

BAR Scenarios

This chart lists all of the scenarios of all the current BAR games. It can be used as a tool to decide what battle and scenario to play and it is especially useful for beginners to know where to start. There are asterisked notations as to which scenarios are best for beginners and then which scenarios they should go on to after their initial play. The play time is an educated guess for veteran BAR gamers; for new gamers the times listed can take considerably longer. The information for Kolin, Zorndorf, Leuthen, and Lobositz is based on the revised rules for those games. The revised rules for Kolin, Zorndorf, and Leuthen are available from the BAR website and the revised rules for Lobositz are available as part of the “Prague” game.

	Scenario	# of turns	# of maps	Play time	Notes
Kolin (revised)	1	7	1	2 hrs	Initial contact of armies near Krechor. Infantry and artillery only.*
	2	7	1	2 hrs	Early cavalry clash on far east of battlefield. Cavalry only.**
	3	7	1	3 hrs	Combines scenarios 1 and 2.**
	4	up to 23	2	20+ hrs	Condensed full battle scenario with Prussians already flanking Austrians.
	5	up to 23	3	20+ hrs	Full battle scenario with Prussians already flanking Austrians.
	6	up to 28	3	25+ hrs	Full battle scenario with early start and armies facing each other.
Zorndorf (revised)	1	6	1	2 hrs	“What if” introductory battle with infantry and artillery only.*
	2	8	1	3 hrs	Prussian morning attack. Small scenario but includes all arms.**
	3	up to 39	3	20+ hrs	Full battle scenario with armies facing each other.
	4	up to 39	2	20+ hrs	Condensed version of scenario 4 for only 2 maps.
	5	up to 48	3	25+ hrs	Full battle scenario with early start. The Prussians need to maneuver.
Leuthen (revised)	1	7	1	2 hrs	Cavalry only clash early in the battle.**
	2	9	2	4 hrs	Represents the Prussian attack on the Empire troops.
	3	up to 17	2	10+ hrs	Represents the fight for Leuthen itself.
	4	up to 24	4	20+ hrs	Full battle scenario. Add more time for the early start option.
Brandywine	1	14	1½	5 hrs	Initial attack of Cornwallis on American right flank.
	2	11	1½	4 hrs	Knyphausen’s afternoon attack on the main American line.
	3	14	3	8+ hrs	Combination of scenarios 1 and 2. Afternoon fighting.
	4	up to 39	3	20+ hrs	Entire battle from AM. Americans frozen until British arrive.
	5	up to 48	3	25+ hrs	Entire battle from early AM with off map movement.
G'town	1	up to 29	2	15+ hrs	Full Battle of Germantown. Great for blind play.
	2	up to 29	2	15+ hrs	Same as scenario 1 but with no special rules for Cliveden.
Lobositz (revised)	1	up to 33	1½	15+ hrs	Full battle.
	2	up to 39	1½	20+ hrs	Full battle with early start. Prussians must maneuver.
	3	up to 27	1½	15+ hrs	“What if” alternate Prussian entry from southwest of battlefield.
Monmouth	1	10	2	3 hrs	British attack on Lee’s corps.
	2	up to 25	2	8 hrs	British attack on Washington’s main army.
	3	up to 40	2	20+ hrs	Full battle of Monmouth.
	4	up to 67	2	30+ hrs	“What if” multi-day battle with all forces of both armies.

* Best scenarios for beginners.

**Second tier of beginner scenarios--good for player improvement.

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	Scenario	# of turns	# of maps	Play time	Notes
Fontenoy	1	10	1	1 hr	Small scenario--infantry and artillery only--of Ingoldsby's attack.*†
	2	8	1	3 hrs	Dutch initial attack on French right.**
	3	12	1 or 2	10+ hrs	English attack--the crisis of the battle.
	4	up to 33	1 or 2	20+ hrs	Full battle of Fontenoy.
	5	up to 42	2	25+ hrs	Full battle of Fontenoy with early start. Allies can maneuver on map.
	6	up to 45	2	30+ hrs	Full battle with Allies off map and able to maneuver off map.
	7	up to 39	2	25+ hrs	"What if" clash of all forces of both armies without fieldworks.
Melle	8	up to 9	½	3 hrs	Battle of Melle. Chaotic action.
	9	up to 12	½	3 hrs	"What if" Melle for beginners.*
Prague	1	6	1 or 2	1 hr	First clash of infantry.*†
	2	9	1	2 hrs	Cavalry clash on Austrian far right.**
	3	9	2	3 hrs	Combines scenarios 1 and 2.**
	4	12	2	10+ hrs	All of the action of the morning battle.
	5	up to 27	3	20+ hrs	Full battle with Prussians already flanking Austrians. Off map movement.
	6	18	2	15+ hrs	Condensed and shortened version of scenario 5.
	7	up to 33	3	25+ hrs	Full battle scenario with early start and Prussians off map.
Mollwitz	1	4	1	2 hrs	Infantry and artillery only. The late Prussian assault.*
	2	up to 11	1	6+ hrs	The Battle of Mollwitz with the armies already in position.
	3	up to 17	1	8+ hrs	Early start with the Prussians having just entered the map area.
	4	up to 20	1	10+ hrs	"What if" early start with all armies entering the map.
Chotusitz	5	6	1	2 hrs	The cavalry action on the western end of the battle.**
	6	up to 13	1	10+ hrs	The Battle of Chotusitz with the armies already in position.
	7	up to 17	1	12+ hrs	Early start with all armies entering the map.

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† There is a small map for this scenario available from the BAR website so that gamers can play it in a very small area.