

Clash of Monarchs

the seven years' war in europe, 1756-1763



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1.0 Introduction

Clash of Monarchs (COM) is a point-to-point, card-driven game for two to four players recreating the Seven Years War in Europe. One or two players take the role of the Anglo-Prussian (A-P) alliance, and one or two players play the Austrian-led alliance that historically included Russia, France, and minor nations Saxony, Sweden, and the Holy Roman Empire (the Coalition).

If certain game actions involve one specific nation only, they will refer to Austrian, Prussian, Swedish, etc., to indicate the action applies only to that nation/player. Most actions are taken by one of the major Powers: Austria, Britain, France, Prussia, and Russia. A few rules refer to an Alliance, which is either the Anglo-Prussians or the Coalition.

2.0 Components

Clash of Monarchs includes the following:

- One 22" x 34" Map
- 456 9/16" counters
- 280 1/2" counters
- 5 Player Aid cards
- 4 Power Display cards
- One Rule Book (this one)
- One Play Book
- 110 Strategy Cards
- Two 6-sided dice

2.1 Game Map

The game map depicts central Europe where the war occurred. Each circular or square **space** represents a town or city and the surrounding area. Spaces are connected by **lines**. Playing pieces move from space to space along the lines. Larger geographic **areas** are named (Bohemia, Pomerania, etc).

Note: When using the COM map patch, place all units designated for Venlo in Roermond instead.

2.1.1 Nationality: Each space begins the game under control of a nation, denoted on the map by the colored outline of the space:

- Dark Blue—Prussia
- Red—Britain
- Pink—(Holy Roman) Empire territory favoring Britain
- Khaki—(Holy Roman) Empire territory favoring Austria
- Black—Saxony
- White—Austria
- Light Blue—France
- Green—Russia
- Red/White—Poland
- Yellow—Sweden
- Orange—Denmark

All of a nation and its allies' spaces are considered "friendly" to that player unless solely occupied by enemy forces. Square spaces may be occupied only by forces and **Forward Depots** of the controlling nation; all others are restricted from entering.

Territory Favoring Britain: Though part of the Holy Roman Empire, the pink spaces in Westphalia are considered part of Britain for all game purposes.

2.1.2 Map Features: Several map features figure into play.

Fortresses: Fortresses are rated as Class 1, 2, or 3. See the map key for the graphical distinction among the three classes.

Sample Fortress



Victory Point/Thaler values: Many spaces have green Thaler (Thl) values and/or red Victory Point (VP) values.

Hills: Brown spaces with hill markings affect Overruns and Battles [12.9, 15.5].

Ports: Coastal spaces with anchor symbols may feature in events and may be entered or besieged by Fleets [12.11, 17.4.7].

Rivers: Lines crossed by blue river markings modify Interceptions attempted from one space to another along their length [13.2].

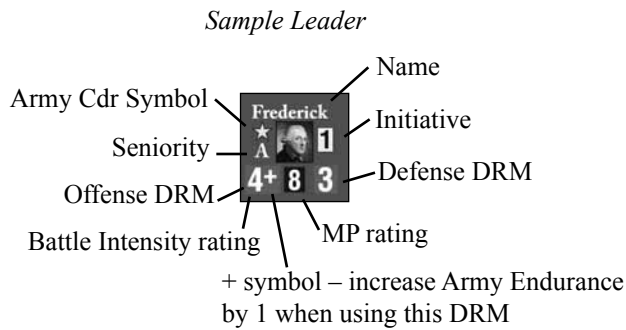
Areas: Various regions marked by green lines such as Saxony, Silesia, and Bohemia. Each has a boxed space for placing *Forage Point* markers [18.6]. **Their control never changes.**

Theaters: Large groupings of Areas delineated by darker, thicker lines. There are three Theaters: Border, German, and Northern. Each Theater also has a corresponding off-map Theater Box, where *Kleiner Krieg (KK)* units are deployed [18].

2.2 Playing Pieces

The playing pieces represent the leaders and forces involved in the war.

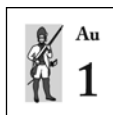
2.2.1 Leaders: Leaders are rated for Seniority, Initiative, Movement Points (MP), Offensive battle die roll modifier (DRM), and Defensive battle DRM.



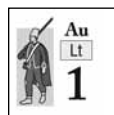
The reverse of each Leader counter is identical except no yellow box encloses the Initiative rating. Use this side of a Commander's counter if he has no Lt units in his Command [12.6].

2.2.2 Forces: All forces are measured by numerical Strength Points (SPs). Each force counter except Line Infantry is a distinct 2-step unit, and has both full- and reduced-strength sides (the latter identified by a white {or gray for Austrians} bar across the top). Light (Lt) units are designated by "LT" on a yellow background on the counter.

Infantry—Line and Light Infantry SPs each represent 2000 men. Line Infantry SP counters of the same nation can be combined and split like money; players may "make change" as desired.

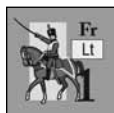


Line Inf SP



Lt Inf unit

Cavalry—Each unit counter represents a "wing" of 2–6 cavalry regiments. Cossacks are represented at 2000 men per step; all other cavalry is 1000 per step. Light Cavalry (Lt) represents various Hussar, Freikorps, Chevauleger, or Cossack units; Line cavalry represents Dragoon and Cuirassier units. Some Prussian, Saxon, and Austrian cavalry (Hussars and Chevaulegers) have "HUS" or "CVL" on a red background; they may count as either Light or Line for various game functions as the player desires.



Light Cav



Line Cav

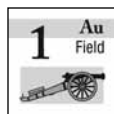


Dual-Role Cav

Artillery—Each unit represents a grouping of 100 heavy field artillery guns (4- to 12-pound cannon and howitzers) or 24–36 heavy siege guns with full and reduced sides.



Front



Back (reduced)

Reduced Artillery units have the same battle/siege capabilities as full-strength units.

2.2.3 Fleets: Fleets in *Clash of Monarchs* represent efforts to gain and apply naval superiority in the North and Baltic Seas, rather than specific groups of ships. The game includes Russian, British, and Danish Fleets.



2.2.4 Nationality Abbreviations:

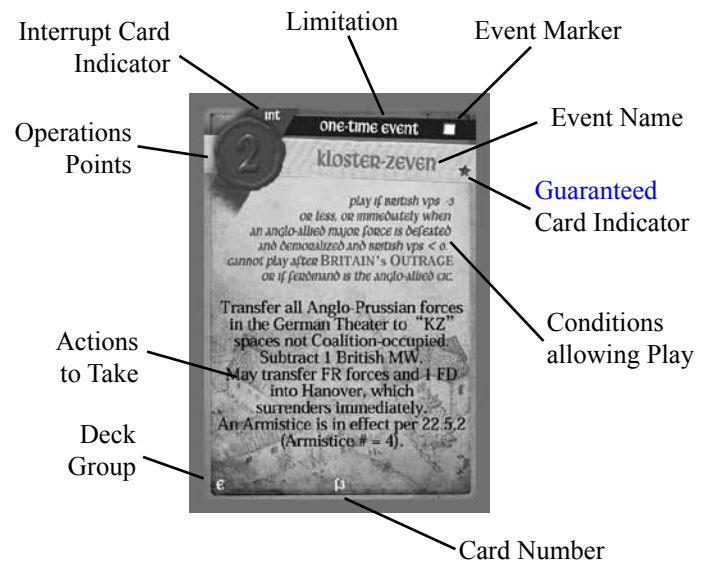
AU	Austrian
BR	British
DA	Danish
FR	French
HA	Hanoverian
IM	Imperial
PR	Prussian
RU	Russian
SA	Saxon
SW	Swedish

Forces that may be British and/or Hanoverian are termed Anglo-Allied, abbreviated "A-A."

2.2.5 Markers: Various markers are supplied with this game. Some are for use on the map (e.g., *Supply States* and Forward Depots), some denote status on the various record-keeping tracks, and others are drawn for randomized effects. Their use will be explained where appropriate in these rules.

2.3 Strategy Cards

Each Power has its own deck of Strategy Cards, subdivided into Early War and Wider War Cards.



Cards may also include a *Financial Straits* symbol in the lower right corner denoting removal from the game under specific circumstances [20.5.1].



Questions? If you have any questions about the rules, we'll be glad to answer them if you send them with a self-addressed stamped envelope to: GMT Games, Clash of Monarchs Qs P. O. Box 1308 Hanford, CA 93232-1308 For faster response, we're on the Internet at www.gmtgames.com, or on the Consimworld discussion board at www.consimworld.com.

3.0 Overview

Clash of Monarchs rules are arranged to facilitate play through the course of a turn from start to finish in the following order:

- Force and Command definitions (section 4)
- Sequence of play (section 5)
- Fortunes of War, Turns, and play of Strategy cards (sections 6–8)
- Supply considerations and Supply Actions (sections 9–10)
- Command activation (section 11)
- Force movement, Interception, and Withdrawal (sections 12–14)
- Battles, Morale, and Sieges (sections 15–17)

- *Kleiner Krieg* (KK) mechanics (section 18)
- Winter and Spring (sections 19–20)
- Monarchial Will, Geo-Political Considerations, and Victory (sections 21 through 23)
- Advanced Rules (section 24)
- Game setup and scenarios (See Play Book)

Numbers in [brackets] after or within a rule indicate a reference to another rule that explains or clarifies steps or actions. Design Notes and Play Notes are intended to explain and advise players on the reasoning behind or applicability of certain rules.

4.0 Forces and Commands

4.1 Forces and Commands Defined

A **force** is any number of **leaders and/or** Line Infantry SPs and/or cavalry, light infantry and artillery units in a space, with or without a leader. A leaderless force is considered a single force for purposes of attrition and combat, with default Initiative and MP values of 4.

A **Command** is a force that includes at least one leader. Multiple Commands may be in one space. The controlling player decides which SPs and units are assigned to each leader. During Action Rounds, one Command's activation is normally completed before activating another Command.

During an enemy turn, all inactive leaders, SPs, and units defending in a space battle as one combined force (**Exception:** Fortresses [17.1]). The attacker may choose to have one Command in a space attack, while others are not involved.

4.1.1 Multi-Nation Force: A force may include Line Infantry SPs, units, and leaders from more than one nation, but may incur penalties thereby [12.2]. Its nationality is determined by the nation with the most SPs (or its Commander if equal) for all purposes. **Multi-nation forces must initially be formed with a leader of the same nationality of the majority nationality SPs in the force.**

Example: A force of 6 French, 7 Imperial, and 2 Saxon SPs is an Imperial force, **and must be led by an Imperial leader.**

British and Hanoverian forces are considered a single nation (the Anglo-Allies) for all purposes except where specified.

4.2 Force Stacking

There is no limit to how many SPs or units may occupy a space (**Exception:** A force in a fortress [see Fortress Data Chart]). Players may freely examine opposing stacks unless using Advanced Rule 24.5.

4.2.1: Major and Minor Forces: Any force with more than 5 SPs is termed a **Major Force**. Any other force is a **Minor Force**. Players may—but need not unless using Advanced Rule 24.5—use Major Force markers to reduce the need for manipulating and counting stacks.

4.3 Leaders

A force may have any number of Army or Corps Leaders in it.

4.3.1 Army Leaders: Army Leaders are marked with a star. Each may move and attack with his own force of up to 20 SPs.

4.3.2 Corps Leaders: Corps Leaders do not have stars. Each may move and attack with a force of up to 12 SPs.

4.3.3 Leader Seniority: Each leader has a rank letter that defines his status within his nation's military hierarchy. The earlier in the alphabet a leader's rank letter is, the more senior the leader.

Example: In the Prussian Army, Frederick (A) is more senior than Schwerin (B) who is senior to Keith (C).

4.3.4 Commanders: In a force, each nation's highest-ranked leader is its Senior Leader. If only one nation is present, its Senior Leader is the Commander. In a multi-nation force, the Commander is the Senior Leader with the most SPs in the force. If nations have the same number of SPs, the highest-ranked Senior Leader is the Commander. If Senior Leaders are equally ranked, the controlling player may choose the Commander. **If the Commander of a multi-nation force is killed, wounded, or leaves the space, such that the force now has no leaders of the majority sp nation in it, other nation leaders may not make a normal activation of that force in its entirety (they may form a new, smaller force within the limits of 4.1.1). Such forces may still make an Admin activation and defend in combat as a whole.**

When moving, leaders may not pick up more senior leaders. For combat purposes, only one leader is considered Commander of all forces participating in a space: **the senior Commander.**

Use the back side of a Commander's counter if he has no Lt units in his Command [12.6].

4.3.5 Subordinates: Other leaders in a force besides the Commander are subordinates. Each subordinate leader increases the maximum allowable strength of the force by his capacity (20 or 12 SPs) when moving or attacking.

4.4 Commanders-in-Chief (CICs)

Each nation's highest-ranked **unbesieged** leader currently in play (i.e., in a space on the map, not wounded on the Turn Track, in a Prisoners box, or in the Force Pool) is considered its Commander-in-Chief (CIC). For each nation *except* Prussia, at the start of and during the course of its turns, the CIC's force must contain at least as many of his nation's SPs as any other single Command that includes forces of his nation. Other leaders may not activate, recruit, or pick up forces such that they have a larger Command than the CIC. In addition, no non-Prussian leader's force can have more Field Artillery units than his CIC's force.

If it is discovered during a player's turn that he has created a larger command than the CIC's, he must back up his move and re-do it to avoid the violation. If enemy activities cause a violation, the affected player must correct this, by the end of his current turn if possible, and in all cases by the end of his next turn, by:

- Moving more sp to the CIC,
 - Moving the CIC's command to collect more sp,
 - Activating the violating Command as a smaller Command, leaving sp behind,
 - Moving the CIC alone to take over the larger Command,
- or any combination of the above

Failure to correct the imbalance by the end of the next turn results in a -1 VP penalty.

4.5 Command Holding Boxes

Players may place all of a Command's Line Infantry SPs, units, and subordinate leaders in a holding box off map. Leaders who often

control large Commands have their own named box. Other boxes contain a letter only, and can be used for any leader. Place these leaders' units in a box, and put that box's corresponding Major Force marker under that leader counter. All forces in a holding box are considered in their leader's space at all times.

4.6 Minimum Leaders

When Belligerent, Austria and Prussia may always have a minimum of five leaders on map; Russia and Britain, 3; the Empire and Sweden, 1. France has a minimum of 1, increased to 2 after two rounds of Belligerency, 3 after EN AVANT! and 5 after ARMY OF WESTPHALIA. Denmark and Saxony have no minimum. If, at any time, a given nation's leaders fall below the minimum, the player may randomly pick another leader from the Force Pool and place him with any friendly force. If casualties have reduced the available leader pool to zero, that nation can have a leader selected from among eliminated leaders by the opposing player.

4.7 Leaders With Multiple Counters

- **Ferdinand:** Ferdinand starts the game as a Prussian Corps Leader, permanently replaced by an Army Leader when directed by a PRINCE FERDINAND event. The Ferdinand Army Leader is an Anglo-Allied leader for the entire game unless using Advanced Rule 24.4.
- **Loudon:** The Loudon Corps Leader counter starts in the Austrian Force Pool; set the Army Leader counter aside. Loudon enters the game either via the Sustain/Recruit Phase New Leaders Step, or via the LOUDON RISING Event. When Loudon is promoted to Army Leader through the LOUDON RISING Event, permanently remove the Corps Leader.

5.0 Sequence of Play

COM is played in campaign years of four seasons each. Each season is broken down into phases, conducted in sequence. Summer and Fall are identical, and include the Turns that are the heart of the game. Winter includes limited movement and card play as well as Diplomacy. Spring consists of a number of administrative actions.

5.1 Summer

5.1.1 Draw Phase: Each Belligerent Power draws 6 Strategy cards (**Exceptions:** Prussia 7, Russia 4) from its Draw pile [8.2.1], returns all Tactics chits (save 1 if desired) to the Tactics pool, and draws 1 Tactics chit from the pool [15.4.1].

5.1.2 Action Phase: The Action Phase is divided into 5 Action Rounds. Each Belligerent Power plays 1 Turn per Round in play order. Play order depends on the Austrian Diplomatic choice and whether the Phase began before or after the Halley's Comet Event:

Before Prussia—Austria—France—Britain—Russia

After..... Austria—Prussia—Russia—Britain—France

Each Round includes the following actions:

a. Fortunes of War [6.0]—The First Power draws a *Fortunes of War* chit from the pool and places it on the Turn Track in the current Round box. Affected players immediately enact called-for results.

Beginning in Summer 1758, the Prussian player must first roll on the Halley's Comet Table until that event occurs [6.7].

b. First Power Turn—Designate the active Power by moving the *Current Power* marker to the appropriate box on the Play Order Track, using the Pre- or Post-Halley's Comet Track as appropriate. At any time during its turn, a Power may activate one leader without any SPs or units to move [12.4] and/or move a Fleet [12.11]. Otherwise, perform the following actions **in strict order** for the active Power and its Clients if Belligerent:

(1) Supply Segment

- Voluntarily execute Retrograde Movement (RM [12.12]).
- Make Supply Checks for all other forces in Short/Critical Supply states [9.5], and perform RM by forces that fail.
- Improve Supply States by one level if qualified [9.6].
- May play any one card to buy Supply Actions (SAs) [8.5].
- Expend SAs to move FDs or Share Supply if desired.

(2) Strategy Card Segment

- Transfer any Lt units desired from on map to the corresponding KK Theater box(es), or vice versa.
- May play one card as an Event or for Operations (Ops, including KK and Colonial Ops or Armistice termination), **or activate a force for** a default Admin March instead. Expend SAs if desired.
 - **KK Raids:** Play any card to activate all Lt units in any one Theater box for raids [18.5].
 - **Colonial Conflict:** Britain and France may play any card and apply its Ops value to one Colonial Conflict roll [8.4.2].

- **Activation:** If playing an Ops card or an Event including one or more activations, declare which Command(s) will activate.

Finish each Command's activation before beginning another's (**Exceptions:** COMBINED OFFENSIVE, CONVERGING ATTACK [8.6.2]) by completing this sequence in order:

- Set Siege**—If the activated Command meets siege criteria when first activated [17.4], it **may expend an SA** and place a *Siege 0* marker.
 - Movement**—Move the activated Command.
 - Combat**—If the activated Command is in an enemy-occupied space, it may attempt to initiate battle, or an inactive enemy force may attempt to initiate battle against the active Command.
- c. After all activations are complete, may expend 1 SA for each enemy fortress space with one or more activated Commands that did not fight a battle this Turn and now meet siege criteria to place a *Siege 0* marker or (if a *Siege* marker is already present) make a roll on the Siege Table. **Note:** N/A in **Severe Weather** [6.4].
- d. May activate one Minor Force that has not already activated or conducted an Admin March this Turn for an Admin March.

(3) Siege Segment—Make 1 roll on the Siege Table for each fortress space with a besieging Command controlled by the active Power.

(4) Rally and Resupply Segment

- Return all Disrupted Major Depots (MDs), and Forward Depots (FDs) that can trace a valid supply path (**Exception:** “CAPS” vs. “HATS” Event), back to their normal status sides.
 - Restore forces <6 SPs to Full Supply, and improve Supply States of forces on or adjacent to unsuppressed supply sources by one level [9.1, 9.6].
 - Expend SAs to move FDs, place *Rally +2* markers, and/or take Increase Supply actions.
 - Attempt to rally each Routed or Demoralized friendly force [16.4].
- c.–f. **Turns**—Move the *Current Power* marker to the next Power's box, and repeat the Turn sequence [5.1.2b] for the 2nd, 3rd, 4th, and 5th Belligerent Powers as appropriate.

g. Phase Marker—Move the *Phase* marker into the next box on the Turn Track. If the marker is moved into the Fall Round 1 or Winter Quarters box, the Action Phase is over. Otherwise, begin a new Round.

5.2 Fall

Perform Draw and Action Phases identical to those in Summer.

5.3 Winter

Conduct each Phase in play order.

5.3.1 Winter Quarters Phase [19.1]: After a *Fortunes of War* chit pull [6.0], **Lt units may transfer into any spaces with friendly forces, or into Theater boxes.** Then all forces not in a friendly fortress space get a free Retrograde Movement [12.12], **as do FDs and 5 SP forces.** Major forces that cannot reach friendly fortresses suffer 20% attrition and are then moved the rest of the way into friendly fortresses or a friendly square space. **Any Fleets in the Baltic must withdraw or be destroyed.**

5.3.2 New Year Phase [19.2]: Advance the *Year* marker to the next year, flip the *Invasion Threat* marker to its *Colonial Conflict* side, and remove all markers from the Turn Track. Place any Leaders from the Track on the map. Subtract 1 MW (Monarchial Will) for each enemy-controlled Key City.

5.3.3 Winter Strategy Phase [19.3]: Every Belligerent Power draws 1 card, and France and Britain return FRENCH FLEET and ROYAL NAVY to their hands. Each Power may then play 1 Event or Supply Action card, in play order. Forces may not activate except as part of a WINTER OPERATIONS or EAST PRUSSIAN STÄNDE COLLABORATION Event.

5.3.4 Diplomacy Phase [19.4]: Assess penalties if Commitments are not met and select options from the Diplomacy Chart **in the descending order shown** if applicable.

5.4 Spring

Conduct each action in the sequence Russia–France–Austria–Britain–Prussia.

5.4.1 Prisoner Exchange Phase [20.1]: Exchange prisoner SPs, Leaders, and Lt units.

5.4.2 Treasury Phase [20.2]: Tally Thalers (Thl) **from occupied fortresses, cities, current subsidies, and Colonial Status.** Deduct **Credit taken**, and 1 Thl for each Devastated area [20.2.4].

5.4.3 Sustain/Recruit Phase [20.3–20.4]: Expend Thalers to sustain current forces and recruit and deploy new troops. Roll on the New Leaders Table if desired [20.4.5].

5.4.4 Redeployment Phase [20.6]: Deploy or redeploy all Leaders, FDs, and Lt units, and up to 3 Line Infantry SPs and 3 Cavalry and/or Artillery units.

5.4.5 Recovery Phase: All forces automatically rally to Good Order from Demoralized or Routed [16.4]. The Prussian and Austrian players each roll 1 die; the result is the total number of Forage Points (FPs) they may remove from any of their Alliances' non-Devastated [18.6] areas.

6.0 Fortunes of War

At the start of each Round and the Winter Quarters Phase [5.1.2, 5.3.1], the First Power draws a *Fortunes of War* (FoW) marker from the pool. Players enact any of six results: *Attrition*, *CS & SS Attrition*, *Desertion*, *Dies Irae*, *KK Raids*, and *Media Vita*. Attrition and Desertion do not affect Neutral nations, and their Lt units may not Raid.

Lt/Cavalry steps may be used to fulfill SP losses for attrition and desertion (see 15.7.1). Return removed SPs/units to the Force Pool. During the New Year Phase, return all FoW markers to the pool.

6.1 Attrition (1)

Remove 10% of SPs from every belligerent Major Force; round up from .6, down from .5, controlling player's choice on which SPs to lose. In each Devastated area, each Power must remove 1 additional SP from one of its (or its Clients') Major Forces.

Example: A 23-SP force loses 2 SPs; a 27-SP force loses 3 SPs.

6.2 CS & SS Attrition (3)

For each force in Critical Supply (CS) OR Short Supply (SS) state, remove 1 SP (it must be cavalry if any are present). Remove an additional 1 SP from each CS force (2 SPs total).

6.3 Desertion (2)

Remove the designated number of SPs for each belligerent nation (in the order listed) from any of its force(s). Also remove 1 additional SP from each of those nations' forces marked with SS, CS, Demoralized, or Routed markers. [Forces in the Impressed Saxons Box cannot fulfill these requirements.](#)

Example: The Russian/Swedish/Saxon/Danish/Anglo-Allied Desertion chit is pulled. Two Russian forces are at Full Supply and one at SS-2 state; the SS force is also Demoralized. The Russian player must remove a total of 4 SPs, with at least 2 from the SS/Demoralized force. If no markers were on the board, the loss required would be only 2.

6.4 Dies Irae (2)

(Latin—"Day of Wrath")

Roll one die on the *Dies Irae* Table. This will yield either a Severe Weather result, or call for another die roll on the *Deus Ex Machina* or *Media Vita* Table.

6.5 KK Raids (2)

In play order, each Power scores Forage Points against enemy area(s) as if all Lt SPs in the Theater boxes had just made one Forage raid each [18.5.1]. KK Advantages apply, but do not roll for Raid Losses.

6.6 Media Vita in Morte Sumus (1)

(Latin—"In the Midst of Life, We Are in Death")

Roll one die on the table, using the appropriate DRM for the current year, and enact the results due to the named person's death, if any.

6.7 Halley's Comet

At the start of the Fortunes of War Step of 1758 Summer Round 1, and every Round thereafter, the Prussian player rolls one die, modified per the Halley's Comet Table. On a result of 7 or more, the game enters Wider War as detailed in the Table, and the Halley's die rolls cease.

7.0 Turns

During each Turn, a Power is allowed to play one Strategy card, either to activate forces (on map or in a KK Theater box), end an Armistice, influence Colonial Conflict, OR as an Event. Instead of playing a card, it may conduct an Admin March [12.8]. It may also do the following activities when listed:

- Play one Strategy card to buy Supply Actions [8.5].
- Expend Supply Actions during the Supply Segment, to prosecute sieges, and during the Rally and Resupply Segment.
- At the start of the Strategy Card Segment, transfer Lt units from the map to Theater boxes, or vice versa [18.2].

- [During the Strategy Card Segment, activate for free any besieged/masked Commands in Good Order to attack out of their fortresses \[17.5.1\].](#)
- At any time, activate one leader without any SPs or units to move [12.4].
- At the end of the Strategy Card Segment, activate one Minor Force for an Admin March [12.8].
- At any time, move a Fleet [12.11].

8.0 Strategy Cards

8.1 General

The Strategy cards are the "engine" that drives *CoM*. Each Power has its own deck of cards (27 Prussian, 23 British, 25 Austrian/Imperial/Saxon, 12 Russian, 23 French/Swedish), subdivided into Early and Wider War groups. In the 1756 and 1757 scenarios, players start with only Early War cards. Add Wider War cards when the Halley's Comet Event occurs.

Players shuffle their decks, then draw cards for each Power from the tops of their own face-down Draw piles (**Exception:** French and Russian decks are shuffled together when both are Coalition Powers). As cards are played, they are placed in their own face-up Discard piles, which can be freely inspected by all players. If a player is due to draw a card and has no Draw pile left, reshuffle the Discard pile to form a new Draw pile.

Important: When the Halley's Comet Event occurs, each Power immediately combines its current Discard pile, Draw pile, and the Wider War cards (if applicable) and reshuffles to form a new Draw pile.

8.1.1 France and Russia: When either France or Russia becomes a Belligerent Coalition Power and the other already is, add the newly-Belligerent Power's cards (only Early War cards before Halley's Comet) to the already-Belligerent Power's Draw pile and reshuffle. France and Russia then shuffle, draw, and discard using a combined deck. [If either France or Russia ceases to be a Coalition Power, remove all its cards that are not both French and Russian events from the Franco-Russian hand and deck at the end of the Phase when this occurs.](#)

Important: When both France and Russia are Belligerent, they play from a single, combined hand. Most of their cards (marked with the Ops # of the other Power's color in the seal) may be played for Ops or Supply Actions by *either* Power. But each Power may only play its own Events, except for seven French Events with green titles that are playable by either France or Russia.

8.2 Drawing and Discarding Strategy Cards

8.2.1 Summer and Fall Draw Phases: Draw 6 Strategy Cards for each Belligerent Power from the Draw piles (**Exceptions:** Prussia 7, Russia 4). If any Power is Exhausted [21.3.1], randomly return one Event card playable by that Power to its deck and reshuffle (but do not add the discard pile back to the deck).

Note: "Playable" means that if France is exhausted, you can't return a card with a Russian-only event and vice-versa.

If a hand has more than 8 Strategy cards after drawing cards in either Draw Phase (**Exceptions:** 6 Russian, 14 combined Franco-Russian), immediately discard cards down to the proper limit. This limit is 1 less if a Power is Exhausted, 2 less if both France and Russia are. At all other times, players may have any number of Strategy cards in their hands.

8.2.2 Winter Draw: During the Winter Strategy Phase [19.3], each Power draws 1 Strategy card. Britain and France add the ROYAL NAVY and FRENCH FLEET cards to their respective hands (**Exception:** France does not after the Typhus Event).

Play Note: Instead of discarding after playing per 8.1, players may want to set their ROYAL NAVY and FRENCH FLEET cards aside to avoid having to search their discard piles in the next Winter Strategy Phase.

8.3 Playing Strategy Cards

Each Strategy card can be played in three ways: Supply, Operations, or Event. The card must be revealed when played, and can only be used in one way, but it can be used differently each time it is played.

8.4 Operations

Every card's OPS value can be applied to activate a single Command [11.1] of that Power or its Clients, to conduct KK or Colonial Ops, or to shorten the duration of an armistice.

8.4.1 KK Operations (Raids): Any card may be played for KK Ops, activating all the Power's and its Clients' Lt units in any one KK Theater box for raids [18.3].

8.4.2 Colonial Operations: If Britain or France is Belligerent and the *Colonial Conflict* marker is not on its *Invasion Threat* side, it may use an Ops card played in a Strategy Card Segment to initiate Colonial Conflict once per Action Phase (**Exception:** only once per year if Exhausted [21.3.1]). The British and French players each roll one die, with the active player adding the OPS value of the card as a DRM. If either die roll is higher (not equal), move the *Colonial Conflict* marker one space in that nation's favor.

8.4.3 Armistice Termination: If an armistice exists between Britain and France, either may use an Ops card played in a Strategy Card Segment to end the truce early [22.5.2].

8.5 Supply Actions

The Active Player may play a Strategy card during the Supply Segment or Winter Strategy Phase to "buy" Supply Actions (SAs) equaling the OPS value of the card. Players tally and track their SAs with their Powers' SA markers on the VP/SA track.

8.6 Events

If a player chooses to play a Strategy card as an Event, ignore the card's OPS value and enact the event instructions. Several events have markers to remind players they have occurred; place their markers on the Year track when they are played. Only forces specifically named in the text are affected by an Event. Some Strategy card events require more details than card space allows. Further details are below.

8.6.1 Restrictions on Play: A card marked as a "One-Time Event" may only be played once as an event card. Some events cannot be played unless other events were played before them, or other preconditions are met. Any such restrictions apply only to play of event cards—all cards may always be played for Operations or Supply Actions.

8.6.2 Multiple Activations: Several events (e.g., COMBINED OFFENSIVE, CONVERGING ATTACK, MAJOR CAMPAIGN) allow multiple forces to be activated by one card, with no restriction on the OPS value or Commanders' Initiatives. Forces must be activated and moved according to card instructions, but otherwise as per a single activation [11.2]. A player must designate every force he will activate before resolving any activations. The same force may not be activated or moved twice during a single Turn.

8.6.3 Transfers: Events may include instructions to "transfer" forces. This is not movement—instead, simply pick up the force and place it in the specified location. Transfers are not subject to Interception.

8.6.4 Force Placement: Many events direct players to place forces, leaders, or FDs on the map. They may not be placed in besieged or masked fortresses. Unless otherwise stated, these are new forces—do not use forces already in the Force Pools.

8.6.5 Interruptions: A player may play only one Interrupt event per activated enemy force in a Turn, but may play multiple Interrupt cards in a single Turn if multiple forces are activated. Admin Marches [12.8] may not be Interrupted.

8.6.6 Treasury Deductions: An event may require the deduction of more Thalers than are in a nation's Treasury. This is allowed; use the back -Thl side of the Treasury marker.

Play Note: The AU KARL VON ZINZENDORF and FR EN AVANT!, are key cards—think long and hard before playing them for Ops or SAs instead of as Events.

9.0 Supply

9.1 General

Forces will always be in one of three Supply States: Full Supply, Short Supply (*SS-2* yellow marker), and Critical Supply (*CS-4* orange marker). If a force's supply state changes, place an *SS* or *CS* marker on it or remove as appropriate [9.4, 9.6, 12.5].

Activated forces retain their Supply States even if they drop off or lose SPs in battle. Combining forces adopt the worst Supply State. Otherwise, forces of 5 SPs or less are NOT affected by supply rules, and regain Full Supply during their own Rally & Resupply Segment or the Winter Quarters Phase [9.6, 19.1].

9.1.1 SS and CS Reduced Supply Effects: Major Forces not in Full Supply suffer penalties per their markers (*SS-2* or *CS-4*):

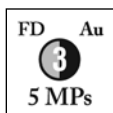
- Subtract -2 or -4 from their MP total if activated; and
- Apply as a negative DRM to Forced March die rolls, combat die rolls, and Siege die rolls.

9.2 Supply Sources

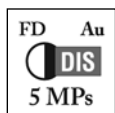
Supply sources consist of Major Depots (MDs), Forward Depots (FDs), and (for forces only) fortresses. They normally provide supply only to their own nation's forces or FDs. If they are besieged, masked, or Disrupted, they're Suppressed, and do not generate supply paths.

9.2.1 Major Depots (MD): Spaces with supply source symbols are Major Depots. MDs generate supply paths up to 4 MPs in all directions (**Exceptions:** the Swedish MD path stops at Stralsund, and the paths from London stop at the North Sea ports).

9.2.2 Forward Depots (FD): FD counters generate supply paths up to 3 MPs in all directions, as long as they can trace a supply path of 6 MPs or less back to another unsuppressed supply source (an MD, or an FD that traces to such an MD). FDs may be moved by Supply Actions [10.1] and certain events. They cannot Withdraw, but may retreat unless with a Routed Force.



Front



Back (Disrupted)

Sample Forward Depot

- **Swedish FD:** The Swedish FD cannot move. If the British or enemy Danish fleet is in the Baltic Sea and not in FD mode, flip the Swedish FD to its Disrupted side [9.4.1].
- **Fleet FDs:** Russian and British Fleet units in a friendly port serve as FD Supply Sources without tracing to another FD/MD. Move the Fleet to a friendly port space in the same sea area, expend 1 Supply Action [10.1], and flip it to its FD side during a friendly Turn. A Fleet cannot serve as an FD and provide a DRM to a Siege roll in the same Turn [17.4.7].

9.2.3 Fortress Local Supply: Friendly-controlled fortresses are supply sources for any allied nation forces inside that fort, and for forces of the controlling Power or its Clients (only) when within one space if not besieged or masked.

9.2.4 Disruption: Supply Raids may cause FDs to become Disrupted, and events may disrupt certain MDs. Disrupted FDs are Suppressed, but may be distributed and can still be moved [9.8, 10.1].

9.3 Tracing Supply

A Force has a valid Supply Path if it can trace from its space back to an unsuppressed Supply Source. A path may be traced (up to 4 MPs back to an MD, up to 3 MPs to an FD) **through:**

- Non-fortress spaces that are not enemy-occupied; or
- Enemy-controlled unoccupied fortress spaces if at least 1 friendly SP is in the space; or
- Enemy-occupied spaces if at least as many **unmasked/unbesieged** friendly SPs are in the space as **unmasked/unbesieged** enemy SPs.

9.4 How Supply States Worsen

9.4.1 Cut Supply Path: A supply path is "Cut" if:

- **Any force moves, Intercepts, Withdraws, or Retrograde moves** beyond it; or
- An enemy force (but *not* leaders alone) moves into a space that blocks the path [9.3]; or
- The MD or FD being traced to becomes Suppressed, **moves out of range**, or is captured, destroyed, or distributed.

If **a force's only path is cut**, immediately worsen **its** Supply State by one level (**only once per Segment**). If any part of a multi-nation force has its path cut, the path is considered cut for the entire force.

9.4.2 Events and Raids: Certain events and successful KK Supply Raids may worsen forces' Supply States, even when they still have a valid path, or disrupt MDs and FDs.

9.5 Supply Checks

During the Supply Segment of each Power's Turn, each of that Power's (and Client minor nations') forces in SS or CS states must either:

- Voluntarily make a Retrograde Movement (RM) [12.12], **or**
- Roll one die. If the roll is higher than that Commander's Initiative, the force may remain in place; if equal or less, the force **must** make an RM. Leaderless forces use the default Initiative rating of 4.

9.6 How Supply States Improve

Forces that meet any of the below criteria in the appropriate segment increase their Supply State by one level (but never more than one level per segment).

- **During the Supply Segment:** If a force is in an unsuppressed Supply Source space, OR makes a Retrograde Movement [12.12] and has a valid Supply Path.
- **During the Rally and Resupply Segment:** If a force is in or adjacent to an unsuppressed Supply Source space, OR gets an Increase Supplies Supply Action [10.2].
- **At Any Time:** If a Command Intercepts back onto a Supply Source just entered by the enemy.

Certain events may also improve a force's Supply State.

9.7 Capturing Supply Sources

9.7.1 Major Depots: Whenever a force controls an allied or enemy MD during its Turn, immediately place a “CC MD” marker in that space. The Captured/Commandeered MD functions as an immobile FD of the controlling nation until the original owner regains control. It must trace to a friendly supply source and is subject to Supply Raids like any other FD, but need not be Sustained [9.2.2, 18.5.2, 20.3]. **Minor nation Clients cannot Commandeer Major Power MDs, regardless of number of minor client sp in the space.**

9.7.2 Forward Depots: When a force captures an enemy FD after a Rout or by Overrunning it [12.9.1, 15.9, 17.4.4], the capturing player must *immediately* distribute it [9.8]. **After distributing a captured Fleet FD, flip the Fleet unit and return it to sea.**

9.8 Distribution of Forward Depots

A player may voluntarily distribute any of his own unbesieged FDs back into his supply system at any time during the owning Power’s Turn, and must immediately distribute an enemy FD upon capture. Place the FD back into the originally owning nation’s Force Pool and add either 1 Thl to the distributing nation’s Treasury or 1 Supply Action [10.0].

Players tally and track their SAs with their Powers’ SA markers on the VP/SA track, reducing the totals as SAs are used. Players accrue SAs from Forage Raids or distribution of FDs [9.8, 18.5.1], may “buy” SAs in the Supply Segment [8.5], and may save them for future use.

10.0 Supply Actions (SAs)

SAs can be spent for actions as shown below at three points during a Turn: during the Supply Segment, to prosecute sieges during a Strategy Card Segment [10.3], and in the Rally and Resupply (R&R) Segment. They may also be spent during Winter for Supply Sharing [10.5], and in Spring to sustain or rebuild FDs [10.7]. A force must have a valid Supply Path to benefit from an SA. The same action can be selected repeatedly, but the same force or FD may not receive the benefit of more than one successful action per Segment. Players cannot spend SAs from one nation for actions benefiting another (**Exception:** Austria can spend an SA to move the Imperial FD [10.1]).

Example: A player cannot spend Austrian SAs to perform actions for Russian forces.

An SA can be applied to a multi-nation force if the majority of SPs are of the same nation as the SA spent.

10.1 Move Forward Depot (1 SA)

Move 1 unbesieged FD up to 5 MPs, or move a Fleet FD to a port in the same sea area, during a Supply or R&R Segment. Up to 2 SPs may move with the FD for free as the depot’s garrison if they begin in the same space as the FD. An FD may not move into a space with an enemy force unless the enemy is besieged or masked.

10.2 Increase Supplies (1 SA)

Improve one force’s Supply State 1 level (e.g., CS to SS) during an R&R Segment [9.6].

10.3 Prosecute Siege (1 SA)

Place a *Siege 0* marker or make one roll on the Siege Table for an activated Command during a Strategy Card Segment [5.1.2b(2b/c)].

10.4 Increase Rally DRMs (1 SA)

Place a *Rally +2* marker on one force during an R&R Segment. A force with a *Rally +2* marker adds +2 to its Rally attempt [16.4.1]. After the attempt, remove the marker.

10.5 Share Supply (2 SAs)

Place the sharing nation’s *Supply Sharing* marker on any multi-nation force during a Supply Segment or Winter Strategy Phase.

Allows up to 15 allied-nation SPs in that force to trace to the sharing nation’s FDs and MDs for the remainder of the current campaign year, and cancels mixed force MP penalties as long as the Commander is from the sharing nation. Only one force can Share from a nation in any Round, though the force (and the 15 SPs) can be different each Round.

In the Coalition, only Austria and France may Share Supply. Danish and Swedish forces may never benefit from Supply Sharing. Both Prussia and Britain can Share Supply.

Example: In 1757 Round 3, the French player plays a Strategy card to gain 3 Supply Actions, moves one French FD, and Shares French Supply as the second action. For the rest of this year, up to 15 Austrian and/or Imperial SPs may trace to French FDs and MDs, and those forces will not suffer any –1 MP penalties if they are French-led. Place the French Shared Supply marker on a multi-nation force of the French player’s choice.

10.5.1 Russian Sharing: A Russian force may only share Austrian supply when Austria plays the SUPPLYING RUSSIA Event. The AU-RU Supply Co-op marker functions the same as the AU Shared Supply marker, with the same benefits and duration, but may benefit only Russians. A Client Russian force may share Prussian supply.

10.6 Build Forward Depot (4 SAs)

Build an FD during a friendly Supply Segment. Place the FD in any friendly-occupied space or friendly unbesieged/unmasked fortress that has a valid supply path to one of that nation’s MDs, or to an FD tracing to such an MD.

10.7 Sustain/Rebuild Forward Depots (1 SA = 1 Thl)

Use SAs in any combination with Thalers to sustain or rebuild an FD during a Sustain/Recruit Phase [20.3, 20.4.4]. **See Charts for actual costs.**

10.8 Russian Supply Actions—Doubled Costs

Prior to play of the IMPROVED RUSSIAN SUPPLY Event, Russia must expend two SAs for each SA normally required.

11.0 Activation

11.1 General

Forces may not move, attack, or conduct sieges during a Strategy Card Segment without being activated. Players must declare exactly which leaders, units, and SPs constitute a force when designating it for activation. To activate a leader or Command, a player must play a Strategy card with an OPS value equal to or greater than the Commander's Initiative (**Exceptions:** Events, Leaders Alone [12.4], Admin Marches [12.8]).

***Example:** To activate a force with a Commander whose Initiative is 1, any Strategy card can be played since the lowest OPS value on any card is 1. However, to activate a Command with Leader Initiative of 3 would require play of a Strategy card with an OPS value of 3 or 4. A leaderless force can activate only upon play of an event allowing activation of forces (not just Commands) or by conducting an Admin March.*

11.2 Activities During Activation, Ending Activations

When a force is activated, it may move to the limits of its Commander's MP rating (default of 4 if leaderless). If it is a Command and not conducting an Admin March [12.8], it may enter an enemy-occupied space and/or attack, and may also be able to conduct siege operations [17.4]. After completing movement and/or resolving combat or prosecuting a siege, a force's activation ends. However,

a Command's activation is also ended if, during movement, it Withdraws from an Intercepting enemy Command [14.0]. A force's activation may also be ended by play of an Interrupt Event card by an opponent [8.6.5]. Once a force's activation ends, its leaders, units, and SPs may not move or be activated again during the same Turn.

11.3 Coordinated Attacks

Numerous Event cards allow a player to activate two or more forces in the same Turn. Normally one must complete its activation before the next one begins. Exceptions are COMBINED OFFENSIVE and CONVERGING ATTACK, which allow multiple Commands to attack the same enemy force. [Use the following procedure for these two events:](#)

- i) Designate a target enemy force that all activating Commands can reach without using a Forced March.
- ii) The first activated Command must move to attack the target force until it is intercepted or the target Withdraws and it does not follow.
- iii) Remaining activated Commands **MUST** move to either the targeted force's original or current space.
- iv) Once one Command ends its movement in a space with the targeted force, remaining Commands must roll on the Coordinated Attack Table when attempting to move into the same space. All Commands that succeed in entering the space combine into a single force and must attack if the enemy has not withdrawn.

12.0 Movement

Players move each activated Command or force between spaces, paying 1 MP for gray lines and 2 for brown lines. There is no cost to enter spaces themselves (unless they contain enemy Lt units [12.6]). Spaces with enemy forces or enemy-controlled fortresses may be freely entered (**Exception:** Admin Marches [12.8]) or left and do not end movement. Forces may not be moved by more than one leader in the same Round.

12.1 Movement Allowances

When activated, a force may normally expend MPs equal to its Commander's MP rating (default of 4 if leaderless). However, several cumulative factors may change this allowance:

- If <16 SPs throughout the entire activation, increase the MP allowance by 1;
- If >27 SPs or including Siege Artillery at any time during the activation, immediately decrease the allowance by 2;
- If forces of more than one Nationality are included, normally reduce the allowance by 1 [but see 12.2];
- If Demoralized, reduce the MP allowance by 2;
- If forces start their activations in Short or Critical Supply, reduce their allowances by 2 or 4 respectively [9.1.1].

A force making an Admin March [12.8] may always expend up to 4 MPs—the factors above do not apply.

12.1.1 Changed Allowance During Activation: During movement, a Command's Supply State may worsen [9.4]. Though the

Command immediately receives an SS or CS marker showing its reduced MP allowance, the force may still expend its entire starting allowance that Turn. However, some opposing player Interrupt card events reduce forces' total MPs immediately when they are played.

12.2 Multi-Nation Force Penalties

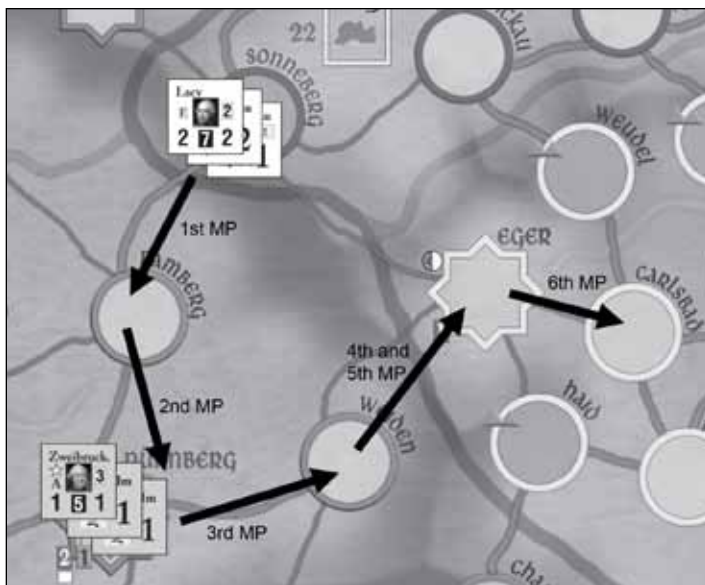
Leaders may move other nation's SPs/units/leaders if the nations are currently allied. Multi-Nation forces lose 1 MP per activation if the Command is mixed at any time during the activation, and suffer a -1 DRM when attempting to Intercept. Mark such forces with a *Mixed Force -1 MP* marker.

Exceptions:

- Anglo-Allied and Prussian leaders may move each others' troops with no penalties after play of the PRINCE FERDINAND Event
- Sharing Supply [10.5].

12.3 Forced Marches

Unless it includes Siege Artillery, a player may try to gain a Command 2 more MPs via Forced March. After moving the normal amount of MPs, remove 1 SP from the Command and roll 1 die. Add the Commander's MP rating, subtract 1 if the force is 21 SPs or larger, and subtract 2 or 4 if it is SS or CS. If the result is 11 or higher, the Command may immediately use 2 more MPs, but must remove an additional 10% of its SPs after movement (round up).



Example of Multi-Nation Movement: 7 mp Austrian leader moving Austrian and Imperial troops gets only 6 mp total. If he starts with an all-Austrian force, moves 2 MPs to enter a space with Imperial SPs in it and picks them up, he could move 4 more MPs but not a 7th MP, and reach Carlsbad. If the Coalition player had made a Supply Sharing action between Austria and the Empire previously, the penalty would not apply, and the command could reach Pilsen.

12.4 Leaders Alone

Once during its Turn at any time, each Power may activate one Leader to move without any SPs or units, gaining 3 additional MPs.

12.5 Picking Up, Combining and Dropping Off Forces

An activated Command may pick up other forces within CIC force strength limits [4.4]. Picked-up forces may not move independently of the active Command. **Moving leaders may not pick up more senior leaders.** When forces with different Supply States combine, this new force assumes the worst Supply State [9.1]. Forces may be dropped off at no cost. Forces dropped off cannot expend any further MPs or set/prosecute sieges during this Strategy Card Segment. Any force dropped off or left behind receives the same Supply State marker as the activated Command. **Force combinations in a space happen before any Overrun attempts or battles.**

12.6 Lt Units On Map

Lt units on map have the following attributes:

- Add 1 MP cost to enemy units entering their space [12.0];
- Aid in Intercept [13.0] and Withdrawal [14.0] attempts.

In addition, they may contribute DRMs for certain Tactics [15.4].

12.7 Entrenchments

Any activated force containing 5 or more infantry SPs and not besieging can attempt to entrench. Commands may make multiple attempts each activation. The player designates from 1 to 5 MPs to attempt entrenchment (the force must have at least that many MPs remaining). Roll one die and add the result to the designated MPs and the Commander's defensive DRM (if any). If the result is 6 or higher, place an *Entrenchment* marker on that space. *Entrenchment*

markers stay on the map and provide a defensive DRM until all friendly forces vacate the space. If the enemy causes entrenched forces to retreat, the entrenchments are considered destroyed and removed from the space.

12.8 Admin March

One Minor Force may activate to conduct an Admin March each Turn. **Per 5.2b**, any one additional force **may be activated for an Admin March** in lieu of Strategy Card play.

Every force conducting an Admin March has a 4 MP allowance regardless of its Commander's MP rating. The force may start in a space with an enemy force, but may only move into an enemy-occupied space if the enemy force is inside an already-besieged or masked fortress. The force may not attack or prosecute a siege, but can drop off and pick up SPs. **It may attempt to entrench, but not in an enemy-occupied space.** The force is subject to Interception, but may not be Interrupted.

12.9 Overrun

If an activated Command enters an enemy-occupied space and outnumbers the enemy by an SP ratio of 4 to 1 or more, and the enemy does not Withdraw, the entire enemy force is captured and placed in the Prisoners box at a cost of 0 MPs. The activated force may then continue moving. **Exceptions:** Enemy forces inside fortresses may not be overrun, **and the activated command must expend 1 MP per every enemy SP in a Hill space to Overrun.**

12.9.1 FDs: Any force may Overrun and capture an enemy FD if no enemy force is in its space, even during an Admin March [9.7.2, 17.4.4].

12.10 Sequence of Actions in a Space

When a moving force enters a space, players may have several options. The sequence for resolving these is:

- **Move**—Moving force enters space (**friendly and/or enemy-occupied or not**)
- **Event P1 or F2 Mandatory Fortress Surrender**—If either event is being played, such fortress spaces entered surrender. Any enemy garrisons in those spaces may attempt Withdrawal. Those that fail may not retreat into the fortress.
- **Intercept**—Inactive enemy Command may attempt Intercept
- **Withdraw**—If no Interception occurred, any enemy forces already in the space may attempt to Withdraw; if an Interception occurred, moving force may attempt to Withdraw
- **Combination**—If opposing forces are still in the space, then:
 1. Any Intercepting Command is considered combined with any pre-existing friendly forces in that space, and
 2. The moving force may combine with any pre-existing friendly forces in the space. If the enemy intercepted into the space, and by 15.1.2, must attack the moving force, then the moving force (now defending) **MUST** combine with any pre-existing friendly forces.
 3. **All combinations in the space are considered simultaneous, and occur before any Overrun attempts or battles.**
- **Overrun**—If enemy failed to Withdraw, moving Command may Overrun if possible [12.9]
- **Battle**—If opposing forces remain in space, a battle may be fought
- **Dropoff**—If no battle occurred, moving force may drop off leaders/SPs/units
- **Pickup**—If no battle occurred, moving force may pick up leaders/SPs/units.

12.11 Fleet Movement

At any point during their respective Turns, the Russian and British Fleets can move once at no cost. A Fleet may either:

- Move from at sea to a friendly port space in the same sea area (and expend an SA to flip to its FD side [9.2.2]); or
- Contribute a DRM to the Siege roll(s) at a single enemy port in the same sea area [17.4.7]; or
- Move from a port space back out to sea; or
- If British, move from at sea in the North Sea area to at sea in the Baltic Sea area or vice-versa; or
- Return to the Force Pool (if British, from the North Sea area only).

The Danish Fleet may not move at all.

12.12 Retrograde Movement (RM)

During the Supply Segment of a Turn, the active Power may move any of its SS/CS/Demoralized/Routed forces, and must move all of its forces that fail their Supply Check rolls, for free. During the Winter Quarters Phase, all Major Forces not in a friendly fortress space or MD space must also move [19.1].

Such forces move up to 2 MPs in any direction allowing them to trace a valid Supply Path [9.3]. If this is not possible, the 2 MPs must be used to move towards the closest (in MPs) valid supply source (moving player's choice if equidistant). Such forces are not subject to Interrupt cards or Interception. (**Exception: Forces conducting Berlin Raids are subject to interception through their entire move/retreat/RM.**) RM forces may leave a total of up to 5 SPs in their original space and/or along their movement path.

13.0 Interception

A Command may attempt to Intercept an enemy force or FD during the enemy's Turn each time the enemy force moves into the Command's space, or moves into or attempts to make a Siege roll in an adjacent space.

13.1 Who May Intercept

An intercepting Command may consist of the entire force in the starting space, or a smaller part as desired, but must be more than 1/4th the size of the moving/besieging enemy force (i.e., not subject to Overrun [12.9]). Demoralized or Routed Commands may not attempt to Intercept [16.1, 16.2]. **Interception is limited to one attempt from a given space for each given Interception opportunity.**

13.2 Interception Process

Interception does not require play of a card. The intercepting player announces the Intercepting Commander and force and the intended intercept space. He rolls one die and adds appropriate DRMs:

- + the Commander's offensive DRM;
- +1 if his force includes a Lt unit or a friendly Lt unit is in the intercept space;
- -1 if his Command includes forces of a different nation without a *Supply Sharing* marker;
- -2 if attempting to Intercept along a line crossed by a river symbol.

On a modified roll of 6 or more, place the intercepting Command in the moving/besieging force's space. A battle may immediately occur if the intercepted force either chooses not to or fails to Withdraw [14.1.2, 15.1.2].

13.3 Interception Halts Movement

Whether the moving force Withdraws, declines to attack, or fights a battle (regardless of the outcome), its activation/Admin March is ended.

14.0 Withdrawal

14.1 Who May Withdraw

Forces may attempt to Withdraw when an enemy force enters or activates in their spaces under certain circumstances. FDs cannot Withdraw except into a fortress in the same space.

14.1.1 Inactive Forces: An inactive force may attempt to Withdraw during enemy Turns (only), either the first time an activated Command enters its space (**Exception: The Austrian Surprise Attack Tactic can prevent an Anglo-Prussian Withdrawal attempt [15.4.5]**), OR when an enemy Command that starts in its space is designated to activate but before it starts its movement. Forces may Withdraw repeatedly throughout play. If an inactive force fails any Withdrawal attempt against the first Command entering or activating in its space, it is "pinned" and can't attempt further Withdrawals if other Commands enter that Turn.

14.1.2 Intercepted Forces: If a force moving during an activation or Admin March or announcing a siege roll is Intercepted [13.0] by the enemy, it may attempt Withdrawal (**Exception: Surprise Attack [15.4.5]**). If successful, the Withdrawal ends the moving Command's activation/Admin March.

14.2 Withdrawal Procedure

Withdrawals do not require play of a card. All or part of the force may automatically Withdraw into a friendly fortress in the same space (if any); then the player may roll one die and adds the remaining force Commander's defensive DRM, and +1 DRM if at least one friendly Lt unit is in the space. If the result is 6 or more, that remaining force may immediately Withdraw one space away from the activated/ intercepting force, but not into the space from which the enemy Command entered.

14.2.1 Siege Withdrawal: A Command that Withdraws if Intercepted while attempting a siege roll must lose one Artillery step (Siege Artillery if possible).

14.3 Lt Unit/Leader Withdrawal

Lt units and/or leaders alone in a space may automatically Withdraw from enemy Commands that have no Lt units. They receive an additional +2 DRM when attempting to Withdraw from enemy Commands including Lt units.

15.0 Battle

15.1 General

A battle can occur when an activated or intercepting Command is in the same space as an enemy force that does not Withdraw.

15.1.1 Activation: If an activated Command ends its movement in the same space as an enemy force, either Command may attack. Leaderless forces cannot initiate a battle. The player with the best Initiative Commander has first choice to attack (**Exception:** The Austrian *Surprise Attack* Tactic can prohibit the enemy from attacking [15.4.5]). If that player declines to attack, his opponent may attack or also decline. If opposing Commanders have equal Initiative, the activated Command gets first chance to attack. If neither player chooses to attack, opposing forces coexist in the space.

15.1.2 Interception: When one Command Intercepts an enemy force [13.2], the player with the better initiative Commander (intercepting player if tied) has first option to attack. If that player declines, the other may (and an intercepting Commander with inferior initiative must) attack.

15.2 Battle Procedure

Resolve a battle in the following steps:

1. Determine Battle Intensity [15.3].
2. Draw Tactics chits, play Tactics [15.4], and then total each player's net DRM (offensive or defensive as appropriate).
3. Add total or modified SPs on each side to determine Combat Results Table (CRT) strength columns.
4. Each player rolls one or two dice and consults the CRT.
5. Apply results.

15.3 Battle Intensity

If either Commander involved has a red box combat DRM that applies to this battle (attacker or defender), it will be an Intense battle. Otherwise, it will be a Measured battle.



Example: Apraxin has offense/defense ratings of 2/2+ red. If Apraxin is the defender in a battle, it will be an Intense battle.

- **Measured Battle:** Each player will roll only **1 die** on the appropriate CRT, and the maximum net DRM is +/-5.
- **Intense Battle:** Each player will roll **2 dice** on the appropriate CRT, and the maximum net DRM is +/-7.

15.4 Tactics

All Commands may use Tactics in battles. Each Tactics chit has a short title that refers to the Tactics Chart on the Play Aids. Each Tactic has a row explaining procedures and effects.

Design Note: *Blown March* and *Slow Reaction* Tactics do not give any benefits, representing intended plans gone awry.

15.4.1 Draw/Retention/Discard: Keep each Power's Tactics chits in two pools, Tactics and Discard, and draw randomly.

- During every Draw Phase, each Power may retain 1 Tactics chit, and must discard the rest before drawing 1 more.

- Each player with 10 or more SPs involved in a battle draws 1 Tactic of the Commander's nation.
- Immediately draw 1 Tactic for Britain, France, and Russia when these Powers become Belligerent.
- Players may hold no more than 3 Tactics per Power at any time. If they already hold 3, they do not draw any more.
- After use, put Tactics chits into their Discard pools. When a Power's Tactics pool is down to 1 chit remaining, add all discarded Tactics chits back to the Tactics pool. *Blown March* and *Slow Reaction* Tactics must be used like any others; they may only be discarded during a Draw Phase.

15.4.2 Wider War Tactics: Add Tactics marked with a "WW" to their respective Tactics pools when the Halley's Comet Event occurs.

15.4.3 Tactics in Battle: Commanders with a battle DRM of 0 or 1 (based on offensive or defensive DRM used) may use 1 Tactic per battle. Those with a battle DRM of 2 or more may use 2 per battle.



Example: Schwerin is a +2 DRM on defense, a +1 DRM on offense; he could use 2 Tactics defending, but only 1 if attacking.

- Leaderless or Routed forces may not use Tactics.
- Tactics must match the color of the Commander.
- Some Tactics are for attack or defense only, and may be used only when the affected force is in that role.
- Some Tactics require a successful die roll, with other DRMs added. If the modified roll fails, ignore the effects.
- A player cannot use two of the same Tactics in one battle.

Example: The Austrian player cannot play two 12 Pounders Tactics, the Prussian can't play two Superior Inf Fire, etc.

The attacker reveals one Tactic and resolves it. The defender then plays his 1st and resolves it. If allowed/desired, the attacker then plays and resolves his 2nd Tactic, followed by the defender's 2nd (if any).

15.4.4 Subordinates: When a Tactic refers to a subordinate leader (e.g., *Able Advisor*), the player may pick any one subordinate of any nation in the Command. A subordinate leader may not be used by his controlling player for more than one Tactic per battle.

15.4.5 Surprise Attack!: In addition to normal use, the Austrian player can reveal the Surprise Attack! Tactic whenever he moves or Intercepts into an enemy-occupied space. The enemy cannot then attempt to Withdraw [14.1], and the Austrian Command must then attack and play this Tactic. [new rule]

15.5 Terrain Effects

- **Battles in Hills:** The maximum SP column both players may use is 9–11 in Hill spaces (noted on the CRT), regardless of actual force strength. The attacker suffers a -4 DRM.
- **Enemy Fortress Space:** A Command attacking an enemy in an enemy-held fortress space suffers a -1 DRM.

15.6 Other DRM Considerations

- **Artillery:** Each Field Artillery unit present adds a +1 DRM.
- **Cavalry Majority Force:** If the majority of SPs in an attacking Command are cavalry, the attacker suffers a -4 DRM, unless the defender also has a cavalry-majority force.
- **Cavalry Superiority:** A player with 3 or more Line Cavalry SPs more than the enemy gains a +1 DRM and the enemy suffers a -1 DRM.
- **Entrenchments:** The entrenchment DRM [12.7] benefits defenders only. Besieging forces cannot benefit in any way from Entrenchment markers in the besieged space.
- **Leaders:** The Commanders' respective offensive or defensive DRMs are always used for DRM calculations.

15.7 Combat Results

Each combat result applies to the enemy force, listing enemy SPs and Artillery steps lost, possible enemy Leader losses, and a level of Demoralization (D level) inflicted.

15.7.1 Combat Losses: The first number in a combat result (e.g., the number '7' in a 7 D3 result) is the number of enemy SPs lost. The force's nationality [4.1.1] determines which player selects that force's losses as follows:

- The majority of SPs lost must be from the Commander's nation if possible.
- Every 4th SP lost must be a cavalry SP, if present.
- Each Lt unit or Cavalry unit flipped to its reduced side, or eliminated if already reduced, counts as 1 SP loss.

For each + symbol, reduce any one Field Artillery unit or destroy a reduced Artillery unit in the enemy force, if present.

Return all SPs lost and units destroyed to the Force Pools.

15.7.2 Leader Losses: For each natural sum of '6' rolled or * mark [see the CRTs], the opposing player rolls one die twice on the Leader Casualty Tables. The first roll determines which opposing leader is affected. If less than three leaders are in the battle, a result of 2-6 affects the second in command; if only one leader, all rolls affect him. The second die roll determines the fate of the affected Leader.

Key leader casualties will generate Monarchical Will drops regardless of a battle's outcome [21.1]—see the Senior Leader Casualty Consequences Chart.

15.7.3 OPTIONAL RULE—Frederick Escapes: Use the following rule if all players agree:

The Prussian player begins the game with the *Frederick's Snuff Box* and *Prittwitz's Hussars* markers available. Each may be used to save the king once per game.

The Prussian player can cancel a Killed or Wounded result for Frederick by using the *Frederick's Snuff Box* marker. He can cancel a POW result for Frederick by using the *Prittwitz's Hussars* marker. Flip each marker when used.

Design Note: Loss of Frederick can have a catastrophic effect on the Prussians. It never happened historically, but the king survived twice only through good fortune. At Kunersdorf, a bullet that would have seriously wounded and probably killed Frederick was stopped by a snuffbox in his pocket. In the same battle, only timely interven-

tion by Captain Prittwitz's company of the Ziethen Hussars saved Frederick from capture by Cossacks.

15.7.4 D Levels, Army Endurance, Demoralization and Rout: After losses are taken, each player compares the D level inflicted on his force to its Army Endurance (as determined by the nationality of the force).

If a Commander used a combat rating with a plus sign, consider that Command's Endurance to be 1 higher for this battle.

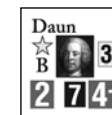


Example: Frederick, commanding an attacking Prussian force, uses his 4+ offensive rating to increase the Prussians' normal Endurance of 3 to 4. Fermor, commanding a defending Russian Command, would use his 3+ defensive rating and also increase the Russian Endurance from 3 to 4 for that battle.

D Levels:

- **No D number**—No effect.
- **D#**—Force with Endurance equal to the # is Demoralized. Force with a lower Endurance Routs.
- **R**—Force Routs.

15.7.5 No Dual Routs: If both forces Rout, one Rout result is always changed to Demoralized. The Commander with the higher DRM rating gets his result improved to Demoralized. If Commander DRM ratings are equal, change the defending Command to Demoralized.



Example: Frederick (red 4+ offensive rating) attacks Daun (red 4+ defensive rating); both sides inflict an R result on the enemy; Frederick's Command has to Rout, but Daun's result is reduced to Demoralized.

15.7.6 Prisoners

If one force Routs and the other is not Demoralized, convert some of the already inflicted losses from killed to prisoners by placing a number of SPs = Winning Commander's DRM rating (losing player's choice) into the Prisoners Box instead of the Force Pool..

Example: If Ferdinand as attacker Routs the enemy, convert 3 enemy SPs to Prisoners of the Anglo-Prussians instead of killed.

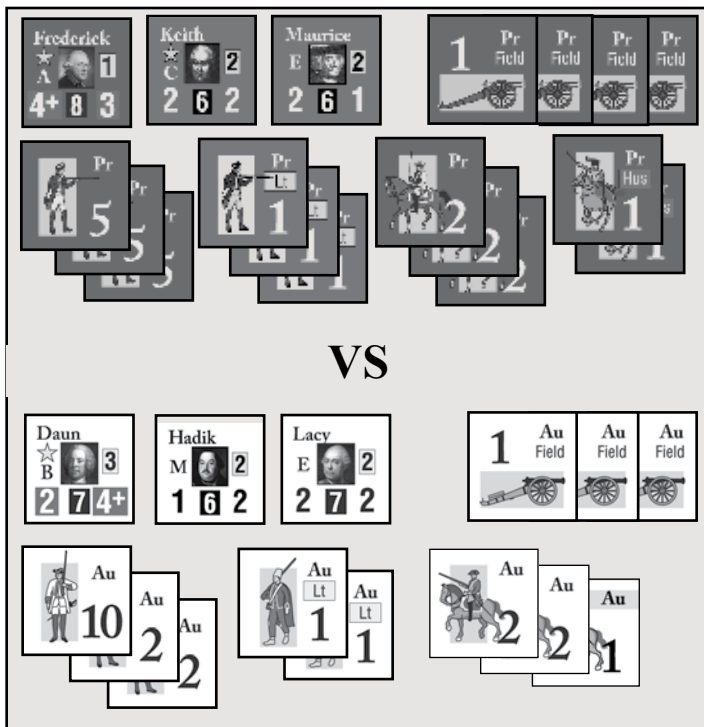
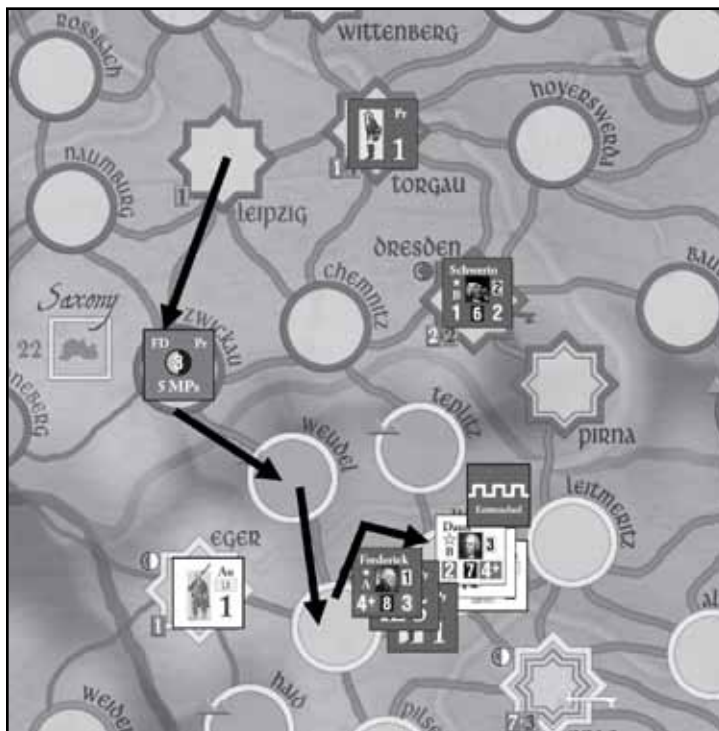
At least 1 SP must always be taken as losses; if the prisoner result equals total losses for that battle, reduce it by 1 SP. If all infantry and cavalry SPs are lost (either destroyed or as prisoners), any remaining Artillery units and leaders are also captured.

15.8 Victory in Battle

- If only one force is Demoralized or Routed—the opposing force wins.
- If one force is Demoralized and the other is Routed—the Demoralized force wins.

(continued on p. 17 ...)

Detailed Battle Example



The Prussian player has Frederick, Keith, and Maurice, with 15 inf, 3 Lt inf, and 8 cav SPs (6 Line, 2 Hussar Line/Lt), plus 4 Field arty units, move 3 MPs, then enter Daun's space (1MP, +1 for entering an enemy Lt space) for a total of 5 MPs. The Austrian player does not attempt Withdrawal. In the Combat phase, the Prussian gets to choose to attack first, since Frederick (1) has better initiative than Daun (3). Daun is entrenched, and has 14 inf, 2 Lt inf, and 5 cav SPs, plus 3 Field arty units, along with leaders Hadik and Lacy. Frederick will use the 26–30 SP column, Daun the 23–25 SP column. Since Frederick has a red box offensive DRM and is attacking (or Daun has a red box defensive DRM), this will be an Intense battle (2 dice, up to +7 net DRMs). Both forces are in Full Supply, and Daun does not occupy a friendly fort space.

The Prussian player plays his first Tactic, an Oblique Attack attempt, rolls the die, and gets a 3. He adds Frederick's offensive modifier (+4), and +1 because he has Lt cav in the force, for a total of 8; but Daun has 2 Lt units, requiring a –1 DRM, so the result is 7. Frederick's attempt at an oblique attack just fails. The Austrian player plays his first Tactic, Subordinate Errors, which will give a –2 to the Prussian die roll. The Prussian player plays a second Tactic, Able Subordinate, and chooses Keith (+2 offense).

The Prussian DRM totals are: +4 Frederick (offense), +2 Keith, +4 for 4 arty; +1 for Line cav superiority (8 Line cav SPs to 5 Aus Line cav), but –2 for Austrian entrenchments, and –2 for Austrian Tactic; net DRM +12– 5 = +7. The Austrian DRM totals are: +4 for Daun (defense), +3 for 3 arty, but –1 for Prussian cav superiority; net DRM +7–1 = +6.

The Prussian rolls a 6; +7 = 13; a 6 D4 result. The Austrian rolls an 11; +6 = 17; an 8 D4 + result. The Austrians must lose 6 SPs; the 4th must be cav; so 5 inf SPs are removed, and 1 Line cav unit flipped to its reduced side. The D result is 4; Austrian Endurance of 3 is raised by Daun's Defensive + rating to 4, so the Austrians are Demoralized, and a D marker is placed on them. The Austrian player has to check for leader loss because of the Prussian natural 6 roll. He rolls a 4, so Hadik is the victim; a second roll of 3 indicates Hadik is captured and placed in the Prisoners Box.

The Prussians must lose 8 SPs, 2 of which must be cavalry. The Prussian player removes 6 inf SPs, and flips 1 Line and 1 Hussar cav to their reduced sides. The D result is a 4. Prussian army endurance of 3 is raised by Frederick's Offensive + rating to 4, which also results in a D marker placed on Frederick. To fulfill the + result, the Prussian player also has to flip one of his artillery units to its reduced side.

Both sides are Demoralized. If this battle did not involve Frederick, the Austrians would win, since D levels are equal, and they inflicted the higher SP loss result. However, Frederick's Determination applies (Frederick wins if both sides are Demoralized at the same D level), so the Prussians win a minor victory. The Austrians must retreat 1 space.

If Frederick had Routed Daun (assume an R result), and was not himself Demoralized (a D3 result instead of D4), it would be a Crushing Victory. Prussian MW would increase by 1, and Austrian MW would drop by 2. Additionally, the R result would yield 4 Austrian SP losses as prisoners (= Frederick's Offensive rating), and Daun would have to retreat 3 spaces instead of 1.

(... continued from p. 15)

- If both forces are Demoralized—the force inflicting the higher D level on the enemy wins. If both D levels are equal, the force that inflicts the greater SP loss on the enemy wins. If D results and SP losses are equal, the battle is a Draw.

(Exception—Frederick’s Determination: If both a Frederick-led Command and the enemy force are Demoralized with equal D levels, Frederick wins, regardless of SP loss differences.)

- If neither side is Demoralized or Routed and D results are unequal, the force inflicting the higher D level on the enemy wins.
- If neither side is Demoralized or Routed and D results are equal, the battle is a Draw.

15.8.1 Crushing Victory and Defeat: A battle, Overrun, or siege where the losing force had at least 10 SPs at start or lost at least 5 SPs (including prisoners), AND is Routed or completely eliminated while the winner is not Demoralized, results in a Crushing Victory/Defeat for the winning/losing Powers. Increase the winner’s MW by 1, and the loser must reduce his Power’s MW by 2.

15.9 Retreats

Conduct Retreats as follows:

- A losing non-Routed force and any FDs with it must retreat 1 space; a winning force remains in place.
- Routed forces must retreat and end up 3 **spaces** (not MPs) away from the battle space or in a friendly-controlled fortress space within 3 spaces. **Note:** If the force already occupies such a space, and there is no enemy force in the space, the friendly force may remain. Siege Artillery and any FDs with a Routed force are captured [9.7.2, 17.4.6].

- Retreating forces must retreat as a single stack if possible.
- Retreats must be toward a friendly-controlled unbesieged fortress, FD or MD.
- Forces already in a friendly fortress space may retreat inside the fortress. The force may split; some may retreat into the fortress (up to the fortress limits), while the remainder retreat as a single stack. **Note:** If a relieving Command attacks an enemy besieging force and is defeated, it cannot retreat into the besieged fortress. If the besieged garrison participated in the failed attack, it must retreat back into the fortress [17.5.1].
- Retreating forces must try to avoid enemy-occupied spaces. Forces retreating into or through enemy-occupied spaces cannot Overrun, and lose 1 additional SP per 5 enemy SPs present (round down).
- Retreating forces may not be Intercepted. **(Exception: Forces conducting Berlin Raids are subject to interception through their entire move/retreat/RM.)**

15.9.1 Drawn Battle Voluntary Retreat

If a battle results in a Draw, first the attacker, then the defender, may (but need not) choose to Retreat to an adjacent space.

15.10 Fleet Combat

Fleet combat occurs when opposing fleets occupy the Baltic Sea or as a result of British events. The Franco-Russian player rolls a die and checks the Fleet Combat Table for the result. Apply a +1 DRM prior to the Typhus Event if rolling for a French fleet. Always apply a –1 DRM if the opposing fleet is British. **If the Danish and an allied Fleet are both in the Baltic, the British player always chooses which Fleet fights first.**

16.0 Morale

Forces may suffer Demoralization and Rout as a result of battle [15.7.4] and cease to be in Good Order. Place *DM* or *Rout* markers on affected forces.

16.1 Effects of Demoralization

- Force suffers a –2 MP penalty if activated;
- Force may not attack, Intercept, or attempt **LOUDON’S COUP DE MAIN**.

A Demoralized force may Overrun or set a siege and conduct siege rolls. If a Demoralized force splits into multiple forces, each new force is Demoralized and so marked. A Demoralized force which receives another DM result Routs instead.

16.2 Effects of Rout

- Same effects as Demoralized, and;
- Force may not be activated;
- Force may not set or conduct a siege;
- Force may not use Tactics.

16.3 Combining Forces

When two forces of different morale states combine, the resulting force assumes the morale state of the larger original force (or the

worse state if equal-sized). **Exception:** if the smaller force is Routed and the larger is in Good Order, the resulting combined force is Demoralized.

16.4 Rally

During each Power’s Rally & Resupply Segment, the player may attempt to rally each of his Demoralized forces to Good Order, and may then automatically rally each Routed force to Demoralized. During the Spring Recovery Phase, all forces automatically rally to Good Order.

16.4.1 Rally Attempt: Roll one die and add +2 DRM if a *Rally* +2 marker is on the force [10.4]. If the modified die roll is higher than the Commander’s Initiative, the force rallies; otherwise, the force remains Demoralized. Leaderless forces use an Initiative of 4 for Rally attempts.

16.5 Lt Units

Light units are immune to morale effects and are never placed under *Demoralized* or *Routed* markers, nor are they affected when part of a Demoralized or Routed force. Their SPs do count normally towards force size when combining forces [16.3].

17.0 Fortresses

17.1 General

A fortress is “friendly” to the player who currently has a garrison in it. When an enemy Command first enters a friendly fortress space, a player may automatically Withdraw some or all of his force(s) and FDs into that fortress [14.2]. A force outside can be attacked in battle. A force inside cannot be attacked, but can be besieged or masked.

17.2 Intrinsic Garrisons

When not occupied by friendly forces, fortresses still have intrinsic garrisons. If an enemy force moves onto and stops on a friendly fortress, place an appropriate *Held* fortress marker beneath the enemy to show the fortress is still friendly-controlled. Enemy Commands must still besiege unoccupied friendly fortresses to take control of them. If an enemy Command takes a fortress, then voluntarily evacuates its forces (not because its MW fell to 0), that fortress still has an intrinsic garrison and should have an enemy *Held* marker.

17.3 Masking

When an active force enters an enemy fortress space, the fortress is considered masked if the following criteria are met:

- No enemy force with more than 25% of the SPs of the masking force remains in the space outside the fortress; **and**
- The active player has the minimum required number of SPs in the space to besiege it (see Fortress Data Chart).

Masking forces cannot make a siege roll [17.4.1] (**Exception:** LOUDON’S COUP DE MAIN Event). Place a friendly *Held* marker on top of any garrison force to show it’s in the fortress.

17.4 Formal Sieges

During his Strategy Card Segment, the active **Power/Clients** may set siege to a fortress or make a Siege roll [17.4.1] **if they expend 1 SA and meet both of these criteria:**

- An activated **Command** [4.1] has the minimum number of SPs in the space to besiege, including at least one Artillery unit, and **has not fought** a battle this Turn; **and**
- No enemy force with more than 25% of the SPs of the besieging Command **is** in the space outside the fortress.
- A force may not set siege and make siege rolls unless it first removes any and all friendly entrenchments in its space.

17.4.1 Siege Rolls: During a Strategy Card Segment, if an activated Command in a fortress space with a siege marker on it meets both siege criteria and expends 1 SA [17.4], the player may make one roll against the fortress on the Siege Table (applying all DRMs) and apply the results. During a Siege Segment, all Commands controlled by the active Power in spaces with *Siege* markers and no enemy force outside the fortress may make one Siege roll per fortress.

17.4.2 Garrison DRMs: If there is no force inside the fortress, the besieger gains the +3 Tiny Garrison DRM. If there are double the SPs of the fortress class rating inside, the Large Garrison –1 DRM applies.

Example: The Prussian player has no force garrisoning Schweidnitz (Class 2). A Coalition siege roll would gain a +3 DRM (in addition to any others). If there was a 1, 2, or 3 SP garrison, neither DRM would apply. If the garrison was 4 SPs, the DRM would be –1.

17.4.3 Continued Siege DRMs: If a siege roll does not result in a Breach, Dysentery, or Sortie, increase the *Siege* marker number by one, and use it as a positive DRM for each successive roll.

17.4.4 Siege Table Results:

- **Dysentery—Siege # +0 and –1 besieging SP:** The active player must remove 1 SP from the besieging Command.
- **Sortie—Siege # +0:** No effect.
- **Progress—Siege # +1:** Increase the Siege Marker number by 1.
- **Breach—Honors of War:** The fortress capitulates, but the garrison is automatically granted Honors of War. Transfer the besieged force into the nearest unbesieged friendly fortress space. However, the besieger captures any FDs in the surrendered fortress.
- **Breach—Surrender:** The fortress capitulates, the besieger Overruns any FDs inside [9.7.2], and the garrison and its leader(s) are captured and placed in the POW Box.

17.4.5 Extended Siege Honors of War: If the continued *Siege* marker is at +3 or higher at the time of fortress Breach and a defending Commander is in the fort, convert any Surrender result to Honors of War instead.

17.4.6 Siege Artillery: Siege Artillery negates an adverse DRM for each siege roll in its space [see the Siege Table]. Siege Artillery does not count in field battles. If in a force when it loses a battle, it is captured if Routed, and otherwise retreats with the force. Return captured Siege Artillery to its Force Pool. The capturing nation receives 1 Thl, and it (or its patron) earns 1 SA.

17.4.7 Fleets and Coastal Fortress Sieges: A Fleet may use its DRM in the siege of one port fortress in the same sea area in each friendly Turn. It may be at sea or, if in a friendly port space, must flip from its FD side (and cannot serve as an FD that Turn).

17.4.8 Raising a Siege: Remove the *Siege* marker if the besieging Command becomes leaderless, has no artillery, falls below the minimum number of SPs required, or leaves the fortress space for any reason.

17.5 Siege and Masking Restrictions

17.5.1 Garrisons: When masked [17.3] or besieged [17.4], a force in a fortress cannot leave unless it fights a battle in the fortress space first. A besieged/masked Command in Good Order may activate “for free” to attack during its own Turn, and may Interrupt to attack at any time during the besieging/masking Power’s Strategy Card Segment. If the garrison comes out and attacks, fight a battle per normal combat rules. If a relieving Command is in that space and committed to a battle against the enemy, the besieged/masked force may come out and add its strength. In either case, if the enemy retreats or falls below the minimum besieging/masking SPs required, the garrison can leave the space and any *Siege* marker is removed. If the enemy wins the battle or the result is a Draw, the garrison is still stuck and can’t leave, nor may the relieving Command retreat into the besieged fortress.

17.5.2 Placement and Transfers: Forces, leaders, and FDs may not be placed in besieged/masked fortresses [8.6.4], and may not transfer in or out [8.6.3, 18.2].

17.5.3 Entrenchments: A besieging force cannot expend MPs to entrench [12.7], and does not benefit from Entrenchments if attacked.

17.6 Captured Fortress VPs

A captured fortress yields its listed VPs (if any); active Power gains and defender/Patron loses these VPs (**Exception:** VPs for Imperial fortresses marked with white or blue squares always accrue

to Austria or France, respectively, when they change control). If a captured fortress yields 5 or more SPs as prisoners, this is considered a Crushing Victory in itself, worth +1 MW (and –2 MW for the loser). These awards are cumulative.

With the COM Map patch, Roermond is a 2 VP Austrian fortress; but if it is captured by the enemy, both France and Austria lose 1 VP each (this due to Roermond's great importance as a French Major Depot).

17.7 Supply Paths Through Enemy Fortress Spaces

Players may trace supply through enemy fortress spaces per the equal or greater SP rule [9.3], but at least 1 friendly SP must be present. They do not have to specifically besiege or mask a fortress to trace supply through its space.

18.0 *Kleiner Krieg*—Light Unit Operations

18.1 General

Light units are recruited through Event cards, and drawn from the Powers' Force Pools. When recruited, place each unit in any appropriate KK Theater box, or on map in the same space as any friendly field force. When activated in a Theater box, they conduct Forage Raids and Supply Raids. Not all Lt units are available at start; many are added through events.

18.2 On Map/Off-Map Transfers

At the start of each Strategy Card Segment, that Power's and its Clients' Lt units may transfer freely from on map to Theater boxes, and from Theater boxes to spaces on map with any friendly force. Off map/on map transfers must be to corresponding boxes or areas listed for each theater, and may not be to or from besieged or masked fortresses. Lt units cannot start in a Theater box, deploy on-map, and return to a Theater box, or vice versa, in the same Round.

18.3 Lt Unit Activation

Each time a card is played for KK Ops, that Power may activate all its and its Clients' Lt units in any one Theater box for Raids.

18.4 KK Advantage Markers

Design Note: *The Coalition began the war with better light troops, but by 1758, Hanover and Prussia had gained the advantage due to improved doctrine and better force mix and leaders.*

Each scenario will list KK Advantage marker settings in the Border and German Theaters at start. The KK markers can be on the *Coal +1/A-P –1* sides, removed from the boxes, or on the *A-P +1/Coal –1* sides. Each marker:

- Counts as 1 extra Lt SP in that box for the “plus” Alliance, and subtracts 1 SP from the “minus” Alliance total; and
- Is a positive DRM for the “plus” Alliance and a negative DRM for the “minus” Alliance on all KK die rolls.

By play of Anglo-Prussian event cards, a KK Advantage marker can shift from *Coal +1/A-P –1*, to removed from the box, to returned on the *A-P +1/Coal –1* side.

18.5 Raiding

Each Lt unit may make only one Raid per Turn. Players may attempt Raids against several areas or forces, dividing raiding units as desired. Lt units may target any area in their theater (**Exception:**

Russian, Anglo-Allied, and French restrictions listed in the Theater boxes). Designate all raids in a Theater, factoring in KK Advantage if applicable, then roll once for Raid losses in that Theater [18.5.3] before resolving the Raids individually. KK Advantage effectively adds or subtracts 1 SP from the total number of SPs raiding in the Theater, not +/-1 SP to each Raid.

18.5.1 Forage Raids: Lt units may raid enemy areas only; you may not raid your own or an ally's area. Apply 1 FP to the target area for each surviving Lt SP on that raid. The raiding Power with the majority of SPs acquires any SAs gained [18.6].

18.5.2 Supply Raids: Lt units may raid an enemy force or FD that is not on or adjacent to its Supply Source (including a Fleet FD). Roll one die, using DRMs listed on the Supply Raid Table, and apply results.

18.5.3 Raid Losses: After designating all raids in a theater, but before determining their results, roll 1 die for that Theater Box, use DRMs listed, and apply results. The losing player chooses the first step to be lost, which must be from a Forage Raid if possible. The winning player chooses the second step lost (if any). Enemy step losses must be taken from that Alliance's nation with the most Lt units in that box (enemy player's choice; Austrian/Prussian if tied). If there are no enemy units in the box, the loss must come from a unit in a corresponding area of the map (Lt if possible; Line Infantry SPs if no Lt units are present).

18.6 Forage Points (FPs)

Map areas accumulate FPs due to Forage Raids or events. Each area has a Devastation Level box/number. For each FP incurred, place or increase the FP marker until the area is Devastated. The Power raiding or playing the event gains 1 SA for each 3rd, 7th, 12th, 18th, and 25th FP accrued by the affected area. Devastation is permanent.

Play Note: *These numbers are marked in red on the FP markers as a reminder.*

Some areas may remove FPs during the Recovery Phase [5.4.5].

18.6.1 Devastation: If area FPs reach the Devastation level:

- Remove the FP marker and place a Devastation marker.
- Subtract 1 MW from the area's controlling Power or Patron.
- Every succeeding Spring, subtract 1 Thl from the controlling nation's Treasury during the Treasury Phase [20.2.4].
- Major Forces in the area may suffer additional attrition [6.1].

Extended KK Example: It's 1757 Fall Round 4. The KK Advantage marker is Coalition +1 in both the German and Border Theaters. The Austrian player moves 2 AU Lt infantry units into the Border Theater at the start of his Turn, then plays the GENERALSTAB card (1-Ops) to make KK raids. The KK Theater boxes contain:

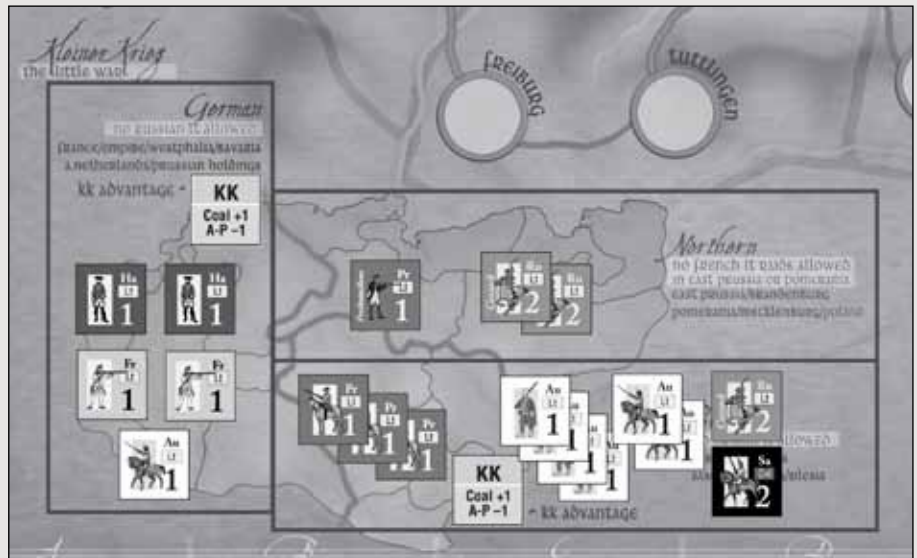
- German Theater—2 French Lt inf, 1 Austrian Lt cav; 2 Hanoverian Lt inf units
- Border Theater—4 Aus Lt inf, 2 Aus Lt cav; 1 Cossack Lt cav; 1 Saxon cav; 3 Pruss Lt cav units
- Northern Theater—2 Cossack Lt cav; 1 Pruss Lt inf units

The Austrian player activates his units in the Border Theater (all are full strength). He assigns the 4 Lt infantry to a Forage raid in Silesia, and the 3 cavalry (including the Saxons, but not the Cossacks) to a Supply Raid into Saxony against a Prussian force at Rossbach including a Lt unit, 2 MPs from an MD, in Full Supply. He chooses to add his KK advantage SP to the Supply Raid.

Raid Losses—The Austrian player rolls a 4, adding +1 for KK advantage, and +1 because the Prussians have at least 5 fewer Lt steps than the Coalition in this box. The net result of 6 = 2 Prussian Lt unit step losses. The Prussian player reduces one Lt Cav unit to 0 SP; the Austrian player chooses to reduce a second unit to 0 SP for the second step loss.

Forage Raid—The Austrians inflict 1 FP per raider SP for a total of 4 FPs to Silesia, raising its total from 5 to 9. Austria gains 1 SA for the 7th FP inflicted on the area.

Supply Raid—The Austrian player had chosen to add his KK advantage to the SPs of the 3 raiders for a total of 5 SPs raiding. He rolls a 3, with +5 DRM for his SPs, +1 from KK advantage, +1 for the Ops value of the KK card, +1 for 12 less Prussian Lt steps in the KK box than the 8 Coalition units, but –1 due to the Prussian Lt unit in the space. The net result is 10, a Success—the Prussian force goes to Short Supply.



19.0 Winter

Conduct each Phase **except Diplomacy** in play order.

19.1 Winter Quarters

Lt units may first transfer into any spaces with friendly forces, or into Theater boxes. All forces (including neutrals) then in a space are considered a single force and, if larger than 5 SPs, must end this phase in a friendly fortress or MD space. If not already there, each Major Force must execute a Retrograde Movement [12.12] to the nearest such space. A force may leave a total of up to 5 SPs along its path in one or more spaces with FDs, but no more than 5 SPs may be dropped off from the original force. If the remaining force cannot reach such a space with its RM, it suffers 20% attrition [6.1], and then moves to the nearest such space. No Intercepts are allowed. When all Winter Quarters movement/attrition is completed, reset the Supply States of all forces and garrisons to Full Supply.

Example: An Austrian Command of 16 SPs fails to conclude a siege of Glatz in Fall Round 5. During the following Winter Quarters Phase, the entire Command must perform an RM. Since 2 MPs only allow it to reach Muglitz, it suffers a 3-SP attrition loss before moving the additional MP to Olmütz. If there had been an FD in Mittelwalde, the Austrian player could have left up to 5 SPs there and lost only 2 SPs to attrition.

FDs and forces of 5 SPs or less may also make an RM.

19.1.1 Russian Forces: Russian Major Forces may only take winter quarters in Grodno, Vilna, Gdansk (after a successful DIPLOMATIC

COUP: DANZIG Event), Berlin, or captured Prussian fortresses in the Northern Theater.

19.1.2 Fleets: Fleets in the Baltic Sea area must transfer to the Force Pool (or the British Fleet may transfer to the North Sea instead).

Design Note: Much of the Baltic Sea ices over during the winter, making naval operations there problematic at best.

19.2 New Year Phase

Advance the *Year* marker to the next year and remove all *Fortunes of War* chits, *Shared Supply* markers, and any others from the Turn Track. Flip the *Invasion Threat* marker to its *Colonial Conflict* side. Place any Leaders on the Turn Track in any same-nation controlled fortress(es) or square space(s). If Saxon leader Rutowski was wounded and there are no Saxon-controlled fortresses or Saxon forces on the map, place him in any Austrian fortress.

19.2.1 Key Cities: Eight cities marked with a key (↔)—Hanover, Magdeburg, Berlin, Stettin, Königsberg, Dresden, Prag, and Wien—cause MW drops when enemy-controlled. Note: Königsberg and Stettin are *Russian* Key Cities, and Dresden is a Key City for Saxony's Patron. At the end of the New Year Phase, subtract 1 MW from the designated Power for each Key City it does not control, even while Neutral [22.1].

Example: Prussia controls Stettin, Dresden and Prag at the end of the 1759 New Year Phase (Saxony is an Austrian client). Reduce Austrian MW by 2 and Russian MW by 1.

19.3 Winter Strategy Phase

Each Power draws 1 Strategy card, and France and Britain return the FRENCH FLEET (unless the Typhus event has occurred) and ROYAL NAVY cards to their hands. Each Power may then play 1 Event or Supply Action card. Forces may not activate except as part of a WINTER OPERATIONS or EAST PRUSSIAN STÄNDE COLLABORATION Event played by their own Power. **Opponents may not Interrupt or Intercept.**

19.4 Diplomacy Phase

Players select Powers' options from the applicable year of the Diplomacy Chart **on the back of the Play Book**. Unless using Advanced Rule 24.3, all players must select Option A (though Britain and France may choose to alter their Commitments/Subsidies as noted). Once chosen, options remain in effect until superseded—players are

not required to select (different) options if one is already in effect. Powers are not required to take actions beyond those shown on the chart, nor are they limited only to actions implied by the chart; e.g., French Option A "Attack Hanover" does not mean the French player has to attack the Anglo-Allies in Westphalia (though it would behoove them to do so), and Prussian Option B does not prohibit Prussia from attacking Saxony.

19.4.1 Commitments: Austrian, Russian, and Prussian choices and actions determine whether Britain and/or France incur Commitments to their allies that require them to fight their common enemies, provide subsidies, or both, every year. British and French choices may cancel these Commitments. While in effect, players may elect not to fight or pay the required subsidies, but penalties will then apply every Diplomacy Phase as described on the Diplomacy Chart.

20.0 Spring

Powers take actions in the following order in Spring:

Russia—France—Austria—Britain—Prussia

Design Note: The intent is that the Coalition performs its actions before the Anglo-Prussians rather than in normal Play Order. Allied players may perform these actions as they see fit, even simultaneously; the order is specified only to resolve disagreements.

20.1 Prisoner Exchange

Return prisoners by performing the following steps in order. **The holding player always chooses which forces to exchange. If Dresden is Prussian-controlled, consider Saxon POWs to be Austrian and/or French:**

- 1) Exchange **leaders** without red DRM boxes one for one. If no enemy leader is available, exchange a captured leader for SPs equal to his best battle DRM.
 - **Red box DRM leaders** and **Field Artillery units** are only exchanged on mutually-agreed terms.
- 2) Exchange **Inf/Cav SPs** on a 1 for 1 basis, including Lt units and regardless of SP nationality, to ensure minimum prisoners remain for each Alliance.
- 3) Return all remaining **Lt units** in Prisoner boxes to their Force Pools.

Place exchanged SPs/units/leaders in same nation-controlled unbSieged fortress(es) or MDs.

20.2 Tally and Treasury Adjustment

During each Treasury Phase, Belligerent nations add the Thalers for all fortresses/spaces they control to any Credit they decide to take, add or subtract any Subsidy Thalers, and deduct 1 Thl for each Devastated area in their nations. Adjust each nation's Treasury marker by the resulting amount. Thalers may only be exchanged between nations when specifically allowed [20.2.3, 20.3.1, 24.2]. Thalers can be saved for future use.

20.2.1 Space Control: The original owning nation always tallies its Thaler spaces unless occupied solely by enemy forces. If several allied nations control an enemy Thaler space or fortress, the nation with the majority of SPs tallies the Thalers. Fortresses must be friendly-controlled to count their spaces' Thalers (and **count any Thalers or** VPs, or to Commandeer their MDs [9.7.1]).

20.2.2 Credit: Austria, Britain, France, and Russia have Credit available as shown on their Power Displays. They may (but need not) choose to tally these Thalers unless prevented by the listed events, but must pay an MW penalty as shown to do so.

20.2.3 Subsidies: Diplomatic choices made at the start of scenarios beginning in 1756/1757 and in subsequent Diplomacy Phases determine if subsidies are available and their size [see 19.4 and the Diplomacy and Subsidy Charts]. Add subsidy Thalers to the benefiting **nation's** Treasury, and deduct an equal amount from the subsidizing Power's Treasury unless that Power is Neutral.

Note: Prussian and French choices in combination determine which French Subsidy is in effect. This may change over time.

20.2.4 Devastation: Deduct 1 Thl from a nation's Treasury for each of its areas that is Devastated.

20.2.5 Devaluing the Thaler: The Prussian player may choose to "Devalue the Thaler" once at any time during each Treasury Phase. Immediately add 10 Thl to the Prussian Treasury, and subtract 1 Thl each from the Austrians and the Russians (if Belligerent). Reduce Prussian MW by 1 (by 2 if the *Devalued Thaler* marker is in the current space of the Year Track), and place the *Devalued Thaler* marker on the next space of the Year Track.

20.2.6 Colonial Conflict Effects: At the end of the Treasury Phase, add/subtract the listed Thalers and MW from the affected Powers as appropriate.

20.2.7 Saxony: If Saxony is an Austrian Client and Prussia controls Dresden, remove the Saxon *Thl* marker. Saxony does not sustain or recruit SPs. If the Coalition regains control of Dresden, or Saxony is Prussian-allied, Saxony tallies normally.

20.3 Sustainment

Belligerent nations (only) deduct Thalers from their treasuries to sustain their forces.

- Players must pay all Thaler costs to sustain their Line infantry and cavalry SPs. These costs are fixed per the Sustainment Chart, regardless of the number of SPs in play.
- Players may pay Thalers and/or SAs (in any combination) to sustain FDs. Captured/Commandeered MDs [9.7.1] and the British FD are sustained for free. Any other unsustained FDs must be distributed [9.8].
- Lt and Artillery units are sustained for free.

20.3.1 Minor Allies: The Holy Roman Empire, Saxony (if Dresden is not enemy-controlled), and Sweden sustain their forces and FDs (if any) from their own Treasuries. If they cannot, their Patrons [22.3] must deduct Thalers to make up any shortfall. Denmark (and Russia when a Prussian Client) does not require sustainment.

Saxons: When Dresden is Prussian-controlled, Saxon forces count as Austrian and/or French for sustainment. If the Coalition regains control of Dresden or Saxony is a Prussian ally, Saxony sustains normally.

Anglo-Allies: Hanoverian and British forces are all sustained (and recruited) by British Thalers.

20.3.2 “In The Red” Sustainment: Each time a Power runs its Treasury down below 0 during sustainment, it must go “In the Red” to pay the sustainment cost [20.5.1].

20.4 Recruiting

Players may roll once (each Spring) on the Recruiting Table for each Belligerent nation they control. Players may use all the dice allowed, but may choose less dice in hopes of saving Thalers, or roll no dice and skip recruiting entirely. If a nation’s treasury is already at 0 at the start of recruiting, it may still recruit.

20.4.1 Dice Used and Recruiting Table Procedure:

- Prussia, Austria, and France can roll up to 3 dice with a +6 DRM if not Exhausted [21.3.1]. Once Exhausted, these nations normally only use 2 dice and a +4 DRM. However, each can pay 3 extra Thalers before rolling to use 3 dice and +6 DRM instead.
- Britain and Russia roll 2 dice, and may always pay 3 Thl before rolling to use the extra die/DRM listed for them.
- All other nations use 1 die.
- Table columns list Line infantry SPs by nation, cavalry steps (Line or Lt), and total Thaler costs. Roll the dice and read across the Inf-Cav-Thl columns for results. Gather the new infantry SPs, note cavalry steps for placement on map, and deduct the Thalers.

Costs: If players recruit, they must pay the costs listed. Each time a Power runs its Treasury down below 0 when Recruiting, it must go “In the Red” to pay its recruiting cost [20.5.1].

Excess SPs: If a result yields SPs/cav steps that would increase a nation’s army beyond size limits [20.4.2], the excess SPs are lost.

20.4.2 Army Size Limits: Each nation has army size limits. At the start of each campaign season, players cannot have more Line Infantry SPs on the map and/or in the Prisoner box than listed on the Army Size Limits Chart.

Play Note: *The sum of 1-, 3-, and 5-SP counters available to each nation equals its SP limits. Players who do not desire to count their SPs each Spring may remain within limits by removing an identical counter from the Force Pool whenever they use the back side (e.g., remove one 1-SP counter when using the 2-SP back side of another).*

The cavalry, Lt unit, artillery, and FD counter mix serves as the size limit for all nations. In addition, only units and SPs in the Force Pools are available for recruiting or rebuilding.

Play Note: *Numerous forces do not become available for recruiting until various events occur.*

20.4.3 Saxon Cavalry: If Dresden is Prussian-controlled, Austria or France may use their own recruited cavalry steps to rebuild the Saxon cavalry unit.

20.4.4 Artillery and FD Rebuilds: After Recruiting, players may flip reduced artillery units to full strength, and/or rebuild them, and/or build any FDs in the Force Pool, per the Rebuilding Chart costs.

20.4.5 New Leaders Table: Each Belligerent nation may (but need not) roll on the New Leaders Table. For the “Replace 2 Leaders” result, select 2 Leaders in play and return them to the Force Pool, then randomly draw two leaders back out (“ditched” leaders may return). If a nation has fewer than two leaders on map, players may return one and still pick two. For “Add New Leader(s)”, pick directly from the pool at random. Sweden and the Empire may only have a maximum of two Leaders on map at a time; ignore results that would add more.

20.4.6 Deployment of New Forces: Place new SPs, cavalry, artillery, leaders, and FDs in any same-nation controlled MD or fortress space(es) that can trace a valid supply path back to a same-nation MD and are not enemy-occupied. Cavalry steps can be used to flip any reduced cav units in play or recruit new units (Line, Lt, or dual-use). Excess step results are lost.

20.5 Financial Straits (FS)

Sustainment or recruiting may require the expenditure of more Thalers than a nation has in its Treasury. Any shortfalls must be made up by going “In the Red.” If a minor nation’s Treasury drops below 0, its Patron [22.3] must make up the shortfall from the Power’s Treasury.



20.5.1 “In the Red” Finance: Each time a Power goes “In the Red,” for sustainment or recruiting, reduce its MW by 1 and deal cards one at a time face up from its Draw pile. Permanently remove from the game each FS (Financial Straits) card turned up—FS cards bear a circled \$ symbol at bottom right—until one card has been removed for every 5 Thl of shortfall (rounded up). If there are insufficient FS cards in the Draw pile, invert the Discard pile and repeat the procedure. If there still aren’t enough FS cards, randomly remove FS cards from the Power’s hand. Set that Power’s Treasury to 1 Thl and reshuffle its Draw pile (including the Discard pile if inverted) face-down.

If all of a Power’s FS cards are removed and it is still “In the Red,” reduce its MW to 0 [21.3.2].

20.5.2 Credit Limits: When Austria or France go “In the Red” the first time, the first cards removed must be KARL VON ZINZENDORF and MONMARTEL & LABORDE, respectively, even if they are currently in the players’ hands or discard piles.

20.5.3 Austrian Force Reduction: Once per game, the Austrian player may elect to “Reduce the Force” prior to mandatory sustainment. Decrease Austrian MW by 1, and immediately (and permanently) remove 1 AU Line cavalry unit and 1 AU Lt unit from forces in play (they may be reduced). Replace the Austrian *Thl* marker with the *Reduced Force Thl* marker. For the rest of the game,

- Austrian mandatory sustainment costs 8 Thl instead of 11; and
- The Austrian SP limit is reduced by 10 to 55 infantry SPs [20.4.2]. If this limit is exceeded, permanently remove excess SPs on the map from the game.

Austrian recruiting is not allowed during the phase this event occurs.

20.6 Redeployment

All leaders, Lt units, and FDs, and up to 3 cavalry and/or artillery units and 3 Line Infantry SPs for each Power and its Clients (total), may redeploy freely between friendly-occupied same-Power spaces and/or Theater boxes.

21.0 Monarchial Will (MW)

21.1 General

Monarchial Will is a representation of the Powers' relative willingness to continue the war. As MW drops, Powers may suffer Exhaustion, incur penalties, possibly exit from the game, or even end the game.

21.2 MW Track

Use the MW Track to display MW levels. As each Power's MW changes, move its MW marker the corresponding amount. MW may change as a result of events, battles [15.7.2, 15.8.1], Devastation [18.6.1], loss of Key Cities [19.2.1], Diplomatic choices and Commitments [19.4], Credit taken [20.2.2], Colonial Conflict [20.2.6], and Financial Straits [20.5.1].

21.3 MW Levels, Penalties, and Effects

21.3.1 Exhaustion: When a Power's MW is at or below its Exhaustion level as noted on the Track, it must return one card randomly to the deck each Draw Phase [8.2.1]. It may start each Action Phase with no more than 7 cards (13 if France or Russia is Exhausted, 12 if both are), and all penalties listed on Event cards and Tactics must be observed. If Britain or France is Exhausted, it may only play a card for Colonial Ops once per year (instead of once per Action Phase) [8.4.2]. Exhaustion affects Recruitment for AUS, PRU, and FRA.

21.3.2 Collapse:

- When both Austrian and Prussian MWs Collapse (are in the red zone), the game concludes at the end of the Fall season.
- If either the Prussian or Austrian MW marker enters the 0 box, the game ends immediately.
- If the British, French, or Russian MW marker enters the 0 box, that Power and its Clients Collapse and become Neutral, are friendly to both alliances, and are immediately, permanently out of the game. Remove all the Collapsed Power's/Clients' forces, Fleets, FDs, Held markers, and its cards, and end any subsidies it provides or receives. Transfer all other enemy/allied forces and FDs out of the Collapsed Power's/Clients spaces to the nearest friendly unmasked/unbesieged fortresses (players' choices if equidistant) and remove any enemy/allied Held markers. Increase the MW of the opposing Principal Power (Austria or Prussia) by 1. If either France's or Britain's MW is 0, the other gains 1 VP if not neutral.
- Any enemy fortresses the Collapsed Power/Clients controlled revert back to their original Power's control (with a tiny garrison immediately considered inside). Adjust VP markers for any enemy fortresses the Collapsed Power/Client has just relinquished back to the enemy. The enemy retains the VPs for any of the Collapsed Power's/Clients' fortresses held, even though its forces are transferred out of those spaces.

Play Note: Players may want to write down which VP spaces were evacuated to avoid potential scoring disagreements.

22.0 Geo-Political Considerations

22.1 Neutrality

- Scenario setups list Neutral nations. All Neutrals except Britain are friendly to the Coalition at start.
- Belligerents may never attack or besiege friendly Neutrals or be inside their fortresses.
- A Neutral Power may not draw or play cards, or take any other action except Winter Quarters RM [19.1], until it becomes Belligerent. Powers are subject to Key City MW losses while Neutral [19.2.1].

22.1.1 Ending Neutrality: A nation remains Neutral until an unfriendly Belligerent force or FD voluntarily enters or remains in one of its spaces, or a Diplomatic choice or event renders it Belligerent. If a Belligerent force or FD ends its neutrality, the nation joins the opposing Alliance; do not adjust VPs. Immediately draw a full hand of Strategy cards for a Neutral Power that becomes Belligerent, including all guaranteed (☒) cards unless the Diplomacy Option states otherwise.

Example: At the start of the 1756 Campaign Scenario, Austria and Prussia choose Diplomacy Option A, while Russia chooses B.

The Austrian player will take cards A1 and A2 into his hand before drawing four cards from the remaining Early War deck. Prussia will take P1, P2, and P3 and draw three more cards, while Russia will draw four cards from its entire shuffled Early War deck.

22.1.2 Retreat Into a Neutral Space: If a Belligerent force's only retreat route is into an unfriendly Neutral nation's space, it must end its own next Turn in a non-Neutral space or the Neutral nation joins the opposing Alliance [22.1.1].

22.1.3 Prisoners: If a Belligerent nation has forces in the enemy Prisoner Box when it becomes Neutral, those units and SPs remain there until exchanged [20.1].

22.2 Britain and Prussia

No more than 6 Prussian SPs of any kind may be in Westphalia or Imperial territory, or the German Theater Box, unless part of a Prussian Command [4.1.1]. If excess SPs are discovered, the Prussian player must immediately transfer excess SPs in Berlin or Magdeburg.

Similarly, no more than 6 Anglo-Allied SPs of any kind may be in Saxony or the Northern Theater, unless part of an Anglo-Allied Command [4.1.1]. If excess SPs are discovered, the British player must immediately **transfer** excess SPs in Hanover. While Neutral, Britain is friendly to Prussia.

22.3 Minor Nations

Once a minor nation becomes Belligerent, it becomes a Client of and its forces are always controlled by one of the five Powers—its Patron. MW and VP changes incurred by a Client minor nation affect its Patron except as noted below.

22.3.1 Holy Roman Empire: Austria is the Empire’s Patron. However, VPs for loss or recapture of Düsseldorf, Frankfurt, Köln, and Venlo (marked on the map with blue squares) accrue to France.

22.3.2 Saxony: If Saxony joins the Coalition (due to Prussian entry or an event), it is an Austrian Client. Saxony may instead ally with Prussia via the Saxon Intervention Table.

If Saxony becomes Belligerent after 1756 Fall Round 1, it deploys per the Saxon Intervention Table. Saxony cannot tally Thalers or recruit if Dresden is enemy-controlled.

22.3.3 Sweden: France is Sweden’s Patron unless France is Neutral, in which case Sweden is a Russian Client.

22.3.4 Denmark: Britain or France is Denmark’s Patron as indicated on the Danish Intervention Table. Danish forces need not be sustained, but can be recruited with the Patron’s Thalers.

22.3.5 Russia: After the Death of Elizabeth and prior to the Death of Peter III, Russia is a Prussian Client. Russian forces need not be sustained, but can be recruited with Prussian Thalers.

22.4 Poland

Poland is not a Client of any Power. Its fortresses may be freely occupied and controlled by forces and FDs allied with Saxony; otherwise they must be besieged. No Major Force except Russians in Gdansk may end a Winter Quarters Phase in Poland. Minor Forces and FDs that occupy Polish fortresses may winter in them.

Coalition forces may freely enter any Polish space except Gdansk. If Coalition **forces** enter Gdansk before a successful DIPLOMATIC COUP: DANZIG Event is played, add 1 Prussian VP (once per game only). The Coalition may never use Gdansk as a port unless the DIPLOMATIC COUP Event is successful.

Prussian forces may freely enter Polish non-fortress spaces. If Saxony is a Prussian Client, they may also enter Polish fortress spaces. Otherwise, the Prussians may **never** enter Warsaw, and if a Prussian force enters Torun, Poznan, or Gdansk before a Coalition force has entered that space, subtract 2 Prussian VPs (once per game, not per space). Prussian Commands must besiege these fortresses to control them.

22.5 Britain and France

22.5.1 Colonial Conflict: The Anglo-French Colonial Conflict Track abstractly represents the off-map struggle between Britain and France for maritime and colonial dominion. It is active even when Britain or France is Neutral or an Armistice is in effect. If one of these Powers Collapses and leaves the game [21.3.2], the other may still play events and Colonial Ops to shift the *Colonial Conflict* marker on the Track.

22.5.2. Anglo-French Armistice: Several events may result in an armistice between Britain and France. While in effect, neither Power may move forces into spaces occupied by the other, but may trace supply through such spaces [Exception to 9.3]. They cannot conduct Supply Raids against the other’s forces or supply sources, make siege rolls against each other’s fortresses, or attack French or Anglo-Allied forces. A French force may move into a Westphalian space, or an Anglo-Allied force may move into a space in Lorraine, the Austrian Netherlands, or the Rhineland, only if the entire force ends its movement in friendly space(s). Neither Power may conduct Forage Raids in these four areas. Note: this does not preclude Colonial Ops.

Each event will specify an Armistice # that is its duration in Rounds. During any of its subsequent Strategy Card Segments, either Power may play an Ops card to shorten the truce by its Ops value [8.4.3]. From the start of that Power’s Turn in the indicated Round (or the Turn of the Power whose Event initiated the Armistice if neither shortens the truce), Armistice restrictions no longer apply. If the resulting Round would be in Summer of the next year, the Armistice ends during the New Year Phase instead.

Example: France plays *KLOSTER-ZEVEN* (Armistice # = 4) during 1757 Fall Round 3. Britain plays *LIVRES ASTRAY* (2 Ops) the same Round, so the Armistice ends at the start of the British Turn in Round 5 (4–2 = 2 Rounds later). If Britain had played a 1-Op card instead, the truce would end in the New Year Phase rather than 1758 Summer Round 1.

23.0 How to Win

Victory is determined by Victory Points (VPs). VPs are earned or lost through control of designated spaces [20.2.1], Fleet combat [15.10], play of Event cards, and Colonial Conflict status at the end of the game.

23.1 Victory Points Track

Players keep track of VPs on the Victory Points Track with seven VP markers, one for each Power and Alliance. When a Power earns or loses VPs, increase or decrease its total and its Alliance’s by moving the markers.

23.1.1 Death of Elizabeth: When the Death of Elizabeth Event occurs, the RU VP marker (only) “freezes”—actions affecting the Russians no longer affect this marker. Continue to adjust other Powers’ VP markers and both Alliances’ combined VP markers normally, but not the RU VP marker.

Design Note: The Death of Elizabeth is beyond players’ influence and almost inevitable. Since it removes Russia from the Franco-Russian player’s control, this rule allows a fairer assessment of that player’s accomplishment when determining the individual winner.

23.2 Game End Additional VPs

23.2.1 Immediate End: If the game ends because either Austrian or Prussian MW is 0, award the other Power VPs equal to its MW, up to a maximum of 3.

23.2.2 Campaign Game/1762 Scenario: If either Austria or Prussia has managed to avoid Collapse (MW 4 or higher) while the other has not, increase the higher MW Power's VP total by +1 before checking against victory conditions. If that Power's MW is 7 or higher, adjust its VPs by +2 rather than +1.

23.2.3 Scenario Specific Conditions: Several scenarios have specific criteria that may adjust the Alliance VP levels.

Example: In the 1757 Scenario, two Austrian areas must be Devastated to achieve an Anglo-Prussian Decisive Victory.

23.3 End of Game

Each scenario or campaign can end in one of several ways. In all cases, compare the VP totals at the end of the game to the scenario victory conditions to determine the level of victory.

23.3.1 Immediate End: The game ends immediately if an Alliance's combined MW drops to 1 **or** either Austrian or Prussian MW drops to 0.

23.3.2 End of Year: The game may also end at the end of any Fall Action Phase if the following conditions apply:

- **Decisive Victory:** If Prussia's VP total is +19 or more, the game ends as a Decisive Anglo-Prussian Victory. If Prussia's VP total is -11 or lower, the game ends as a Decisive Coalition Victory.

- **Mutual Collapse:** If both Austria and Prussia Collapse (MW levels in the track's red zone), the game ends.

23.3.3 End of Scenario: If none of the above occurs, the scenario ends at the conclusion of the specified Phase.

23.4 Victory

Adjust each Alliance's combined VP total as directed and determine their victory levels:

	<u>Anglo-Prussian</u>	<u>Coalition</u>
Decisive Victory	+14 or more	+18 or more
Substantial Victory	+10 to 13	+13 to 17
Marginal Victory	+ 8 or 9	+ 9 to 12
Draw	+ 6 or 7	+ 6 to 8
Defeat	+ 5 or less	+ 5 or less

The Alliance achieving the highest level is victorious. If tied, the Coalition wins scenarios ending in 1756–58; the Anglo-Prussians win ties in 1759–62.

Example: Upon concluding the 1756–58 Scenario, the Anglo-Prussians have 6 VPs and the Coalition 0 VPs. The scenario instructions (A-P +1, Coalition +6) increase the A-P total to 7 VPs and the Coalition to 6, which is a Draw for both. Since ties go to the Coalition in 1758, the Coalition wins the game.

23.4.1 Winning Player: The player controlling the Power(s) with the highest VP score in the victorious Alliance wins the game. The Austrian or Prussian player wins ties.

24.0 Advanced Rules

24.1 Imperial Pressure

After each Summer and Fall Draw, the Austrian player must remove the *M-T Wants Victories!* and/or *Louis Wants Victories!* marker(s) if in play, roll two dice, and consult the Imperial Pressure Table. If the result is "Louis Wants Victories!", "Maria Theresa Wants Victories!", or both, place the appropriate marker(s) in the Round 3 box of this Season on the Turn Track.

Either or both of these requirements must be met by force activations using appropriate OPS cards by Round 3 of the Summer or Fall, *unless* that nation has already suffered a Crushing Defeat that year [15.8.1].

The Coalition player must expend all of an appropriate Command's MPs to a) move directly toward the target space, b) enter the space, and c) attack or besiege the enemy force/fort. The Coalition Command may be any size, and does not have to Force March. If an Anglo-Prussian player plays an Interrupt card to affect these Rounds, or Withdraws his force when the Coalition Command enters the target space, the conditions are considered fulfilled for that Season.

If the Austrian or French player chooses to ignore these requirements, he suffers the penalties listed on the table—discard of any one card on the 4th Round, and loss of his 4th Turn.

24.1.1 "Maria Theresa Wants Victories!": If Charles is still the Austrian CIC [4.4], ignore any Table requirements.

The requirements are progressive; e.g., if the Austrians hold both Prag and Dresden and Frederick is not within six spaces of the Austrian CIC, the latter must attempt to march to Breslau to fulfill the next requirement. If the Austrian CIC starts the turn in the same space as Frederick, he must activate and declare his intent to attack [15.0].

24.1.2 "Louis Wants Victories!": Play any one card to activate the French CIC and a second French or French-Mixed Command, both with +1 MP per the chart. If the French CIC is currently besieging an enemy fortress when the event occurs, the player may leave SPs behind to maintain the siege (if desired). He must still advance on and attack a suitable Anglo-Prussian force (6 SPs or more) or capture the fortress of Hanover if currently enemy-controlled, unless the largest Anglo-Prussian force in the German Theater is already within the besieged space. An Anglo-Allied force may count as the closest enemy force, even if Britain is still Neutral.

24.1.3 Effects during an Armistice: If the British started the armistice, ignore any "Louis Wants Victories" results. If the French started the armistice, the "Louis Wants Victories" requirement is delayed, and takes effect on the French Turn immediately following the armistice's end.

24.2 Imperial Donations

After all Imperial sustainment and recruiting, the Austrian player may shift any Thalers in the Imperial Treasury to the Austrian Treasury. If using this rule, the Empire must recruit to the maximum extent possible.

24.3 Variable Diplomacy

Players are no longer restricted to selecting Option A at the start of scenarios beginning in 1756/1757 and in Diplomacy Phases.

24.4 Ferdinand Army Leader

Ferdinand may change from an Anglo-Allied to a Prussian Army Leader (or vice versa). The controlling Power simply replaces its counter with the other at the beginning of its turn or in the Redeployment Phase.

24.5 Limited Intelligence

Design Note: *This rule adds a very historical element of uncertainty to most battles, and eliminates gamey tactics resulting from exact knowledge of enemy forces beforehand. Players will have only a general sense of enemy force sizes until the actual moment of battle—and the game actually plays faster!*

Players must use Major Force markers when appropriate [4.5], and must stack counters in a space in the following order from top down:

- 1) FDs (if any)
- 2) Commander (if any)

- 3) Major Force marker (if any)
- 4) Siege Train (if any)
- 5) All other forces

Players may only examine (1), (2), and the top counter of the remainder of an enemy stack.

When attempting to Intercept a Major Force, the inactive player must announce the SP size of the intercepting Command before rolling. The active player then declares if that Command is large enough to Intercept (i.e., more than 1/4th the size of the target force [13.1]). The intercepting Command must then roll and Intercept if possible; if too small, it cannot be part of another Intercept attempt.

When attempting to Overrun, you must announce the SP size of the activated Command.

24.6 OPTIONAL RULE—Additional Forces

Players may agree to use one or both of the following options, particularly for play balance.

24.6.1 Montcalm (FR Advantage): Add Montcalm to the French Leader Pool when the Halley's Comet Event occurs, or when setting up the 1759 Scenario.

24.6.2 Russian Siege Train (RU Advantage): Add the RU Siege Artillery unit in Vilna when playing the RUSSIAN REINFORCEMENTS Event, or in Königsberg when setting up the 1759 Scenario.

Designer's Notes

I loved the original S&T and Avalon Hill *Frederick the Great* games; I played them both a ton. The light, elegant design captured the key aspects of Seven Years War campaigns—the often chess-like maneuver, the key operational positions, the importance of fortress networks, the vulnerability of supply lines, and the difficulty of taking enemy fortresses with an opposing army in the vicinity. But the combat system, though mathematically clever, lacked color, and possessed some gamey attributes, and the generic sp meant the only difference in the armies was their counter colors. I appreciated how much Frank Davis had folded into this simple, graceful system, but was always tantalized by the idea of making it a little heavier, wider, and deeper—include more of the factors affecting the battles, the “Kleiner Krieg (hereafter, ‘KK’)” light unit impact on operations and economies, and the broader political and fiscal realities that drove the war at the strategic level.

A few other strategic SYW games have come out since, but they've all had one aspect or other that seemed way off to me, and none of them gave the KK anything but lip service. I'd been doing serious reading about the SYW since 1986, and so in 2002, about a year after *Prussia's Glory* was released, I decided I'd take a whack at a strategic treatment of the war, and see if I could fold in all the elements that struck me as important in the proper measure.

Some traces of old AH *Fred* can be seen in COM; the “march-enemy forced march” movement system has been echoed in the march-Withdraw/Intercept rules; fortresses are still the predominant vic-

tory objectives; and the COM siege rules are a more finely-grained elaboration of the AH version. But from there, a lot of new elements enter the picture.

After my first experience with GMT's *For The People*, I knew that the Card-Driven-Game medium would be ideal to handle SYW politics and economic facets, and that point to point movement would also serve well as the geographic basis for SYW campaigns. With this basic format chosen, I took stock of what I felt had missed the mark in other treatments, and thus, what I needed to depict differently to get a SYW game I liked.

My first subsystem goal within the CDG format was to create a fast (single round of dice, single table in use) combat system that gave realistic results, and properly highlighted the armies' disparate strengths and weaknesses. I'd done a lot of study of the war's battles for the PG games, and it seemed to me that “realistic results” had to account for three things beyond sp losses and demoralization/rout. Combat had to allow a Frederick-led Prussian army to lose some battles (Fred's SYW battle record was 8-3, with losses at Kolin, Hochkirch, and Kunersdorf); at same time, it had to generate results where the Prussians could take more losses but still win the battles (Prague, Torgau). Further, the system had to allow similar combat results to affect armies differently under different leaders (e.g, the Austrians lost less killed/wounded at Leuthen than at Torgau, but poorly led by Prince Charles at Leuthen, they routed; skillfully led by marshal Daun at Torgau, they almost won, and made an orderly

retreat;). If these three outcomes were possible in the battles, I'd have captured the critical dynamics. On the fun/game color level, given the key battlefield roles the various powers' respective infantry, cavalry, and artillery arms played, I wanted the armies to be well-articulated, and include historic army-specific battlefield tactics that worked (or didn't) for each.

The CRT evolved over the first few months, its mature basis being that both players rolled to inflict enemy losses largely independent of enemy actions (with a few Tac chits providing colorful exceptions). For the morale variances, I then added D levels that were compared to Army Endurance ratings, and some key leader ratings that gave a boost to Army Endurance. This allowed both sides to inflict heavy losses, but with victory usually dependent on the D levels, and enabled those Leuthen/Torgau leadership disparities to factor as well. I seeded in the historical battle results in the appropriate columns/rows of the CRT, then adjusted leader ratings and Tac chit modifiers to ensure that what I judged as the historical performance (net die roll) by that army in that column could yield those results.

The CRT and drms worked for the severe battles, but it soon became apparent it wouldn't work for the far less bloody battles between the French and British in Germany, or between secondary leaders. So I coined the Measured Battle CRT, a milder cousin of the original "Intense" Battle CRT, and this served well to model the loss rates in the German theater. I had Tactics in from the start, originally on cards, but when we retooled COM for multi-player gaming, these transformed to chits, which had the serendipitous benefits of improving playability (lower card hand counts), consistency (Tac chits are all Tac chits, not event cards with some Tac cards mixed in), and variability (players pick one chit at the instant of battle, and don't know what it is until then).

My second major subsystem goal was a fully integrated Kleiner Krieg. The KK had significant effects on battles and campaigns, and even more on the strategic level. By the end of the war, over 100,000 light troops were operating in Europe, and the monarchs went to the peace table in large part due to the economic devastation wrought by these forces. I think the KK subsystem will have the appropriately pervasive influence on perceptive players' operational and strategic actions.

You can get away with neglecting the KK raids in the shorter scenarios, but you can't avoid that effort in the longer scenarios, late war, and campaign game; if you do, you'll be fighting with one hand behind your back. You gain advantage by making the enemy play with less cards, and less troops on the map. To do so, you have to drive the enemy into Exhaustion (less cards) and rob his treasury (Devastated areas = lost Thaler) by steady KK raiding. The Powers' Exhaustion levels are set to account for each having several of its areas devastated by mid-war, and 5-6 by the end. Barring you winning Crushing Victories on a regular basis (Ha! Good luck!), the main way to get enemy Monarchial Will drops (see below) is by devastating his areas. The original KK raid rules forced players to spend cards for all their raiding—and playtesters neglected it (not unexpected!). So I made it semi-automatic, with two "free" KK raid chits a year in the Fortunes of War system (more below). Thus, as long as you duly keep a respectable amount of Lt units in your Theater boxes, a lot of KK raiding gets done for you behind the scenes—just as if you'd ordered these units out on raids, and the units kept raiding until recalled to the map. But I wasn't going to let players skate out of this responsibility entirely; these "gimmies"

will get you only 60-70% of what you need to devastate those areas, so in the course of a campaign game, you will need to pay for 4-8 more KK raids with Ops cards. When? Ideal times are when you can devastate one more area and force Exhaustion before the next Card Draw, or nail one before the next Spring Thaler tally. Keep in mind that a 1 Op card you spend for a KK raid often reaps you 1 Supply Action in return, which you'd otherwise have to buy with Ops cards too; so KK raiding can pay for itself.

Regarding Supply raids, there were only three or four successes in the war, but those that worked were critical to foiling an enemy's campaign; when your field armies have been beat up, and the enemy's besieging one of your fortresses at the end of a long, unguarded supply chain, these will appear remarkably attractive countermeasures.

The siege rules were augmented to ensure some additional pertinent facets were shown; siege artillery; fortress class; garrison size; determined defensive leaders. These remained in the design with very few changes from the outset. On the "CDG" side, I folded in significant operational, political, and economic events onto cards, and did a lot of solo testing.

It took about a year to get a game that encompassed most of the aspects desired. After establishing the main movement/combat mechanics, I focused attention on victory conditions and a mechanism to make powers "give up" after they had been worn down sufficiently. *For the People's* "Strategic Will" transcribed readily to a COM "Monarchial Will." I did a Monarchial Will, Victory Point, and Thaler (economic) storyboard, but this was based on limited economic research, and MW changes were often driven by no-brainer MW event cards. At that point, the combat and siege rules were accurate as to Cause, but the politics and economics were a shaky conglomeration of Effect. The game worked, but as usual in early-mid design, it was too elaborate, with loose systems, and a sketchy economic/political backstory. Developer Mitch Land and I knew there were a lot of wrinkles left to be smoothed out, but we were having too much fun with the combat and siege parts to seriously re-evaluate all the aspects. Then Mitch got called up to the Iraq war—and we are thankful he has returned safe and sound. Meanwhile, COM had lost its developer.

Tony Curtis did a survey of folks who might have an interest in working a CDG on this era. Enter Chris Janiec. And from there, COM upped its game in all those loose and sketchy aspects, big time.

Chris re-examined the game and soon asked for it to be recast as a multi-player; after some wriggling, I acceded that this would be a good thing, with a stipulation that the rules had to stay the same for solo, two player, and multi-player use. We started redoing the card decks, originally splitting them for a five player game, but after some testing with five, came to the consensus that the French player had a hard row to hoe, given his army's limitations. I believe it was Chris who suggested melding the French and Russians into one role and one deck. This meld gave that player a Russian army that was potent and had relatively straightforward goals, along with the problematic French, and it happened to balance out the player decks nicely too.

Chris next turned his critical gaze on some overly-involved subsystems, and cited need for smoothing (on map Light unit rules, intercept/retreat, siege). As we retooled for multi-player, I had a revelation on how to streamline the combat and siege rules a bit,

and significantly simplify the KK movement and raid rules. After we got the new decks coined, we were both happy to confirm that the same game rules did indeed work for all numbers of players (—and a continuing Thank You God is in order for that!)

Though he knew little about the SYW at the outset, Chris caught up on his reading quickly, and was soon bringing up some incisive economic findings; he verified or found holes in my original economic data, and added significant changes in particular to the English and French financial models. This led him to a general examination of the whole MW-VP-economic story line, and we embarked on what would turn out to be a one year long, sometimes vehemently-contested rework period for the economic structure, MW events and their weights, timing, and prerequisite conditions. Somewhere in this maelstrom, Chris questioned various events on cards and the Fortunes of War chits; he soon came up with the ingenious *Dies Irae* and *Media Vita* sub-tables for the FOW system; these allowed us to get more statistically true and random occurrence patterns for this host of major and minor occurrences. For instance—I had a severe weather FOW chit; so once it was pulled, players were guaranteed good weather for the rest of the year—not so anymore; severe weather is random. More important, it took several game-changer events off the cards that should have been rightfully out of players' hands to begin with (e.g., Death of the Czarina Elizabeth, Pitt Resigns).

The overhauling continued; Chris did a second, scrupulous re-examination of my MW and VP storyboard. This had sweeping effects on my “world front” sub-game as well, which evolved into the nuanced Colonial Conflict between France and Britain that graces the game today. We concurred that COM should have a sub-game linking events in North America, India, et al, to influence the on-map conflict (one obvious case being the Fall of Quebec in 1759, leading to the French loss in America, which allowed the British Glorious Reinforcement of 1760). But my original take on it was almost purely card-based, and almost automatic—the British played event cards which hammered the French down and led to Heavy British Advantage by mid-game. Chris invigorated that process by giving the French their early due (they did capture Minorca from the British in 1756, and had success in the colonies in 1757), and adding some plausible variability—the French Invasion Threat perfectly models the potential the French had, but were never able to successfully bring to bear, and the Typhus event captures a historical blow that decimated the French fleet, accelerating its decline and British ascendance. Gamewise, players will normally see this conflict swing in Britain's favor through 1759-60, but it's no gimme anymore—the Brit player has to work for it. A crafty French player, blessed with some luck, can hold his own in the “timing is everything,” cat and mouse interplay of FRENCH FLEET vs. ROYAL NAVY cards, and give the British player some unexpected heartburn.

In all, over our first two years of work together, fully 50% of the game's backstory was recast, and the MW, economic, and VP changes now rest on a far sounder historical basis. But more to the game's benefit (and Chris's credit), the dependencies within the powers' MW-VP-economic machinery are now correctly depicted and rigged. By mid and end game, players will be sweating their MW and finances as much as their battles and sieges—just as the real monarchs did.

On that note, the Economic and Supply systems each went through two evolutions. They are now simpler, but still probably more “in

your face” than a lot of gamers are used to, and I make no apologies for that. Excepting the occasional punctuating shocks of battles, supply was the central ongoing worry of the commanders, finance for the monarchs. Players can get burned easily and often by enemy actions against their supply lines, unless they adopt historically appropriate safeguards—careful positioning of their Forward Depots, garrisoned supply lines, judicious use of light troops in key spaces, and a realistic outlook to not attempt too much in any given year.

Gamewise, we might say the Anglo-Prussians played a very good to excellent game; the Austrians and Russians pretty good, and the French, not so good. The AP were also blessed with some timely historical luck—the “Miracle of Brandenburg” and the Death of Czarina Elizabeth. They also had decisive leadership unencumbered by advisor, court, and/or mistress pressures to do this or that; Ferdinand acted virtually independently of any Hanoverian-British oversight, and Frederick answered to no one.

So it appears inevitable that with 20/20 hindsight, the Coalition can improve their performance more than the AP can. I expressed this concern to Chris through the latter stages of my solo playtest, and throughout outside playtest. Testers were having a hard time climbing the AP learning curve and keeping the seemingly overwhelming Coalition forces at bay. I understand the dilemma! I wanted to give the Prussians in particular more compensation in the face of ahistorically better Coalition play. I suggested several adjustments which Chris analysed and weighed as clunky or ahistorical. He then suggested that we boost the Prussian card hand to seven cards instead of six (shades of *Sword of Rome* ;-). Bingo! At a swoop, we had deftly captured Frederick's advantages in decisiveness and speed of command. It's not a game-changer, but a bit of an edge across the board; the Prussians get more choices per draw, slightly better chances for critical Interrupt cards, and can spend an extra card on Supply Actions. This was a nice little tilt in the AP direction.

Throughout playtest, the Austrian and especially the French players were indeed fighting a lot cagier than their historical counterparts, and with more unity of command. In early development, I had the Imperial Pressure rule in the basic game; this forced the French and Austrian players to accede to court and advisor pressure, pushing their CICs to “get out there and win one,” even when the CICs felt they were in no position to do so—or, if they refused, creating a freeze in their campaigns as the exhortations and counter-arguments traveled back and forth on horseback between monarchs and generals. But it has several facets, and for simplicity, Chris and I agreed to make Imperial Pressure an Advanced rule. However, if past the learning stages, players find the Coalition seems to be dominating the AP too often (gauge this by VPs, not lost battles or body counts), I highly recommend players use Imperial Pressure. This will burden the Austrian and French players with more of the hassles of their historical counterparts, and occasionally force them to offer up their armies on a plate to the AP, or forfeit two rounds of a season. It all adds up—one or two battles lost that they didn't want to fight, another round or two of Demoralization or Rout, can reverse the end game from the French taking Kassel to the British taking Mainz, or leave the Austrians ten sp too weak to follow up on a Russian win against Frederick with an attack on their own. A lot of COM games are won by “inches,” and Imperial Pressure gives a few back to the AP player(s).

The last outgrowth of the development effort was the Diplomacy chart, compiled in late 2007 by Chris. This amalgamated several

card events involving alliances and subsidies, and placed them in an all-encompassing, better rationalized framework, as to how one Power's diplomatic course could affect others. It both sets bounds on how each Power can support or attempt to avoid involvement in the war, and serves as a great generator for replay variety. Players can agree to take the war on its historical diplomatic course each time, or see how the war would unfold with different levels of French, British, or Russian commitment, or a different Prussian opening strategy.

Every scenario in COM has its attractions, but the consequences of the interplay between the operational, political, MW, and economic facets do not fully manifest themselves until the late war. Then players will see if their long term plans to wear down the enemy's will and drive him to Collapse bear fruit, and this multi-faceted conclusion in the MW "red zone," where every MW and Thaler loss count, and one more Crushing Defeat or Devastated area could drive your enemy out of the war, may be your most satisfying experience with COM.

It will also be the culmination of the design/development effort to assemble and tune these linked strategic mechanisms. So to get the ultimate COM payoff, I'd urge players to try the late war scenario and the campaign game, and see if they can guide their monarchies to victory—or at least survival—in the Seven Years War.

On a personal note, I am deeply indebted to Chris Janiec. This game has been a poster-child for how a design can prosper under a great developer. In this case, I had the "guts" of the game right from the start, but most of the supporting elements were crude and clumsy. Chris has improved those elements with unwavering focus and creativity. More important, he has been incredibly patient, stoic, and level-headed over the years, in the face of at least two (or four? six?) heated email storms over design issues. COM has grown in the midst of a lot of Real Life in my family—major child and parental health issues, and dozens of lesser crises. These, mixed with my type A, emotional/ impatient personality, and periodic guilt over another few hours working COM instead of being with wife/ children, often spilled over as the designer's nasty reactions to the developer's recommendations for yet another effort to improve this or that. All I can offer Chris in consolation is that he can bear these scars proudly, as COM is at least twice the game it would have been without his work. Good development can save a bad game; in this case, I would submit Chris has elevated what might have been only a good game into something excellent. To refer back to our US Navy heritage, Bravo Zulu, and ShiX Hot work, Chris.

Now, with this effort over, let's turn to my real passion—that Austrian Succession strategic game I've been pondering [after the scream, we hear Chris's pounding footsteps, receding fast ...]

Saint Charles, Missouri, April-May 2008

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CLASH OF MONARCHS—SEQUENCE OF PLAY

SUMMER—Consists of *Draw Phase* and *Action Phase*.

DRAW Phase—Each Belligerent Power draws Strategy cards (normally 7 Prussia/4 Russia/6 others) [8.2.1], discards all Tactics chits save 1, and draws 1 Tactics chit [15.4.1]. Remove *Louis/M-T Wants Victories!* markers and roll on the Imperial Pressure Table [24.1].

ACTION Phase—Consists of five Action Rounds (**Rounds**) as follows:

Rounds 1-5—Each includes two to five Turns (depending on the number of Belligerent Powers).

a. Fortunes of War [6.0]—Draw a *Fortunes of War* chit, place it in the current Round box, and immediately enact results. In 1758 or later, roll on the Halley's Comet Table prior to drawing until the event occurs.

b. Turns—Each Belligerent Power plays its Turn, in order (whether Phase began before or after Halley's Comet Event):

Before: Prussia – Austria – France – Britain – Russia **After:** Austria – Prussia – Russia – Britain – France

First Power Turn—Designate the active Power by moving the Current Power marker to the appropriate box on the Play Order Track. At any time during the Turn, may activate one leader without any SPs or units to move [12.4] and/or move a Fleet [12.11] Perform the following actions in order for the active Power (and its Clients if Belligerent).

1. Supply Segment

- (a) Voluntarily execute Retrograde Movements (RMs) [12.12].
- (b) Make Supply Checks for all other SS/CS forces [9.5]; perform RM by forces failing their checks.
- (c) Improve Supply States by one level if qualified [9.6].
- (d) May play any one card to buy Supply Actions [8.5].
- (e) Expend Supply Actions to build or move FDs or Share Supply if desired [10.1, 10.5, 10.6].

2. Strategy Card Segment

- (a) Transfer any Lt units desired from on map to the corresponding In Theater KK boxes, or vice versa.
- (b) May play one card as an Event or for Operations (including KK and Colonial Ops) **or** make a default Admin March instead.
 - **KK Raids:** Play any card to activate all Lt units in any one Theater box for raids [18.5].
 - **Colonial Conflict (BR/FR only):** Play any one card and apply its Ops value to one Colonial Conflict roll [8.4.2].
 - **Activations:** If playing an Ops card or an Event including one or more activations, declare which Command(s) will activate. Complete each Command's activation before beginning another's (**Exceptions:** COMBINED OFFENSIVE, CONVERGING ATTACK):
 - i) **Lay Siege** – If the Command meets siege criteria when first activated [17.4], it may expend an SA and place a *Siege 0* marker.
 - ii) **Movement** – Move the activated Command.
 - iii) **Combat** – If the activated Command is in an enemy-occupied space, it may attempt to initiate battle or an inactive enemy force may attempt to initiate battle against the active Command.
- (c) After all activations are complete, expend 1 SA for each enemy fortress space with one or more activated Commands that did not fight a battle this Turn and now meet siege criteria to place a *Siege 0* marker or (if it already has a *Siege* marker) make 1 roll on the Siege Table. **Note:** N/A in Severe Weather.
- (d) May activate one Minor Force that has not already activated or conducted an Admin March this Turn for an Admin March.

3. Siege Segment – Make 1 roll on the Siege Table for each fortress space with a besieging Command controlled by the active Power.

4. Rally and Resupply Segment

- (a) Restore all Disrupted MDs, and FDs tracing valid supply paths, back to normal status.
- (b) Restore forces <6 SPs to Full Supply. Improve Supply States of forces on/adjacent to unsuppressed supply sources [9.6].
- (c) Expend SAs to move FDs, Increase Supply, or place *Rally +2* markers [10.1, 10.2, 10.4].
- (d) Attempt to rally each Routed or Demoralized friendly force [16.4].

c. – f. Turns – Repeat the Turn sequence (b) for the 2nd, 3rd, 4th, and 5th Powers as appropriate.

g. Phase Marker – Move the *Phase* marker into the next box on the Turn Track. If the marker is moved into the Fall Round 1 box or Winter Quarters box, the Action Phase is over. Otherwise, begin a new Round.

FALL—Consists of the same *Draw Phase* and *Action Phase* as Summer.

WINTER—Conduct each action in play order.

WINTER QUARTERS Phase [19.1] – After a *Fortunes of War* chit pull [6.0], Lt units may transfer into any spaces with friendly forces, or into Theater boxes. Then all forces not in a friendly fortress space get a free Retrograde Movement [12.12], as do FDs and 5 SP forces. Major forces that cannot reach friendly fortresses suffer 20% attrition and are then moved the rest of the way into friendly fortresses or a friendly square space. **Any Fleets in the Baltic must withdraw or be destroyed.**

NEW YEAR Phase [19.2] – Advance the *Year* marker to the next year and remove all *Shared Supply* markers, *Fortunes of War* chits, and any other markers from the Turn Track. Flip *Invasion Threat* marker to *Colonial Conflict* side. Place Leaders from the turn track on map. Assess Key City MW penalties.

WINTER STRATEGY Phase [19.3] – Each Belligerent Power draws 1 card. Each may play 1 Event or Supply Action card. [See 5.3.3 for details.](#)

DIPLOMACY Phase [19.4] – Assess penalties if Commitments have not been met. Powers may choose courses per the Diplomacy Chart.

SPRING—Conduct each action in the sequence *Russia–France–Austria–Britain–Prussia*.

PRISONER EXCHANGE Phase [20.1] – Exchange prisoner SPs, Leaders, and Lt units.

TREASURY Phase [20.2] – **Tally Thalers from occupied fortresses, cities, current subsidies, and Colonial Status. Deduct Credit Taken, and 1 Thl for each Devastated area.**

SUSTAIN/RECRUIT Phase [20.3-4] – Use Thalers to sustain current/recruit and deploy new forces. May roll on the New Leaders Table.

REDEPLOYMENT Phase [20.6] – Deploy or redeploy all Leaders, Lt units, FDs, 3 Line Inf SPs, and 3 Line Cav and/or Arty units.

RECOVERY Phase – All forces automatically rally to Good Order from Demoralized or Routed [16.4]. Prussian and Austrian players each roll 1 die; the result is the total number of Forage Points (FPs) they may remove from any of their Alliances' non-Devastated [18.6] areas.