

Frederick the Great

NEW HONORS OF WAR Rules:

Attacker will **GRANT** Honors of War if the die roll plus modifiers (given below) is greater than or equal to 4:

Defender is ahead on Victory Points:	+1
Attacker is behind in Prisoner comparison*:	-1
Attacker is the Prussian-Allied Player:	+1
Attacker is the Coalition Player:	-1
Attacker Strength Points \leq 5:	+2
Attacker Strength Points $>$ 5 and \leq 10:	+1
Defender is in home country:	+1
Defender has no other Garrisons:	+2
Winter:	+2

If the Attacker does not GRANT the Honors of War, then the Defender will **REFUSE** (to surrender), if the die roll plus modifiers (given below) is greater than or equal to 6, otherwise the defender will surrender:

Game Turn = April - July:	-1
Game Turn = November	+1
Game Turn = Winter:	+2

Defender Strength Points \geq Attacker Strength Points:

Attacker Strength Points $>$ 10:	-1
Attacker Strength Points = 5 - 8:	+1
Attacker Strength Points $<$ 5:	+2
Fortress is a 5 V.P fortress:	+2
Fortress is a 10 V.P fortress:	+3
Defender would lose a leader with an initiative $>$ 0:	+1
Other friendly units would be out of supply as a result of losing fortress:	+1
Defender is Prussian and losses from a REFUSE exchange plus current strength point loss total would be $>$ 20:	-1

Defender Strength Points $<$ Attacker Strength Points:

Defender is behind in Prisoner comparison*:	+1
Defender is the Coalition Player:	+1
Defender is the Prussian-Allied Player:	-1
fortress is in defender's home country:	+1

* Attacker "behind" in Prisoner comparison means that given the current numbers of prisoners held by each side, the attacker will NOT get all of his prisoners back during the next Prisoner Exchange Phase. The Defender "behind" in Prisoner comparison is based on prisoner levels after the garrison surrenders and means that the defending side (garrison) will not get all of his prisoners back during the next exchange (hence he is reluctant to lose more prisoners). Both comparisons must be made based on nationality and scenario restrictions on prisoner exchanges.

ERRATA/MODIFICATIONS (optional)

- A garrison granted the honors of war must be moved to a **non-besieged** friendly garrison of the same nationality (which may result in the splitting of the garrison, if made up of different nationalities).
- A demoralized force inside a fortress does not demoralize a friendly force outside the same fortress, and a demoralized force outside a fortress does not demoralize a friendly force inside the same fortress.
- The captor has the choice of which leader to offer for exchange when an uneven number of leaders are held as prisoners.
- Use the new Percent Loss Table for battle losses. Note, any battle resulting in the complete loss of strength points to one side is an automatic battle victory and enemy leader capture for the opposing side but only if the opposing side has at least 1 remaining strength point.
- New Battle Victory (BV) formula: Use Leader Combat Bonus (Attack/Defense) in place of Initiative to determine battle winner
- CRT corrections: 66%-99%; [7] = 20 20L, [8] = 20L 25, [9] = 10 20