RULES BOOKLET

FRIEDRICH

FOR 3 OR 4 PLAYERS BY RICHARD SIVÉL

ANNIVERSARY EDITION

VERSION 2.1



It is the summer of 1756. Frederick the Great faces the grim fact that half of Europe has formed an alliance. He is in deep sorrow: It seems to him that their aim is the annihilation of Prussia.

Therefore he makes a preemptive strike against Saxony, which surrenders weeks later. But this is only the first chapter in what would become known as the Seven Years War! Prussia is completely encircled by her enemies, the biggest continental powers in Europe. England and Hanover are her only allies.

Prussia's situation has come down to a single question: To be or not to be?

Soon the Prussian House is burning. France has conquered Northern Germany. Austria has invaded Silesia. Russian hordes are crossing the River Oder, and Berlin is a mere five days march away! — Frederick is relentless. He desperately rushes from crisis to crisis within his strategic triangle, managing to check one enemy only as another takes advantage of his absence to advance. After six long years of struggle, Prussia seems doomed to fall ...

Frederick is saved by a miracle. The Russian Tsarina Elisabeth dies, and her successor has an almost infinite adoration for Frederick, and immediately makes peace. Sweden soon comes to terms, followed one year later by a bankrupt France.

Prussia is saved.

HISTOGAME

Defeat Prussia before the Tsarina dies!
Or, be Frederick the Great
and struggle for survival
with a mixture of courageous willpower,
sudden inspiration and stoic patience.

1 INTRODUCTION

♠ FRIEDRICH is a strategy game for 3 or 4 players based on the Seven Years War (1756–1763). The players take the roles of *Frederick, Elisabeth, Maria Theresa*, and *Madame Pompadour*. In a 4 player game the players control the nations shown on the chart below. In a 3 player game use the same chart except one player will play both *Elisabeth* and *Pompadour*.

Player	Colour	Nations	
Frederick	blue/light-blue	Prussia	Hanover
Elisabeth	green/light-green	Russia	Sweden
Maria Theresa	white/yellow	Austria	Imperial Army
Pompadour	red	France	

♠ **One against all.** *Frederick* is playing against the attackers *Elisabeth, Maria Theresa* and *Pompadour*. The **attackers** are allied and cannot fight each other. But only one player will be the winner in the end.

♠ An **attacker** wins if **one** of his nations has conquered all objective cities flagged with her colour (grey in Austria's case). Under some circumstances, 2nd order objective cities can be omitted, see rule 11.

♠ The player *Frederick* wins if no attacking nation has won before the end of the game. The game ends as soon as 3 attacking nations have been forced out of the game by historical events (see rule 11). NOTE: The Prussian objective cities are used in the expert game only.

The playing pieces

♠ The game FRIEDRICH includes:


24 generals in 7 colours


11 supply trains in 7 colours


123 control markers


6 game turn record markers

- 1 game board
- 24 stickers for generals
- 240 cards, in detail:
  - 4 Tactical Cards decks, 50 cards each
  - 2×18 Cards of Fate (English & German)
  - 4 playing aids
- this rules booklet (incl. 4 army sheets in the middle of this booklet)

♠ Every nation has generals and supply trains, hereafter referred to as **pieces**.

♠ Before playing the game for the first time, the stickers must be applied to the generals for each nation (dark blue on dark blue, red on red, etc.). Every general has a name and a rank (1=highest, 2=second highest, etc.).

NOTE: *There are more markers provided than actually needed so that you can replace losses easily.*

The map

♠ The map shows central Europe in the year 1756. It shows cities connected by roads. The thick roads are main roads. Cities connected by a road are **adjacent**.

♠ Some cities are objective cities (1st and 2nd order), set-up cities or depot cities.


1st Order Objective


2nd Order Objective



Set-up City of general No. 3


Depot city

- Objective cities are different for each nation and are shown in the colour for that nation. To win the game an attacking nation has to control all of her objectives. If eased victory conditions are in effect, control of 1st order objectives is sufficient, see rule 11.
- Set-up cities are used for initial placement of pieces. Following this they are treated like regular cities.
- Depot cities are set-up cities as well. In addition, they are where eliminated pieces can re-enter the game.

♠ A rectangular grid divides the map into 33 sectors. Each sector is marked with a suit (hearts, diamonds, clubs, or spades). These suits affect the play of Tactical Cards in resolving combat.

♠ **Home country.** All dark-blue areas (including all exclaves) are the home country of Prussia; all light blue areas are the home country of Hanover, etc.
NOTE: Russia and France have no home country. The home country of the Imperial Army is all yellow territories, including Sachsen (Saxony).

How to start

♠ Using the Tactical Cards ♠13, ♣13, ♥13, ♦13, the roles of *Friedrich, Elisabeth, Maria Theresa* and *Pompadour* are raffled to the players.

♠ In the middle of this booklet are the army sheets. Divide one army sheet into four and give each player his respective quarter. Each player will also need a pen

♠ The players set up all their pieces on the indicated **set-up** and **depot cities**. (The army sheets provide their coordinates.) Generals go on cities marked with their rank number in their colour. Supply trains go on cities marked with a "T" in their colour.

♠ The army sheets indicate the number of troops each nation has at the start of the game. Each player secretly assigns all of these troops to his generals by writing numbers in the boxes next to the names of those generals. Each general must receive a minimum of 1 troop, but cannot receive more than 8 troops. *Example: France starts the game with 20 troops and might assign them as follows: Richelieu 7 troops, Soubise 5 and Chevert 8.*

♠ Shuffle one of the four Tactical Card decks for immediate use by all four players. Set aside the other 3 decks for later.

♠ Place **five** game turn record markers in the track next to the "1756"; one in each box numbered 1 to 5.

♠ Shuffle the English Cards of Fate deck very carefully, and place it on the hour glass next to the game turn record track.

♠ The Clock of Fate is set now. The sands are flowing, the game is ready to start . . .

2 SEQUENCE OF PLAY

♠ The game is played in turns. A turn consists of 7 action stages, one for each nation. The nations' action stages are carried out one after the other in the following strict order:

1. Prussia
2. Hanover
3. Russia
4. Sweden
5. Austria
6. Imperial Army
7. France

♠ During her action stage a nation is called **active**. Every nation's action stage is divided into 5 phases, which are carried out in the following strict order:

1. **Tactical Cards.** The active nation draws Tactical cards.
2. **Movement.** The active nation may move all its pieces. It may also conquer objectives, recruit new troops and re-enter generals and supply trains.
3. **Combat**. All active generals must attack adjacent enemy generals.
4. **Retroactive conquests** are checked for.
5. **Supply** is checked for all active generals.

♠ **End of turn.** For the first five turns, the end of a turn is indicated by removing one marker from the game turn record track. Starting with the sixth end of turn, after all markers have been removed, the top Card of Fate is turned instead. The card is read and its instructions are immediately executed. If the card has 4 different instructions, read only the spades version. (The other versions are for the expert game, see rule 13.) After reading it, put the card at the bottom of the Card of Fate deck. The effect is to obscure how close players are to having run through the complete Clock of Fate deck.

3 TACTICAL CARDS (TC)

♠ At the beginning of the game no nation holds any Tactical Cards (TC). Each turn, the first phase of a nation's action stage is to draw a number of TCs from the draw deck:

Prussia	4+3	TC	Hanover	1+1	TC
Russia	4	TC	Sweden	1	TC
Austria	4+1	TC	Imperial Army	1	TC
France	4−1	TC			

Notes:
a) Basically Prussia receives 7 TCs per turn, Hanover 2 and Austria 5. Due to certain Cards of Fate, these values can be reduced to 4, 1, and 4, respectively.
*b) Basically France receives 4 TCs, but has to choose one of **these** immediately. The chosen TC is discarded facedown (this simulates the French engagement overseas against England). There is a Card of Fate that reduces the French draw to 3, but France can keep all of them.*

♠ A nation accumulates its TCs until they are played. There is no maximum hand size. Nations may never mix nor exchange their TCs. TCs may not be shown to other players unless they are played. Every TC shows a suit (♠♣♥✦) and a value from 2 to 13. There is a special wild card type called *Reserve*. When a player plays a Reserve, he declares it as being any suit and any value from 1 to 10. (Declaring the value is of great use in minimizing battle losses, see rule 7.)

♠ Whenever TCs are played, they are set aside and sorted according to their deck of origin. When the first set of TCs has been used up, use the second set as draw deck, and so on. If the fourth set is used up, always use the two sets which have accumulated most, whenever you need new TCs for the draw deck. Shuffle them carefully together.

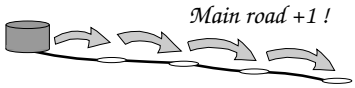
4 MOVEMENT

♠ In the movement phase, all active pieces can be moved. Movement is from city to city along roads. A player may move as few or as many pieces as he wishes, but one piece must finish its move before another can start and cannot be moved again that phase. Under no circumstances may a piece jump over any other piece.

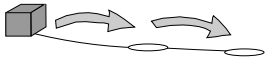
♠ A general may move up to 3 cities, even back and forth.



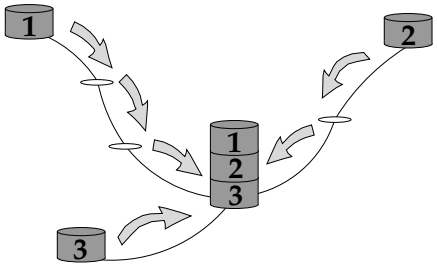
♠ If the **entire** move is along a main road, the general may move an additional city, up to a total of 4.



♠ A supply train moves like a general, but one less city, i.e. 2 cities (and 3 on main roads).



♠ Only one piece may be placed on each city. EXCEPTION: Up to 3 generals of one nation may be stacked on one city. This stack is moved as one "piece" until a player decides to detach a general. The general with the lowest number is the supreme commander; he is placed on top of the stack. Underneath is the second highest ranked, and so on.



♠ If you move a general as part of a stack, you may not move him individually in the same movement phase. **When generals are uniting as a stack, movement is finished for ALL, immediately.**

5 CONQUEST OF OBJECTIVES

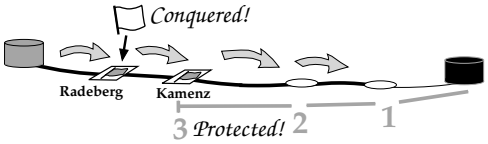
♠ Objective cities can be conquered by generals. Generals may conquer objectives only of their own colour (grey in Austria's case).

♠ Conquest happens if:

- a general moves **over** an objective; or he starts his movement phase on it and moves away; **and**
- the objective is **not protected** at that moment. It is protected if a general of the **defending nation** is positioned 1, 2 or 3 cities away.

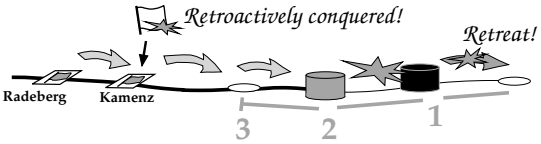
♠ All nations are defending their home country, including all exclaves. Furthermore, Prussia is defending occupied Sachsen (Saxony). NOTE: Hanover **does not** defend any objectives in Prussia! Prussia **does not** defend any objectives in Hanover!

♠ A general may conquer more than one objective with a single move. A general may protect any number of objectives within 3 cities distance, regardless of the position of other pieces. If conquered, mark the objective with a corresponding coat of arms control marker. This marker indicates that the city is conquered, it does not affect any movement.



Example: An Austrian general moves through Radeberg and Kamenz. The un-protected Radeberg is conquered. Kamenz, however, is protected by the Prussian general; it is not conquered.

♠ **Retroactive Conquest.** If a general moves over a **protected** objective (or away from it) the city is not conquered, but is marked temporarily with a control marker showing a question mark. In the retroactive conquest phase, check every objective marked with a question mark. If this objective is not protected anymore (due to combat and retreat in the combat phase, see rule 8), the objective is retroactively conquered and the control marker is flipped over to its coat of arms side. However, if the objective is still protected the marker with the question mark is removed from the map.
NOTE: The general who did the "moving over" does not have to be the one who forces the protector to retreat. It is only important that retreats and moving over occur in the same action stage.



Example (continued): Kamenz was marked with a question mark in the Austrian movement phase. During the combat phase of the same action stage, the protecting general has to retreat which makes Kamenz now unprotected. Therefore it is retroactively conquered. — NOTE: *If Kamenz is still protected after the combat phase, then the question mark placed on Kamenz must be removed.*

♠ **Reconquest.** Conquered objectives may be reconquered. Reconquest works like conquest and retroactive conquest. However, only the original protecting nation may reconquer, with the roles for "moving over" and "protecting" now being reversed. For instance, only Hanover can reconquer objectives in Hanover and only the French generals are able to protect them. After reconquest the coat of arms marker is taken from the map.

♠ **No unfair conduct.** The attacking nations are allied. They may not use their own pieces with the main purpose of obstructing the conquest of objective(s) by other allied players.

♠ Supply trains may not conquer or reconquer objectives. They may not protect objectives. EXCEPTION: The supply train of the Imperial Army protects objectives like a general (protection radius of 3 cities).

6 THE TROOPS

♠ Every nation starts the game with a given number of troops, as per the army sheets. At the start of the game, players secretly allocate troops to generals as per the set-up rules. Necessary changes are marked there as well. A player has to state the current **troops-total** of a nation if asked for it. However, the troop strength assigned to a particular general is made public only during combat. Troops may not exist on the map without a general; a general may not exist on the map without troops.

♠ **Every general has to command at least 1 troop.**

♠ **No general may ever command more than 8 troops**.

♠ The 2 (or 3) generals of a stack must treat the sum of their troops as a common pool. They have to command at least 2 (or 3) troops, and may not command more than 16 (or 24) troops.

♠ If generals are stacked, a player can transfer troops between them whenever and as he desires (even during an opponent's action stage or after a Card of Fate has been drawn). Troops can never be transferred between generals who are not stacked together.

♠ A general who loses his last troop, is removed from the board, unless the general is in a stack and it is possible to transfer at least one troop to him. In such a case, the transfer is mandatory: a general never is removed from the board as long as he has one troop or as long as one troop can be transferred to him. In a stack, removal is executed from bottom to top (that is, the lowest-ranked general is removed first).

♠ IMPORTANT: No nation may ever command more troops than she started with (see rule 10).

Example: The generals Friedrich and Keith are stacked, with 4 and 5 troops respectively, for a total of 9 troops. In combat they lose 8 troops, leaving 1 troop between them. The higher-ranked Friedrich gets the troop and the lower-ranked Keith is taken from the map.

Example (continued): Friedrich and Keith, like above. In this example there was no combat. For some reason, the Prussian player decides to transfer troops in this stack. Friedrich receives 7 troops and Keith 2. He writes down the new allocation of troops on his army sheet.

Example (variant): Again, Friedrich and Keith with 4 and 5 troops. A Card of Fate calls for the permanent removal of any one Prussian general. The Prussian player chooses Keith and takes him out of the game ***without*** *any troops. Before doing so, he must transfer Keith's troops to Friedrich. Since Friedrich can hold only 8 troops, the 9th troop is lost to "desertion".*

7 COMBAT

♠ Every general who is adjacent to an **enemy** general at the beginning of his nation's combat phase must attack. If more than one attack must be made, the active player chooses the order of resolution.



♠ Every attack is resolved as a card game using Tactical Cards (TCs). A player may play only those TCs which are of the same suit as the sector in which *his* general is positioned.

♠ First, the opposing players state how many troops their participating generals command. The difference between these two numbers is called the **initial score**. This score is

negative for the player inferior in troops, and positive for the other one.

♠ Next, the inferior player has the right to play a **single** TC of his suit. He adds the TC value to the initial score. This results in the **current score** which he states aloud. Again, this score is valid for both players (negative for one, positive for the other). As long as a player has a negative current score, he has the right to play another TC.

♠ If a score becomes **zero or positive**, the right to play TCs switches to the other player. Now he is considered inferior, and he may play a TC using the same procedure. The right to play TCs keeps switching until the player with the right to play is unable or unwilling to do so. At that point his general is defeated.

♥ The defeated general loses as many troops as the **final negative score** (but not more than he commanded) and is retreated the same number of cities.

♥ The winner loses no troops and remains in place.

♥ **A tie.** If a player receives the right to play a TC on a score of zero, he **must** play a card if he has any of the correct suit (he is not obligated to play a Reserve). If he has none (and if he is not willing to play an existing Reserve), combat ends as a tie. In a tie, neither side loses troops nor has to retreat.

♠ SPECIAL CASES:

- If the attack starts with a score of zero, the attacking player plays TCs first (following the above rule).
- If opposing generals are in different sectors, each will play the suit for his own sector.
- A stack of generals always fights as one piece.
- If a general/stack starts the combat phase adjacent to more than one opponent, he has to fight them one after the other. If more than one general/stack are adjacent to one opponent, they have to attack one after the other.
- A general who had to retreat may not attack or be attacked again in that combat phase.

Combat example

Prinz Heinrich (Prussia P, 2 troops) has moved adjacent to the stack Richelieu and Soubise (France F, 4 troops). He has to attack in the upcoming combat phase.

Initial score $=$ *difference of troops* $= 2 - 4 = -2$

Prussia is inferior by 2 and has the right to play TC. (Heinrich could also opt to retreat immediately, thus losing all his troops, but saving the Prussian Tactical Cards for another use.)

Heinrich is in a diamonds sector.	*Richelieu is in a spades sector.*
P has: ♦10 ♦9 ♦7 Reserve	*F has:* ♠5 ♠4 ♠4 ♠3
P is -2 *and plays:* ♦10	
New score: $-2 + 10 = +8$	

Now Prussia is superior and France is inferior. The right of playing TC switches.

	F is -8 *and plays:* ♠5 $\quad -8 + 5 = -3$
	F is -3 *and plays:* ♠3 $\quad -3 + 3 = 0$

The score is zero. The right of playing TC switches again. On a score of zero Prussia may only abort from combat, if she has no diamonds. If she had only the Reserve, then she could continue the combat or abort (the combat would then result in a draw). Since Prussia has still diamonds, she must play:

P is ± 0 *and plays:* ♦7 $\quad 0 + 7 = +7$	
	F is -7 *and plays:* ♠4 $\quad -7 + 4 = -3$

France is now running out of spades and decides to accept defeat with a final score of -3*. Result: Richelieu loses 3 troops and has to retreat 3 cities. Only one troop is left, therefore the lower ranked Soubise is removed from the map.*

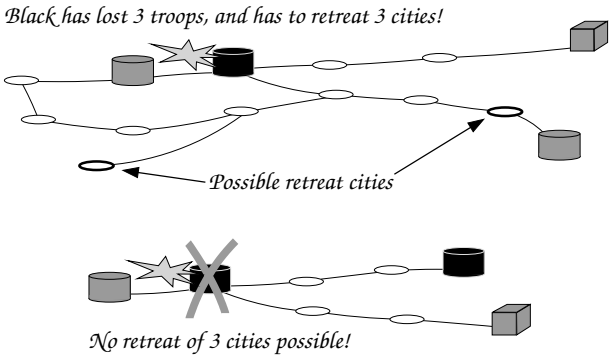
8 RETREAT

♠ A defeated general has to retreat before the next combat is resolved. The length of the retreat is the same as the number of troops lost. During a retreat a stack may never split up.

♠ The **winning** player chooses the retreat path, according to the following conditions:

- The general must retreat the full distance and has to finish his retreat as far away as possible from the **winning** general (only the winning general matters).
- A retreating general may never enter a city a second time.
- A retreating general may not enter or move through a city containing any other piece (enemy or friendly); not even to eliminate a supply train nor to stack with a friendly general. A general can retreat through an objective city, but cannot (re-)conquer it.

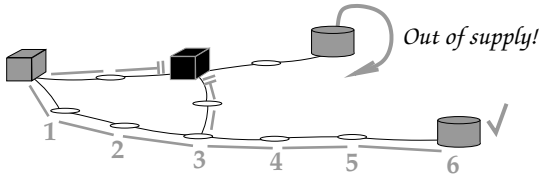
♠ **If a general cannot retreat the full distance, he loses all his troops and is removed from the map.**



9 SUPPLY

♠ Generals need supply, otherwise their troops will desert. The Supply status of generals is checked **exclusively** in the supply phase of the nation's action stage.

♠ Inside his home country a general is always in supply. Russia and France have no home country, but their generals are in supply if occupying their depot cities. REMEMBER: Prussia's home country is all sea blue territories, the Imperial Army's home country is all yellow territories including "Sachsen", etc. (see rule 1).



♠ Outside his home country, a general needs to be able to trace a supply path to a supply train of his own colour in order to be in supply. This path may have a maximum length of 6 cities. The path can be traced through friendly pieces, but not through hostile pieces (generals and supply trains). A supply train may supply an unlimited number of generals of its own colour.

♠ If a general is out of supply in his supply phase, he is flipped face-down. If this general is in supply again in his

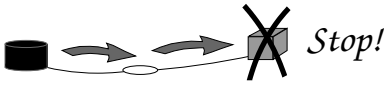
next supply phase, he is flipped face-up. However, if he is still out of supply, he will lose all troops and is put off-map.

RULE OF THUMB: *If a nation's general goes out of supply in his own action stage (including retreat), he has one turn to re-establish supply. If, however, he goes "out of supply" in an enemy action stage, he will have two turns to re-establish supply (this is because generals only get turned face-down for being out of supply at the end of their own action stage, never during an enemy action stage).*

♠ Whenever a face-up and a face-down general are uniting as a stack, both are automatically and immediately considered face-down (i.e. both need supply in the supply phase of the current action stage, otherwise all their troops will be lost).

♠ Face-down generals have no special restrictions on them: they can move, fight, conquer, receive new troops, etc.

♠ A supply train cannot fight. A general can eliminate a hostile supply train simply by entering its city. The supply train is taken from the map; but the general has to stop moving immediately. Supply trains which are hostile to each other cannot do each other any harm.



10 RECRUITMENT

♠ During the movement phase, a nation may bring lost troops and pieces formerly removed from the map back into play. Players do this by paying for them with TCs (of any suit). For payment, TCs are used like money and must be shown to the other players, but there is no "change" for overpayment.

♠ **Each TROOP costs 6 points of TC.**

♠ **Each SUPPLY TRAIN costs 6 points of TC.**

♠ **Each GENERAL is for free,** but has to receive at least one new troop (for a price of 6 points of TC).

♠ New troops can be used to reinforce a general already on map; or they can be given to a new general; or any combination thereof. A player just says how many troops he is recruiting, but not which general(s) will receive them. The player secretly writes down the new allocation on his army sheet. He has to tell the other players the new troops-total of his nation.

♠ **No nation may ever have more troops than the number she started with** (e.g. France may never have more than 20 troops).

♠ Pieces re-enter on any one of their nation's **depot cities**, where they may legally stack. (Note: Re-entering where a piece of another nation is present is never permitted.) Pieces may not move in the movement phase they re-enter.

Example: Russia recruits 3 new troops and 1 supply train. This costs 24 points of TC. She pays with ♠ 13 and ♣ 12, which are 25 points, one too much. The excess point is lost. Russia puts 2 off-map generals onto Sierpc and gives them 2 new troops. The other troop can be allocated to them or to any other Russian general on the map, as Russia desires. The supply train cannot be put onto Sierpc, because it is now occupied by generals; it goes onto the empty Warszawa instead.

♠ Should all of a nation's depot cities be occupied by pieces from another player, the following rules apply:

a) That nation may choose **one** city as a substitute re-entry site. The chosen city may change from turn to turn. It can be any city for:

- **Prussia** in the Berlin spades sector;
- **Hanover** in the Stade diamonds sector, but only north of Munster;
- **Russia** in the Warszawa spades sector;
- **Sweden** in Sweden (Sverige), incl. exclaves;
- **Austria** in the Brünn diamonds sector (Austrian territory only);
- **Imperial Army** in the spades sector south of Hildburghausen;
- **France** in the hearts sector south of Koblenz.

b) For that nation, the costs for **every** returned supply train and for **every** recruited troop increases from 6 to 8 points of TC (even if the troop is not given to a re-entering general).

11 THE CLOCK OF FATE

♠ The Clock of Fate consists of 18 cards. Beginning with the 6th game turn, the last action of every turn is to read and execute the top card. After that, the card is put underneath the **complete** deck, so that no one ever knows when the last card will be picked.

♠ 6 Cards are historical Strokes of Fate:

Title	History	Result
ELISABETH	Death of the Tsarina	**Russia quits the game!** 1 Pruss. general is permanently retired.
INDIA	France loses India.	**First:** Austria receives only 4 TC & France only 3 TC from now on.
AMERICA	France loses Canada	**Then: France quits the game!** Cumberland is permanently retired. Hanover gets only 1 TC from now on
SWEDEN	Sweden makes peace	**Sweden quits the game!** 1 Pruss. general is permanently retired.
LORD BUTE	England reduces subsidies	**First, Prussia receives only 5 TC;**
POEMS		**then only 4 TC from now on.**

♠ The other 12 cards have four versions with only minor effects. In the standard game, always read the spades version. Whenever a general receives a special bonus or a restriction, put a game turn record marker on him as a reminder.

♠ The allocation of nations may change:

- If Russia **and** Sweden have dropped out, player *Elisabeth* takes over the Imperial Army.
- If France has dropped out, player *Pompadour* takes over the Imperial Army.

NOTE: *1.) By the above method all players will participate till the end. 2.) The Imperial Army still moves after Austria.*

♠ **Eased victory conditions.** For victory, control of 1st order objectives will be sufficient for:

- Sweden, if Russia has dropped out.
- Austria and/or Imperial Army, if the Imperial Army has switched players.

♠ In a 3 player game, the Imperial Army switches players in the same way. Eased victory conditions are also not changed.

12 GAME END

♠ The game will end only at the end of a turn. EXCEPTION: Offensive Option (rule 13).

♠ **Victory of an attacking nation.** If an attacking nation controls all her objectives before the Card of Fate is picked, this nation has won. Do not pick the card. If a nation controls all necessary objectives after the pick (due to eased victory conditions) the nation has won, too. In both cases the game ends with the victory of the player currently playing this nation. If two or more nations fulfill their victory conditions simultaneously both will win. All other players – allies and opponents – have lost.

♠ **Prussian victory.** If Russia, Sweden and France have quit the game due to the Cards of Fate, then the game ends with the victory of Prussia/Hanover (player *Frederick*).

13 THE EXPERT GAME

♠ If the picked Card of Fate shows 4 versions, read out the one with the suit corresponding to the sector where the most recently victorious general is currently positioned.

♠ If you want fate to be less extreme, you can set up the Clock of Fate as follows: :

1. Before shuffling the Cards of Fate, set aside the cards *Elisabeth*, *Poems* and *America*.
2. Shuffle the remaing 15 Cards of Fate thoroughly. Then set aside the top 4 cards.
3. Merge the remaining 11 cards and the cards *Elisabeth*, *Poems* and *America*. Shuffle this deck thoroughly. Finally, put the 4 cards from step 2 on top of these. Now the Clock of Fate is set; the game is ready to start.

♠ Prussia may win the game using the Offensive Option (OO) as follows:

- In turn 3, before moving any pieces, Prussia has to decide whether to use the OO or not. Prussia shows that she is going for the OO by setting aside, faceup, one TC or her choice, of any suit or value.
- Austria picks up this TC as soon as Prussia has lost a combat against Austria with at least -3; or if a Prussian general was removed from the map due to lack of supply south of the coordinate line "5".
- To win with the OO Prussia has to control the 14 objectives in Bohemia ("Böhmen"). Without the OO conquests of objectives are **not** possible after turn 3.
- If Prussia has conquered all her objectives, the game ends **immediately** with a Prussian victory (as an exception to rule 12, 1st paragraph).
- When the first subsidy reduction has occurred by a Card of Fate **and** Austria has picked up the open TC, the OO has failed. Prussia is not allowed to conquer objectives in Bohemia anymore. Victory is possible only by defense.
- If Prussia decides to go for the OO, the number of objectives Austria needs to conquer is reduced by 4. Which 4 objectives Austria does not need to conquer can be decided by Austria at any moment. However, Austria must control at least one objective in Saxony ("Sachsen") in order to win the game.
- All other nations win by meeting their usual conditions.

14 SCENARIOS FOR 2 PLAYERS

This scenarios will not recreate the overall strategic situation of FRIEDRICH, *but will focus on only one theatre of the war. Therefore, they are only introduction scenarios, especially useful for beginners who want to learn the system; or for* FRIEDRICH *enthusiasts who want to play but could not find a third player.*

♠ **General Scenario Rules.** All standard rules are used, unless explicitly mentioned.

14.1 Scenario 1 — The War in the West

♠ One player takes the Hanoverians and the Prussians. The other player takes the French.

♠ The scenario is played with the following pieces:

1. All Hanoverian pieces.
2. All French pieces.
3. The Prussian general *Seydlitz* (No. 6) and one Prussian supply train.
4. Prussia starts the game with 3 troops; she may never hold more. (France and Hanover start the game with 20 and 12 troops, as in the standard game.)
5. All pieces are set up on their standard start positions. The Prussian supply train starts in Jüterbog (F5).

♠ Except for Prussia, the income of Tactical Cards is the same as in the standard game. In detail:

Pr: $2-1$ TC Ha: $1+1$ TC Fr: $4-1$ TC

Furthermore, an imaginary player receives 5 TC per turn. These cards are discarded immediately (without looking at them).

Notes:
1. Prussia receives 2 TC per round, but has to discard one of these two immediately. As soon as the first subsidy reduction occurs (due to the Card of Fate "Lord Bute" or "Poems") Prussia receives only 1 TC per round. The second subsidy reduction has no effect.
2. France is affected by the Cards of Fate like in the standard game.

♠ France wins if she controls all of her red objectives. Hanover/Prussia wins if the game ends before France has won. The game ends when France is kicked out of the game by the Cards of Fate "India" and "America".

14.2 Scenario 2 — The Austrian Theatre

♠ One player takes the Prussians. The other player takes the Austrians and the Imperial Army.

♠ The scenario is played with the following pieces:

1. All Austrian pieces.
2. All Imperial Army pieces.
3. The Prussian generals *Friedrich*, *Winterfeldt*, *Heinrich*, *Schwerin*, *Keith* (No. 1 to 5), and both Prussian supply trains.
4. Prussia starts the game with 24 troops; she may never hold more. (Austria and the Imperial Army start the game with 30 and 6 troops, as in the standard game.)
5. All pieces are set up on their standard start positions.

♠ Except for Prussia, the income of Tactical Cards is as in the standard game. In detail:

Pr: $3+2$ TC A: $4+1$ TC Imp. Army: 1 TC

Furthermore, an imaginary player receives 5 TC per turn. These cards are discarded immediately (without looking at them).

Notes:
1. Prussia receives 5 TC per round. Every subsidy reduction (due to the Card of Fate "Lord Bute" or "Poems") reduces her income by (only) 1 TC per round.
2. Austria's income is affected just like in the standard game.

♠ Austria wins if she controls all of her objectives. Similarly, the Imperial Army wins if she controls all of her objectives. Prussia wins by controlling all of her blue objectives in Bohemia, or if the game ends before Austria or the Imperial Army have won.

♠ The game ends as soon as the virtual powers France, Russia, and Sweden have left the game due to the four Cards of Fate "India", "America", "Elisabeth", and "Sweden" (as in the standard game).

♠ There are no eased victory conditions for Austria or the Imperial Army.

♠ The rules for the Offensive Option are not in play: thus, Prussia may conquer an objective in Bohemia at any time.

TRANSLATION OF THE TIME TRACK

-1- 1756, August 29. Frederick is convinced that war cannot be avoided. So he strikes first and invades Saxony with his armies under his personal command.

-2- Escaping the Prussians, Minister Brühl has to leave behind 802 bathrobes, 28 coaches, 67 vinaigrettes and 1500 wigs.

-3- Saxony has surrendered, and now Frederick demands an alliance! – "That never happened in world's history before!" – Frederick: "I attach importance to being inventive."

-4- William Pitt convinces the British House of Commons that the battle for America will be won in Europe. After a standing ovation, Prussia is voted generous subsidies.

-5- In the spring of 1757, Frederick starts an offensive into Bohemia before the attackers are able to complete the encirclement of Prussia. Siege is laid to Prague …

TACTICAL HINTS

♠ If you are inferior in TCs, then go and hunt the opponent's supply trains! The map offers a lot of space. Use it!

♠ Avoid total defeats. It is better to withdraw tactically than to lose all troops.

♠ Reserves are gold. They can be used in every TC-sector; and – even more importantly – they always allow a cheap and flexible retreat!

♠ If you don't want to allow your enemy a cheap retreat, then play on a score of zero. Then he has to play TCs until only RESERVES are left to him.

♠ If you are sure you will win the battle, then encircle the enemy. He won't be able to retreat, and will lose all troops instead.

♠ During a retreat even your own pieces are obstacles!

♠ Attacks across a sector border almost always dramatically alter a game situation.

♠ Areas far apart from each other are correlated by TC sectors. A Prussian victory in East Prussian spades can mean a total defeat in Silesian spades.

♠ Prussia has to use its TCs with great discipline.

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Designer's Notes

When the idea for FRIEDRICH first came to me, Germany was still divided, computers did not have hard disks, and I knew less than nothing about Prussia. Then one evening I was watching the TV series "Saxony's Glamour and Prussia's Glory" (an East German production shown on Bavarian television): all of a sudden I had a vision for a game. Since that first moment, FRIEDRICH has not changed in its basic concepts, and only details have changed since the first prototype. So why was the development process so long? Because I wanted all the players (though not the nations they control) to have an equal chance at victory, without artificial and ahistorical leveling. Achieving this could only be done through long testing and the collection of detailed statistics.

The basic concept of FRIEDRICH is that life writes the best stores. It was clear from the start that Everybody-against-Frederick and the sudden death of the Tsarina should be the inner engine of the game. The Cards of Fate were born in the first minute of the design, and with them the opportunity to spotlight en passant the fascinating figure of Frederick the Great and the era as a whole. From this came the next idea: the game should draw an historically accurate picture, but always remain a game. It should have few rules and avoid mechanical nightmares, but always offer great depth of play and give players lots of decisions to make. Finally, it should base everything on a novel concept: the unification of board-game and card-game.

The map only seems to be accurate. The borders are greatly simplified. In early versions dozens of German minor states had been indicated with individual colors, but now they are all in yellow for the sake of clarity (although the existence of states like Waldeck and Anhalt add flavor). Some cities were moved to prevent overcrowding, and – I am ashamed to admit – some territories were moved as complete blocks by over a hundred miles, just because of production constraints. The road network reflects terrain. Gaps can be found at mountain ranges (Harz, Erzebirge), rivers (the Oder and Bober) and marshes (the Warthebruch and the swamps near Hanover). Important intersections are located at major cities (Breslau, Prague and Dresden), and fortresses (Minden, Glatz). The main roads are the interior lines which were used by Frederick the Great with masterful perfection. All in all it is the complex and irregular terrain which gives FRIEDRICH its appeal: after playing the game more than a hundred times, one should think that I would know the roads inside out by now, but no! It happens every game that suddenly Leopold of Daun or some other bastard shows up in front of me, just because I couldn't count to three!

The Tactical Cards were part of the game from the beginning. Some points especially worth noting:
1) Only the precious "Reserve" can be used as a "1".
2) The influence of the arrangement of sectors on the game balance is profound; the strange gap in the three central rows is only there to balance the game.
3) It took a long time for me to finally decide whether to use the traditional French suits for the cards (spades, clubs, diamonds, hearts) or whether I should introduce new ones just for the game (e.g. tricorn, sabre, boots, horseshoes). I opted for the traditional suits. The reasons were: a) The French suits were in use in the era represented in the game; b) French was the lingua franca of the era and particularly of Frederick; c) Sentences like "I will enter horseshoes now" or "You tricorn; me boots" just sounded ridiculous; and d) Why should I reinvent the wheel and introduce unnecessary terminology and add confusion? — As a side note, traditionally spades were a symbol of the sword, clubs of power, hearts the church, and diamonds money.

The generals and armies are taken from history. The strengths of the armies are taken from their historical strengths, averaged over time. The number of generals and supply trains is a compromise between history and game balance. A lot of thought went into the decision as to whether France should have 3 or 4 generals. She received 3, because France's chance of victory would be extraordinarily high with 4 generals, and 3 generals allowed the elegant and mobile campaigns in northern Germany that were so characteristic of Ferdinand of Brunswick.
The generals in the game were the outstanding commanders of the period – or at least the most influential ones. Some names are unfortunately missing (e.g. Zieten, Hadik, Rumjanzew, Finck), and in the case of France and Sweden different choices could easily have been made (for France d'Estrées, Clermont, Contades, Broglie were alternatives, and for Sweden the supreme command changed annually). — As an aside, don't confuse the general Richelieu in the game with Cardinal Richelieu, his namesake.

The nations all play differently. FRIEDRICH in this way is a little bit like role-playing. Playing France is a totally different experience than playing Russia which is totally different from Prussia which is totally different from Austria. France, by the way, is not less of a challenge for having so few pieces to move: in chess, the endgame is not easier than the opening because there are fewer pieces in play. There will be days when you feel fit to play Frederick with all the mental stress that entails; on other days you will be drawn to France to play the fleet-footed fencer; and there will even be days when you will want to feel the sword of Damocles hanging over your head and you will long to play Russia ...
In contrast to history you should never turn up your nose at the minor countries. Of course Sweden and the Imperial Army are of no military importance (during the first ten turns they should never engage in combat!), but they can become dangerous over the long haul if they adhere to the tactics of "look-and-run". This is especially true with the eased victory conditions: if they control all their 1st order objectives at the moment victory conditions are eased, they win immediately – with no chance for Prussia to make a counter-move. Additionally, there is the perfidy of the Imperial Army, which can switch players! Maria Theresa can do all the work, only to have Pompadour get the glory and the crown: is there a better way to represent German sectionalism?

Although FRIEDRICH is not a pure **simulation**, the game recreates the nature of the Seven Years War surprisingly well. During the first four turns Prussia is more than a match for each of her opponents: the temptation is quite strong to fight them all at once in a wild brawl. This, however is the perfect recipe for a rapid Prussian defeat: instead the key to Prussian victory is the well-targeted use of her superiority. Remember what Frederick wrote to d'Argens in early 1759: *"Until now my enemies had never coordinated their activities. This year they want to attack in concert. If they succeed, you can start to prepare my epitaph."* In game terms the Prussian dictum is: "Never fight an enemy nation in more than one suit!" Adhering to this requires a lot of discipline (which is of course the signature Prussian virtue). On the other hand, if the attackers manage to unite their generals in a single sector, Prussia is really doomed! But if Prussia is doomed, who is the winner? Well, that is the key question! The dissention of the coalition saved Frederick 250 years ago; it can also (depending on the character of the players) be Prussia's salvation in the game. Furthermore, the necessity to stay in supply will be a major barrier to the realization of the unite-in-one-sector strategy. Saltikov and Kunersdorf are to be remembered here!
At first blush, the TC system looks very abstract and arbitrary. But, in this simple mechanism you can find: the limited Prussian resources and population (the Prussia hand will constantly decrease, while the Austrian hand will tend to grow); the curtailment of Prussian mobility starting around game turn 12 (approximately the 4th year of the war), sieges (although no fortresses exist); motionless entrenchments (Bunzelwitz), threats to supply lines (Henry's move to Görlitz in 1759); the breakdown of supply (Laudon's coup at Domstädtl); and encirclement to force a decisive battle (Liegnitz, Torgau, Hochkirch).

The Cards of Fate. The players know what Tactical Cards they have, and plan accordingly. Perhaps they will succeed, perhaps not. All plans, however, can come to a sudden end with the death of the Tsarina or by the bankruptcy of France, something that can neither be planned for nor foreseen, because it is beyond the players' control and knowledge. This is a violent and radical game mechanic. It will irritate some, and cause them to think that the Cards of Fate are nothing but pure luck ... nevertheless, in the game, they work! They have been playtested over and over. Most importantly, they make FRIEDRICH like life itself; today I feel on top of the world, but tomorrow I may be killed by a brick falling on my head ...

Today, Germany is united and computers have enormous hard disks. After a period of development which lasted over twice as long as the war depicted in the game, FRIEDRICH is now released to the world. If players have only half the fun playing the game that I had designing it, they will truly love the game and the elegance of its mechanics. And maybe they will be touched by the idea that there is something quite alright with a world in which states can be outlived by game ideas.

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