of the Prussian entry areas are marked by a blue box with a letter and a number. The E is for reinforcements notes as arriving from the East and the SE is for those arriving from the Southeast. The numbers are just the optional entry areas, so reinforcements listed as arriving in the Southeast can come on at either SE1 or SE2.

A1 and F1 are the entry areas for the Austrian (A1) and French (F1) forces. These are the only entry areas allowed, so for example, Austrian forces cannot enter at F1 as that is only for the French forces.

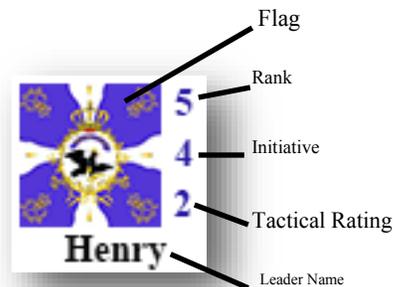
The map represents the area where the Beyond The Saale campaign will take place. The map features several towns marked by red dots (movement spaces) connected by roads which regulate the movement of the various armies. There is a planning map at the end of this supplement and a larger version can be found at the WFHGS web site.



Leaders

All units/strength points must be assigned to a leader in Beyond The Saale. Each side has a number of leaders that are used to both designate a group of units/strength points and their position on the map. Refer to the rules in the Age of Reason supplements for how leaders are used in the campaign system. Each leader also has three ratings:

- Rank-When two or more leaders are in a movement dot, the leader with the highest rank is the overall force leader and his stats are used for any functions.
- Initiative-The number or less that needs to be rolled on 1D6 to move that turn.
- Tactical Rating-Used in miniatures battles.



Prussian Order of Battle

Operational Situation & Special Rules

With the Russian army having sued for peace your forces can now deal with the Western theater. Already your units have force marched into the area around Leipzig while the Hanoverians are moving to link up with you. The French and Austrians have combined their might for one last push to gain the upper hand when peace negotiations begin. If your forces are able to defeat the Allies Prussia will be the dominant power in Central Europe for the next 50 years.

Hanoverians

The Hanoverians are allies of the Prussians and will be serving under Prussian generals for the duration of the campaign. The Prussian players can freely choose between units of both forces (and should be encouraged to do in order to give the campaign some flavor and the chance to use a unique army) to make up their army for tabletop encounters. Hanoverians are to be treated the same way as Prussians except for the following:

- No free Oblique movement
- Change formation according to their morale grade.
- No special firing rules.
- Hanoverian line are grade 2 and grenadiers are grade 3. The cavalry follow the grades of the Prussian forces as well as the artillery.

Prussian Movement

All Prussian leaders/forces are allowed to move two spaces per turn. Reinforcements always get one free move when they enter the map.

Prussian Order of Battle

INITIAL POSITIONS

Naumberg 10SP Keith

Lutzen 10SP Wedel

Zeitz 10Sp Moritz

TURN 1 Eastern Map Edge

10Sp Henry, Lehwaldt

TURN 2 Eastern Map edge

15SP Frederick, Bevern

TURN 2 Southeast Map edge

10SP Schwerin

TURN 3 Eastern Map edge

10SP Winterfeld

TURN 4 Southeast Map edge

5SP August Wilhelm

Prussian Leader Info

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

R = Rank

I = Initiative

T = Tactical

Austrian Order of Battle

Operational Situation & Special Rules

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

Austrian/Saxon forces

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

Austrian & French Movement

All Austrian and French leaders/forces can move one space per turn and on a roll of 4, 5, or 6 on 1d6 can move a second space that turn.

When French and Austrian forces are in the same space the leader with the highest Rank rating is assumed to be in charge of the total force and must use his Initiative rating when rolling for movement. In case of a tie, the players can determine who is in overall command or it can be determined by the roll of a die.

Austrian/French Order of Battle

TURN 1 Enter at F1

15SP Richelieu, Chevert

TURN 1 Enter at A1

15SP Browne, Lacy (Austrian/Saxon)

TURN 2 Enter AT F1

10SP D'Estrees

TURN 2 Enter at A1

10SP Piccolomini (Austrian/Saxon)

TURN 3 Enter at F1

10SP Clermont

TURN 4 Enter at F1

10SP Soubise, Contades

TURN 5 Enter at F1

10SP Chevert

TURN 6 Enter at A1

10Sp Daun, Laudon (Austrian/Saxon)

Austrian/French Leader Info

R I T

FRENCH

D'Estrees 1 4 2

Richelieu 2 2 1

Clermont 3 2 1

Soubise 4 1 1

Contades 5 3 2

Broglie 6 3 2

Chevert 7 3 2

AUSTRIAN

Daun 1 4 2

Browne 2 4 2

Picolomini 3 2 1

Lacy 4 3 2

Laudon 5 4 2

R = Rank

I = Initiative

T = Tactical

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Victory

Victory points will be awarded for the following :

Capture of Terrain Objectives

- ◇ Leipzig 50/15 points
- ◇ Halle 35/10 points
- ◇ Naumberg 10/20 points
- ◇ Zeitz 5/5 points
- ◇ Lutzen 10/10 points

The first number is the value to the Allied forces and the second is for the Prussians.

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

- 1 victory point for each enemy strength point destroyed (based on 12 figure units).
- The initiative value of each leader killed or captured (does not apply to brigade commanders).

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

Total the Allied victory points then subtract the Prussian victory points for a total, then compare this number to the levels of victory shown below. Any number below 0 is a Prussian victory.

DRAW 0-20 points more

TACTICAL VICTORY

21-40 points more

CELEBRATED VICTORY

41-60 points more

TRIUMPHANT VICTORY

61-75 points more

HISTORIC VICTORY

75+ points more

Game Length: 12 turns

Optional Rules

Beyond The Saale and the Age of Reason system are flexible enough that a large amount of optional rules can be added to the campaign without adding too much complexity. Most of these have to do with the command and control aspect of the campaign as well as hidden movement/ Players should remember that these are only optional rules and that they all of them can be added or only a few.

Weather: This is probably the easiest option to add to the campaign. Roll 1D6 at the beginning of each turn:

| <u>Die Roll</u> | <u>Result</u> |
|-----------------|---------------|
| 1 | Rain/Mud |
| 2 | Rain |
| 3-5 | Clear |
| 6 | Clear/Heat |

Rain = All forces can only move one space per turn.

Rain/Mud = Each force must roll a 4,5, or 6 on 1D6 to move one space that turn.

Clear/Heat = All forces can only move one space that turn. If any battles are fought that turn, after turn 6 on the battlefield all forces subtract one dice from their shooting and morale.

Operation Centers & Dispatch Points

Instead of rolling for initiative for each leader to see if they can move that turn, the concept of Operations Centers (think command staff) comes into play. The highest ranked leader on both sides is assumed to be the Operations Center for their army. Each turn a D6 is rolled with the result being the number of Dispatch Points that are available that turn. These represent messengers and staff operations for the army in the field. Frederick gets a +2 on the roll each turn. To move forces, including the hex the Operations Center is in costs Dispatch Points.

| <u>Hexes Distant</u> | <u>Dispatch Point Cost</u> |
|----------------------|----------------------------|
| Same Hex/1 space | 1 |
| 2-3 spaces | 2 |
| 3+ | 3 |

Leaders that receive Dispatch Points do not have to roll for initiative that turn and can automatically move. Those leaders that do not receive any can still roll for initiative. *Ex. Frederick has 6 Dispatch Points this turn. He uses one for the forces in his space, two for Schwerin who is 3 spaces away, one for Keith who is one space away, and two for Henry, who is two spaces away. These forces can automatically move this turn, but all of the other Prussian leaders will need to roll versus their initiative ratings.*

Dispatch Points can be accumulated from turn to turn, but no Operations Center can have more than 10 at any time. Prussia, Austria, and France all need to roll for Dispatch Points each turn. If the highest ranking leader is killed or captured, the Operations Center transfers to the next highest ranked leader with a one turn delay, meaning no Dispatch Points are generated that turn.

Hidden Movement

There are several ways to have hidden movement in Beyond The Saale. The first is to do map movements by each side and if a force ends up or crosses the same space as another force a battle ensues.

The second option is to do some kind of initiative system where the leader counters are upside down on the map, so that each side can only see a force or group of forces on the map. Each player rolls D100 to generate a number for each leader. Then starting out at 100, players count down each number and when a leader with number is read, that leader moves if they have dispatch points (if playing with the optional rules) or they roll for initiative and move if able, then you proceed to the next leader in order of their rolls.

This goes by much faster in practice and creates a semi-simultaneous movement system where players can react to the forces that are moving around them. You could also do the same system, but players do not have to have their leader counters on the map (keep track on a separate map). Players can declare forces each turn by putting a leader counter upside down on the map, or moving them as an undeclared force. This gives the oppor-

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tunity for some strategic and operational surprises, but it should come at a cost. However, should any declared force move into an undeclared (hidden) force, the undeclared force should have to roll for SP losses (consider it an ambush, poorly deployed for battle, etc.)

Scouting & Vedettes

This system takes a little more work and the players would need to come up with their own house rules. Basically, you would get so many vedettes or cavalry screens per strength point that would then act as their own force, moving on the map each turn. These would serve not only as scouting forces, but dummy forces as well. A chart could be drawn up for cavalry screen/vedette combat and the winner gets a favorable die roll on a table to determine the size of an actual enemy force. There are several of these full hidden movement systems in *By The Sword* on our web site that could be used for *Beyond The Saale* with a few modifications.

Designers Notes

This is the third version of *Beyond The Saale* that I've done, each time tweaking a few things here and there. I really need to come across someone who can do professional looking maps, because that is the one thing that all of my supplements and campaigns really lack!

So why a fictional campaign? Most of the Seven Years War campaigns are well documented and when done with miniatures they tend to play out the same or close to the actual results. Both sides have forces know to each other, there's a few options for movement, then there's a few large battles closely followed by everyone losing interest and the campaign falling apart!

By taking the fictional route I was able to create a fluid situation with scattered forces and plenty of options for both sides. This will hopefully give the campaign some replay value (we've tried

it twice already) and being fairly simple in nature if it falls apart everyone doesn't feel that they've put months of labor into the campaign.

The Austrians and French have the advantage of being the larger force, they can concentrate quickly, and have multiple paths to victory. This is offset by the leadership of the Prussians, their faster campaign movement, plus their tactical advantages in the rules. As to whether or not the campaign is balanced or not, that is a subject for some other time!

Beyond The Saale to me accomplishes a few things. First, it is an excuse to do a Seven Years War campaign which is always a good thing. Second, it will hopefully generate some unique battles that you would not ordinarily see on your regular gaming nights. Finally, campaigns are simply the high point of the hobby. The strategy sessions, unequal battles, last stands, surprises, etc., greatly increase the social aspect of our hobby.

| | | | | | | | | | | | |
|---|-------------|---|-------------|---|-------------|---|--------------|--|-------------|---|-------------|
|  | 1 5 3 |  | 2 5 2 |  | 3 3 2 |  | 4 4 2 |  | 5 4 2 |  | 6 4 2 |
| Frederick | | Schwerin | | Keith | | Bevern | | Henry | | Winterfeld | |
|  | 7 1 1 |  | 8 3 2 |  | 9 2 1 |  | 10 3 2 | | | | |
| A. Wilhelm | | Moritz | | Lehwaldt | | Wedel | | | | | |
|  | 1 4 2 |  | 2 2 1 |  | 3 2 1 |  | 4 1 1 |  | 5 3 2 |  | 6 3 2 |
| D'Estrees | | Richelieu | | Clermont | | Soubise | | Contades | | Brogie | |
|  | 7 3 2 |  | 1 4 2 |  | 2 4 2 |  | 3 2 1 |  | 4 3 2 |  | 5 4 2 |
| Chevert | | Daun | | Browne | | Picolomini | | Lacy | | Laudon | |

