

# Prague: The Empty Triumph - 6 May, 1757



**GAME SUBJECT:** The Battle of Prague  
**EXPECTED PUBLISH DATE:** Q2 2009  
**EXPECTED PREORDER DATE:** Now!  
**DESIGNER:** Paul Dangel  
**DEVELOPER:** Richard Kane  
**TYPE:** Battles From the Age of Reason Series  
**SCALE:** Tactical  
**PRICE:** \$64 PRE-ORDER  
 \$80 POST-PUBLICATION

*“The battle at Prague must be the greatest and bloodiest in history”*  
 - Frederick the Great

## HISTORICAL BACKGROUND:

**O**n May 6 Frederick sent 65,000 men on a maneuver to turn the right flank of the 62,000 Austrians strongly deployed along a ridge east of the city of Prague. The battle began badly for the Prussians who became bogged down in water logged meadows along their line of advance where they were slaughtered by Austrian artillery. Only after reinforcements exploited gaps in the Austrian line, together with a furious see-saw battle were the Prussians finally able to drive the Austrians to safety behind the fortress walls of Prague. The battle lasted nearly the entire day and the losses were staggering with over twenty percent casualties for both sides. Both Austria's Field-Marshal Maximilian von Browne and Prussia's renowned von Schwerin were mortally wounded.

Although the battle was clearly a Prussian success the victory fell short as Prague successfully withstood the Prussian siege efforts until June 18 when Marshal von Daun's Austrian relief force dealt Frederick his first defeat on the rolling hills near Kolin.

SAMPLE COUNTERS AT FULL SIZE



## DESCRIPTION:

**PRAGUE - The Empty Triumph** is the seventh volume in the Battles from the Age of Reason game series and continues the course of the Seven Years War in central Europe. The map and time scale: 100 yards per hex and 20 minute game turns. Units represent battalions, regiments, squadrons, companies and batteries or sections of artillery (1 strength point equals 100 men, 50 horsemen or 2 cannon). The counters represent the various arms, individual leaders and game markers needed to play the game. Prague allows players to explore all aspects of this critical and bloody battle with one and two-map scenarios or replay the entire action using all three maps.

## COMPONENTS:

- 3rd Edition Standard Series Rules booklet
- Exclusive Rules booklet containing Special Rules, Scenarios & Historical Commentary
- Three 22" x 34" color period style maps
- 420 full color Combat, Leader & Game Counters plus black & white markers
- Charts, Tables & Cardstock Combat Resolution Cards
- Two ten-sided dice

