



AUSTRIA



A GAME TURN


1. Politics
2. Hussars
3. France & Bavaria
4. Prussia & Saxony
5. Austria & Pragmatic Army

AN ACTION STAGE


1. Draw Tactical Cards
2. Supply
3. Movement
4. Combat
5. Retroactive Conquests

WINTER

1. Recruitment
2. Winter scoring



AUSTRIA



Subtle differences from FRIEDRICH:

1. Supply is checked before the movement phase. An unsupplied general immediately loses 1 troop.
2. Co-operating powers conduct their action stage simultaneously. Their generals can form a mixed stack. They protect each other's fortresses.
3. The maximum stack size is 2 generals. If a face-up and a face-down general stack, both keep their facing.
4. When a general eliminates a supply train, he does **NOT** have to stop moving.
5. Face-down generals **CANNOT** conquer. Minor powers conquer for their major power.
6. A major power's supply train can re-enter in a major fortress of a co-operating minor power.
7. There is no per-power troop maximum. The only maximum is 8 troops per general.
8. One troop costs 4. Recruitment is possible during winter only. (Exception: Political Cards).
9. A supply train can be taken from the board and immediately re-enter, for a cost of 4.
10. A re-entering general can eliminate a supply train.



BAVARIA



Subtle differences from FRIEDRICH:

1. Supply is checked before the movement phase. An unsupplied general immediately loses 1 troop.
2. Co-operating powers conduct their action stage simultaneously. Their generals can form a mixed stack. They protect each other's fortresses.
3. The maximum stack size is 2 generals. If a face-up and a face-down general stack, both keep their facing.
4. When a general eliminates a supply train, he does **NOT** have to stop moving.
5. Face-down generals **CANNOT** conquer. Minor powers conquer for their major power.
6. A major power's supply train can re-enter in a major fortress of a co-operating minor power.
7. There is no per-power troop maximum. The only maximum is 8 troops per general.
8. One troop costs 4. Recruitment is possible during winter only. (Exception: Political Cards).
9. A supply train can be taken from the board and immediately re-enter, for a cost of 4.
10. A re-entering general can eliminate a supply train.



FRANCE



France reduces military objectives:

1. As soon as there is no French general inside Core-Austria (the part of Austria on the Bohemia map), France may take all its victory markers in Core-Austria from the board. Half of them (round up) are not returned to the pool, but set aside.
2. After that, as soon as Bavaria or France conquers/re-conquers a fortress on the Bohemia map (this can even be a fortress in Saxony or Bavaria), the formerly set aside victory markers are returned to the French pool. A second reduction of military objectives is not possible.

Neutrality of Saxony or Prussia:

1. Neutral pieces may never leave their home country.
2. Neutral generals never participate in combat.
3. Neutral territory may not be entered by foreign pieces, nor can foreign pieces trace supply paths through it.



PRAGMATIC ARMY



Subtle differences from FRIEDRICH:

1. Supply is checked before the movement phase. An unsupplied general immediately loses 1 troop.
2. Co-operating powers conduct their action stage simultaneously. Their generals can form a mixed stack. They protect each other's fortresses.
3. The maximum stack size is 2 generals. If a face-up and a face-down general stack, both keep their facing.
4. When a general eliminates a supply train, he does **NOT** have to stop moving.
5. Face-down generals **CANNOT** conquer. Minor powers conquer for their major power.
6. A major power's supply train can re-enter in a major fortress of a co-operating minor power.
7. There is no per-power troop maximum. The only maximum is 8 troops per general.
8. One troop costs 4. Recruitment is possible during winter only. (Exception: Political Cards).
9. A supply train can be taken from the board and immediately re-enter, for a cost of 4.
10. A re-entering general can eliminate a supply train.



PRUSSIA



When Austria and Prussia make peace:

1. Silesia is now Prussian home country (Breslau becomes a re-entry site for Prussian pieces.)
2. If Saxony is a Prussian ally, move the Saxony-marker to the box marked "S". This makes Saxony neutral: all major powers return their victory markers on Saxon fortresses to their pool.
3. All Austrian victory markers in Prussia are returned to the Austrian pool. Half (round up) of the Prussian victory markers in Austria are set aside, the rest are returned to the pool.
4. Austrian pieces in Prussia or Poland are transferred to the nearest city in Austria where they may legally stack. Prussian pieces outside Prussia are transferred to the nearest city in Prussia (including Silesia) where they may legally stack.
5. Prussia puts 1 victory marker in the victory box *Silesia* and gets its 2nd supply train. Place it at no cost on any Prussian major fortress (incl. Breslau).
6. Prussia is now neutral. It remains so until Prussia's action stage after next; the rules in 19.4 apply.
7. As soon as a Prussian piece leaves Prussia, the victory markers set aside in step 3 are returned to the Prussian pool.



SAXONY



When Saxony becomes neutral:

1. From now on, *Maria Theresa* plays Saxony. Any on-map Saxon pieces are immediately returned to their set-up cities.
2. Foreign pieces in Saxony are moved to the nearest city (owner's choice) in their home country where they may legally stack. French pieces may also be placed in Bavaria.
3. Any victory markers on Saxon fortresses are returned to their pools.

When Saxony allies with Austria:

1. From now on, *Maria Theresa* plays Saxony. Saxon pieces stay where they are. If Saxony's general is not on the board, he may re-enter immediately with newly recruited troops, as per the recruitment rules (see section 13).
2. Any victory markers on Saxon fortresses stay where they are.
3. Austria and Saxony co-operate. Austrian supply trains may now re-enter in Dresden. Victory points earned (or lost) by Saxony count for (or against) Austria. Saxony receives 2 TCs per turn from now on, as per the Political Display.