

FRIEDRICH

INTRODUCTION SCENARIOS FOR 2 PLAYERS

BY RICHARD SIVÉL



Note. *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 the Friedrich fan-crowd who wants to play but could not find a third player.*

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

Scenario 1 — The War in the West

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

Playing pieces. The only playing pieces used are:

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 three armies; she may never hold more.
5. All pieces are set up on their standard start positions. The Prussian supply train is starting in Jüterbog (F5).

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

Pr: 2 – 1 TC Ha: 1 + 1 TC Fr: 4 – 1 TC

Furthermore, an imaginary palyer 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 2 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.

Victory and game end. 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”.

Scenario 2 — The Austrian Theatre

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

Playing pieces. The only playing pieces used are:

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 armies; she may never hold more.
5. All pieces are set up on their standard start positions.

Tactical Cards. 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 palyer 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.

Victory and game end. Austria wins, if she controls all of her objectives. Similarly, the Imperial Army wins, if she controls all of her objectives. Prussia wins, if the game ends before one of the attacking powers has 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. Prussia can win the game also by controlling all of her blue objectives in Bohemia. The rules for the Offensive Option are not in play. Thus, Prussia may conquer an objective in Bohemia at any time.

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