Clash of Sovereigns
The War of the Austrian Succession, 1740-48

RULES OF PLAY

by Bob Kalinowski

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1.0 INTRODUCTION

Dedication – Short Form: *To all us "70's" gamers, as the world we knew is erased around us… "All the young punks, have to laugh, there's rivers to cry for…" Et ut Deus, misereátur nostri omnes contristati asinos.*

Clash of Sovereigns (COS) is a card-driven game for two to four players recreating the War of the Austrian Succession in Europe. One or two players take the role of the British and Austrian "Pragmatics" alliance, which included Piedmont/Sardinia (hereafter, "Piedmont"), the Netherlands, and Saxony (1743-45). One or two players oppose the Pragmatics as the "Bourbon" alliance that historically included France, Spain, Prussia, and minor powers Bavaria and Saxony (1741-1742). One player plays France and the other Prussia/Spain.

HISTORICAL NOTE: The event that sparked the War of the Austrian Succession was the death of the Hapsburg Emperor Charles VI. According to the 'Pragmatic Sanction' edict he'd issued in 1713, his daughter, Maria Theresa, would inherit all Hapsburg possessions although female royal succession was forbidden by Salic law. European nations that wished to diminish Hapsburg power rejected the inheritance as illegitimate, sparking a war that raged across the Continent (and Europe's overseas colonies) for eight years. The opposition to Maria Theresa was led by the rival House of Bourbon, which occupied the thrones of France and Spain.

If certain game actions involve one Power only, they will refer to Austria, Piedmont, etc. Most actions are taken by one of the major Powers: Austria, Britain, France, and Prussia. However, the Prussian player also controls all Spanish-led Forces, and the British player controls Piedmont Forces if allied; if Piedmont allies with the Bourbons, the French player controls its Forces.

Clash of Sovereigns includes the following:

- 22" x 34" Map sheet
- 3 counter sheets
- 2 (identical) Combat/Siege Table cards
- 1 *"The 45"* and *Regaining the Crown* Player Aid card
- 2 Player Aid Cards for various Tracks
- 4 Power Display mats
- 1 Rule Book (this one)
- 1 Play Book
- 153 Strategy Cards
- 10 Day of Battle (DB) Cards
- Two 6-sided dice

1.1 Key Terms

Adjacent: Two spaces on the map that are directly linked by a Movement Route (of any kind).

AP: Activation Points; expended by an Activated Force for movement, combat, siege, and other game functions**.**

Attack: Land unit(s) "attack" if they try to Intercept, Overrun, or initiate a Battle against enemy unit(s) located in a map space adjacent to the one they are moving from.

Attacked: Land unit(s) are "attacked" if enemy unit(s) moving from an adjacent space try to Intercept, Overrun or initiate a Battle against them.

C/H: This abbreviation refers to Austrian Croat/Hussar irregular troops (12.0).

CP: Campaign Points; a card number value that in general determines how many Forces may be Activated when the card is played.
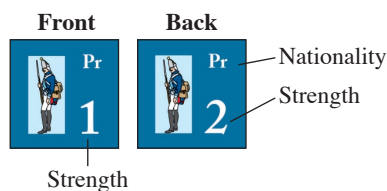
DRM: Die roll modifier

FOW: Fortunes of War

HRE: Holy Roman Empire

SP: Strength Points

Sample Combat Unit

Front   **Back**

Nationality
Strength

Strength

Sample Irregular Unit (12.0)

Mobile Side   **Successful Raid Side**

Nationality

See 12.3.2

Defense Strength against an Overrun (12.3.1)

Sample Leader Unit

Front   **Back**

Name
Rank (Army Leader)
Offensive DRM
Activation Point Rating

DM = Leader is Demoralized
Initiative
Defensive DRM

Depots

Field Depot

Nationality
Movement Allowance (4.2.1D)

Range (11.6)

Fleet Section

Nationality
Fleet Strength (Sections)

Army Marker

ABR (13.3)
Army Name
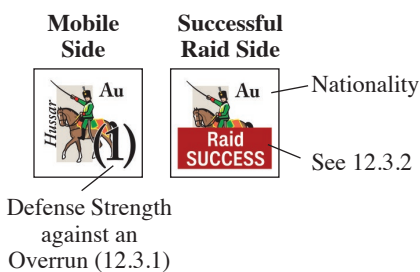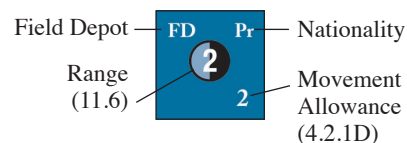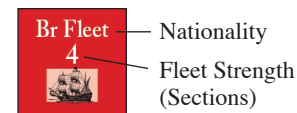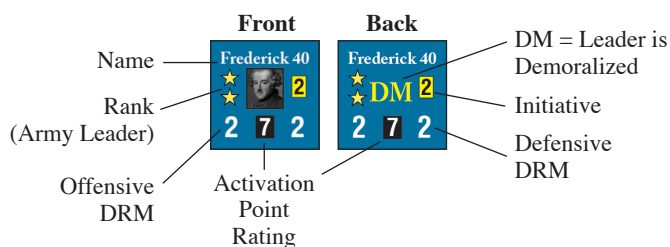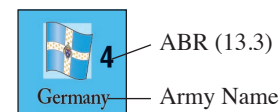
2.0 GAME COMPONENTS

2.1 Game Map

The game map depicts central Europe where the war occurred. Each space represents a town or city and the surrounding area, or a larger region (e.g., Hungary). Spaces are connected by Movement Routes. Playing pieces move from space to space along the Movement Routes. Specific geographic areas are named (Bohemia, Moravia, Silesia, etc) between spaces or within spaces. Off-Map Boxes are point abstractions of world-wide locations that were fought over during the war (Louisbourg, Canada; Madras, India, et al.)

2.1.1 Nationality: Each space begins the game under the control of a Power, denoted on the map by its color.

Pragmatics:

Austria	White	Main Power Has spaces in Netherlands, Germany and Italy
Dutch Netherlands (Holland)	Orange	Austrian ally (7.6)
Britain	Red	Main Power
Hannover	Red	British ally

Bourbons:

France	Blue	Main Power
Prussia	Dark Blue	Main Power
Spain/Naples	Yellow	possible Bourbon ally
Genoa, Modena	Yellow	possible Bourbon ally

Others:

Bavaria	Light Blue	Can join either side (7.8.2)
Piedmont	Green	Can join either side (7.5)
Russia/Poland	Dark Green	Can join either side (7.7)
Saxony	Dark Gray	Can join either side (7.8.3)
Italian States	Pale Yellow	Always neutral (7.8.4)
Holy Roman Empire (HRE)	Light Grey	Always neutral (7.8.6)

All of a power's and its allies' spaces are considered "friendly" to that player unless occupied solely by enemy Forces. The Hungary square space may be occupied only Austrian forces; all others are prohibited from entering.

2.1.2 Map Features: Several map features figure into play.

Fortresses: Fortresses are rated as major or minor.
  Major fort — starred shape
  Minor — hex shape

Victory Point values: Two spaces have two color Victory Point (VP) values; colors indicate the value that space has for a particular power (20.4).

EXAMPLE: Milan is worth 3 VPs to Spain, and 1 VP to all other Powers.

Movement Routes: These lines allow pieces to move between spaces at a cost of 1 Activation Point each. Regular movement routes are shown in brown, Mountain Passes in wavy line gray, and Alpine Passes in dashed wavy line gray.

Ports: Coastal spaces with anchor symbols feature in events and may be entered by SP using Fleet Transport [8.8.2, 16.0].

Areas: Various regions such as Saxony, Silesia, and Bohemia, marked by names between spaces or within spaces.

Theaters: Large groupings of Areas—German theater, comprising Germany and France, bordered in blue and gray; Border theater comprising Austria and Prussia, in a lighter tan map color; Italian theater (hereafter "Italy") bordered in Yellow.

CH Raid Box: Holds Austrian Croat/Hussar markers that are eligible to be used to conduct Raids (12.0).

2.2 Playing Pieces
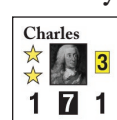
2.2.1 Leaders: Leaders are rated for Seniority/Rank, Initiative, Activation Point (AP) Rating, Offensive battle die roll modifier (DRM), and Defensive battle DRM.

French Army - Italy

Labels (left side, top to bottom): Movement Route, French Space, Piedmont Space, Alpine Pass, Minor Fortress, Theater Border, Victory Point Value, Port

Labels (right side, top to bottom): VP Value for Spain, Major Fortress (Italian-controlled), Independent Modena, Independent Genoa, Mountain Pass, Italian space, Austrian-controlled space in Italy

The reverse side of each Leader counter displays a "DM" to indicate that the Leader and his Command are Demoralized.

2.2.2 Strength Points: Combat strength is measured in terms of Strength Points (SPs). Each infantry and cavalry SP represents 2,000 men. SPs of the same power and type can be combined and split like money; players may "make change" within the same type of SP as desired.

The number of SPs that each nationality can have in play (including in a Reinforcement Box) at any one time is strictly limited. These limits are listed on the player mats. In some cases, nationalities have separate limits for Cavalry SPs. If a nationality is, for any reason, supposed to receive SPs that would put it over its limit(s), the excess SPs are not received (and are removed from play if they were in a Reinforcement Box).

Irregular Troop Markers: Austrian Croats and Hussars (C/H) and Piedmont Guerrilla markers represent groups of approximately 3,000-5,000 light infantry, light cavalry, or guerrillas. These markers have special capabilities and figure in several Austrian and Piedmont event cards (12.0). Face-up Irregular Troop markers are 'Mobile.'

2.2.3 Fleet Sections: In *Clash of Sovereigns*, the British, French, and Spanish fleets are depicted as "sections" of 2-3 ships of the line each. These are split between the Atlantic Ocean and the Mediterranean Sea.
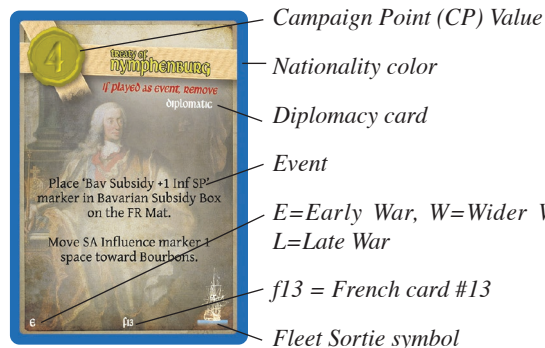
2.2.4 Nationality Abbreviations:

AU	Austrian	PR	Prussian
BR	British	RU	Russian
DA	Danish	SA	Saxon
DU	Dutch (Netherlands)	PE	Piedmontese
FR	French	SP	Spanish
BV	Bavarian	GE	Genoa (Italy)
HA	Hannoverian	MO	Modena (Italy)
HE	Hessian	NA	Naples

2.2.5 Markers: Various markers are supplied with this game. Their use will be explained where appropriate.

2.3 Strategy Cards

Each Major Power has its own deck of Strategy Cards, subdivided into Early, Wider, and Late War Cards. Players start the game with only Early War cards in their hands. They shuffle the Wider War cards into their decks during the Draw segment of the Admin Phase of Spring 1743 season, and the Late War cards in the Spring 1746 season. When there is a conflict between Card text and effects with the rules, the card text and effects take precedence over the rules for the circumstance(s) and time frame(s) stated.

- *Campaign Point (CP) Value*
- *Nationality color*
- *Diplomacy card*
- *Event*
- *E=Early War, W=Wider War, L=Late War*
- *f13 = French card #13*
- *Fleet Sortie symbol*

Asterisk (star) = indicates a Starting Card (6.1.1)

Fleet Sortie Symbol = If the card is played for CPs, the player also receives a Fleet Sortie marker (16.3).

Dr = Die roll. Many Events require that one or two six-sided dice be rolled to determine their effects. Some of these cards list effects for every possible die roll outcome. But if a card lists results only for some die roll outcomes, then all other outcomes have no effect.

EXAMPLE: One die is rolled when the Negotiations Event on Austrian card A4 is played. If the die roll outcome is 1-3, Piedmont's Influence marker is moved one space toward the Pragmatics. Die roll outcomes of 4-6 have no effect although this is not indicated on the card itself.
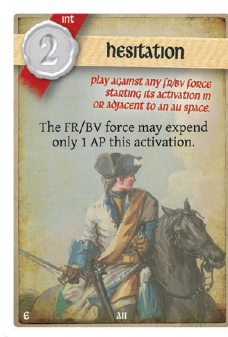
Battle card = Cards with this code have Events that may be played to influence the outcome of Major Battles (only).

INT = Cards with this code have Events that can Interrupt an Activation by *any* Power (including the one that plays the Interrupt Event).

3.0 FORCES AND COMMANDS

3.1 Forces and Commands

A Force is any number of SPs and/or Mobile C/H or Guerrilla units in a space with or without one or more Leaders. A leaderless Force is considered a single Force for purposes of attrition and combat, with default Initiative and AP 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 whenever he Activates or otherwise moves a Command during play. During Action Rounds, one Command's activation is completed before activating another Command. Commands may move into enemy-occupied spaces; leaderless Forces may not.

During an enemy turn, all inactive Leaders and SPs defending in a space fight battles as one combined Force.

EXCEPTION: An inactive Force that is garrisoning a Fortress may, at the owning player's discretion, choose not to participate in a battle that is being fought in the same space by another friendly Force that is outside the Fortress.

3.1.1 Major and Minor Forces: There are two kinds of forces:

- Any Force that contains more than 5 SPs is a Major Force.
- Any other Force is a Minor Force.

3.1.2 Mixed Force: A Force may include SPs, units, and Leaders from more than one Power, but may incur penalties thereby (8.4 and 13.3.1). Its nationality is determined by the power with the most SPs for all purposes. If several Powers have the same number of SPs in a Mixed Force, its nationality is determined by the nationality of its Commander (i.e., the highest-ranking Leader present). If there are several Leaders of equivalent rank, the owning player may choose which is the Commander. Multi-power Forces must initially be formed with a Leader of the same nationality of the majority nationality SPs in the Force. Place a Mixed Force marker on such a Force.

EXAMPLE: A Force of 6 French, 7 Bavarian, and 2 Saxon SPs is a Bavarian Force, and must be led by a Bavarian Leader.

British, Hannoverian, and Hessian SPs are considered a single nation for all purposes except where specified.

3.1.3 Splitting a Force: Whenever a player Activates (8.1) one of his Forces or has one conduct an Administrative March (8.8) (hereinafter "Admin" March) or Admin Sea Transport (British player only, 8.8.3), he is never forced to have all of his SPs and/or Leaders in the starting space participate. He may choose to leave some SPs and/or Leaders behind for future Activations, Admin Marches, or Admin Sea Movements. Leaders may detach from a Force without restriction.

3.2 Stacking

No more than 6 SPs may ever garrison (i.e., occupy) a Fortress. But otherwise there is no limit to how many SPs may occupy the same space—including outside the walls of a Fortress.

- Multiple Forces belonging to the same side may be present in a single space.
- Any number of Leaders and Depots may be present in a single space or Fortress.
- Players may freely examine opposing stacks unless the Limited Intelligence optional rule (22.4) is being used.

3.2.1 Spanish/Piedmont Friction: If Piedmont is a Bourbon ally, Spanish SPs and Leaders may never stack with Piedmont SPs and Leaders. Such Forces may move through each other, but may not end movement or retreat into the same space.

HISTORICAL NOTE: Spain and Piedmont had largely the same territorial objectives in Italy, and any alliance between them would accordingly be fraught with friction.

3.3 Leaders

Leaders command Forces and thus enable SPs and Subordinate Commanders to move and attack together. A Force may have any number of Army or Corps Leaders in it.

3.3.1 Leader Types

There are two different types of Leaders:

- Army Leaders have one or two stars. Each may move and attack with a Force of up to **20 SPs**.
- Corps Leaders do not have stars. Each may move and attack with a Force of up to **12 SPs**.

RANK: A 2-star army Leader outranks a 1-star army Leader, who in turn outranks a Leader with no stars.

3.3.2 Senior Leaders: Each Power's highest-ranked Leader present in a Force is its Senior Leader. If only one power has SPs present, its Senior Leader is the Commander. If the Commander of a Mixed Force is killed, or leaves the space, such that the Force now has no Leaders of the majority SP Power in it, other Power's Leaders may not make a normal activation of that Force in its entirety (they may form a new, smaller Force within the limits of 3.1.2). Such Forces may still make an Admin activation and defend in combat as a whole.

3.3.3 Subordinate Leaders: Other Leaders present in the same Force as a Senior Leader are Subordinate Leaders. Each Subordinate Leader increases the maximum allowable strength of the Force by his capacity (20 or 12 SPs) when moving or attacking.

3.3.4 Theater Command Requirements: In each of the three theaters, the largest Force for each Power at the start of the year must be commanded by a 2-star Leader if available, and if not, a 1-star Leader, if any such Leader has started or come in as reinforcement, and is still on map (i.e., not been killed).

EXCEPTION: Prussian Forces are always exempt from the Theater Command Requirements.

Throughout each Season, Forces led by 2-star Leaders must be

maintained as the largest in each theater. If losses due to combat and/or attrition temporarily reduce a 2-star Force's strength below that of other Force(s), the owning player must remedy the situation as soon as possible through Activations, Admin Marches, Leader movement and/or reducing the size of other Forces.

PENALTY: All Major forces belonging to a Power that are in violation of this rule suffer a –2 AP penalty on all their Activations until it is resolved.

3.3.5 Army Holding Boxes: Players may place all of a Command's SP and subordinate Leaders in an Army holding box off map. Place the Leader's units in the box, and put that box's corresponding Army marker under that Leader counter. All Forces in a holding box are considered to be in their Leader's space at all times.

3.3.6 Leader Counter Replacement: Several Leaders have two counters with different ranks and/or ratings. When setting up a scenario, make sure that the correct counter is placed in each case. It may be replaced by the other counter during the course of play as detailed below:

- Browne's 1-Star counter is replaced by his 2-Star counter when the *Maria Corrects Her Misstep* event is played.
- Legonier's 1-Star counter is replaced with his 2-Star counter in the New Year Phase of the 1745 Late Winter Season.
- Conti enters the game as a 2-Star Leader, but is replaced by his 1-Star counter in the New Year Phase of the 1746 Late Winter Season. In effect, Conti is demoted.
- Frederick's lower-rated 2-Star counter is replaced by his higher-rated 2-Star counter when the *Chastened and Wiser* event is played.
- De Saxe's 0-Star counter is replaced by his 2-Star counter when the *Renewed French Commitment* event is played.

3.3.7 Monarchs Louis XV and George II: Unless directed by Event cards, the Louis and George leader counters reside in Paris and London, respectively. If those spaces are entered by enemy Forces, transfer that monarch to the nearest friendly space. If so displaced, award the enemy power causing it +1 VP (once per game only) They cannot be killed, except in battle. They are NOT considered starred commanders, or Commanders-in-Chief, except due to play of the *Louis must Lead* and *George Shall Command* events.

3.3.8 Placing New Leaders: Whenever a new leader is brought into play, his counter is placed in any of his Power's home spaces. For Austria, this includes the Austrian Netherlands and Austrian spaces in Italy. All new British Leaders must be placed in England.

4.0 SEQUENCE OF PLAY:

Clash of Sovereigns is played in campaign years of five seasons each. Each season turn is broken down into phases, conducted in sequence.

1. Late Winter Campaign Season (4.4)
2. Spring Admin/Reinforcement Phase (4.1)
3. Summer Campaign Season (4.2)
4. Fall Campaign Season (4.2)
5. Early Winter Campaign Season (4.3)

The Summer and Fall Campaign seasons are identical and include the Turns that are the heart of the game. Early and Late Winter allow only very limited Force movement and card play. Spring consists of administrative actions before on-map play resumes.

Turn Record Track marker	Phase marker	Player Order marker

4.0.1 Power Order: In all five seasons, Powers act in the following order:

1. Prussia
2. Austria
3. France and all Bourbon allies. In addition, Spanish Forces may be Activated by the French player (4.0.3, 7.4).
4. Britain/Piedmont (if not Bourbon-allied)
5. Russia (7.7)

Neutral Powers cannot activate or move their forces, but may play cards for all other game purposes (Diplomacy, Intercepts, Depot buys, Reinforcements, etc.).

4.0.2 Control of Piedmont Forces: The British player controls the Piedmont Forces, unless Piedmont is a Bourbon ally. In that case, the French player controls the Piedmont Forces.

4.0.3 Control of Spanish Forces: The French/Bavarian player may Activate Spanish Forces by playing French Strategy Cards (6.0). But whenever he Activates a Spanish Force, it is controlled *by the Prussian player,* who determines where it moves, fights battles, etc. The Prussian player also controls when Spanish forces will attempt to Intercept (9.0), where they will Retreat or Withdraw to, where they will move into Winter Quarters (17.2) and which SPs in them are eliminated by Attrition (5.1) and Winter Attrition (17.3).

NOTE: Some French Strategy Cards cannot be used to Activate Forces in Italy (where most Spanish SPs and Forces will be found) while only Forces in Italy may be Activated by the Bourbon Co-operation event.

NOTE: A Force is Spanish if its Commander and/or a majority of its SPs are Spanish. They may be formed during the French power turn by Splitting (3.1.3) forces that are not Spanish.

HISTORICAL NOTE: The French and Prussian/Spanish players' cooperation and coordination—or lack thereof—is a game mechanic that's intended to model the historical French-Spanish-Prussian monarchies' cooperation and friction. It also gives the Prussian player an important role to play when his own nation is not at war.

4.1 Spring Admin/Reinforcement Phase

Powers normally perform the actions detailed below in the standard Power Order. However, if all players agree, all Powers may carry out the actions in this Phase simultaneously.

1. REINFORCEMENT SEGMENT: All Powers receive and place reinforcement SPs (18.1.1) from their Spring Reinforcement boxes (located on their player mats). This includes SP placed due to event play, and Kingdom Resources/Subsidy SP listed on any of those markers in the boxes.

EXCEPTION: Only the Austrians and Prussians receive reinforcements in Spring 1741.

2. REDEPLOYMENT SEGMENT:
A) Each belligerent Power may redeploy all of its Leaders and up to 5 SPs total (including any minor allied SPs) freely between spaces that belong to that power and are occupied by at least one friendly SP or Depot.

- Each Leader and SP may redeploy individually. They do not have to begin or end in the same space(s).

- Redeploying Leaders and SPs do not move. They are simply picked up from one space and placed in another. They may do so even if enemy Forces occupy every possible movement path between the two spaces.

- Since Redeployment is not movement, it cannot be Intercepted, or Interrupted (6.5.5).

EXCEPTION: Leaders and SPs cannot Redeploy into or from besieged or blockaded friendly Fortresses.

EXCEPTION: The Redeployment Phase is skipped in Spring 1741.

NOTE: British Leaders and SPs may redeploy between spaces in Britain and Hannover, and likewise, Spanish Leaders and SPs may redeploy between spaces in Spain and the Kingdom of Naples. They may do so even though this involves crossing a sea. No Fleet Sortie card is required and no Intercept is possible.

B) After it has completed Redeployment, each Belligerent Power (only) may then perform one free Admin March (8.8), which cannot be intercepted. A Leader or SP that just redeployed cannot participate in this Admin March. The British (only) can choose to conduct an Admin Sea Transport (8.8.3) instead.

3. DRAW SEGMENT: Add Wider War and Late War cards per 6.1.2. Then Prussia draws 10, Austria and Britain 12 each, and France 13 Strategy cards. A player who is still neutral can still draw cards. No Power's hand can exceed 12 cards, so the owning player immediately selects which cards to discard in order to trim his/her hand to a dozen cards.

EXCEPTION: The Draw Segment is skipped in Spring 1741.

4. FORTUNES OF WAR (FOW) CHIT PLACEMENT: Invert and shuffle the three FOW chits, then place one each in the Spring, Summer, and Fall FOW Event boxes on the Turn Track.

5. ARMY AND FLEET SUSTAIN SEGMENT: Players (even if Neutral) must discard the following number of cards for general army and fleet sustainment cost.
- French and Austrian players: any two cards.
- Prussian/Spanish and British players: any one card.

6. SPRING EVENT PHASE: Each Power may play one card as an Event and enact its effects.

7. SPRING FOW SEGMENT: Flip the Spring FOW chit and enact the indicated event (5.0).

4.2 Summer and Fall Campaign Seasons

Both the Summer and Fall Seasons are identical and resolved in the following order:

1st Power Turn: Designate the Active Power by moving the 'Current Power' marker to the appropriate box on the Player Order Track. The Active Player then performs the following actions in the strict order listed for the Active Power and its Clients if they are Belligerent.

1. INITIAL SUPPLY SEGMENT: The Active Player:

A) May buy up to 3 Depots if desired (6.9). The French player must discard two Strategy cards per Depot. All other powers need to discard only one Strategy Card. Depots may either be placed on the map immediately or placed on that power's Player Mat for future use.

B) May deploy any bought or saved Depots on map in any non-enemy occupied space that can trace a supply line of 2 APs or less to a friendly Fortress or another Depot (11.4.1 & 11.6). Depots may be saved on Player mats instead.

EXCEPTION: Spanish Depots may only be placed in the Italian theater.

C) Checks Supply (11.0) for each Major Force and places or increases 'Short Supply' markers (11.3) on those that cannot trace a Supply Path (11.6).

D) Moves any friendly Depot units on map 2 spaces (not APs) per movement rules.

2. CAMPAIGN CARD SEGMENT: The Active Player:

A) Plays one card for Campaign Points (CPs) to activate Forces or one card as an Event (not both).

NOTE: Bonus activation(s) may occur even if a card is played as an Event rather than for Campaign Points.

NOTE: Hostile players may play Fleet Sortie cards to Intercept the Active Player's Fleet Sorties.

If a card is played for Campaign Points, the Active Player may use the CPs for the following purposes:

- Activate one or more Commands by expending CPs equal to their Commanders' Initiative ratings. Each Command's activation must be completed before another's can begin.

- Conduct Admin Marches (8.8) for 1 CP each.

B) The following activities can each be conducted once per Campaign Card Segment at no cost in CPs even if no card is played:

- Have one Minor Force conduct an Admin March (8.8.2) with an AP allowance of 4.

- Move one Leader (who has not already been moved for free (8.6) in the current season).

- *Austrian Player Only*—Place and/or remove 2 C/H markers (12.1)

3. RALLY SEGMENT: All Worn and/or Demoralized Forces belonging to the Active Power and its allies Rally to Good Order.

4. FINAL SUPPLY SEGMENT: Check supply paths for all friendly Major Forces; place or increase 'Short Supply' markers on those that cannot trace a supply path; and, finally, remove a number of SPs from each Major Force that possesses a 'Short Supply' marker equal to the value of that marker.

Other Power's Turns: Move the 'Current Power' marker to the next Power's box, and repeat steps 1-4 for each Power.

5. EVENT CARD PHASE: In Power Order (4.0.1) each Power may play one card as an Event and enact its effects. However, Forces can never be Activated in this phase.

6. FOW EVENT SEGMENT: Flip the Season's FOW chit and enact the indicated Event.

7. END PHASE: Move the Season marker into the next box on the Turn Track. Remove from the map all C/H markers that are not stacked with AU Forces and place them in the C/H box. Remove all Guerrilla markers.

4.3 Early Winter Campaign Season

In this Season, players may not activate any Forces except by playing Events that allow Bonus Activations in Early Winter. Otherwise, Early Winter Seasons are generally resolved like Summer and Fall Campaign Seasons, though there are differences as detailed below.

1. WINTER QUARTERS PHASE: All land Forces not in the same space as a friendly Depot, Fortress, square space (i.e., Hungary-Croatia) or port (Italian Theater only) must move 2 APs towards such a space. Major Forces that cannot reach such a space suffer Winter Attrition (17.3). Minor forces may remain in place if desired.

2. SAVED RESOURCES RECRUITING PHASE: Players may discard unused cards to buy reinforcement SPs or Depots. One SP or Depot is received per discard except that the French player must (as usual) discard 2 cards to buy a Depot. Players may discard up to 3 cards for France and Britain, and 1 apiece for Spain, Prussia, and Austria. SPs and Depots are placed in appropriate Spring Reinforcement boxes.

1st Power Turn: The Active Player performs the following actions in the strict order listed for the Active Power and its Clients if they are Belligerent.

1. SUPPLY SEGMENT: (same as in 4.2.4)

2. AUSTRIAN C/H MOVE SEGMENT: AU only—Up to 2 free C/H unit moves (12.1)

3. CAMPAIGN CARD SEGMENT: Play *one* Event that allows Bonus Activation(s) in Early Winter. No other Events of any kind can be played, no cards may be played for CPs, and no Free Minor Force Admin Marches can occur.

EXAMPLE: The Prussian Surprise Invasion *Event is played in this phase.*

4. RALLY SEGMENT: (Same as in 4.2.3).

5. WINTER QUARTERS EVICTED SEGMENT: Enemy forces evicted from Winter Quarters (17.4) get a free 2 AP move toward new Winter Quarters and may suffer attrition (17.3).

Repeat Steps 1-5 for all other Powers

6. EVENT CARD PHASE: (same as 4.2.6).

7. END PHASE: (same as 4.2.7).

4.4 Late Winter Campaign Season

In this Season, players may not activate any Forces except by playing Events that allow Bonus Activations in Late Winter. Otherwise, Late Winter Seasons are generally resolved like Summer and Fall Campaign Seasons, though there are differences as detailed below.

1. NEW YEAR PHASE: Advance the 'Year' marker to the next year and remove all 'Fortunes of War' chits, and any others from the Turn Track.

- Place any Leaders on the Turn Track in any same-power controlled Fortress(es) spaces.

- Demote French Leader Conti to his 1-star counter in 1746.

- Deploy fleet sections (6.10).

1st Power Turn:

1. SUPPLY SEGMENT: (same as in 4.2.4).

2. CAMPAIGN CARD SEGMENT: Play *one* Event that allows Bonus Activation(s) in Late Winter. No other Events of any kind can be played, no cards may be played for CPs, and no Free Minor Force Admin Marches can occur.

3. RALLY SEGMENT: (Same as in 4.2.3).

4. WINTER QUARTERS EVICTED SEGMENT: (same as 4.3.5).

Repeat Steps 1-4 for all other Powers.

5. DEPOT REMOVAL PHASE: All Depots are removed from the map. Depots on player mats may be retained.

   EXCEPTION: On the Spring 1741 turn (only), depots are not removed from the map.

6. HOLY ROMAN EMPEROR STATUS CHECK PHASE: Award 1 VP to France if Bavarian Charles VII is currently the Holy Roman Emperor.

NOTE: There is NO Late Winter Event Phase.

7. END PHASE: (same as 4.2.7).

5.0 FORTUNES OF WAR

DESIGN NOTE: In Clash of Sovereigns *historical events are generally simulated by the play of Strategy Cards (6.0). However, some historical events were so significant that we cannot allow random card draws and players' whims to dictate if or when they occur. In addition, there were some events that happened every year—though players could not know precisely when. The Fortunes of War rules simulate both kinds of events.*

There are three Fortunes of War (FOW) chits labeled 'Attrition,' 'Treasure Fleet,' and 'Fortunes of Power.' In the FOW Chit Phase of the Spring Campaign Season, these are inverted and randomly placed in the Spring, Summer, and Fall Campaign Season's FOW boxes on the Turn Track. During the FOW Phase, that Season's FOW chit is revealed and its effects applied immediately as explained below.

5.1 Attrition

When the 'Attrition' chit is revealed, check the Supply State (11.0) of every Major Force on the map, and place or increase 'Short Supply' markers on those that cannot trace a supply path. Then, remove 20% of the SPs from all Major Forces in Italy, and 10% for those outside Italy. Round up from 0.6, down from 0.5. Every fourth SP lost each year must be a Cavalry SP if possible.

• A Demoralized Force loses an additional 1 SP.

• A Force that has a 'Short Supply' marker loses a number of additional SPs equal to the value of that marker.

• If a Mixed Force (3.1.2) suffers Attrition, the owning player may freely choose the nationality of the SP(s) that are removed.

EXAMPLE: In Silesia, a 23 SP Force would lose 2 SPs, while a 27 SP Force would lose 3 SPs. A 10 SP Force in Milan would lose 2 SP, while a Demoralized 10 SP Force with a 'Short Supply 3' marker in Milan would lose 6 SPs (2+1+3).

5.2 Treasure Voyage

When the 'Treasure Fleet' chit is revealed, the French player may attempt a Treasure Voyage if he has at least 1 French fleet section in the Atlantic Fleets Box and plays a Fleet Sortie card or a Fleet Sortie Marker (Fleet Sortie Options, 16.3). If he decides not to do so, nothing happens. If he attempts a Treasure Voyage, the British may try to Intercept it. If the Naval Interception succeeds, Naval Combat occurs. Depending on whether the Naval Interception succeeds and the outcome of the resulting Naval Combat, up to 20 SPs may be placed in the French Spring Reinforcement Box. Naval Interception and Naval Combat tables are on the Player Aid Card.

NOTE: Treasure Voyages may occur—and be Intercepted by the British—while France is still Neutral.

5.3 Fortunes of Power

When the 'Fortunes of Power' chit is revealed, consult the Fortunes of War Table to determine which events will or may occur in the current year. Some events occur only if the result of one die (1d6) roll falls within the range listed on the table, while *The Count* Event has different effects depending upon the die roll result. However, if the word "Auto" appears in the 'Die Roll' column, that Event automatically occurs. The effects of each event are detailed on the table itself.

6.0 STRATEGY CARDS

6.1 General

6.1.1 Each Power has its own deck of cards (24 Prussian, 45 British, 37 Austrian, 47 French/Spain, subdivided into Early, Wider, and Late War groups). In the 1740 and Campaign Scenarios, players start with only Early War cards.

NOTE: Early War cards that have an Asterisk on them are automatically in the appropriate Powers' starting hands in the 1740 and Campaign Scenarios.

6.1.2 Wider & Late War Cards: Add Wider War cards in the 1743 Spring Draw segment, and Late War cards in the 1746 Spring Draw. These new cards are shuffled into the existing Draw piles. Discard pile cards are *not* shuffled back into the Draw piles along with the Wider War and Late War cards.

6.1.3. Piedmont Strategy Cards: Certain cards in the British deck are printed with a Light Blue seal and title. If Piedmont becomes a Bourbon ally, all such cards in the British player's hand are transferred to the French player's hand (he may need to discard some of them and/or his existing cards so his hand doesn't exceed its maximum size of a dozen cards). All remaining Piedmont cards are either shuffled into the French player's deck or set aside to be shuffled in later if they are Wider or Late War cards that are not yet in play.

NOTE: The French player will just have to live with the fact that the different PE card backs will be identifiable in his hand.

6.2 Drawing and Discarding Cards

During each Draw Segment, each player draws cards for each Power from the top of its own face-down Draw pile. As cards are played, they are placed in their own face-up Discard piles, which can be freely inspected by all players. If the Draw pile runs out, reshuffle the Discard pile to form a new Draw pile. Cards may be saved from one year to the next. Players draw the specified number of cards each Draw Phase, but must then immediately discard cards to meet the maximum hand size of 12 cards.

NOTE: Players may discard cards that were already in their hands at the start of the Draw Phase. They are not limited to discarding newly-drawn cards.

6.3 Playing Strategy Cards

6.3.1 Strategy cards can be played in seven different ways as listed below. A 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.

• Army/Fleet Sustain (4.1.5)
• Campaign Points (6.4)

- Events (6.5)
- Buy Depots (6.9)
- Fleet Builds (6.10)
- Saved Resource Recruiting (4.3.2)
- Interrupts (6.6)

6.3.2 Summer and Fall Restrictions: During his Power Turn of each Summer and Fall Campaign Season, each player may play one card for Campaign Points (CPs), or as an Event, plus additional cards to buy up to three Depots (6.9).

6.3.3 Event Card Restriction: Each player may play one Event card per Event Phase (4.2.5).

6.3.4 Interrupt Restriction: An Interrupt card (i.e., one that has the "INT" code) allows that card's Event to be played during any phase or segment of any player's Power Turn (your own, enemy, or allied). All the conditions for a specific Event (on-map situation, year/season, etc.) must be met in full at the instant that it is played. Interrupt card Events generally allow a player either to do something that benefits his Power, or to cancel/impede another Power's activities, outside of the normal card play sequence.

NOTE: Redeployment (4.1) and Admin Marches (8.8) cannot be Interrupted.

6.3.5 Battle Card Restriction: Up to two Battle Cards may be played per side to modify die rolls when resolving a Major Battle.

6.3.6 Bonus Activations: Some Events provide Bonus Activations. These activations are normally enacted in the next Summer/Fall campaign season in which they are eligible to be played, unless otherwise indicated on the card. They are in addition to activations gained by CP card play. Bonus Activation markers are provided for placement on a force to mark its Activation as different from any paid for normally with CPs.

6.4 Campaign Points (CPs)

Each card's CP value can be applied to activate Commands, make Admin Marches, or perform C/H Raids for units of that Power or *any of its allies* unless specific restrictions are listed on the card. Several dual-value CP cards are labeled "Remove if played for X CPs." If played for this larger number of CPs, these cards are then permanently removed from the game.

NOTE: It is NOT necessary to play a Piedmont color card in order to Activate Piedmont forces or have them conduct Admin Marches. They can ALSO do so (as explained above) by playing any allied Power's cards for CPs.

6.5 Events

If a player chooses to play an Event, ignore the card's CP value and enact the event instructions.

6.5.1 Events Played Checklist and Event Markers: COS has over 65 notable events; to document that they have been played, COS uses an Events Played checklist (on the back of this rules booklet—make copies as needed). This eliminates the "care and herding" of scores of event markers, and is used for most events. However, several events require more kinetic and visible tracking, and have markers; these are also noted on the Events Checklist.

Place these markers on the appropriate track/Player Mat when they are played. Only Forces specifically named in the text are affected by an Event.

NOTE: It is up to each player to keep track of his own and his opponents' events!

6.5.2 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 CPs or Depots.

6.5.3 "Remove if Played as Event" cards: Remove permanently from the game all such cards played for their event.

6.5.4 "Place" events: Events may include instructions to "place" Forces. This is not movement. Instead, simply pick up the Force and place it in the specified location. Place moves are not subject to Interception. They may not be placed in a besieged or block-aded Fortress, but may be placed in the same space outside of the Fortress. Unless otherwise stated, these are new Forces—do not use Forces already in play.

6.5.5 Interrupts: A player may play only one Interrupt event per activated enemy Force per Power Turn, but may play multiple Interrupt cards in a single Power Turn if multiple enemy Forces are activated. Redeployments (4.2) and Admin Marches (8.8) may not be Interrupted. An Interrupt event played on an enemy Force may cancel its Activation or reduce its AP allowance, and can also have other effects.

Any player may play Interrupt cards within any specific card stipulations, at any point in any Power Turn, and regardless of whether it involves enemy Force activations or not.

EXAMPLE: The British player could play 'Louis Must Lead' as an Interrupt during the Austrian player's turn.

6.6 Diplomatic Events

Status Markers: Powers listed on the Diplomacy Track may ally with either the Pragmatics or the Bourbons. Their current allegiance or leaning is recorded by Status markers placed on the track. These markers may be shifted and/or flipped by Diplomatic Events.

6.6.1 Joining an Alliance: Some Diplomatic Events establish Alliances automatically, while others merely shift a Power's marker up or down the Diplomacy Track. When a formerly Neutral Power's marker reaches the listed Bourbon or Pragmatic level, it joins that alliance. Flip its marker from the "Diplomacy" side to the "Ally" side.

Diplomacy Side	Allied Side
Piedmont *Diplomacy*	**Piedmont** *Allied*
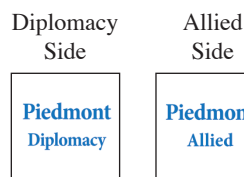
The scenario instructions (23.0) indicate where each Power's Status marker is placed on the Diplomacy Track and which side it is on at the start of each scenario.

6.6.2 Post-Alliance Diplomacy Event Benefits: If an Alliance is already made due to Diplomacy card shifts only, players can still play an Alliance Attempt or Alliance card and claim remaining benefits from that event.

EXAMPLE: Piedmont is already a Pragmatic Ally due to Diplomacy card successes. The Austrian player plays the CONVENTION OF TURIN event, and can still claim the +1 VP benefit, even though the alliance is already formed.

HISTORICAL/DESIGN NOTE: Consider this the powers formally "Ratifying the Treaty," after the alliance was formed.

NOTE: Many more rules relating to Alliances are found in 7.9.

6.7 'The 45' Events

Several events simulate the attempt by the "Young Pretender" Charles Stuart (i.e., "Bonnie Prince Charlie") to restore his family to the throne of England and Scotland. Most of these special Events are not implemented due to play of specific cards, but instead occur as explained below.

6.7.1 'The 45' Event Track: After the *TREATY OF WORMS* event or the *INDULGING THE PRETENDER* event has been played, 'The 45' marker may be placed on the track or, if already present, advanced one space down the track if:

- The French player plays a 3+ CP card for CPs. The 3+ card places or advances the marker one space down the track and the CPs can still be used for normal activations.
- The French player plays any other lower CP value card. It has no other effect except to advance 'The 45' marker one space down the track.
- When the marker is advanced into certain spaces on the track, the French player rolls a die. Some die roll results will cause the marker to advance further down the track.
- The effects of *'The 45'* Events are detailed on the track itself and are immediately enacted.

6.7.2 Charles Stuart: Charles Stuart is a special Leader who can only Command a Force consisting exclusively of Scottish and French SPs and cannot be Activated until the March on London or Maneuver Event has occurred. Before that, he may only conduct actions specifically listed on 'The 45' track. He has an Initiative Rating of 3 and an AP Rating of 4.

NOTE: Since Charles Stuart's force contains less than 5 SPs, it is a Minor Force that is not subject to the Supply rules [11.0].

6.8 'Regaining the Crown' Events

There are several Events that simulate Hapsburg efforts to reclaim the title of Holy Roman Emperor, after the French/Bavarians had claimed that title for Charles VII. These special Events occur as explained below.

6.8.1 'Regaining the Crown' Track: When Charles VII has been crowned Holy Roman Emperor, the marker is immediately placed in the top space on the track. Each time that the Austrian player plays any 'Regaining the Crown' Event, the marker is moved down one space on the track and the listed effects are immediately enacted.

NOTE: There is no Holy Roman Emperor at the start of the 1740 and Campaign Scenarios.

6.8.2 French Failure to Contend for the Crown: If the French player does not play the F10 *DIPLOMATIC TRIUMPH* card by end of the Spring 1744 Campaign Season, the Austrian player may immediately place the RTC marker in the "4" box on the track for free, and immediately apply all listed VP and MW effects from boxes 1 through 4 as well.

HISTORICAL/DESIGN NOTE: The main French rationale used to "legitimize" entry into the war was their backing of Bavarian Charles VII's candidacy to the HRE crown. The above rule is there to burn COS French players who choose to ignore this diplomatic veil, and resort to gauche, bald-faced aggrandizement.

6.9 Buying Depots
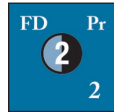
During the Initial Supply Segment of Summer and Fall Campaign Seasons (only), players may discard Strategy Cards in order buy up to 3 Depots if desired. The French player must discard 2 per Depot. All other powers need to discard only 1 card. Depots may be placed on the map in any non-enemy occupied space that can trace a supply line of 2 APs or less to a friendly Fortress or another Depot (11.6) or saved on the appropriate Player mat. There is no limit on the number of Depots that a player may place on-map or save on his mat.

EXCEPTION: Spanish Depots may only be placed in the Italian theater.

6.10 Building Fleet Sections

The French and British players (only) may discard one 3+ CP Strategy Card per year in order to build 2 fleet sections. Fleet Reinforcement cards do not count against this limit. The new French, Spanish, or British fleet sections are placed on the next year's space on the year track. When the year marker is advanced into that space, the sections are available for placement in the Atlantic or Mediterranean Fleet boxes

7.0 POWERS & GEO-POLITICS

7.1 Neutrality and Belligerency

7.1.1 Changing from Neutral to Belligerent: The Prussian SURPRISE INVASION card brings only Prussia and Austria into Belligerent status. All other Powers start as Neutrals and enter and leave the war via Diplomatic Events that end or restore their Neutral status. Neutral Powers join an alliance and then by default or specific Diplomatic Event become Belligerent to all powers of the opposing side.

7.1.2 Neutral Restrictions: Neutral Powers cannot Redeploy, Activate or Admin March their SPs, Leaders or Depots, but may play cards for all other game purposes (Diplomacy, Interrupts, Naval Interception, Depot buys, Reinforcements, etc.).

7.1.3 Belligerent Restrictions:

• Belligerent Forces cannot attack or besiege Neutral SPs/Fortresses.

• A Belligerent Force may only enter a Neutral space if that space is its only possible retreat route. The Belligerent Force in question must end its next Turn in a non-Neutral space or that Neutral power joins the opposing Alliance.

EXCEPTION: French forces may transit and remain in Neutral Genoese spaces after play of the TREATY OF WORMS event.

EXCEPTION: After France and Spain become belligerents, Spanish Leaders, SPs, and Depots may enter Neutral Naples spaces without penalty.

EXCEPTION: After the CONVENTION OF HANNOVER event is played, all Forces may enter Prussia's western holdings without penalty (see below).

7.2 Prussia

7.2.1 When Prussia Enters and Exits the War: Prussia becomes a belligerent when the SURPRISE INVASION event is played, but reverts to neutrality upon play of the TREATY OF BERLIN event. The TREATY OF PARIS event restores the alliance with France although Prussia does not become a belligerent again until the RE-ENTER THE FRAY event is played.

7.2.2 Convention of Hannover: After the CONVENTION OF HANNOVER Event is played, any Force may enter Prussia's western holdings (the Minden, Cleves, and Arnsberg spaces) without violating Prussian neutrality.

HISTORICAL NOTE: After conquering Silesia, Prussia made a separate peace with Austria in 1742. When the resurgent Hapsburgs seemed poised to seek revenge in 1744, Frederick the Great resumed hostilities by invading Bohemia.

7.3 France and Britain

France and Bavaria enter the war as belligerents if they are allied *and* the BELLE-ISLE TRIUMPHANT Event is played. Britain (and the Dutch) enter the war as belligerent Austrian allies when the LORD CARTERET Event is played.

7.3.1 French and British Restrictions: France and Britain enter the war as auxiliaries to Bavaria and Austria (respectively) and remain so until a RENEWED FRENCH COMMITMENT Event is played. Until then:

• British Forces may not enter French home spaces, unless as part of a Force led by an Austrian Leader

• The French may not make any invasion attempts on England proper.

7.3.2 Hannover: The Electorate of Hannover is treated as British territory for all purposes except that it is *not* Neutral at the start of the 1740-43 and Campaign Scenarios. This means that Belligerent Forces may enter and attack Hannoverian spaces without bringing Britain into the war. The British player can prevent this by playing the PROTOCOL OF NEUSTADT Event.

HISTORICAL NOTE: The Electorate of Hannover had been a possession of the British crown since its Prince-Elector George Louis became King George I of England in 1714.

7.3.3 British Garrison Restrictions: All British/Pragmatic SPs in England must be placed in London and cannot occupy any other spaces in England or Scotland until either the French have invaded England or the ALL FORCES AVAILABLE Event has occurred on 'The 45' track. If more than 8 SP occupy London in any Early Winter phase each year, a VP penalty applies (20.7)

HISTORICAL NOTE: Ever since the days of Cromwell, the British people were leery of maintaining a standing army in England proper, and the government felt the same way. Troop levels at home were kept to a minimum.

NOTE: With perfect historical hindsight, the British player would simply garrison every space in England and Scotland. Since the real-life British didn't prepare for Bonnie Prince Charlie's excursion, neither can you!

7.4 Spain

7.4.1 How Spain Enters the War: Spain automatically enters the war when France does. After Spain becomes a Belligerent, Spanish Leaders, SPs, and Depots may enter Neutral Naples spaces without penalty.

7.4.2 Cartagena: The Spanish CARTAGENA Event may be played by the French player before either France or Spain becomes a Belligerent.

HISTORICAL NOTE: Britain and Spain had been at war since 1739 in the so-called "War of Jenkins Ear". The Parliamentary opposition and the British South Seas Company favored war, but the British government itself was less enthusiastic. Both it and the Spanish government kept the war restricted to the Caribbean and shied away from extending hostilities to Europe until more compelling reasons arose. For Britain, that moment came when George II realized that Hannover might be lost. For simplicity's sake, Spain is treated as a neutral power at the start of the 1740 and Campaign Scenarios.

7.5 Piedmont

7.5.1 Piedmont's Allegiance: Typical Event card play will result in Piedmont joining the Pragmatics. However, it is possible Piedmont could join the Bourbon alliance (3.2.1, 4.0.2, 6.1.3, and 6.6.1).

7.5.2 Convention of Turin: This event makes Piedmont belligerent against the Bourbons, but does not create a formal alliance with the Pragmatics. That is achieved by playing the TREATY OF WORMS Event. Until then, Piedmontese SPs and Leaders may not form Mixed Forces with Pragmatic Powers' SPs and Leaders, and cannot trace supply to their Depots, Fortresses, or ports. Likewise, Pragmatic Forces cannot trace supply to Piedmontese supply sources until a formal alliance has been concluded.

NOTE: In theory, subsequently-played Diplomacy events could shift Piedmont's Influence marker back far enough for it to switch sides and join the Bourbon alliance. (Bonne Chance, Bourbon players!)

7.6 Austrian & Dutch Netherlands

7.6.1 Bourbon alliance Forces may not enter or attack Austrian Netherlands spaces until either they are attacked from such a space or the RENEWED FRENCH COMMITMENT event is played.

7.6.2 Bourbon alliance Forces may not enter or attack Dutch Netherlands spaces unless attacked from those spaces. Bourbon entry/attack into Dutch spaces is restricted by play of the D'ARGENSON'S VELVET GLOVE Event, but enabled by VELVET GLOVE NO MORE Event.

7.6.3 The current situation is recorded by placing 'No French' markers in or removing them from the "French entry" boxes.

NOTE: The D'ARGENSON'S VELVET GLOVE event cannot be played if a French Force has been attacked from a Dutch Netherlands space.

7.7 Russia

If the Pragmatics achieve an alliance with Russia, the Russian Forces are controlled by the British or Austrian player respectively, depending on which power's Event card or Diplomacy card established the alliance. If Russia allies with the Bourbons, the French player controls the Russian forces.

- The Russian turn comes after the British, and the Russians always get one "free" Force activation every Summer and Fall season, without playing any cards or expending any CPs. A Russian force may include allied Pragmatic or Bourbon SPs as long as the majority of the SPs in the force are Russian.
- Russian forces trace supply (11.6) to supply sources belonging to the side (Pragmatic or Bourbon) with which they are allied.
- Any VPs gained by Russia accrue to the Power with which they are allied.

7.7.1 British Control: After THE RUSSIANS MARCH event is played, the Russians are placed in Bremen or Antwerp during the next eligible Spring Reinforcement Season.

7.7.2 Austrian Control: The Russian Force enters at Olmutz, Brunn or Vienna after the successful play of the FREDERICK'S NIGHTMARE event and is automatically activated upon placement.

7.7.3 French Control: After the LE DIPLOMATIC COUP event is successfully played, the Russian force is placed in Kongisberg.

7.8 Minor Powers

(Each Minor Power's capital is noted in parentheses.)

7.8.1 Minor Power VPs: When a neutral minor power first joins an Alliance, add its VPs to the respective Power's VP total as follows:

- Bavaria, Genoa – to France
- Naples – to Spain

These minors' VPs may subsequently be lost. (20.6).

7.8.2 Bavaria (Munich): Bavaria normally will ally with the Bourbons in the Early War period, but become a nominal Pragmatic ally when the Austrian FUSSEN event is played on the Regaining the Crown track. After this occurs, Bavaria cannot again become a Bourbon ally.

7.8.3 Saxony (Dresden): If the SECRET SAXON ALLIANCE event is played, Prussia/France continue to treat Saxony as Neutral territory until:

- A Saxon SP enters a Prussian or Austrian space, OR
- An Austrian SP deliberately enters a Saxon space (i.e, not as the result of a Retreat), OR
- A Saxon SP is involved in any attack or defense against Prussia or France.

NOTE: If the PRUSSIAN REVENGE event is played, it allows Prussian Forces (only) to enter Saxony and attack Saxon units regardless of Saxony's current Diplomatic status.

7.8.4 Italy Theater Spaces:
- French Forces may not enter any Italy theater space until play of the PRINCE OF CONTI event.
- Other Powers' Forces may freely transit and remain in the minor Italian states spaces, except a neutral Genoa.

NOTE: Pragmatic forces (only) may freely enter neutral Genoa spaces after the STABBING THE RIVAL event is played.

7.8.5 Naples, Genoa, and Modena: All of these Minor Powers are Neutral at the start of most scenarios, but become Belligerent Bourbon allies when the following Events are played:

- Genoa (which includes the Finale space): GENOA SIGNS TREATY OF ARANUEZ event. French Forces can enter and remain in Neutral Genoese spaces after the TREATY OF WORMS and/or the TREATY OF FONTAINBLEAU event has been played. But if a French Force attacks from a Neutral Genoese space, Genoa instantly becomes a Belligerent French ally.
- Modena: DUKE OF MODENA event
- Naples: CAMPILLO AND MONTEMAR event.

7.8.6 Holy Roman Empire/Germany: All Powers may freely enter light gray Holy Roman Empire spaces and place Depots in them.

7.9 Alliances, Neutrality, and Belligerency

Once a major power allies with the Pragmatics or Bourbons, further Diplomacy Events may not be played that affect it. It remains in that alliance unless:

- It is conquered (i.e., all its spaces and Fortresses are enemy controlled), or

- Its status is changed by play of an Event specifying such change.

7.9.1 France/Saxony/Prussia Alliances and Belligerency: If France is still Neutral when Saxony or Prussia allies with the Bourbons, the following restrictions apply:

- Saxon Forces cannot leave Saxony until either France becomes a belligerent, or an enemy Force either enters a Saxony space or attacks/overruns a Saxon SP. This is true even if Prussia is also allied with the Bourbons

- French Forces may not move or attack even if France is allied with a belligerent Prussia.

7.9.2 Saxon Alliance Breaking: If the *Secret Saxon Alliance* or *Saxon Doubts* event is played, flip Saxony's Influence marker from its "Ally" side to its "Dip" side, and follow the other directions printed on the card.

If either event leaves formerly allied Forces occupying the same space, the owning player immediately redeploys the non-Saxon Force(s) one space (or, more if necessary) in the direction of that Power's home areas to a space free of Saxon units. If there are several eligible spaces, the owning player chooses which one the Forces are shifted into.

HISTORICAL NOTE: The larger Force retreats because these events will most likely occur when the Major Power is operating in Minor Power territory rather than vice versa.

7.9.3 Non-allied Bavaria and/or Saxony effects: If Bavaria and/or Saxony breaks an alliance, treat its units and spaces as follows:

- Non-allied Bavarian and/or Saxon units may not be activated or moved by either side.

- Both sides' Forces may neither attack nor end their movement in spaces occupied by non-allied Bavarian and/or Saxon SPs.

- Both sides' Forces *may* move through spaces occupied by non-allied Bavarian and/or Saxon SPs.

7.9.4 Neutral Minor VPs (see Victory Points, 20.6)

8.0 CPS & FORCE ACTIVATION

8.1 General

- Forces must be Activated in order to move, attack, or conduct sieges during a Campaign Card Segment. Players must declare exactly which Leaders and SPs constitute a Force when designating it for activation.

- To activate a Leader or Command, a player must expend CPs equal to the Commander's Initiative, or use a Bonus Activation from a card event. Also, see Free Leader Move, 8.6.

- Players may have leaderless Forces conduct Admin Marches (8.8)

- CPs may not be saved. If all the CPs gained by playing a Strategy Card are not used immediately, they are lost.

EXCEPTIONS: Events, Free Leader Move (8.6), and Minor Force Admin Marches (8.8.1).

EXAMPLE: The Austrian Player plays a 4 CP card; he can activate two Initiative 2 Leaders that turn, or one Initiative 3 Leader and one Initiative 1 Leader, an Initiative 2 Leader and expend 1 CP for a C/H raid, and with the last CP for an Admin march, etc, in any combination of actions that does not exceed 4 CP.

8.2 Bonus Activations

Bonus Activations are gained by playing certain Strategy Cards as Events. Some of these Events allow a single Force to be Activated or conduct an Admin March, but others provide CPs that can be used to Activate or Admin March multiple Forces.

- If the Event was played in a Summer or Fall Campaign Season, the Bonus Activation(s) must occur *immediately.*

- If the Event was played during an Event Phase, the Bonus Activation(s) must occur during the next Summer or Fall Campaign Season (whichever comes first).

- A few Events (specifically listed on their cards) allow Bonus Activations to occur in Early or Late Winter Seasons. If such an event is played in the appropriate Winter Season, the Bonus Activation(s) must occur *immediately.*

8.3 Activation Point Costs

When a Force is activated, it may conduct activities up to the limit of its Commander's Activation Point (AP) rating. APs are expended to conduct movement, combat, siege, and to Rally (14.2).

EXCEPTION: If a Force is leaderless, it can still expend 3 Aps to Move (only).

If a Command (only) is Activated, it may spend APs as follows:

Cost	Action
1 AP	Move into/through spaces along a line
+1 AP	If entering a space with an enemy irregular (12.3)
0 AP	Conduct an Overrun
0 AP	Fight a Minor Battle
1 AP	Fight a Major Battle
1 AP	Besiege a Minor Fortress (1 AP per siege roll)

2 AP	Besiege a Major Fortress (2 APs per siege roll)
2 AP	Attempt to Withdraw after being Intercepted.
? AP	Rally to Good Order if Worn or Demoralized (1 AP + APs equal to its Commander's Initiative rating)

An activated Force may continue performing actions as long as it has APs left to spend. It may do so even after losing (and retreating) from a Major Battle or failing to bring a Siege to a successful conclusion. However, a Demoralized Force (14.0) will not be able to Intercept, Attack or Overrun unless it first expends APs to Rally and is successful.

8.3.1 Restrictions:

• If a Force does not possess enough APs to perform an action, it cannot do so.

• A Force cannot enter an unbesieged enemy-occupied space unless it has at least 1 remaining AP to conduct a Major Battle, or is eligible to fight a Minor Battle against the enemy Force located there (i.e., has at least twice as many SPs).

• Once a Force's activation ends, its Leaders, units, and SPs may not move or be activated again during the same Power Turn.

EXAMPLE: The French Leader De Sax is activated, which costs 1 CP (his Initiative Rating). He has 20 SPs and an AP Rating of 8 which is spent for movement. The Command spends 1 AP entering each space, Overruns (8.9) a Piedmont Force which cost 0 AP, and moves against an Austrian Command which cost De Sax +1 AP to enter a space that may initiate a Major Battle. A total of 6 APs.

8.4 Activation Point Allowances

When activated, a Force can normally expend APs equal to its Commander's AP rating. However, a Force's AP allowance is reduced as shown below. Either the 35 or 51+ SP penalty may apply, cumulative with the others listed:

–1	It has between 35-50 SPs at any time during its activation; or
–2	It has 51+ SPs at any time during its activation.
–1	It has a 'Mixed Force' marker when its activation begins.
–1	It has certain Events (for example, a Croats Event) played against it by a hostile Power.

–?	It has a 'Short Supply' marker (AP reduction equals the SS value). However, a Force's AP allowance is determined at the start of its Activation. Thus, it does not lose additional APs if its Supply State (11.2) declines during its activation.

EXCEPTION: A Force that is conducting an Admin March (8.8) may always expend 4 or 6 APs for movement only.

8.5 Movement

Forces move along the Movement Routes, generally expending 1 AP for each space entered. They may expend additional AP in a space to conduct battles and sieges.

• Entering a space containing an enemy C/H or Guerrilla marker costs an additional 1 AP.

• No SP or Leader can ever move more than once per Season.

• No Major Force can ever voluntarily move to a space where it cannot trace Supply (11.6). However, a Major Force that starts its move without Supply may move.

• Depots only move in the Initial Supply Segment (4.2.1) or by Sea Transport (16.3).

• A Depot cannot enter an enemy-occupied space (including one occupied solely by an enemy C/H or Guerrilla marker) unless a friendly SP is already present in the space.

Though infrequent, in some game situations opposing forces may start or end their movement in the same space (e.g., 15.3).

NOTE: You must plan your Depot buys, deployments, and movements carefully before you start activating your Forces!

8.6 Free Leader Move

8.6.1 Free Leader Move by Land: Once per friendly Campaign Card Segment (4.2.2B), each Power may move one Leader (unaccompanied by any SPs) up to 3 APs without expending any CPs as the only action that Leader may take in the current season. This can be done at any point during the Power Turn.

8.6.2 Free Leader Move by Sea: A Leader who starts in a friendly-controlled port may be shifted to any other friendly-controlled port in the same sea area (Atlantic or Mediterranean) before making his Free Move of up to 3 APs. This is the only way that a non-British Leader can by transported by sea without play of a Fleet Sortie Event (none is required). A Free Leader Move by Sea cannot be Intercepted.

8.7 Picking Up and Dropping Off Forces

An activated Command may pick up other Forces within Leader Force strength limits (3.3.1) at no AP cost. Picked-up Forces may not move independently of the active Command. When Forces with different Supply levels combine, this new Force assumes the worst Supply State (11.0). Leaders may not pick up more Senior Leaders.

Forces may be dropped off at no AP cost. Forces dropped off cannot expend any further APs during this Campaign phase. 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.

8.8 Admin Marches

8.8.1 Procedure: A Force containing up to 15 SPs may conduct an Admin March at a cost of just 1 CP even if it has no Leader. The Force may move up to 6 APs regardless of its Commander's AP rating. It may start in an enemy-occupied space, but cannot enter another one unless it is already occupied by friendly units, or if it is big enough to Overrun the enemy SPs in that space (8.9). A Force conducting an Admin March cannot attack or besiege, but it may drop off and pick up SPs as it moves. It is subject to Interception, but cannot be Interrupted.

8.8.2 Free Minor Force Admin March: Once per Power Turn in each Spring, Summer and Fall Season, one Minor Force may conduct an Admin March without expending a CP. This is conducted exactly like a "normal" Admin March except that the Force may move only 4 APs (instead of the usual 6 APs).

NOTE: Any number of Mobile C/H markers may participate in a standard or Minor Admin March. Like other units, they may start with the Force, or be picked up and/or dropped off as it moves.

8.8.3 British Admin Sea Transport: The British player (only) can expend 1 CP to move up to 15 SPs (with or without a Leader) from any friendly port to any other friendly port. The Force can move up to 6 APs by land, total, before embarking or after debarking in the departure/destination ports, in any combination.

NOTE: All other Powers must use a Fleet Sortie card to attempt to transport SPs by sea.

8.9 Overrun

8.9.1 General Rule: If an activated Command or Admin March Force enters an enemy-occupied space, outnumbers the enemy by at least 6-to-1 in SPs, and the enemy does not Withdraw (10.0), the entire enemy Force is eliminated at no AP cost to the Overrunning Force. The Overrunning Force may continue its activation.

EXCEPTION: Forces garrisoning Fortresses or spaces entered through an Alpine Pass Movement Route may not be Overrun.

8.9.2 Depots: Any Force may Overrun and capture an enemy Depot if no enemy Force is in the space.

8.10 Minor Battle

8.10.1 General: Whenever a Command enters an enemy-occupied space and outnumbers the enemy at least **2:1 in SPs**, the attacker may declare a Minor Battle instead of fighting a Major Battle (13.0)—and must do so if he has no APs remaining. The defender may attempt to Withdraw first (10.0). If the defender does not Withdraw, the attacker may conduct the Minor Battle.

8.10.2 Procedure: No die is rolled. The attacker removes 1 SP, the defender removes 1 SP, and the defender retreats one space. The attacker may continue the activation.

EXCEPTION: A Minor Battle cannot be declared against enemy SPs that are garrisoning a Fortress.

EXCEPTION: The attacker cannot declare a Minor Battle if the moving Command entered the space through either a Mountain or Alpine pass. A Major Battle must be fought.

8.11 Sequence of Actions in a Space

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

1. MOVE: An activated Force enters a space (friendly and/or enemy-occupied or not).

2. INTERCEPT: One inactive enemy Command may attempt to Intercept (9.0) from an adjacent space.

3. WITHDRAW: If no Interception occurred, any enemy Forces already in the space may attempt to Withdraw. If an Interception occurred, the moving Force may attempt to Withdraw (10.0).

4. COMBINATION: If opposing Forces are still in the space, then all Forces from each side are considered combined at this instant.

5. OVERRUN: If an enemy Force failed to Withdraw, the moving Command may Overrun it if possible (8.9).

6. BATTLE: If opposing Forces remain in the same space, a battle may be fought.

7. DROP OFF: If no battle occurs, the moving Force may drop off Leaders, SPs, and Mobile C/H markers.

8. PICKUP: If no battle occurs, the moving Force may pick up Leaders, SPs, and Mobile C/H markers.

9.0 INTERCEPTION

9.1 Who May Intercept

A Command may attempt to Intercept an enemy Force during the enemy's Turn each time the enemy Force moves adjacent to the Command's space, or attempts to make a Siege roll in an adjacent space. Commands cannot attempt to intercept into a space which takes them Out of Supply.

NOTE: C/H marker placement cannot be Intercepted.

- An intercepting Command may consist of the entire Force in the starting space, or a smaller part as desired, but must be more than 1/2 the size of the moving/besieging enemy Force (i.e., not subject to Minor Battle).

- Demoralized (14.0) Commands may not attempt to Intercept.

- Interception is limited to one attempt from a given space for each given Interception opportunity.

- An Intercepting force cannot itself be Intercepted.

9.2 Interception Procedure

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 all appropriate DRMs as follows:

+ the Commander's offensive DRM;
–1 if his Command is a Mixed Force;
–1 if Intercepting across a Mountain or Alpine Pass.

On a modified roll of **7 or greater,** place the intercepting Command in the moving/besieging Force's space. A battle occurs immediately if the intercepted Force either chooses not to or fails to Withdraw (10.0).

10.0 WITHDRAWAL

10.1 Who May Withdraw

10.1.1 When a Withdrawal Occurs: Forces may attempt to Withdraw when an enemy Force enters or activates in their spaces under certain circumstances. Depots may not Withdraw.

10.1.2 Inactive Forces: An inactive Force may attempt to Withdraw for free during enemy Turns (only) the first time an activated Force enters its space during a particular Power Turn.

NOTE: Depots are not part of Forces and cannot Withdraw even if stacked with a friendly Force. They can automatically withdraw into a friendly Fortress if in such a space.

10.1.3 Intercepted Forces: If a Force moving during an activation or Admin March or announcing a siege roll is Intercepted [9.0] by the enemy and has at least 2 APs remaining, it may attempt to Withdraw. Whether the Withdrawal attempt succeeds or fails, 2 APs are still expended. If it succeeds, the Force may continue performing actions up to its remaining AP allowance.

10.2 Withdrawal Procedure

10.2.1 General Rule: Withdrawals do not require CPs. Up to 6 SPs may automatically Withdraw into a friendly Fortress in the same space (though some may remain outside if the owning player chooses). If there is no friendly Fortress or one is present but cannot accommodate all of the friendly SPs in the space, the withdrawing player rolls one die and adds:

+ The Force Commander's defensive DRM (if any),

+1 DRM if at least one friendly C/H or Guerrilla unit or 'Successful Raid' marker is in the space.

10.2.2 Success: If the result is **4 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.

NOTE: A Force may Withdraw from the same enemy Command multiple times in the same enemy activation.

NOTE: A Withdrawing Force cannot use Sea Transport.

10.2.3 Withdrawal of C/H, Guerrillas and Leaders: If the Withdrawing Force consist of only C/H, Guerrillas, and/or Leaders alone in a space add +2 DRM to their Withdrawal attempts. Leaders alone in a space that fail a Withdrawal are captured and removed from the game.

11.0 SUPPLY

11.1 General

Forces must be in full supply to function at best efficiency. Players check supply for their Major Forces (only) during the Initial and Final Supply Segments of each friendly Power Turn in the Summer and Fall Campaign Seasons, and when the FOW Attrition chit is revealed each year.

11.2 Supply States

Major Forces can be in Full Supply, or in any one of four 'Short Supply' states. If a Force's supply state changes, increase or decrease its 'Short Supply' marker as appropriate.

• Major Forces cannot voluntarily move or intercept into spaces which put them Out of Supply. (They may Withdraw/Retreat to such spaces).

• An activated Major Force retains its 'Short Supply' marker even if it dropped off or lost enough SPs that it no longer constitutes a Major Force.

• If two Forces combine, the new Force retains the worst 'Short Supply' marker of the two forces.

• Minor Forces (1-5 SPs) do not check supply. However, a Minor Force that is created by dropping off SPs from an activated Major Force receives a 'Short Supply' marker of the same value as the Force it separated from.
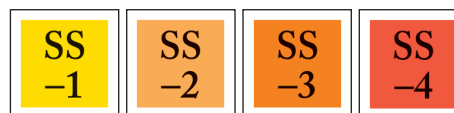
11.3 Short Supply Effects

A Major Force (only) suffers the following penalties if it has a 'Short Supply' marker on it:

• The marker's value is subtracted from its AP allowance.

• The marker's value is subtracted from its Siege and Battle die rolls.

• The marker's value is increased (becomes worse) when the Attrition FOW chit is revealed.

• Forces that remain in Short Supply in the Final Supply Segment lose SP equal to the value of the Short Supply marker.

11.4 Supply Segment

11.4.1: Procedure: During the Supply Segment of each Power's Turn, perform steps in the following sequence:

1. Initial Supply Segment only: buy up to three Depots by discarding Strategy Cards. The French player must discard two cards per Depot, while all other powers need to discard only one. These may be deployed on the map or saved on the Player Mat as desired.

2. Check supply paths for each Major Force, and place or increase 'Short Supply' markers on any Forces deemed out of supply. Remove 'Short Supply' markers from Forces that now can trace supply.

3. Initial Supply Segment only: move any or all on map Depot units up to two spaces (not APs) each, within movement rules.

11.4.2: Depot Placement: Depots may be placed in any non-enemy occupied space that can trace a Supply Line (11.6) of 2 APs or less to a friendly Fortress or another friendly Depot. A "chain" of several Depots may be placed during a single Supply Segment to extend a Power's supply lines.

11.4.3 Allied Supply Tracing: All Danish, Hannoverian, and Hessian troops are considered British for supply check purposes. Bavarian troops may trace to French supply sources when allied. Naples, Genoese, and Modena SP may trace to Spanish sources. Saxon SPs may trace to their allies' sources in either alliance.

EXCEPTION: Only Bavarian troops may trace supply to the Fortress of Ingolstadt.

11.5 Supply Sources

Major Fortresses, Minor Fortresses, Depots, and Ports can be supply sources, and provide supply to all powers of whichever side controls them.

- FORTRESSES: Major and Minor Fortresses provide unlimited, permanent supply.
- DEPOTS: Depots provide unlimited supply, but only temporarily (i.e., until the Depot Removal Phase of the next Late Winter Season). They may also be captured or destroyed by the enemy.
- PORTS: The French, Spanish, and British may trace to friendly port spaces in the Balearic, Tyrrhenian and Adriatic Seas; the British and French may trace to friendly port spaces on their coasts.

11.6 Tracing Supply

A Force traces supply along a path from its space back to an unblocked Supply Source. The path may be up to 2 APs back to a Major Fortress, Depot, or port, or 1 AP to a Minor Fortress. No space in the path may contain more enemy SPs than friendly SPs, a Successful Raid side C/H or Guerrilla marker (12.3.1 & 12.3.2), and no Fortress involved may be blockaded or besieged.

11.7 How Supply States Worsen

A Force's supply state worsens if:

- It cannot Trace Supply during the Initial or Final Supply Segment of the Summer and Fall Campaign Seasons, or when the FOW 'Attrition' chit is revealed.
- It combines with another Force in a worse Supply State.
- An enemy Force moves into a space in the supply path, and has more SP than any friendly Force in that space.
- The friendly Supply Source it formerly traced to has been destroyed, captured, besieged, or blockaded, and no other is within range.
- A C/H or Guerrilla 'Successful Raid' marker occupies a space in the supply path. Supply may be traced into that space from a supply source, but not beyond that space.

If any of these conditions apply, place a 'Short Supply' marker on the Force, or increase the value of an existing marker (to a maximum of 'Short Supply 4').

11.8 How Supply States Improve

A Force's 'Short Supply' marker is removed if it:

- Can trace supply in a friendly Initial or Final Supply Segment.
- Enters a space containing a friendly Fortress or Depot, or an eligible friendly Port (depending on the Force's nationality, see 11.5). If the Depot cannot trace a supply path at that very instant, it is removed from the map.

NOTE: A Depot must be removed. The owning player cannot preserve the Depot by choosing not to remove his Force's 'Short Supply' marker.

11.9 Capturing Supply Sources

11.9.1 Fortresses: A captured enemy Fortress serves as a friendly supply source as long as it remains under friendly control.
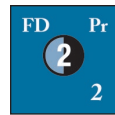
11.9.2 Depots: A Depot is captured if an enemy Force enters its space and no friendly Force is present, or if it is caught in an enemy Overrun action. In either case, it becomes the property of the capturing Power. Switch the counter to that Power's color. Captured depots may be immediately destroyed at the capturing player's discretion.

12.0 IRREGULAR TROOPS

Austrian Croat/Hussar ("C/H") markers and the Piedmont Guerrilla marker are not SPs, cannot garrison Fortresses, do not participate in Battles, and cannot be eliminated by Winter Attrition, Siege, or Battle. When on their front ("Mobile") side, they can move. When on their "Successful Raid" side, they cannot be moved.

12.1 Croats and Hussars

Certain Austrian Events allow C/H markers to be placed on the map. In addition, during the Austrian Power Turn of the Summer and Fall Campaign Seasons up to 2 C/H markers can be adjusted as follows (in any combination) without the expenditure of any CPs;

- Be removed from the C/H Box and placed either with any Austrian Force anywhere on the map OR in any Austrian space that is not located in Italy or the Austrian Netherlands;
- Be removed from the map and placed in the C/H Box;
- Move independently up to 2 APs if they are on their Mobile sides, and already on the map.

NOTE: Although historically Hussars were light cavalry, in game terms a Hussar marker is NOT a Cav SP and cannot be used as such for any purpose whatsoever.

12.2 Piedmont Guerrillas

A Guerrilla marker is placed in any Piedmont space when a Piedmont Guerrilla Resistance Event is played.

NOTE: Piedmont Guerrilla Resistance Events have other effects as well.

12.3 Irregular Troop Effects:

Irregular Troop markers have the following effects:

12.3.1 Mobile Side:
- They may move with friendly Forces but do not count as SPs for any purpose (except as described below), do not participate in Battles, and cannot be removed to satisfy Battle losses.
- Enemy Forces entering a space containing a C/H or Guerrilla marker must expend an additional 1 AP.
- They aid in Austrian Withdrawal (10.0) attempts.
- They may block enemy supply paths (11.7), counting as the equivalent of 1 regular SP for this purpose (only).
- They *are* subject to Overrun attempts. If a C/H marker or Guerrilla is Overrun, it is permanently eliminated from the game.

12.3.2 Successful Raid Side:
- The marker may not be moved, does not participate in Battles, and cannot be removed to satisfy Battle losses.
- Enemy Forces entering the space must pay +1 AP.
- They aid in Austrian Withdrawal (10.0) attempts.
- They block enemy supply paths (11.7), no matter how many enemy SPs enter or remain in the space.
- They cannot be Overrun.

12.4 C/H and Guerrilla Raids
- If a C/H or Guerrilla marker is placed or moves into an unoccupied space, or one occupied only by enemy Depots, the owner may choose to flip it to its 'Successful Raid' side. Any enemy Depots in the space are removed.
- If a C/H or Guerrilla marker is placed or moves into a space occupied by an enemy SP(s), the owning player may choose to attempt a raid. If so, he rolls one die. If the result is greater than the number of enemy SPs in the space, he flips the unit to its 'Successful Raid' side. If not, the unit is removed from the map (a C/H marker is placed in the C/H Box and may be used in future Seasons). Any enemy Depots in the space are not removed in this case.
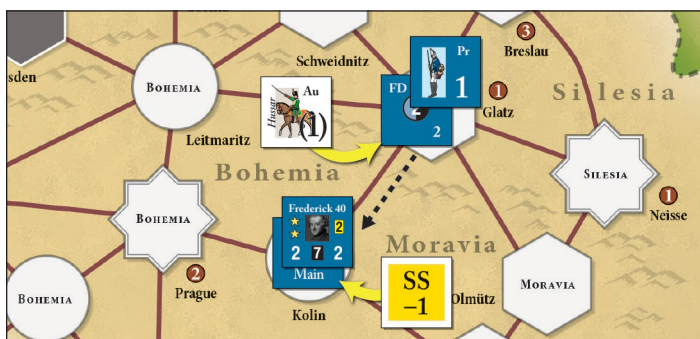
EXAMPLE: Frederick and 30 SP are in Glatz, his only supply source at present. His command moves to Kolin, leaving 1 SP and a Depot in Glatz. The Austrian player plays a Croats/Hussars/Hostility Interrupt card, and places a C/H unit in the Glatz space. He rolls a 3—which is greater than the number of Prussian SPs in the space—so the raid is successful and the C/H unit is flipped to its Successful Raid side.

Since there is a Prussian SP in Glatz, the Depot remains. However, Frederick is now out of supply and an SS-1 marker is immediately placed on his command. The Austrian player could also place the

SS-2 marker allowed by that Hostility card on Frederick's command, raising it to SS-3. (To prevent this, Frederick could have stationed 6 SP in Glatz, which would have ensured failure of any C/H raid attempted there.)

To remedy the supply crisis, Frederick could move back to Glatz, expending 2 AP due to the Successful Raid marker there. His command's SS-3 marker would be removed since it moved to a supply source (regardless of the Croats lurking in the vicinity). But if Frederick continued back to Kolin, he would again go SS-1, due to the Croats blocking the supply path out of Glatz.

12.5 C/H and Guerrilla Marker Removal
The Guerrilla marker and all C/H markers that are not stacked with Austrian Forces are removed from the map during the End Phase of each Campaign Season. C/H markers are placed in the C/H Box and may be used in future seasons as detailed in 12.1 above. Guerrilla markers can only be returned to the map by play of additional Piedmont Guerrilla Resistance events.

13.0 MAJOR BATTLES

13.1 General
Battle is mandatory between opposing Forces that are in the same space after all Withdrawal attempts. An activated Command must have at least 1 AP remaining when it enters an enemy-occupied space in order to be capable of fighting a Major Battle.

13.1.1 Activation: If an activated Command moves into the same space as an enemy Force, one of the Forces must attack. Leaderless Forces can only defend. The player with the best Initiative Commander has first choice to attack. If that player declines to attack, his opponent must attack. If opposing Commanders have equal Initiative, the activated Command gets first chance to attack (if it chooses not to, the defending Force must attack). A battle always costs the activated Command 1 AP.

13.1.2 Interception: When one Command Intercepts an enemy Force [9.2], the player with the better initiative Commander (intercepting player if tied) has first option to attack. If that player declines, the other player must attack.

13.2 Major Battle Procedure
Resolve a battle in the following steps:

1. Expend 1 AP to attack (if the attacker is an activated Command).
2. Tally the total SPs on each side to determine the Combat Results Table (CRT) strength columns.
3. Determine Army Battle Ratings (ABRs—13.3).
4. Determine any Mountain or Alpine Pass adjustments (13.4).
5. (Optional Rule) Draw a Day of Battle card and reveal it (22.1). Adjust ABRs if the card instructs additional Leader ratings to be included in the ABRs. Note any other card adjustments.
6. Compare the two ABRs to determine each side's die roll modifier (DRM).
7. Play up to two Battle cards for each side, with the attacker playing first, then the defender. Add these modifiers to each

side's DRM (see 13.5 for restrictions).

8. Determine each side's net total DRM.

9. Each player rolls one die and consults the CRT.

10. Apply results.

11. An *activated* Force may attack a maximum of three times in the same space during a single activation.

13.3 Army Battle Ratings

13.3.1 General: Each Power has an Army Rating indicated on their Power mat and Army markers. This is used to determine the ABR.

- In a Mixed Force, use the rating of the Power that provides the majority of the SPs. If there is no majority, calculate the average ABR by tallying the ABRs of all the nations that have SPs fighting on that side and then dividing the total by number of such nations. Fractional results are rounded up if .6 or higher and down if .5 or less. The calculation is made before any modifiers are applied.

EXAMPLE: The Pragmatics have British (5), Dutch (2), and Austrian (4) SPs in their Force. The average ABR is 4 (5+4+2= 11, divided by 3= 3.66, rounds up to 4).

- Some events improve Army ratings; to help remember the upgrade flip the respective Army markers to their higher side. The improved rating applies to all Forces—not just those in armies.

13.3.2 Commander Ratings: Each side's Commander adds his respective offensive or defensive combat rating to his side's Army Battle Rating.

EXAMPLE: In 1745, a Prussian Command led by Frederick would have a total ABR of 8 (Army Rating 5 and Frederick 3).

13.3.3 Net ABR DRM: Both sides' final ABRs are compared, and the smaller subtracted from the larger to determine the net die roll modifier (DRM) due to ABR. This will be added to the die roll of the superior ABR side.
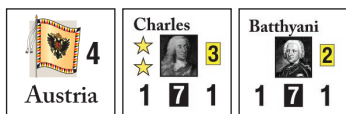
EXAMPLE (continued): Frederick's Prussian Command above is attacking an Austrian Command under Charles, with Batthyani in the Austrian Force as well. The comparable Austrian ratings would be Army Rating 4, Charles 1, Batthyani 1 (Day of Battle optional rule), for an Austrian ABR of 6. Prussian ARB 8 – Austrian ABR 6 = 2. The Prussians will get a +2 DRM to their battle roll, in addition to any Battle cards played.

13.4 Mountain & Alpine Pass Effects

If the attacker entered the battle space through these pass types, apply the following DRMs and effects after ABRs:

13.4.1 Mountain: –2 Attacker, +2 Defender; no attacker Battle cards that involve the use of cavalry.

13.4.2 Alpine: –3 Attacker, +2 Defender; no attacker Battle cards.

Automatically add +1 SP loss to attacker's side.

EXCEPTION: The French LE BOURCET'S MOUNTAIN COUP event negates the attacker's negative DRM, though the defender's positive DRM still applies.

13.5 Battle Cards

After any (optional) Day of Battle card effects have been enacted, players may play up to two Battle cards in their hands to influence the battle. The number of cards that may be played depends upon the attacking Commander's Offense DRM and the defending Commander's (if any) Defense DRM. If the DRM is 0 or 1, the controlling player may play only one Battle card. If it is 2 or greater, he may play two Battle cards. A player may always choose to play fewer Battle cards than he is allowed to. A Force that does not have a Commander may not play Battle cards.

Battle card DRMs are added to or subtracted from the appropriate side's total DRMs per the card text.

EXAMPLE: The French are attacking the British. The French ABR is 9, the British 6, for a net difference of +3 French. The British player has the only Battle card in either hand, and plays it—LE-GONIER'S FINEST DAY. The British player has 4 cavalry SPs in his Force, which is a requirement to use the card. The card directs a +3 DRM for the British, and –2 DRM for the French. So the final DRMs are French +3 (ABR difference), –2 (Legonier card), for a net +1 French. The British get a net +3.

13.6 Combat Resolution and Results

Each player rolls one die, adds any applicable modifiers, and finds the modified die roll on the column of the Combat Results Table that corresponds to the size of his Force. The result is the percentage loss inflicted on the enemy Force. He then multiplies this percentage by the total number of SPs in his *own* Force to determine how many SPs the *enemy* Force loses. Fractional SPs are rounded up if .6 or higher, and down if .5 or lower.

EXAMPLE: 20 Prussian SPs fight 30 Austrian SPs. The Prussians inflict 25% losses on the Austrians, who inflict 10% losses in return. The 20 Prussian SPs eliminate 5 Austrian SPs (20 x .25 = 5), while the 30 Austrian SPs eliminate 3 Prussian SPs (30 x .10 = 3). The Prussians win the battle.

13.6.1 Losses:

- The majority of SPs lost must be from the Commander's Power if possible.
- Every fourth SP lost must be a cavalry SP, if present.
- Set all lost SPs aside (for possible future use as reinforcements).

13.6.2 Leader Losses: After each Major Battle, roll two dice for each side that has a Commander present. On a result of 12, roll again.

- If the result of the second die roll is 2–11, one randomly-selected Subordinate Commander from that side is killed. If none are present, there is no effect.
- If the result of the second die roll is 12, that side's Senior Commander is killed.

13.7 Victory in Battle

The side that loses the most SP losses is the loser. If both sides' SP losses are equal, the side with the higher ABR is the winner. If both sides have equal losses and ABRs, the battle is a Draw.
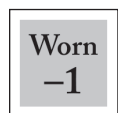
13.7.1 Worn: If the winning Force suffered any SP loss, place a 'Worn' marker on it, or raise its existing marker by one level (i.e., from 'Worn –1' to 'Worn –2', etc.) to a maximum of Worn –3. If a Force that is already Worn fights a Major Battle, its marker is automatically increased by one level even if it wins and suffers no SP losses.

In a Drawn battle, BOTH sides receive or increase their Worn markers.

EXAMPLE: A Worn –1 Force that wins a Major Battle flips its Worn marker to the Worn –2 side, and will suffer a –2 DRM if it engages in a 3rd Major Battle before it can Rally.

13.7.2 Demoralization: The defeated Force is Demoralized. Place a DM marker on it or flip its Commander's marker to its DM side.

13.7.3. Major Victory: A battle is a Major Victory:

- If the defeated side in a land battle lost 25% or more of its SPs, and lost 5 or more SPs.
- If the defeated side in a sea battle lost 4 or more sections.

The winner of a Major Victory earns 1 Victory Point (VP), and the loser suffers a –1 Monarchial Will (MW) loss (19.0).

13.8 Retreats

The losing Force must retreat one or two spaces if the victor won a Major Victory.

- A Retreating Force must retreat as a single stack to the same space.
- Retreats must be toward the nearest friendly, unbesieged Fortress. Depots may not retreat and are captured.
- Retreating Forces must try to avoid enemy-occupied spaces (including ones occupied only by enemy Depots). If the only space available is occupied solely by an enemy Depot(s), the retreating Force may enter it and automatically captures the Depot(s).
- Forces that must retreat into or through enemy-occupied spaces cannot Overrun and lose 1 SP for each 5 enemy SPs present. Fractions are rounded down unless there are less than 5 enemy SPs present (i.e., the retreating Force always loses at least 1 SP).
- Retreating forces must end their retreat in a non-enemy occupied space, and must retreat additional spaces if necessary to reach one.
- Retreating Forces may not be Intercepted.

13.8.1 Retreating into a Fortress: Forces already in a friendly Fortress space may retreat inside the Fortress. The Force may split, with up to 6 SPs retreating into the Fortress while the remainder retreat as a single stack.

13.8.3 Retreating After Failed Relief Attacks: 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 (15.0).

13.8.4 Voluntary Retreat

If a battle results in a Draw, first the attacker, then the defender, may (but need not) choose to Retreat one space. If neither chooses to withdraw, both Forces remain in the same space.

13.9 Drawn Battles

If both sides in a Major Battle lost the same number of SPs and have the same ABR, the battle is a Draw. The Active force may immediately fight a Minor Battle if it outnumbers the opposing Force by 2:1 or may initiate another Major Battle if its Commander has an AP left to expend. Otherwise, the two Forces simply remain in the same space.

14.0 WORN AND DEMORALIZED

There are three levels of Worn and one of Demoralization. Their effects are listed below. A Force without any Worn or Demoralized markers is in Good Order.
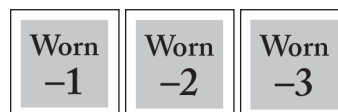
A Worn Force suffers a negative DRM equal to its Worn level if attacking or defending in battle (up to –3).
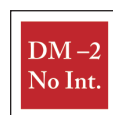
A Demoralized Force may not Intercept, initiate Minor or Major Battles, or Overrun. It may conduct sieges and defend in battle, but a –2 DRM is applied to its siege and defensive battle die rolls.

NOTE: A Worn Force may Intercept, Siege, initiate Battles, and Overrun, but is penalized when fighting Major Battles.

14.1 Splitting or Combining Worn and Demoralized Forces

- If a Worn or Demoralized Force splits, all resulting Forces inherit the same marker as well.
- If a Worn or Demoralized Force combines with a Force in Good Order that contains more SPs, its Worn or Demoralized marker is removed.
- If a Worn or Demoralized Force combines with a Force in Good Order that contains the same or fewer number of SPs, the resulting Force is also Worn or Demoralized.

14.2 Rallying

Worn and Demoralized Forces Rally (i.e., remove all Worn and Demoralized markers) as follows:

- During a Power's Rally Segment, all Forces automatically Rally.
- A Demoralized Force rallies if it wins a battle as the defending side.
- An activated command can Rally by expending 1 AP + APs equal to its Commander's Initiative Rating. A Command may Rally only once per a given Activation.

EXCEPTION: The active player may remove 1 Depot from any-where on the map or his player mat to reduce the Rally AP cost by two (–2), but never to less than 1 AP.

NOTE: Leaderless Forces cannot Rally in this way.

15.0 FORTRESSES & SIEGES

Fortresses come in two different types: Minor and Major. The latter are more difficult to besiege and capture.

15.1 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 Depots into that Fortress (15.2). A Force outside can be attacked in battle. A Force inside cannot be attacked, but it can be besieged or blockaded.

15.2 Fortress Garrisons

A Fortress may be garrisoned by up to 6 SPs, plus any number of friendly/allied Leaders and Depots.

15.2.1 Ungarrisoned Fortresses: A Fortress is automatically captured if the space contains no friendly SPs and is entered by an enemy Force that includes 2 or more infantry SPs that expends sufficient APs to besiege it (i.e., 1 AP for a Minor Fortress and 2 APs for a Major Fortress). No siege roll is made, but all the effects of a 'Breach' result are applied (see Siege Table). If an enemy Force stops moving in an ungarrisoned friendly Fortress space but does not capture it, place a 'Held' Fortress marker beneath the enemy Force to show that the Fortress is still friendly-controlled.

15.2.2 Barrier Treaty Fortress Garrisons: Per the terms of the three historical Barrier Treaties of 1709, 1713 and 1715, the four Austrian Netherlands "Barrier" Fortresses (Menin, Tournai, Mons and Namur (marked with a "D" on the map) can only be garrisoned by Dutch SPs. Other Allied Forces may be in those spaces, but they must remain outside the Fortresses.

15.3 Blockading Fortresses

When an active Force enters an enemy Fortress space, the Fortress is considered blockaded if the following criteria are met:

- No enemy Force with more than 25% of the blockading Force's SPs remains in the space outside the Fortress; *and*
- The blockading Force has at least 5 SPs if it is a Minor Fortress, and at least 10 SPs if it is a Major Fortress. In either case, infantry SPs must outnumber cavalry SPs in the blockading force.

Blockaded Fortresses cannot be traced to as Supply Sources.

15.4 Sieges

An active Command may conduct sieges for 1 AP per minor Fortress siege roll and 2 AP per major Fortress siege roll. To conduct a siege, both of the following conditions must be met at the beginning of the siege:

- Blockade requirements (15.3), and
- An activated Command (3.1) has the minimum number of SPs in the space to conduct a siege, and enough APs remaining to make at least one siege roll.

NOTE: Many modifiers on the Siege Table apply only to Major Fortresses.

15.4.1 Multiple Commands Making a Siege: A second activated Command moving into a besieged space may continue a siege that another friendly Command started earlier in the same Power Turn or in an earlier Season.

EXAMPLE: A French Command under Noallies sieges Prague and advances it to Siege +1. A second French command under Maillebois moves into the space and expends 4 AP to make two more siege rolls to press the siege.

15.4.3 Siege Table Results:

+1: Increase the 'Siege' marker's value by 1. The siege +3 marker also shows "HW" on it. This means that if the Fortress is Breached on any succeeding siege roll, the remaining garrison is automatically granted Honors of War (see below).

HW (Honors of War): The Fortress capitulates, but the garrison is granted Honors of War. Transfer the besieged Force into the nearest unbesieged friendly Fortress space. The besieger captures any Depots in the Fortress.

BR (Breach): The Fortress capitulates, the besieger captures any Depots inside, and the garrisoning SPs and Leader(s) are eliminated.

Besieger Loses 1 SP: One SP is removed from the besieging Force.

Garrison Loses 1 SP: One SP is removed from the Garrison. Even if this result eliminates a Garrison's last SP, the Fortress does not surrender. The besieging player must expend another AP to conduct a Minor Siege and capture the ungarrisoned Fortress.

15.4.4 Raising a Siege: Remove the 'Siege' marker if the besieging Force becomes leaderless, falls below the minimum number of blockade SPs required, or leaves the Fortress space for any reason.

15.5 Siege and Blockade Restrictions

15.5.1 Garrisons: When blockaded [15.3] or besieged [15.4], a Force in a Fortress cannot leave unless it fights a battle in the Fortress space first. If a relieving Command is in that space and committed to a battle against the enemy, the besieged/ blockaded Force may come out and add its strength to the battle (or vice versa). In either case, if the enemy retreats or falls below the minimum SPs required to maintain the siege or blockade, the 'Siege' marker is removed and the Fortress garrison can leave the space. If the enemy wins the battle or the result is a Draw, the garrison is still trapped and cannot leave, nor may the relieving Command retreat into the besieged Fortress.

15.5.2 Placement and Transfers: Forces, Leaders, and Depots may not be placed (6.5.4) in besieged/blockaded Fortresses, and they may not Redeploy (4.1) into or out of them.

15.6 Fortress VPs

A captured Fortress yields its listed VPs (if any); the Active Power gains and the defender/Patron loses these VPs. If a captured Fortress yields four or more captured SPs, the siege counts as a Major Victory, +1 VP is awarded to the winner, and the loser suffers –1 MW (19.0). These awards are cumulative.

15.7 Enemy Fortresses and Supply Paths

Players may trace supply through *enemy* Fortress spaces if the enemy Fortress is currently blockaded or besieged by friendly or allied Forces.

16.0 FLEET SORTIES

16.1 General

The British, French, and Spanish have Atlantic and Mediterranean fleets that can sortie to aid their war efforts. The British Atlantic Fleet (only) may receive enhanced Leadership DRM markers through Event play (place these in that Fleet box when obtained). Fleet strength can be increased through reinforcement Events, and reduced by losses due to Combat and Day of Battle storm cards.

16.2 Fleet Sortie Events and Markers

The British or French player may conduct a Fleet Sortie by playing a Fleet Sortie Event card or expending a Fleet Sortie marker. One Fleet Sortie marker is received each time that a card with the Fleet Sortie symbol on it is played for CPs (all of these have CP values of 4 or higher).

Fleet Sorties may occur during Event Phases, in a player's own Power Turn, or to attempt Naval Interception of enemy Fleet Sorties during a hostile player's Power Turn.

16.3 Fleet Sortie Options

A Fleet Sortie may be used for any one of the following purposes:

• SEA TRANSPORT: Move up to 15 friendly SP, 1 Depot, and any number of Leaders from one friendly port to another. Any number of friendly Fleet Sections may escort the transports.

• TRANSFER: Up to three Fleet sections may be transferred from the Atlantic Fleets Box to the Mediterranean Fleets Box, or vice versa (not both). No additional Fleet Sections may escort them.

• NAVAL INTERCEPTION: Attempt to fight an enemy fleet that is performing any type of Fleet Sortie. The player attempting Naval Interception rolls a die and consults the Naval Interception table. If the attempt succeeds, any number of Fleet Sections may intercept, and a Naval Combat roll is made to determine the results of the ensuring naval engagement. Modifiers may apply to both rolls as detailed on the Naval Interception Table.

• TREASURE VOYAGE: The French Player (only) may conduct one Treasure Voyage per year when the Treasure Fleet FOW chit is revealed. To do so, there must be at least one French Fleet Section in the Atlantic Fleets Box. Any number of French (and/ or Spanish) Fleet Sections may escort the Treasure Fleet. The British player may attempt Naval Interception if there is at least one British fleet section in the Atlantic Fleets box.

NOTE: Each Treasure Voyage contributes up to 20 French reinforcement SPs, per the results on the Naval Combat Table. If the French player chooses to forgo Treasure Voyages, he will not receive any of them.

NOTE: Treasure Voyages may occur—and suffer British Naval Interception—while France is still Neutral.

• Fleet Bombardment (Optional Rule, see 22.7).

16.4 The Atlantic and Mediterranean

Only Fleet Sections in the Atlantic Fleets box may intercept or escort Fleet Sorties in the Atlantic, and only Fleet Sections in the Mediterranean Fleets box can do so in the Mediterranean.

• Treasure Voyages take place exclusively in the Atlantic.

• Transfers are subject to two Naval Interception attempts—one by any hostile Fleet Sections in the Atlantic Fleets box and one by any in the Mediterranean Fleets box. Thus, a single Transfer may cause two separate Naval Combats.

• If a Sea Transport sortie passes from the Mediterranean into the Atlantic, or vice versa, it too is subject to two Naval Interception attempts and may be escorted in each body of water by any friendly Fleet Sections in the appropriate Fleets box. Thus, a single Sea Transport may cause two Naval Combats.

16.5 Maurepas' Descent

To attempt a Maurepas' Descent invasion of England, the French player must have both F29 and F30 cards in his hand. If the outcome of the two Maurepas' Descent events results in a successful French landing in England, the following rules apply.

• The Force has 3 APs remaining after landing.

• The Force is considered in full supply for the remainder of its activation only. A 'Short Supply 1' marker is automatically placed on it at the end of its activation.

• The Force cannot be reinforced and is reduced by 1 SP at the end of each French Power Turn.

• The *BRITISH RECALL* event (card B33) is eligible to be played immediately after the French landing activation is complete.

NOTE: Since the French player cannot place a Depot in England or Scotland, the Force will automatically be unsupplied after its first activation.

HISTORICAL NOTE: The French had plans to attempt an invasion of England, which were wrecked by a winter storm in March 1744 that left their embarkation port of Dunkirk in a shambles. The invasion was postponed, and subsequently forgotten.

17.0 WINTER QUARTERS

During the Winter Quarters Phase of the Early Winter Campaign Season, all players move their Forces into Winter Quarters, and inflict Attrition on Major Forces that cannot do so without conducting extra movement (see below).

17.1 Mandatory Force Combination

During the Winter Quarters Phase (only), all of the belligerent Forces a player has present in a single space are automatically combined into a single Force. This may cause several Minor Forces to become one Major Force.

17.2 Moving into Winter Quarters

Each player performs the following actions in the precise order listed:

(1) All friendly Depots may be moved up to 2 spaces.

(2) All friendly Major Forces (only) that are not in the same space as a friendly Depot, Fortress, square space (Hungary-Croatia), or port (Italian theater only) must move up to 2 APs toward such a space. Major Forces cannot split up as they move into Winter Quarters. No Intercepts are allowed.

(3) Each Major Force that cannot reach a space containing a friendly Depot, Fortress, square space, or port (Italian theater only) within the 2 AP suffers Winter Attrition (17.3), and then is transferred (regardless of distance) to the nearest such space.

EXCEPTION: A Major Force that is moving into Winter Quarters may leave up to 5 SPs (i.e., a Minor Force) behind in a friendly-controlled VP space that it starts in or passes through. The reduced Force is still subject to Winter Attrition even if it is no longer a Major Force.

17.3 Winter Attrition

If a Major Force suffers Winter Attrition:

- Remove 20% of its SPs if it is in the Italian theater.
- Remove 10% of its SPs if it is outside the Italian theater.
- Every fourth SP eliminated by a given player during a Winter Quarters Phase must, if possible, be a Cavalry SP.

Calculate the percentage of SPs removed by rounding up from .6 and down from .5.

EXAMPLE: A 23 SP Force in Silesia loses 2 SPs, while a 27 SP Force in the same region loses 3 SPs.

In addition to "normal" percentage Attrition:

- A Demoralized Major Force loses an additional 1 SP.
- A Major Force loses a number of additional SPs equal to the value of its 'Short Supply' marker.

EXAMPLE: A 10 SP Force in Milan loses 2 SP. A Demoralized 10 SP Force in Milan that has a –3 'Short Supply' marker loses 6 SPs (2 normal +1 for Demoralization +3 for Short Supply).

17.4 Evicted Forces

If, due to enemy Winter Campaign activity, a Force was evicted from its Winter Quarters space, it may expend another 2 APs in the friendly Power Turn to move towards a space containing a friendly Depot, Fortress, square space, or port (Italian theater only). If an evicted Major Force cannot reach such a space, it suffers Winter Attrition.

NOTE: It is theoretically possible for the same Major Force to suffer Winter Attrition three times: once in the Winter Quarters Phase of the Early Winter Campaign Season, and twice more in the friendly Power Turns of both Winter Campaign Seasons.

18.0 REINFORCEMENT SPS

Belligerent Powers (only) receive and place reinforcement SP from their Spring Reinforcement boxes. This includes:

- French/Bavarian, British, Piedmont, Austrian, Prussian, and Spanish Kingdom's Resources SP as listed on Powers' mats.
- Subsidy SP/Depot markers.
- SP placed due to Events.

Whenever a given Power receives more than one infantry SP as reinforcements, the controlling player may choose to replace 2 infantry SPs with 1 cavalry SP.

EXCEPTION: Neutral Powers do not receive reinforcements. However, France may receive additional SPs due to a successful Treasure Voyage (5.2, 16.3, 18.1.2) while it is still Neutral.

NOTE: Powers may gain or lose SPs due to meeting or failing to meet geographic, Treasure Fleet, and Subsidy Event requirements listed on that Power's player mat.

NOTE: The Bavarian Subsidy ends when Austria occupies Munich.

18.1.1 Placing Reinforcement SPs

- Reinforcement SPs are placed in any of the Power's non-enemy occupied home spaces. Minor Power SPs are placed in their spaces.
- For Austria, this includes Italy and the Austrian Netherlands.
- British SPs must be placed in England.
- Hannoverian, Hessian, and Danish SPs are placed in Hannover spaces.

EXCEPTION: Regardless of all other circumstances, a Minor Power cannot receive reinforcement SPs if its capital space is enemy-occupied during the Spring Reinforcement Season.

18.1.2 French Reinforcements: The following special rules apply to French Reinforcement SPs (only):

- If Paris is enemy-occupied, halve the total French reinforcements received including any from a Treasure Voyage (round up). The remainder are lost for that year.
- Starting in 1745, the number of French Reinforcement SPs received is reduced by five (–5 SPs) if Antwerp is not friendly-controlled. This can include removing SP from any Treasure Voyage reinforcements received.

19.0 MONARCHIAL WILL

19.1 General

Monarchial Will (MW) is a representation of the Powers' relative willingness to continue the war. When British, French, and/or Austrian MW drops to a certain level, the game may end as it is assumed the Powers agree to serious peace talks (23.4.1).

When Prussian, Spanish, or Piedmontese MW falls to zero, the Power in question is considered to have ceased hostilities, and all of its forces are immediately and permanently removed from the game.

19.2 Monarchial Will 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, alliances, Battles (13.7.2), and the capture and loss of Fortresses (15.6).

20.0 VICTORY POINTS

Clash of Sovereigns has four different scenarios (23.0), each with its own set of Victory Conditions defined in terms of the number of Victory Points each player has accumulated over the course of the scenario.

20.1 Victory Point Track

Markers are provided for each Power so that players keep track of VP totals on the Victory Points Track. France and Bavarian VPs are tracked using the same Fr/Bav Marker. When a Power earns or loses VPs, increase or decrease its total by moving its marker appropriately.

20.1.1 Event VP Markers: Event VP markers are also provided to more clearly track each Power's VPs awarded due to Event cards and game events. The net Event VP value, plus enemy city/Fortress VPs earned, yields that Power's actual VP total.

20.1.2 Capturing Enemy and Neutral VP Spaces:

• In general, when a Power captures an enemy VP space, that power adds that VP value to its total, and the original owner subtracts that VP value.

• If a power captures a neutral VP space (for example, France takes Frankfurt), that power adds the VPs, but no one subtracts them. If an enemy power such as England then takes Frankfurt, the French would lose a VP and the English gain that VP.

20.1.3 Recovering VP Spaces from the Enemy
Each Power's VP spaces/Fortresses (its colored spaces) that are recovered from enemy control always return those VPs to the original Power. Allies cannot claim each other's VP spaces for VP accrual.

EXAMPLE: A British Force reconquers Mons from the French; that VP accrues back to and increases the Austrian VP level, not the British (and of course the French lose a VP).

20.2 Conquered Capital VPs

London, Paris, Vienna, Berlin, and Turin are the on-map capitals of their respective Powers. If a hostile force enters or occupies one of these capital spaces, VPs may be awarded as follows:

20.2.1 Occupation VPs: If a friendly Force occupies an enemy capital at the end of a given scenario, that Power is awarded the number of VPs printed in the space.

20.2.2 Entry VPs: The first time (only) that a friendly Force enters an enemy capital, the following additional VPs are awarded to that Power. These VPs are awarded immediately and are not lost if the enemy capital is subsequently vacated.

• 3 additional VPs for entering London, Paris, or Vienna.

• 1 additional VP for entering Berlin or Turin.

20.3 Displaced Monarch VPs

If King Louis or King George has been displaced (3.3.7), the Power who forced him to displace is awarded 1 VP. This is an award that each Power can gain only once per game.

20.4 Variable VPs by Power:

Two spaces have dual VP values, color coded by their value to a particular power.

Milan is worth 3 VP to Spain only, and 1 VP to all other powers. Naples is 3 VP to Austria and 1 for Spain.

20.5 Holy Roman Empire Status VPs

The French player is awarded 1 VP each year that the Bavarian Charles VII is Holy Roman Emperor during the Late Winter Campaign Season (4.4). This VP is *still* awarded after Charles VII dies on his FOW event, until the Austrians have fully completed the Regain the Crown Track (6.8.1).

NOTE: There is no Holy Roman Emperor at the start of the 1740 and Campaign Scenarios.

20.6 Allied Minor Space VPs

Allied minors' VPs are added to their alliance Power, but are lost if the enemy conquers those spaces.

EXAMPLE: When Bavaria allies with the Bourbons, its 3 VPs are added to the French VP total. If Pragmatic forces conquer these spaces, the VPs go to the conquering Power and are subtracted from the French VP total.

20.7 Unallied Minor Power VPs

Victory points for capture of an unallied Minor Power accrue to the new conqueror, but are *not* subtracted from any former alliance victory total.

EXAMPLE: Assume unallied Bavaria's Munich is occupied by the Austrians: the Austrians gain 2 VPs, but the French VP total is unaffected.

20.8 English Distrust of Army VP Penalty

If the British player has more than 8 SP total in England spaces at the end of the Early Winter Campaign turn, deduct –1 VP from the British VP total. This restriction is lifted by play of the British Recall event, or if a French SP ever occupies a space in England or Scotland, or any of *'The 45'* rebel Forces are within 2 spaces of London.

20.9 Additional Game End VPs

20.9.1 Immediate End: If the game ends because Austrian MW is 0, award the French Player another 3 VPs. If French MW is at 0 at game end, award the Austrian player another 2 VPs.

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

21.0 WINNING THE GAME

21.1 Automatic Decisive Victory

In the Campaign Scenario (only), the game may end at any time if an Automatic Decisive Victory occurs as follows:

- If the Bourbon Powers' combined VP total is +23 or more, *and* Bavarian Charles VII is currently crowned as Holy Roman Emperor, the game ends at the end of the current Season as a Decisive Bourbon victory. If Charles VII is not currently Holy Roman Emperor, the Bourbons need 26+ VPs to achieve an Automatic Decisive Victory.

- If Austria's VP total is +9 or more at the end of the current Season, the game ends as an Automatic Decisive Pragmatic Victory.

21.2 Determining the Winner

If no Automatic Victory occurs (which is possible only in the Campaign Scenario), the game ends in the season specified in the scenario being played (23.0). Each scenario's Victory Conditions define different levels of victory for each Power in terms of ranges of VPs. The player who achieves the highest level of victory is the scenario's overall winner. If two or more players achieve the same level of victory, then the one who has the most VPs wins.

EXAMPLE: If Austria wins a Substantial Victory and has 3 VPs, and Britain also wins a Substantial Victory and has 2 VPs, the Austrians win.

EXCEPTION: The British/Piedmont player cannot win unless both Britain and Piedmont win at least Marginal Victories.

EXCEPTION: The Prussian/Spanish player cannot win unless both Spain and Prussia win at least Marginal Victories, OR Prussia wins a Decisive Victory.

21.2.1 Determining Victory in a Two-Player Game

Victory is determined differently in a two-player game.

- If Austria achieves a Decisive Victory, the Pragmatic player wins regardless of any other Power's victory level.

- If Austria does not achieve a Decisive Victory, each Power's victory level is converted to a score as follows: Decisive=3, Substantive=2, Marginal=1. The player who has the highest overall score is the winner.

22.0 OPTIONAL RULES

Optional rules may be used in any combination by agreement of all players.

22.1 Day of Battle Cards

If this optional rule is being used, the attacking Player randomly draws one Day of Battle (DB) card just before resolving a Major Battle or Naval Interception/Combat, and applies its effects. Immediately after the battle or Intercept is resolved, the card is shuffled back into the DB deck.
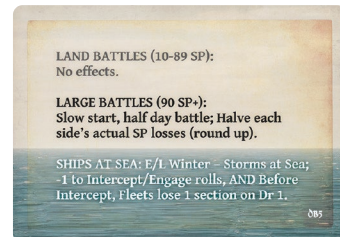
If the total number of SPs involved in a Major Battle (on both sides combined) is 90 or greater, use only the "Large Battles" effects listed on the DB card. For all other combats use only the effects listed on the top portion of the DB card.

HISTORICAL NOTE: DB cards generally model historical circumstances and anomalies that affected the outcome of land battles and some naval operations. With some rare exceptions, they will usually make battles and sea intercepts less bloody.

22.2 Cavalry Effects

In a land battle between Major Forces of 10 SP or more on both sides, if one side has 4 more cavalry SPs than the other side, the inferior side applies a –1 DRM to its battle die roll.

22.3 Colonial Influence

The British and French players (only) may play one 3+ CP card per year for colonial influence. This represents attempts to send more troops to protect their own colonies, threaten those of other Powers, influence native politics, etc.

22.3.1 The active player declares which of the two regions he will attempt to influence—Louisbourg or India—and discards a card. He then places a Colonial Influence (CI) marker (British or French side up) in the chosen area.

22.3.2 When a Colonial Event affecting either area is played, all British *and* French CI markers in that area are rolled for before the event is resolved. French CI markers are successful on rolls of 1-3, while British ones are successful on rolls of 1-5.

22.3.3 Each Success marker provides the player in question with a favorable +1 or –1 DRM (his/her choice) when the Colonial Event is rolled for.

22.2.4 Only Influence markers are placed in Louisbourg and India—SPs, Leaders and Depots are not allowed. The paths are there in case players want to create their own optional rule.

22.3.5 Restrictions:

- A CI can be rolled for only once and is then returned to the marker pool whether it was "Successful" or not.

- A Player can buy as many CI markers as desired, but only one per year.

22.4 Limited Intelligence

Players may not examine enemy stacks. Players are allowed to see the Commander of an enemy stack and must be told if there is an enemy Depot unit in the space. Beyond this, enemy force sizes are only revealed when an Activated friendly force attempts an Overrun, Minor Battle, or initiates a Major Battle in that space.

22.5 Sovereign CICs – Limits

To mitigate uncommon good/bad luck on picking LOUIS MUST LEAD and GEORGE SHALL COMMAND event cards, limit each sovereign to taking the field twice per game.

22.6 Sovereigns' Changing Aims

For the 1744 and 1746 start scenarios only, in player order, after set up but before play, players may make one free 15 SP Admin march. These marches cannot be Interrupted (6.5.5) or Intercepted.

22.7 Fleet Bombardment

Upon play of a Fleet Sortie card, the controlling player may remove any number of fleet sections from the Atlantic or Mediterranean Holding Box (not both) and declare that he is bombarding any one coastal space in that body of water. Fleet Bombardment sorties may be Intercepted as usual. If Naval Interception is neither attempted nor succeeds, the controlling player rolls one die (1d6) for each bombarding fleet section. Each six rolled eliminates one enemy Depot or SP in the designated coastal space. All Depots must be eliminated before any SPs can be removed.

22.8 Using Neutral Ports

The French, Spanish and British players may conduct Fleet Sortie Transport missions carrying up to 15 SPs from a Friendly port to a neutral port space. Such missions are subject to Naval Interception, and if the British conduct a Neutral Port invasion using SPs from an Atlantic port, the mission is subject to two intercept attempts at the French player's option.

NOTE: If this rule is used, it is highly recommended that players incorporate the Day of Battle card draws for all Intercept attempts on either side, whether DB cards are used for land combats or not.

22.9 Mega Optional Rule — Mulligans

COS does have some decidedly key events, and players can be burned by a dud die roll on what they deem a crucial event. To mitigate this, *if* both players/sides agree before start of play, each side may take and hold its respective Mulligan counter. At any time in the game, players may play their Mulligan to reroll any one of their own non-Battle die rolls. The Reroll result must count for that event, and the Mulligan is expended forever. Install the used Marker in your favorite capital, and exult, or weep!

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FURTHER THANKS TO: Charles Vasey for French army insights and shaping logistics characteristics; Ian Wier for Lace Wars historical background on the Italian theater; Chris Mockba for extensive period Fortress and terrain analysis; Maurizio Bragaglia for Piedmontese army uniform data; Leader Portrait Excavation efforts: Maurizio, Kevin Caldwell, Dave Rubin, David Meyler; Ken Kuhn for his great stewardship in development of the COS module of the GMT One system.

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— DEDICATION Extraordinary Form —

To all us 70's gamers, as the world we knew is erased around us… "All the young punks, have to laugh, there's rivers to cry for…" [A]; Cum essem parvulus, loquebar ut parvulus, sapiebam ut parvulus, cogitabam ut parvulus; Quando autem factus sum vir, evacuavi quae erant parvuli. [1]; (-- Solea sumus?) Pone, Domine, custodiam ori meo, et ostium circumstantiae labiis meis. Ut non declinet cor meum in verbo malitiae, ad excusandas excusationes in peccatis [2]; O Pater coelestis, scio me peccasse, Sed vide ubi fui, me pigrum facit [3]; Adhuc modicum et mundus eas mutationes, potuit eam movere fundata crucis [4].

Et ut Deus, misereátur nostri omnes contristati asinos.

Pax vobiscum.

A. Et Concursus, "Omnes iuvenes pusilli", (ab "Sufficit em da Funis", 1978).

1 Sanctus Paulus, 1 Corinthians 13; Todd Rundgren, "Verus Homo," (ab "Initiation," 1975).

2 Ps. 140.

3 Ludovici Rubrum, "Plaustrum Rota" (ab "Verto," 1972)

4 Sancti Brunónis

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